

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

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## Abstract

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

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

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

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

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

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## Part I

# Introduction to expl3 and this document

This document is intended to act as a comprehensive reference manual for the `expl3` language. A general guide to the `LATEX3` programming language is found in [expl3.pdf](#).

## 1 Naming functions and variables

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

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

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

- D** The **D** specifier means *do not use*. All of the `TEX` primitives are initially `\let` to a **D** name, and some are then given a second name. Only the kernel team should use anything with a **D** specifier!
- N and n** These mean *no manipulation*, of a single token for **N** and of a set of tokens given in braces for **n**. Both pass the argument through exactly as given. Usually, if you use a single token for an **n** argument, all will be well.
- c** This means *csname*, and indicates that the argument will be turned into a *csname* before being used. So `\foo:c {ArgumentOne}` will act in the same way as `\foo:N \ArgumentOne`.
- V and v** These mean *value of variable*. The **V** and **v** specifiers are used to get the content of a variable without needing to worry about the underlying `TEX` structure containing the data. A **V** argument will be a single token (similar to **N**), for example `\foo:V \MyVariable`; on the other hand, using **v** a *csname* is constructed first, and then the value is recovered, for example `\foo:v {MyVariable}`.
- o** This means *expansion once*. In general, the **V** and **v** specifiers are favoured over **o** for recovering stored information. However, **o** is useful for correctly processing information with delimited arguments.

- x** The **x** specifier stands for *exhaustive expansion*: every token in the argument is fully expanded until only unexpandable ones remain. The `\edef` primitive carries out this type of expansion. Functions which feature an **x**-type argument are in general *not* expandable, unless specifically noted.
- f** The **f** specifier stands for *full expansion*, and in contrast to **x** stops at the first non-expandable item (reading the argument from left to right) without trying to expand it. For example, when setting a token list variable (a macro used for storage), the sequence

```
\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 arbitrary string).

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

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

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

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

**bool** Either true or false.

**box** Box register.

---

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

**clist** Comma separated list.

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

**dim** “Rigid” lengths.

**fp** floating-point values;

**int** Integer-valued count register.

**prop** Property list.

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

**skip** “Rubber” lengths.

**stream** An input or output stream (for reading from or writing to, respectively).

**tl** Token list variables: placeholder for a token list.

## 1.1 Terminological inexactitude

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

The conventions of the **expl3** code are designed to clearly separate the ideas of “macros that contain data” and “macros that contain code”, and a consistent wrapper is applied to all forms of “data” whether they be macros or actually registers. This means that sometimes we will use phrases like “the function returns a value”, when actually we just mean “the macro expands to something”. Similarly, the term “execute” might be used in place of “expand” or it might refer to the more specific case of “processing in **T<sub>E</sub>X**’s stomach” (if you are familiar with the **T<sub>E</sub>X**book parlance).

If in doubt, please ask; chances are we’ve been hasty in writing certain definitions and need to be told to tighten up our terminology.

## 2 Documentation conventions

This document is typeset with the experimental **l3doc** class; several conventions are used to help describe the features of the code. A number of conventions are used here to make the documentation clearer.

Each group of related functions is given in a box. For a function with a “user” name, this might read:

---

`\ExplSyntaxOn`  
`\ExplSyntaxOff`

---

`\ExplSyntaxOn ... \ExplSyntaxOff`

The textual description of how the function works would appear here. The syntax of the function is shown in mono-spaced text to the right of the box. In this example, the function takes no arguments and so the name of the function is simply reprinted.

For programming functions, which use `_` and `:` in their name there are a few additional conventions: If two related functions are given with identical names but different argument specifiers, these are termed *variants* of each other, and the latter functions are printed in grey to show this more clearly. They will carry out the same function but will take different types of argument:

---

`\seq_new:N`  
`\seq_new:c`

---

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

When a number of variants are described, the arguments are usually illustrated only for the base function. Here,  $\langle sequence \rangle$  indicates that `\seq_new:N` expects the name of a sequence. From the argument specifier, `\seq_new:c` also expects a sequence name, but as a name rather than as a control sequence. Each argument given in the illustration should be described in the following text.

**Fully expandable functions** Some functions are fully expandable, which allows it to be used within an `x`-type argument (in plain T<sub>E</sub>X terms, inside an `\edef`), as well as within an `f`-type argument. These fully expandable functions are indicated in the documentation by a star:

---

`\cs_to_str:N` ☆

---

`\cs_to_str:N`  $\langle cs \rangle$

As with other functions, some text should follow which explains how the function works. Usually, only the star will indicate that the function is expandable. In this case, the function expects a  $\langle cs \rangle$ , shorthand for a  $\langle control\ sequence \rangle$ .

**Restricted expandable functions** A few functions are fully expandable but cannot be fully expanded within an `f`-type argument. In this case a hollow star is used to indicate this:

---

`\seq_map_function:NN` ☆

---

`\seq_map_function:NN`  $\langle seq \rangle$   $\langle function \rangle$

**Conditional functions** Conditional (`if`) functions are normally defined in three variants, with `T`, `F` and `TF` argument specifiers. This allows them to be used for different “true”/“false” branches, depending on which outcome the conditional is being used to test. To indicate this without repetition, this information is given in a shortened form:

---

<code>\xetex_if_engine:<i><u>TF</u></i> *</code>	<code>\xetex_if_engine:TF {\langle true code \rangle} {\langle false code \rangle}</code>
--	---

---

The underlining and italic of TF indicates that `\xetex_if_engine:T`, `\xetex_if_engine:F` and `\xetex_if_engine:TF` are all available. Usually, the illustration will use the TF variant, and so both `\langle true code \rangle` and `\langle false code \rangle` will be shown. The two variant forms T and F take only `\langle true code \rangle` and `\langle false code \rangle`, respectively. Here, the star also shows that this function is expandable. With some minor exceptions, *all* conditional functions in the `expl3` modules should be defined in this way.

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

---

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

---

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

---

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

---

The normal description text.

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

### 3 Formal language conventions which apply generally

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

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

## Part II

# The l3bootstrap package

## Bootstrap code

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

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

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

---

`\ExplSyntaxOn`  
`\ExplSyntaxOff`

---

Updated: 2011-08-13

---

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

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

---

`\ExplSyntaxNamesOn`  
`\ExplSyntaxNamesOff`

---

`\ExplSyntaxNamesOn` *<code>* `\ExplSyntaxNamesOff`

The `\ExplSyntaxOn` function switches to a category code régime in which the colon (:) and underscore (\_) are treated as “letters”, thus allowing access to the names of code functions and variables. In contrast to `\ExplSyntaxOn`, using `\ExplSyntaxNamesOn` does not cause spaces to be ignored. The `\ExplSyntaxNamesOff` reverts to the document category code régime.

---

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

---

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

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

---

`\GetIdInfo`

---

`\RequirePackage{l3names}`  
`\GetIdInfo` *\$Id: <SVN info field> \$* *{<description>}*

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

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

## Part III

# The l3names package Namespace for primitives

## 5 Setting up the L<sup>A</sup>T<sub>E</sub>X3 programming language

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

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

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

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

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

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

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

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

## Part IV

# The l3basics package

## Basic definitions

As the name suggest this package holds some basic definitions which are needed by most or all other packages in this set.

Here we describe those functions that are used all over the place. With that we mean functions dealing with the construction and testing of control sequences. Furthermore the basic parts of conditional processing are covered; conditional processing dealing with specific data types is described in the modules specific for the respective data types.

## 6 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.

## 7 Grouping material

---

**`\group_begin:`****`\group_begin:`**

---

**`\group_end:`****`\group_end:`**

These functions begin and end a group for definition purposes. Assignments are local to groups unless carried out in a global manner. (A small number of exceptions to this rule will be noted as necessary elsewhere in this document.) Each `\group_begin:` must be matched by a `\group_end:`, although this does not have to occur within the same function. Indeed, it is often necessary to start a group within one function and finish it within another, for example when seeking to use non-standard category codes.

---

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

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

## 8 Control sequences and functions

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

Functions which are not “protected” will be fully expanded inside an  $\mathbf{x}$  expansion. In contrast, “protected” functions are not expanded within  $\mathbf{x}$  expansions.

### 8.1 Defining functions

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

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

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

**set** Create a new function with the **set** primitives, such as `\cs_set:Npn`. The definition is restricted to the current  $\text{\TeX}$  group and will not result in an error if the function is already defined.

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

Within each set of primitives 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** primitives, such as `\cs_set_nopar:Npn`. The parameter may not contain `\par` tokens.

**protected** Create a new function with the **protected** primitives, such as `\cs_set_protected:Npn`. The parameter may contain `\par` tokens but the function will not expand within an  $\mathbf{x}$ -type expansion.

### 8.2 Defining new functions using primitive parameter text

---

<code>\cs_new:Npn</code>
<code>\cs_new:(cpn Npx cpx)</code>

---

`\cs_new:Npn`  $\langle function \rangle$   $\langle parameters \rangle$   $\{\langle code \rangle\}$

Creates  $\langle function \rangle$  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. The definition is global and an error will result if the  $\langle function \rangle$  is already defined.

<hr/> <code>\cs_new_nopar:Npn</code> <code>\cs_new_nopar:(cpn Npx cpx)</code> <hr/>	<code>\cs_new_nopar:Npn &lt;function&gt; &lt;parameters&gt; {&lt;code&gt;}</code> <p>Creates <math>\langle function \rangle</math> to expand to <math>\langle code \rangle</math> as replacement text. Within the <math>\langle code \rangle</math>, the <math>\langle parameters \rangle</math> (<math>\#1</math>, <math>\#2</math>, <i>etc.</i>) will be replaced by those absorbed by the function. When the <math>\langle function \rangle</math> is used the <math>\langle parameters \rangle</math> absorbed cannot contain <code>\par</code> tokens. The definition is global and an error will result if the <math>\langle function \rangle</math> is already defined.</p>
<hr/> <code>\cs_new_protected:Npn</code> <code>\cs_new_protected:(cpn Npx cpx)</code> <hr/>	<code>\cs_new_protected:Npn &lt;function&gt; &lt;parameters&gt; {&lt;code&gt;}</code> <p>Creates <math>\langle function \rangle</math> to expand to <math>\langle code \rangle</math> as replacement text. Within the <math>\langle code \rangle</math>, the <math>\langle parameters \rangle</math> (<math>\#1</math>, <math>\#2</math>, <i>etc.</i>) will be replaced by those absorbed by the function. The <math>\langle function \rangle</math> will not expand within an x-type argument. The definition is global and an error will result if the <math>\langle function \rangle</math> is already defined.</p>
<hr/> <code>\cs_new_protected_nopar:Npn</code> <code>\cs_new_protected_nopar:(cpn Npx cpx)</code> <hr/>	<code>\cs_new_protected_nopar:Npn &lt;function&gt; &lt;parameters&gt; {&lt;code&gt;}</code> <p>Creates <math>\langle function \rangle</math> to expand to <math>\langle code \rangle</math> as replacement text. Within the <math>\langle code \rangle</math>, the <math>\langle parameters \rangle</math> (<math>\#1</math>, <math>\#2</math>, <i>etc.</i>) will be replaced by those absorbed by the function. When the <math>\langle function \rangle</math> is used the <math>\langle parameters \rangle</math> absorbed cannot contain <code>\par</code> tokens. The <math>\langle function \rangle</math> will not expand within an x-type argument. The definition is global and an error will result if the <math>\langle function \rangle</math> is already defined.</p>
<hr/> <code>\cs_set:Npn</code> <code>\cs_set:(cpn Npx cpx)</code> <hr/>	<code>\cs_set:Npn &lt;function&gt; &lt;parameters&gt; {&lt;code&gt;}</code> <p>Sets <math>\langle function \rangle</math> to expand to <math>\langle code \rangle</math> as replacement text. Within the <math>\langle code \rangle</math>, the <math>\langle parameters \rangle</math> (<math>\#1</math>, <math>\#2</math>, <i>etc.</i>) will be replaced by those absorbed by the function. The assignment of a meaning to the <math>\langle function \rangle</math> is restricted to the current TeX group level.</p>
<hr/> <code>\cs_set_nopar:Npn</code> <code>\cs_set_nopar:(cpn Npx cpx)</code> <hr/>	<code>\cs_set_nopar:Npn &lt;function&gt; &lt;parameters&gt; {&lt;code&gt;}</code> <p>Sets <math>\langle function \rangle</math> to expand to <math>\langle code \rangle</math> as replacement text. Within the <math>\langle code \rangle</math>, the <math>\langle parameters \rangle</math> (<math>\#1</math>, <math>\#2</math>, <i>etc.</i>) will be replaced by those absorbed by the function. When the <math>\langle function \rangle</math> is used the <math>\langle parameters \rangle</math> absorbed cannot contain <code>\par</code> tokens. The assignment of a meaning to the <math>\langle function \rangle</math> is restricted to the current TeX group level.</p>
<hr/> <code>\cs_set_protected:Npn</code> <code>\cs_set_protected:(cpn Npx cpx)</code> <hr/>	<code>\cs_set_protected:Npn &lt;function&gt; &lt;parameters&gt; {&lt;code&gt;}</code> <p>Sets <math>\langle function \rangle</math> to expand to <math>\langle code \rangle</math> as replacement text. Within the <math>\langle code \rangle</math>, the <math>\langle parameters \rangle</math> (<math>\#1</math>, <math>\#2</math>, <i>etc.</i>) will be replaced by those absorbed by the function. The assignment of a meaning to the <math>\langle function \rangle</math> is restricted to the current TeX group level. The <math>\langle function \rangle</math> will not expand within an x-type argument.</p>

---

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

---

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

---

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

---

Globally sets  $\langle function \rangle$  to expand to  $\langle code \rangle$  as replacement text. Within the  $\langle code \rangle$ , the  $\langle parameters \rangle$  ( $\#1$ ,  $\#2$ , *etc.*) will be replaced by those absorbed by the function. The assignment of a meaning to the  $\langle function \rangle$  is *not* restricted to the current  $\text{\TeX}$  group level: the assignment is global.

---

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

---

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

---

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

---

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

---

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

---

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

### 8.3 Defining new functions using the signature

---

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

---

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

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

---

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

---

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

---

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

---

Sets  $\langle function \rangle$  to expand to  $\langle code \rangle$  as replacement text. Within the  $\langle code \rangle$ , the number of  $\langle parameters \rangle$  is detected automatically from the function signature. These  $\langle parameters \rangle$  (#1, #2, etc.) will be replaced by those absorbed by the function. The assignment of a meaning to the  $\langle function \rangle$  is global.

---

<code>\cs_gset_nopar:Nn</code>	<code>\cs_gset_nopar:Nn &lt;function&gt; {&lt;code&gt;}</code>
<code>\cs_gset_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 assignment of a meaning to the  $\langle function \rangle$  is global.

---

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

---

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

---

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

---

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

<code>\cs_generate_from_arg_count:NNnn</code>	<code>\cs_generate_from_arg_count:NNnn</code> $\langle function \rangle$ $\langle creator \rangle$ $\langle number \rangle$
<code>\cs_generate_from_arg_count:(cNnn Ncnn)</code>	$\langle code \rangle$

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`.

## 8.4 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</code> $\langle cs\ 1 \rangle$ $\langle cs\ 2 \rangle$
<code>\cs_new_eq:(Nc cN cc)</code>	<code>\cs_new_eq:NN</code> $\langle cs\ 1 \rangle$ $\langle token \rangle$

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</code> $\langle cs\ 1 \rangle$ $\langle cs\ 2 \rangle$
<code>\cs_set_eq:(Nc cN cc)</code>	<code>\cs_set_eq:NN</code> $\langle cs\ 1 \rangle$ $\langle token \rangle$

Sets  $\langle control\ sequence\ 1 \rangle$  to have the same meaning as  $\langle control\ sequence\ 2 \rangle$  (or  $\langle token \rangle$ ). The second control sequence may subsequently be altered without affecting the copy. The assignment of a meaning to the  $\langle control\ sequence\ 1 \rangle$  is restricted to the current  $\text{\TeX}$  group level.

<code>\cs_gset_eq:NN</code>	<code>\cs_gset_eq:NN</code> $\langle cs\ 1 \rangle$ $\langle cs\ 2 \rangle$
<code>\cs_gset_eq:(Nc cN cc)</code>	<code>\cs_gset_eq:NN</code> $\langle cs\ 1 \rangle$ $\langle token \rangle$

Globally sets  $\langle control\ sequence\ 1 \rangle$  to have the same meaning as  $\langle control\ sequence\ 2 \rangle$  (or  $\langle token \rangle$ ). The second control sequence may subsequently be altered without affecting the copy. The assignment of a meaning to the  $\langle control\ sequence\ 1 \rangle$  is *not* restricted to the current  $\text{\TeX}$  group level: the assignment is global.

## 8.5 Deleting control sequences

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

<code>\cs_undefine:N</code>	<code>\cs_undefine:N</code> $\langle control\ sequence \rangle$
<code>\cs_undefine:c</code>	

Sets  $\langle control\ sequence \rangle$  to be globally undefined.

Updated: 2011-09-15

## 8.6 Showing control sequences

---

<code>\cs_meaning:N</code> ★	<code>\cs_meaning:N</code> $\langle$ <i>control sequence</i> $\rangle$
<code>\cs_meaning:c</code> ★	This function expands to the <i>meaning</i> of the $\langle$ <i>control sequence</i> $\rangle$ control sequence. This will show the $\langle$ <i>replacement text</i> $\rangle$ for a macro.
Updated: 2011-12-22	

---

**T<sub>E</sub>Xhackers note:** This is T<sub>E</sub>X's `\meaning` primitive. The `c` variant correctly reports undefined arguments.

---

<code>\cs_show:N</code>	<code>\cs_show:N</code> $\langle$ <i>control sequence</i> $\rangle$
<code>\cs_show:c</code>	Displays the definition of the $\langle$ <i>control sequence</i> $\rangle$ on the terminal.
Updated: 2011-12-22	

---

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

## 8.7 Converting to and from control sequences

---

<code>\use:c</code> ★	<code>\use:c</code> $\{\langle$ <i>control sequence name</i> $\rangle\}$
Converts the given $\langle$ <i>control sequence name</i> $\rangle$ into a single control sequence token. This process requires two expansions. The content for $\langle$ <i>control sequence name</i> $\rangle$ may be literal material or from other expandable functions. The $\langle$ <i>control sequence name</i> $\rangle$ must, when fully expanded, consist of character tokens which are not active: typically, they will be of category code 10 (space), 11 (letter) or 12 (other), or a mixture of these.	

As an example of the `\use:c` function, both

`\use:c { a b c }`

and

```
\tl_new:N \l_my_tl
\tl_set:Nn \l_my_tl { a b c }
\use:c { \tl_use:N \l_my_tl }
```

would be equivalent to

`\abc`

after two expansions of `\use:c`.

---

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

---

**T<sub>E</sub>Xhackers note:** These are the T<sub>E</sub>X primitives `\csname` and `\endcsname`.

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

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

and

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

would be equivalent to

```
\abc
```

after one expansion of `\cs:w`.

---

```
\cs_to_str:N ★ \cs_to_str:N {\control sequence}
```

---

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

## 9 Using or removing tokens and arguments

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

---

```
\use:n ★ \use:n {\group_1}
\use:(nn|nnn|nnnn) ★ \use:nn {\group_1} {\group_2}
\use:nnn {\group_1} {\group_2} {\group_3}
\use:nnnn {\group_1} {\group_2} {\group_3} {\group_4}
```

---

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

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

will result in the input stream containing

```
abc { def }
```

*i.e.* only the outer braces will be removed.

---

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

---

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

---

<code>\use_i:nnn</code>	★	<code>\use_i:nnn {⟨arg<sub>1</sub>⟩} {⟨arg<sub>2</sub>⟩} {⟨arg<sub>3</sub>⟩}</code>
-------------------------	---	---

---

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

---



---

<code>\use_i:nnnn</code>	★	<code>\use_i:nnnn {⟨arg<sub>1</sub>⟩} {⟨arg<sub>2</sub>⟩} {⟨arg<sub>3</sub>⟩} {⟨arg<sub>4</sub>⟩}</code>
--------------------------	---	--

---

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

---



---

<code>\use_i_ii:nnn</code>	★	<code>\use_i_ii:nnn {⟨arg<sub>1</sub>⟩} {⟨arg<sub>2</sub>⟩} {⟨arg<sub>3</sub>⟩}</code>
----------------------------	---	--

---

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

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

will result in the input stream containing

```
abc { def }
```

*i.e.* the outer braces will be removed and the third group will be removed.

---

<code>\use_none:n</code>	★	<code>\use_none:n {⟨group<sub>1</sub>⟩}</code>
<code>\use_none:(nn nnn nnnn nnnnn nnnnnn nnnnnnn nnnnnnnn nnnnnnnnn)</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. One or more of the `n` arguments may be an unbraced single token (*i.e.* an `N` argument).

---

<code>\use:x</code>	<code>\use:x {⟨expandable tokens⟩}</code>
---------------------	---

---

Updated: 2011-12-31	Fully expands the <i>⟨expandable tokens⟩</i> and inserts the result into the input stream at the current location. Any hash characters (#) in the argument must be doubled.
---------------------	---

---

## 9.1 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.

## 9.2 Decomposing control sequences

---

<code>\cs_get_arg_count_from_signature:N</code>	★	<code>\cs_get_arg_count_from_signature:N ⟨function⟩</code>
---	---	--

---

Splits the *⟨function⟩* into the *⟨name⟩* (i.e. the part before the colon) and the *⟨signature⟩* (i.e. after the colon). The *⟨number⟩* of tokens in the *⟨signature⟩* is then left in the input stream. If there was no *⟨signature⟩* then the result is the marker value -1.

---

<code>\cs_get_function_name:N</code>	★	<code>\cs_get_function_name:N ⟨function⟩</code>
--------------------------------------	---	---

---

Splits the *⟨function⟩* into the *⟨name⟩* (i.e. the part before the colon) and the *⟨signature⟩* (i.e. after the colon). The *⟨name⟩* is then left in the input stream without the escape character present made up of tokens with category code 12 (other).

---

<code>\cs_get_function_signature:N</code>	★	<code>\cs_get_function_signature:N ⟨function⟩</code>
---	---	--

---

Splits the *⟨function⟩* into the *⟨name⟩* (i.e. the part before the colon) and the *⟨signature⟩* (i.e. after the colon). The *⟨signature⟩* is then left in the input stream made up of tokens with category code 12 (other).

---

`\cs_split_function:NN` ★ `\cs_split_function:NN`  $\langle function \rangle$   $\langle processor \rangle$

---

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 after the  $\langle processor \rangle$  function in three parts: the  $\langle name \rangle$ , the  $\langle signature \rangle$  and a logic token indicating if a colon was found (to differentiate variables from function names). The  $\langle name \rangle$  will not include the escape character, and both the  $\langle name \rangle$  and  $\langle signature \rangle$  are made up of tokens with category code 12 (other). The  $\langle processor \rangle$  should be a function with argument specification `:nnN` (plus any trailing arguments needed).

## 10 Predicates and conditionals

L<sup>A</sup>T<sub>E</sub>X3 has three concepts for conditional flow processing:

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

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

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

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

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

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

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

`\cs_if_free_p:N`

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

```

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

```

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

**Primitive conditionals** There is a third variety of conditional, which is the original concept used in plain  $\text{\TeX}$  and  $\text{\LaTeX 2}\epsilon$ . Their use is discouraged in `expl3` (although still used in low-level definitions) because they are more fragile and in many cases require more expansion control (hence more code) than the two types of conditionals described above.

---

```

\c_true_bool
\c_false_bool

```

---

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

## 10.1 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` 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 ★
\cs_if_exist:cTF ★

```

---

Tests whether the *control sequence* is currently defined (whether as a function or another control sequence type). Any valid definition of *control sequence* will evaluate as `true`.

---

```

\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 ★
\cs_if_free:cTF ★

```

---

Tests whether the *control sequence* is currently free to be defined. This test will be `false` if the *control sequence* currently exists (as defined by `\cs_if_exist:N`).

## 10.2 Testing string equality

---

<code>\str_if_eq_p:nn</code>	★	<code>\str_if_eq_p:nn {&lt;tl<sub>1</sub>&gt;} {&lt;tl<sub>2</sub>&gt;}</code>
<code>\str_if_eq_p:(Vn on no nV VV xx)</code>	★	<code>\str_if_eq:nnTF {&lt;tl<sub>1</sub>&gt;} {&lt;tl<sub>2</sub>&gt;} {&lt;true code&gt;} {&lt;false code&gt;}</code>
<code>\str_if_eq:nnTF</code>	★	
<code>\str_if_eq:(Vn on no nV VV xx)TF</code>	★	

---

Compares the two *<token lists>* on a character by character basis, and is **true** if the two lists contain the same characters in the same order. Thus for example

`\str_if_eq_p:xx { abc } { \tl_to_str:n { abc } }`

is logically **true**. All versions of these functions are fully expandable (including those involving an **x**-type expansion).

## 10.3 Engine-specific conditionals

---

<code>\luatex_if_engine_p:</code>	★	<code>\luatex_if_luatex:TF {&lt;true code&gt;} {&lt;false code&gt;}</code>
<code>\luatex_if_engine:TF</code>	★	

---

Updated: 2011-09-06

---

<code>\pdftex_if_engine_p:</code>	★	<code>\pdftex_if_engine:TF {&lt;true code&gt;} {&lt;false code&gt;}</code>
<code>\pdftex_if_engine:TF</code>	★	

---

Updated: 2011-09-06

---

<code>\xetex_if_engine_p:</code>	★	<code>\xetex_if_engine:TF {&lt;true code&gt;} {&lt;false code&gt;}</code>
<code>\xetex_if_engine:TF</code>	★	

---

Updated: 2011-09-06

## 10.4 Primitive conditionals

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

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

---

<code>\if_true:</code>	★	<code>\if_true: &lt;true code&gt; \else: &lt;false code&gt; \fi:</code>
<code>\if_false:</code>	★	<code>\if_false: &lt;true code&gt; \else: &lt;false code&gt; \fi:</code>
<code>\or:</code>	★	<code>\reverse_if:N &lt;primitive conditional&gt;</code>
<code>\else:</code>	★	<code>\if_true:</code> always executes <i>&lt;true code&gt;</i> , while <code>\if_false:</code> always executes <i>&lt;false code&gt;</i> .
<code>\fi:</code>	★	<code>\reverse_if:N</code> reverses any two-way primitive conditional. <code>\else:</code> and <code>\fi:</code> delimit
<code>\reverse_if:N</code>	★	the branches of the conditional. <code>\or:</code> is used in case switches, see <code>l3int</code> for more.

---

**T<sub>E</sub>Xhackers note:** These are equivalent to their corresponding T<sub>E</sub>X primitive conditionals; `\reverse_if:N` is  $\epsilon$ -T<sub>E</sub>X's `\unless`.

---

<code>\if_meaning:w</code>	★	<code>\if_meaning:w &lt;arg<sub>12</sub></code>
----------------------------	---	---

---

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

**T<sub>E</sub>Xhackers note:** This is T<sub>E</sub>X's `\ifx`.

---

<code>\if:w</code>	★	<code>\if:w &lt;token<sub>12</sub></code>
<code>\if_charcode:w</code>	★	<code>\if_catcode:w &lt;token<sub>12</sub></code>
<code>\if_catcode:w</code>	★	These conditionals will expand any following tokens until two unexpandable tokens are left. If you wish to prevent this expansion, prefix the token in question with <code>\exp_not:N</code> . <code>\if_catcode:w</code> tests if the category codes of the two tokens are the same whereas <code>\if:w</code> tests if the character codes are identical. <code>\if_charcode:w</code> is an alternative name for <code>\if:w</code> .

---



---

<code>\if_cs_exist:N</code>	★	<code>\if_cs_exist:N &lt;cs&gt; &lt;true code&gt; \else: &lt;false code&gt; \fi:</code>
<code>\if_cs_exist:w</code>	★	<code>\if_cs_exist:w &lt;tokens&gt; \cs_end: &lt;true code&gt; \else: &lt;false code&gt; \fi:</code>

---

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

---

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

---

## 11 Internal kernel functions

---

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

---

---

```
\chk_if_free_cs:N
\chk_if_free_cs:c
```

---

```
\chk_if_free_cs:N <cs>
```

This function checks that  $\langle cs \rangle$  is free according to the criteria for  $\backslash cs\_if\_free\_p:N$ , and if not raises a kernel-level error.

## 12 Experimental functions

---

```
\cs_if_exist_use:NTF ★
\cs_if_exist_use:cTF ★
```

---

New: 2011-10-10

```
\cs_if_exist_use:NTF <control sequence> {\true code} {\false code}
```

If the  $\langle control\ sequence \rangle$  exists, leave it in the input stream, followed by the  $\langle true\ code \rangle$  (unbraced). Otherwise, leave the  $\langle false \rangle$  code in the input stream. For example,

```
\cs_set:Npn \mypkg_use_character:N #1
{ \cs_if_exist_use:cF { mypkg_#1:n } { \mypkg_default:N #1 } }
```

calls the function  $\backslash mypkg\_#1:n$  if it exists, and falls back to a default action otherwise. This could also be done (more slowly) using  $\backslash prg\_case\_str:xxn$ .

**T<sub>E</sub>Xhackers note:** The  $c$  variants do not introduce the  $\langle control\ sequence \rangle$  in the hash table if it is not there.

## Part V

# The l3expan package

## Argument expansion

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

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

## 13 Defining new variants

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

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

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

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

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

Providing variants in this way in style files is uncritical as the `\cs_new_nopar:Npn` function will silently accept definitions whenever the new definition is identical to an already given one. Therefore adding such definition to later releases of the kernel will not make such style files obsolete.

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

## 14 Methods for defining variants

---

`\cs_generate_variant:Nn`

---

Updated: 2011-09-15

---

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

This function is used to define argument-specifier variants of the  $\langle parent\ control\ sequence \rangle$  for L<sup>A</sup>T<sub>E</sub>X3 code-level macros. The  $\langle parent\ control\ sequence \rangle$  is first separated into the  $\langle base\ name \rangle$  and  $\langle original\ argument\ specifier \rangle$ . The comma-separated list of  $\langle variant\ argument\ specifiers \rangle$  is then used to define variants of the  $\langle original\ argument\ specifier \rangle$  where these are not already defined. For each  $\langle variant \rangle$  given, a function is created which will expand its arguments as detailed and pass them to the  $\langle parent\ control\ sequence \rangle$ . So for example

```
\cs_set:Npn \foo:Nn #1#2 { code here }
\cs_generate_variant:Nn \foo:Nn { c }
```

will create a new function `\foo:cn` which will expand its first argument into a control sequence name and pass the result to `\foo:Nn`. Similarly

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

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

## 15 Introducing the variants

The available internal functions for argument expansion come in two flavours, some of them are faster than others. Therefore it is usually best to follow the following guidelines when defining new functions that are supposed to come with variant forms:

- Arguments that might need expansion should come first in the list of arguments to make processing faster.
- Arguments that should consist of single tokens should come first.
- Arguments that need full expansion (*i.e.*, are denoted with `x`) should be avoided if possible as they can not be processed expandably, *i.e.*, functions of this type will not work correctly in arguments that are itself subject to `x` expansion.
- In general, unless in the last position, multi-token arguments `n`, `f`, and `o` will need special processing which is not fast. Therefore it is best to use the optimized functions, namely those that contain only `N`, `c`, `V`, and `v`, and, in the last position, `o`, `f`, with possible trailing `N` or `n`, which are not expanded.

The `V` type returns the value of a register, which can be one of `tl`, `num`, `int`, `skip`, `dim`, `toks`, or built-in T<sub>E</sub>X registers. The `v` type is the same except it first creates a

control sequence out of its argument before returning the value. This recent addition to the argument specifiers may shake things up a bit as most places where `o` is used will be replaced by `V`. The documentation you are currently reading will therefore require a fair bit of re-writing.

In general, the programmer should not need to be concerned with expansion control. When simply using the content of a variable, functions with a `V` specifier should be used. For those referred to by `(cs)name`, the `v` specifier is available for the same purpose. Only when specific expansion steps are needed, such as when using delimited arguments, should the lower-level functions with `o` specifiers be employed.

The `f` type is so special that it deserves an example. Let's pretend we want to set `\aaa` equal to the control sequence stemming from turning `b \l_tmpa_tl b` into a control sequence. Furthermore we want to store the execution of it in a `<tl var>`. In this example we assume `\l_tmpa_tl` contains the text string `lur`. The straightforward approach is

```
\tl_set:Nc \l_tmpb_tl {\cs_set_eq:Nc \aaa { b \l_tmpa_tl b } }
```

Unfortunately this only puts `\exp_args:NNc \cs_set_eq:NN \aaa {b \l_tmpa_tl b}` into `\l_tmpb_tl` and not `\cs_set_eq:NN \aaa = \blurb` as we probably wanted. Using `\tl_set:Nx` is not an option as that will die horribly. Instead we can do a

```
\tl_set:Nf \l_tmpb_tl {\cs_set_eq:Nc \aaa { b \l_tmpa_tl b } }
```

which puts the desired result in `\l_tmpb_tl`. It requires `\toks_set:Nf` to be defined as

```
\cs_set_nopar:Npn \tl_set:Nf { \exp_args:NNf \tl_set:Nn }
```

If you use this type of expansion in conditional processing then you should stick to using TF type functions only as it does not try to finish any `\if... \fi:` itself!

## 16 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:No ★ \exp_args:No <function> {\tokens} ...
```

---

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

---

```
\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. (An internal error will occur if such a conversion is not possible). The result is inserted into the input stream *after* reinsertion of the `<function>`. Thus the `<function>` may take more than one argument: all others will be left unchanged.

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

<hr/> <hr/>	<hr/> <hr/>
<code>\exp_args:NV</code> ★	<code>\exp_args:NV</code> $\langle function \rangle$ $\langle variable \rangle$
	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 <i>after</i> reinsertion of the $\langle function \rangle$ . Thus the $\langle function \rangle$ may take more than one argument: all others will be left unchanged.
<hr/> <hr/>	<hr/> <hr/>
<code>\exp_args:Nv</code> ★	<code>\exp_args:Nv</code> $\langle function \rangle$ $\{\langle tokens \rangle\}$
	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. (An internal error will occur if such a conversion is not possible). 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 <i>after</i> reinsertion of the $\langle function \rangle$ . Thus the $\langle function \rangle$ may take more than one argument: all others will be left unchanged.
<hr/> <hr/>	<hr/> <hr/>
<code>\exp_args:Nf</code> ★	<code>\exp_args:Nf</code> $\langle function \rangle$ $\{\langle tokens \rangle\}$
	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 or space is found, and the result is inserted in braces into the input stream <i>after</i> reinsertion of the $\langle function \rangle$ . Thus the $\langle function \rangle$ may take more than one argument: all others will be left unchanged.
<hr/> <hr/>	<hr/> <hr/>
<code>\exp_args:Nx</code>	<code>\exp_args:Nx</code> $\langle function \rangle$ $\{\langle tokens \rangle\}$
	This function absorbs two arguments (the $\langle function \rangle$ name and the $\langle tokens \rangle$ ) and exhaustively expands the $\langle tokens \rangle$ second. The result is inserted in braces into the input stream <i>after</i> reinsertion of the $\langle function \rangle$ . Thus the $\langle function \rangle$ may take more than one argument: all others will be left unchanged.

## 17 Manipulating two arguments

<hr/> <hr/>	<hr/> <hr/>
<code>\exp_args:NNo</code> ★	<code>\exp_args:NNo</code> $\langle token1 \rangle$ $\langle token2 \rangle$ $\{\langle tokens \rangle\}$
<code>\exp_args:(NNc NNv NNf Nco Ncf Ncc NVV)</code> ★	

These optimized functions absorb three arguments and expand the second and third as detailed by their argument specifier. The first argument of the function is then the next item on the input stream, followed by the expansion of the second and third arguments.

<hr/> <hr/>	<hr/> <hr/>
<code>\exp_args:Nno</code> ★	<code>\exp_args:Nno</code> $\langle token \rangle$ $\{\langle tokens_1 \rangle\}$ $\{\langle tokens_2 \rangle\}$
<code>\exp_args:(NnV Nnf Noo Nof Noc Nff Nfo Nnc)</code> ★	

Updated: 2012-01-14

These functions absorb three arguments and expand the second and third as detailed by their argument specifier. The first argument of the function is then the next item on the input stream, followed by the expansion of the second and third arguments. These functions need special (slower) processing.

---

<code>\exp_args:NNx</code>	<code>\exp_args:NNx &lt;token1&gt; &lt;token2&gt; {\tokens}</code>
<code>\exp_args:(Nnx Ncx Nox Nxo Nxx)</code>	

---

These functions absorb three arguments and expand the second and third as detailed by their argument specifier. The first argument of the function is then the next item on the input stream, followed by the expansion of the second and third arguments. These functions are not expandable.

## 18 Manipulating three arguments

---

<code>\exp_args:NNNo</code>	★	<code>\exp_args:NNNo &lt;token1&gt; &lt;token2&gt; &lt;token3&gt; {\tokens}</code>
<code>\exp_args:(NNNV Nccc NcNc NcNo Ncco)</code>	★	

---

These optimized functions absorb four arguments and expand the second, third and fourth as detailed by their argument specifier. The first argument of the function is then the next item on the input stream, followed by the expansion of the second argument, *etc.*

---

<code>\exp_args:NNoo</code>	★	<code>\exp_args:NNNo &lt;token1&gt; &lt;token2&gt; &lt;token3&gt; {\tokens}</code>
<code>\exp_args:(NNno Nnno Nnnc Nooo)</code>	★	

---

These functions absorb four arguments and expand the second, third and fourth as detailed by their argument specifier. The first argument of the function is then the next item on the input stream, followed by the expansion of the second argument, *etc.* These functions need special (slower) processing.

---

<code>\exp_args:NNnx</code>	<code>\exp_args:NNnx &lt;token1&gt; &lt;token2&gt; {\tokens<sub>1</sub>} {\tokens<sub>2</sub>}</code>
<code>\exp_args:(NNox Nnnx Nnox Noox Ncnx Nccx)</code>	

---

These functions absorb four arguments and expand the second, third and fourth as detailed by their argument specifier. The first argument of the function is then the next item on the input stream, followed by the expansion of the second argument, *etc.*

## 19 Unbraced expansion

---

<code>\exp_last_unbraced:Nf</code>	★	<code>\exp_last_unbraced:Nno</code> $\langle token \rangle$
<code>\exp_last_unbraced:(NV No Nv Nco NcV NNV NNo Nno Noo Nfo NNNV NNNo NnNo)</code>	★	$\langle tokens1 \rangle$ $\langle tokens2 \rangle$

---

Updated: 2012-02-12

---

These functions absorb the number of arguments given by their specification, carry out the expansion indicated and leave the the results in the input stream, with the last argument not surrounded by the usual braces. Of these, the `:Nno`, `:Noo`, and `:Nfo` variants need special (slower) processing.

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

---

<code>\exp_last_unbraced:Nx</code>	<code>\exp_last_unbraced:Nx</code> $\langle function \rangle$ $\{\langle tokens \rangle\}$
------------------------------------	--

---

This functions fully expands the  $\langle tokens \rangle$  and leaves the result in the input stream after reinsertion of  $\langle function \rangle$ . This function is not expandable.

---

<code>\exp_last_two_unbraced:Noo</code>	★	<code>\exp_last_two_unbraced:Noo</code> $\langle token \rangle$ $\langle tokens1 \rangle$ $\{\langle tokens2 \rangle\}$
---	---	---

---

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

---

<code>\exp_after:wN</code>	★	<code>\exp_after:wN</code> $\langle token1 \rangle$ $\langle token2 \rangle$
----------------------------	---	--

---

Carries out a single expansion of  $\langle token2 \rangle$  (which may consume arguments) prior to the expansion of  $\langle token1 \rangle$ . If  $\langle token2 \rangle$  is a T<sub>E</sub>X primitive, it will be executed rather than expanded, while if  $\langle token2 \rangle$  has not expansion (for example, if it is a character) then it will be left unchanged. It is important to notice that  $\langle token1 \rangle$  may be *any* single token, including group-opening and -closing tokens (`{` or `}` assuming normal T<sub>E</sub>X category codes). Unless specifically required, expansion should be carried out using an appropriate argument specifier variant or the appropriate `\exp_arg:N` function.

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

## 20 Preventing expansion

Despite the fact that the following functions are all about preventing expansion, they're designed to be used in an expandable context and hence are all marked as being 'expandable' since they themselves will not appear after the expansion has completed.

<hr/> <hr/>	<code>\exp_not:N</code> ★	<code>\exp_not:N</code> $\langle token \rangle$
		Prevents expansion of the $\langle token \rangle$ in a context where it would otherwise be expanded, for example an <b>x</b> -type argument.
		<b>T<sub>E</sub>Xhackers note:</b> This is the T <sub>E</sub> X <code>\noexpand</code> primitive.
<hr/> <hr/>	<code>\exp_not:c</code> ★	<code>\exp_not:c</code> $\{\langle tokens \rangle\}$
		Expands the $\langle tokens \rangle$ until only unexpandable content remains, and then converts this into a control sequence. Further expansion of this control sequence is then inhibited.
<hr/> <hr/>	<code>\exp_not:n</code> ★	<code>\exp_not:n</code> $\{\langle tokens \rangle\}$
		Prevents expansion of the $\langle tokens \rangle$ in a context where they would otherwise be expanded, for example an <b>x</b> -type argument.
		<b>T<sub>E</sub>Xhackers note:</b> This is the $\varepsilon$ -T <sub>E</sub> X <code>\unexpanded</code> primitive.
<hr/> <hr/>	<code>\exp_not:V</code> ★	<code>\exp_not:V</code> $\langle variable \rangle$
		Recovers the content of the $\langle variable \rangle$ , then prevents expansion of this material in a context where it would otherwise be expanded, for example an <b>x</b> -type argument.
<hr/> <hr/>	<code>\exp_not:v</code> ★	<code>\exp_not:v</code> $\{\langle tokens \rangle\}$
		Expands the $\langle tokens \rangle$ until only unexpandable content remains, and then converts this into a control sequence (which should be a $\langle variable \rangle$ name). The content of the $\langle variable \rangle$ is recovered, and further expansion is prevented in a context where it would otherwise be expanded, for example an <b>x</b> -type argument.
<hr/> <hr/>	<code>\exp_not:o</code> ★	<code>\exp_not:o</code> $\{\langle tokens \rangle\}$
		Expands the $\langle tokens \rangle$ once, then prevents any further expansion in a context where they would otherwise be expanded, for example an <b>x</b> -type argument.
<hr/> <hr/>	<code>\exp_not:f</code> ★	<code>\exp_not:f</code> $\{\langle tokens \rangle\}$
		Expands $\langle tokens \rangle$ fully until the first unexpandable token is found. Expansion then stops, and the result of the expansion (including any tokens which were not expanded) is protected from further expansion.
<hr/> <hr/>	<code>\exp_stop_f:</code> ★	<code>\function:f</code> $\langle tokens \rangle$ <code>\exp_stop_f:</code> $\langle more tokens \rangle$
Updated: 2011-06-03		This function terminates an <b>f</b> -type expansion. Thus if a function <code>\function:f</code> starts an <b>f</b> -type expansion and all of $\langle tokens \rangle$ are expandable <code>\exp_stop_f</code> will terminate the expansion of tokens even if $\langle more tokens \rangle$ are also expandable. The function itself is an implicit space token. Inside an <b>x</b> -type expansion, it will retain its form, but when typeset it produces the underlying space ( $\sqcup$ ).

## 21 Internal functions and variables

<hr/> <hr/>	
<code>\l_exp_internal_tl</code>	The <code>\exp_</code> module has its private variables to temporarily store results of the argument expansion. This is done to avoid interference with other functions using temporary variables.
<hr/>	
<code>\exp_eval_register:N</code> ★	<code>\exp_eval_register:N</code> $\langle variable \rangle$
<code>\exp_eval_register:c</code> ★	These functions evaluates a $\langle variable \rangle$ as part of a <code>V</code> or <code>v</code> expansion (respectively), preceded by <code>\c_zero</code> which stops the expansion of a previous <code>\romannumeral</code> . A $\langle variable \rangle$ might exist as one of two things: a parameter-less non-long, non-protected macro or a built-in <code>T<sub>E</sub>X</code> register such as <code>\count</code> .
<hr/>	
<code>\::n</code>	<code>\cs_set_nopar:Npn \exp_args:Ncof { \::c \::o \::f \::: }</code>
<code>\::N</code>	Internal forms for the base expansion types. These names do <i>not</i> conform to the general L <sup>A</sup> T <sub>E</sub> X3 approach as this makes them more readily visible in the log and so forth.
<code>\::c</code>	
<code>\::o</code>	
<code>\::f</code>	
<code>\::x</code>	
<code>\::v</code>	
<code>\::V</code>	
<code>\:::</code>	
<hr/>	
<code>\cs_generate_internal_variant:n</code>	<code>\cs_generate_internal_variant:n</code> $\langle arg spec \rangle$
	Tests if the function <code>\exp_args:N</code> $\langle arg spec \rangle$ exists, and defines it if it does not. The $\langle arg spec \rangle$ should be a series of one or more of the letters <code>N</code> , <code>c</code> , <code>n</code> , <code>o</code> , <code>V</code> , <code>v</code> , <code>f</code> and <code>x</code> .

## Part VI

# The l3prg package

## Control structures

Conditional processing in L<sup>A</sup>T<sub>E</sub>X3 is defined as something that performs a series of tests, possibly involving assignments and calling other functions that do not read further ahead in the input stream. After processing the input, a *state* is returned. The typical states returned are *⟨true⟩* and *⟨false⟩* but other states are possible, say an *⟨error⟩* state for erroneous input, *e.g.*, text as input in a function comparing integers.

L<sup>A</sup>T<sub>E</sub>X3 has two forms of conditional flow processing based on these states. The first form is predicate functions that turn the returned state into a boolean *⟨true⟩* or *⟨false⟩*. For example, the function `\cs_if_free_p:N` checks whether the control sequence given as its argument is free and then returns the boolean *⟨true⟩* or *⟨false⟩* values to be used in testing with `\if_predicate:w` or in functions to be described below. The second form is the kind of functions choosing a particular argument from the input stream based on the result of the testing as in `\cs_if_free:NTF` which also takes one argument (the N) and then executes either **true** or **false** depending on the result. Important to note here is that the arguments are executed after exiting the underlying `\if... \fi:` structure.

## 22 Defining a set of conditional functions

---

```
\prg_new_conditional:Npnn
\prg_new_conditional:Nnn
\prg_set_conditional:Npnn
\prg_set_conditional:Nnn
```

---

Updated: 2012-02-06

---

```
\prg_new_conditional:Npnn \<name>:<arg spec> <parameters> {<conditions>} {<code>}
\prg_new_conditional:Nnn \<name>:<arg spec> {<conditions>} {<code>}
```

These functions create a family of conditionals using the same *{⟨code⟩}* to perform the test created. Those conditionals are expandable if *⟨code⟩* is. The **new** versions will check for existing definitions and perform assignments globally (*cf.* `\cs_new:Npn`) whereas the **set** versions do no check and perform assignments locally (*cf.* `\cs_set:Npn`). The conditionals created are dependent on the comma-separated list of *⟨conditions⟩*, which should be one or more of **p**, **T**, **F** and **TF**.

---

```
\prg_new_protected_conditional:Npnn \prg_new_protected_conditional:Npnn \<name>:<arg spec> <parameters>
\prg_new_protected_conditional:Nnn {<conditions>} {<code>}
\prg_set_protected_conditional:Npnn \prg_new_protected_conditional:Nnn \<name>:<arg spec>
\prg_set_protected_conditional:Nnn {<conditions>} {<code>}
```

---

Updated: 2012-02-06

---

These functions create a family of protected conditionals using the same *{⟨code⟩}* to perform the test created. The *⟨code⟩* does not need to be expandable. The **new** version will check for existing definitions and perform assignments globally (*cf.* `\cs_new:Npn`) whereas the **set** version will not (*cf.* `\cs_set:Npn`). The conditionals created are depended on the comma-separated list of *⟨conditions⟩*, which should be one or more of **T**, **F** and **TF** (not **p**).

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

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

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

An example can easily clarify matters here:

```
\prg_set_conditional:Nnn \foo_if_bar:NN { 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 an error if that branch is executed.

---

<code>\prg_new_eq_conditional:NNn</code>	<code>\prg_new_eq_conditional:NNn \langle name1 \rangle:\langle arg spec1 \rangle \langle name2 \rangle:\langle arg spec2 \rangle</code>
<code>\prg_set_eq_conditional:NNn</code>	<code>{\langle conditions \rangle}</code>

---

These functions copies a family of conditionals. The `new` version will check for existing definitions (*cf.* `\cs_new:Npn`) whereas the `set` version will not (*cf.* `\cs_set:Npn`). The conditionals copied are depended on the comma-separated list of `\langle conditions \rangle`, which should be one or more of `p`, `T`, `F` and `TF`.

---

<code>\prg_return_true: *</code>	<code>\prg_return_true:</code>
<code>\prg_return_false: *</code>	<code>\prg_return_false:</code>

---

These functions define the logical state at the end of a conditional. As such, they should appear within the code for a conditional statement generated by `\prg_set_conditional:Npnn`, *etc.*

## 23 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 are expandable and expect the input to also be fully expandable (which will generally mean being constructed from predicate functions, possibly nested).

---

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

---

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

---

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

---



---

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

---

<hr/> <code>\bool_set_eq:NN</code> <code>\bool_set_eq:(cN Nc cc)</code> <code>\bool_gset_eq:NN</code> <code>\bool_gset_eq:(cN Nc cc)</code> <hr/>	<code>\bool_set_eq:NN</code> $\langle\textit{boolean1}\rangle$ $\langle\textit{boolean2}\rangle$ Sets the content of $\langle\textit{boolean1}\rangle$ equal to that of $\langle\textit{boolean2}\rangle$ .
<hr/> <code>\bool_set:Nn</code> <code>\bool_set:cn</code> <code>\bool_gset:Nn</code> <code>\bool_gset:cn</code> <hr/>	<code>\bool_set:Nn</code> $\langle\textit{boolean}\rangle$ $\{\langle\textit{boolexpr}\rangle\}$ Evaluates the $\langle\textit{boolean expression}\rangle$ as described for <code>\bool_if:n(TF)</code> , and sets the $\langle\textit{boolean}\rangle$ variable to the logical truth of this evaluation.
<hr/> <code>\bool_if_p:N</code> ★ <code>\bool_if_p:c</code> ★ <code>\bool_if:NTF</code> ★ <code>\bool_if:cTF</code> ★ <hr/>	<code>\bool_if_p:N</code> $\{\langle\textit{boolean}\rangle\}$ <code>\bool_if:NTF</code> $\{\langle\textit{boolean}\rangle\}$ $\{\langle\textit{true code}\rangle\}$ $\{\langle\textit{false code}\rangle\}$ Tests the current truth of $\langle\textit{boolean}\rangle$ , and continues expansion based on this result.
<hr/> <code>\bool_show:N</code> <code>\bool_show:c</code> <hr/> <div>New: 2012-02-09</div> <hr/>	<code>\bool_show:N</code> $\langle\textit{boolean}\rangle$ Displays the logical truth of the $\langle\textit{boolean}\rangle$ on the terminal.
<hr/> <code>\bool_show:n</code> <hr/> <div>New: 2012-02-09</div> <hr/>	<code>\bool_show:n</code> $\{\langle\textit{boolean expression}\rangle\}$ Displays the logical truth of the $\langle\textit{boolean expression}\rangle$ on the terminal.
<hr/> <code>\l_tmpa_bool</code> <hr/>	A scratch boolean for local assignment. It is never used by the kernel code, and so is safe for use with any L <sup>A</sup> T <sub>E</sub> X3-defined function. However, it may be overwritten by other non-kernel code and so should only be used for short-term storage.
<hr/> <code>\g_tmpa_bool</code> <hr/>	A scratch boolean for global assignment. It is never used by the kernel code, and so is safe for use with any L <sup>A</sup> T <sub>E</sub> X3-defined function. However, it may be overwritten by other non-kernel code and so should only be used for short-term storage.

## 24 Boolean expressions

As we have a boolean datatype and predicate functions returning boolean  $\langle\textit{true}\rangle$  or  $\langle\textit{false}\rangle$  values, it seems only fitting that we also provide a parser for  $\langle\textit{boolean expressions}\rangle$ .

A boolean expression is an expression which given input in the form of predicate functions and boolean variables, return boolean  $\langle\textit{true}\rangle$  or  $\langle\textit{false}\rangle$ . It supports the logical operations And, Or and Not as the well-known infix operators `&&`, `||` and `!`. In addition to this, parentheses can be used to isolate sub-expressions. For example,

```
\int_compare_p:n { 1 = 1 } &&
(
  \int_compare_p:n { 2 = 3 } ||
  \int_compare_p:n { 4 = 4 } ||
)
```

```

        \int_compare_p:n { 1 = \error } % is skipped
    ) &&
    ! ( \int_compare_p:n { 2 = 4 } )

```

is a valid boolean expression. Note that minimal evaluation is carried out whenever possible so that whenever a truth value cannot be changed any more, the remaining tests within the current group are skipped.

---

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

---

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. Minimal evaluation is used in the processing, so that once a result is defined there is not further expansion of the tests. For example

```

\bool_if_p:n
{
  \int_compare_p:nNn { 1 } = { 1 }
  &&
  (
    \int_compare_p:nNn { 2 } = { 3 } ||
    \int_compare_p:nNn { 4 } = { 4 } ||
    \int_compare_p:nNn { 1 } = { \error } % is skipped
  )
  &&
  ! ( \int_compare_p:nNn { 2 } = { 4 } )
}

```

will be `true` and will not evaluate `\int_compare_p:nNn { 1 } = { \error }`. The logical Not applies to the next single predicate or group. As shown above, this means that any predicates requiring an argument have to be given within parentheses.

---

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

---

Function version of `!(<boolean expression>)` within a boolean expression.

---

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

---

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

## 25 Logical loops

Loops using either boolean expressions or stored boolean values.

<hr/> <code>\bool_until_do:Nn</code> ☆ <code>\bool_until_do:cn</code> ☆ <hr/>	<code>\bool_until_do:Nn {\boolean} {\code}</code>  This function firsts checks the logical value of the $\langle\textit{boolean}\rangle$ . If it is <b>false</b> the $\langle\textit{code}\rangle$ is placed in the input stream and expanded. After the completion of the $\langle\textit{code}\rangle$ the truth of the $\langle\textit{boolean}\rangle$ is re-evaluated. The process will then loop until the $\langle\textit{boolean}\rangle$ is <b>true</b> .
<hr/> <code>\bool_while_do:Nn</code> ☆ <code>\bool_while_do:cn</code> ☆ <hr/>	<code>\bool_while_do:Nn {\boolean} {\code}</code>  This function firsts checks the logical value of the $\langle\textit{boolean}\rangle$ . If it is <b>true</b> the $\langle\textit{code}\rangle$ is placed in the input stream and expanded. After the completion of the $\langle\textit{code}\rangle$ the truth of the $\langle\textit{boolean}\rangle$ is re-evaluated. The process will then loop until the $\langle\textit{boolean}\rangle$ is <b>false</b> .
<hr/> <code>\bool_until_do:nn</code> ☆ <hr/>	<code>\bool_until_do:nn {\boolean expression} {\code}</code>  This function firsts checks the logical value of the $\langle\textit{boolean expression}\rangle$ (as described for <code>\bool_if:nTF</code> ). If it is <b>false</b> the $\langle\textit{code}\rangle$ is placed in the input stream and expanded. After the completion of the $\langle\textit{code}\rangle$ the truth of the $\langle\textit{boolean expression}\rangle$ is re-evaluated. The process will then loop until the $\langle\textit{boolean expression}\rangle$ is <b>true</b> .
<hr/> <code>\bool_while_do:nn</code> ☆ <hr/>	<code>\bool_while_do:nn {\boolean expression} {\code}</code>  This function firsts checks the logical value of the $\langle\textit{boolean expression}\rangle$ (as described for <code>\bool_if:nTF</code> ). If it is <b>true</b> the $\langle\textit{code}\rangle$ is placed in the input stream and expanded. After the completion of the $\langle\textit{code}\rangle$ the truth of the $\langle\textit{boolean expression}\rangle$ is re-evaluated. The process will then loop until the $\langle\textit{boolean expression}\rangle$ is <b>false</b> .

## 26 Switching by case

For cases where a number of cases need to be considered a family of case-selecting functions are available.

<hr/> <code>\prg_case_int:nnn</code> ★ <div>Updated: 2011-09-17</div> <hr/>	<code>\prg_case_int:nnn {\test integer expression}</code> <code>{</code> <code>  {\intexpr case1} {\code case1}</code> <code>  {\intexpr case2} {\code case2}</code> <code>  ...</code> <code>  {\intexpr case<sub>n</sub>} {\code case<sub>n</sub>}</code> <code>}</code> <code>{\else case}</code>
--	---

This function evaluates the  $\langle\textit{test integer expression}\rangle$  and compares this in turn to each of the  $\langle\textit{integer expression cases}\rangle$ . If the two are equal then the associated  $\langle\textit{code}\rangle$  is left in the input stream. If none of the tests are **true** then the **else** code will be left in the input stream.

As an example of `\prg_case_int:nnn`:

```
\prg_case_int:nnn
{ 2 * 5 }
{
```

```

    { 5 }      { Small }
    { 4 + 6 }  { Medium }
    { -2 * 10 } { Negative }
  }
  { No idea! }

```

will leave “Medium” in the input stream.

---

<code>\prg_case_dim:nnn</code> ★ <hr/> Updated: 2011-07-06	<pre> \prg_case_dim:nnn {&lt;test dimension expression&gt;} {   {&lt;dimexpr case1&gt;} {&lt;code case1&gt;}   {&lt;dimexpr case2&gt;} {&lt;code case2&gt;}   ...   {&lt;dimexpr case<sub>n</sub>&gt;} {&lt;code case<sub>n</sub>&gt;} } {&lt;else case&gt;} </pre>
---	---

---

This function evaluates the *<test dimension expression>* and compares this in turn to each of the *<dimension expression cases>*. If the two are equal then the associated *<code>* is left in the input stream. If none of the tests are **true** then the **else** code will be left in the input stream.

---

<code>\prg_case_str:nnn</code> ★ <code>\prg_case_str:(onn xxn)</code> ★ <hr/> Updated: 2011-09-17	<pre> \prg_case_str:nnn {&lt;test string&gt;} {   {&lt;string case1&gt;} {&lt;code case1&gt;}   {&lt;string case2&gt;} {&lt;code case2&gt;}   ...   {&lt;string case<sub>n</sub>&gt;} {&lt;code case<sub>n</sub>&gt;} } {&lt;else case&gt;} </pre>
---	--

---

This function compares the *<test string>* in turn with each of the *<string cases>*. If the two are equal (as described for `\str_if_eq:nnTF` then the associated *<code>* is left in the input stream. If none of the tests are **true** then the **else** code will be left in the input stream. The **xx** variant fully expands *<strings>* before comparing them, but does not expand the corresponding *<code>*. It is fully expandable, in the same way as the underlying `\str_if_eq:xxTF` test.

---

<code>\prg_case_tl:Nnn</code> ★ <code>\prg_case_tl:cnn</code> ★ <hr/> Updated: 2011-09-17	<pre> \prg_case_tl:Nnn &lt;test token list variable&gt; {   &lt;token list variable case1&gt; {&lt;code case1&gt;}   &lt;token list variable case2&gt; {&lt;code case2&gt;}   ...   &lt;token list variable case<sub>n</sub>&gt; {&lt;code case<sub>n</sub>&gt;} } {&lt;else case&gt;} </pre>
---	---

---

This function compares the *<test token list variable>* in turn with each of the *<token list variable cases>*. If the two are equal (as described for `\tl_if_eq:nnTF` then the associated *<code>* is left in the input stream. If none of the tests are **true** then the **else** code will be left in the input stream.

## 27 Producing $n$ copies

---

<code>\prg_replicate:nn</code> ★	<code>\prg_replicate:nn {⟨integer expression⟩} {⟨tokens⟩}</code>
----------------------------------	--

---

Updated: 2011-07-04

Evaluates the  $\langle integer\ expression \rangle$  (which should be zero or positive) and creates the resulting number of copies of the  $\langle tokens \rangle$ . The function is both expandable and safe for nesting. It yields its result after two expansion steps.

---

<code>\prg_stepwise_function:nnnN</code> ☆	<code>\prg_stepwise_function:nnnN {⟨initial value⟩} {⟨step⟩} {⟨final value⟩} {⟨function⟩}</code>
--	--

---

Updated: 2011-09-06

This function first evaluates the  $\langle initial\ value \rangle$ ,  $\langle step \rangle$  and  $\langle final\ value \rangle$ , all of which should be integer expressions. The  $\langle function \rangle$  is then placed in front of each  $\langle value \rangle$  from the  $\langle initial\ value \rangle$  to the  $\langle final\ value \rangle$  in turn (using  $\langle step \rangle$  between each  $\langle value \rangle$ ). Thus  $\langle function \rangle$  should absorb one numerical argument. For example

```
\cs_set:Npn \my_func:n #1 { [I~saw~#1] \quad }
\prg_stepwise_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]
```

---

<code>\prg_stepwise_inline:nnnn</code>	<code>\prg_stepwise_inline:nnnn {⟨initial value⟩} {⟨step⟩} {⟨final value⟩} {⟨code⟩}</code>
--	--

---

Updated: 2011-09-06

This function first evaluates the  $\langle initial\ value \rangle$ ,  $\langle step \rangle$  and  $\langle final\ value \rangle$ , all of which should be integer expressions. The  $\langle code \rangle$  is then placed in front of each  $\langle value \rangle$  from the  $\langle initial\ value \rangle$  to the  $\langle final\ value \rangle$  in turn (using  $\langle step \rangle$  between each  $\langle value \rangle$ ). Thus the  $\langle code \rangle$  should define a function of one argument ( $\#1$ ).

---

<code>\prg_stepwise_variable:nnnNn</code>	<code>\prg_stepwise_variable:nnnNn {⟨initial value⟩} {⟨step⟩} {⟨final value⟩} {⟨tl var⟩} {⟨code⟩}</code>
---	--

---

Updated: 2011-09-06

This function first evaluates the  $\langle initial\ value \rangle$ ,  $\langle step \rangle$  and  $\langle final\ value \rangle$ , all of which should be integer expressions. The  $\langle code \rangle$  is inserted into the input stream, with the  $\langle tl\ var \rangle$  defined as the current  $\langle value \rangle$ . Thus the  $\langle code \rangle$  should make use of the  $\langle tl\ var \rangle$ .

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

---

<code>\mode_if_horizontal_p:</code> ★	<code>\mode_if_horizontal_p:</code>
<code>\mode_if_horizontal:TF</code> ★	<code>\mode_if_horizontal:TF {⟨true code⟩} {⟨false code⟩}</code>

---

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

---

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

---

Detects if  $\TeX$  is currently in inner mode.

---

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

---

Detects if  $\TeX$  is currently in maths mode.

Updated: 2011-09-05

---



---

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

---

Detects if  $\TeX$  is currently in vertical mode.

## 29 Internal programming functions

---

<code>\group_align_safe_begin:</code>	★	<code>\group_align_safe_begin:</code>
<code>\group_align_safe_end:</code>	★	<code>...</code>

---

Updated: 2011-08-11

---

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` will result in a forbidden comparison of the internal `\endtemplate` token, yielding a fatal error. Each `\group_align_safe_begin:` must be matched by a `\group_align_safe_end:`, although this does not have to occur within the same function.

---

<code>\scan_align_safe_stop:</code>	<code>\scan_align_safe_stop:</code>
-------------------------------------	-------------------------------------

---

Updated: 2011-09-06

---

Stops  $\TeX$ 's scanner looking for expandable control sequences at the beginning of an alignment cell. This function is required, for example, to obtain the expected output when testing `\mode_if_math:TF` at the start of a math array cell: placing `\scan_align_safe_stop:` before `\mode_if_math:TF` will give the correct result. This function does not destroy any kerning if used in other locations, but *does* render functions non-expandable.

**$\TeX$ hackers note:** This is a protected version of `\prg_do_nothing:`, which therefore stops  $\TeX$ 's scanner in the circumstances described without producing any affect on the output.

---

<code>\prg_variable_get_scope:N</code>	★	<code>\prg_variable_get_scope:N \langle variable \rangle</code>
--	---	---

---

Returns the scope (g for global, blank otherwise) for the  $\langle variable \rangle$ .

<hr/> <hr/>	<hr/> <hr/>
<code>\prg_variable_get_type:N</code> ★	<code>\prg_variable_get_type:N</code> $\langle variable \rangle$
	Returns the type of $\langle variable \rangle$ (tl, int, etc.)
<hr/> <hr/>	<hr/> <hr/>
<code>\if_predicate:w</code> ★	<code>\if_predicate:w</code> $\langle predicate \rangle$ $\langle true\ code \rangle$ <code>\else:</code> $\langle false\ code \rangle$ <code>\fi:</code>
	This function takes a predicate function and branches according to the result. (In practice this function would also accept a single boolean variable in place of the $\langle predicate \rangle$ but to make the coding clearer this should be done through <code>\if_bool:N</code> .)
<hr/> <hr/>	<hr/> <hr/>
<code>\if_bool:N</code> ★	<code>\if_bool:N</code> $\langle boolean \rangle$ $\langle true\ code \rangle$ <code>\else:</code> $\langle false\ code \rangle$ <code>\fi:</code>
	This function takes a boolean variable and branches according to the result.
<hr/> <hr/>	<hr/> <hr/>
<code>\prg_break_point:n</code> ★	<code>\prg_break_point:n</code> $\langle tokens \rangle$
	Used to mark the end of a recursion or mapping: the functions <code>\prg_map_break:</code> and <code>\prg_map_break:n</code> use this to break out of the loop. After the loop ends, the $\langle tokens \rangle$ are inserted into the input stream. This occurs even if the the break functions are <i>not</i> applied: <code>\prg_break_point:n</code> is functionally-equivalent in these cases to <code>\use:n</code> .
<hr/> <hr/>	<hr/> <hr/>
<code>\prg_map_break:</code> ★	<code>\prg_map_break:n</code> $\{ \langle user\ code \rangle \}$
<code>\prg_map_break:n</code> ★	...
	<code>\prg_break_point:n</code> $\{ \langle ending\ code \rangle \}$
	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.

## Part VII

# The l3quark package

## Quarks

### 30 Introduction to quarks and scan marks

Two special types of constants in L<sup>A</sup>T<sub>E</sub>X3 are “quarks” and “scan marks”. By convention all constants of type quark start out with `\q_`, and scan marks start with `\s_`. *Scan marks are an experimental feature.*

#### 30.1 Quarks

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

They are meant to be used as delimiter in weird functions, with the most command use case as the ‘stop token’ (*i.e.* `\q_stop`). For example, when writing a macro to parse a user-defined date

```
\date_parse:n {19/June/1981}
```

one might write a command such as

```
\cs_new:Npn \date_parse:n #1 { \date_parse_aux:w #1 \q_stop }
\cs_new:Npn \date_parse_aux:w #1 / #2 / #3 \q_stop
{ <do something with the date> }
```

Quarks are sometimes also used as error return values for functions that receive erroneous input. For example, in the function `\prop_get:NnN` to retrieve a value stored in some key of a property list, if the key does not exist then the return value is the quark `\q_no_value`. As mentioned above, such quarks are extremely fragile and it is imperative when using such functions that code is carefully written to check for pathological cases to avoid leakage of a quark into an uncontrolled environment.

Quarks also permit the following ingenious trick when parsing tokens: when you pick up a token in a temporary variable and you want to know whether you have picked up a particular quark, all you have to do is compare the temporary variable to the quark using `\tl_if_eq:NNTF`. A set of special quark testing functions is set up below. All the quark testing functions are expandable although the ones testing only single tokens are much faster. An example of the quark testing functions and their use in recursion can be seen in the implementation of `\clist_map_function:NN`.

#### 30.2 Scan marks

Scan marks are control sequences set equal to `\scan_stop:`, hence will never expand in an expansion context and will be (largely) invisible if they are encountered in a typesetting context.

Like quarks, they can be used as delimiters in weird functions and are often safer to use for this purpose. Since they are harmless when executed by  $\text{\TeX}$  in non-expandable contexts, they can be used to mark the end of a set of instructions. This allows to skip to that point if the end of the instructions should not be performed (see `l3regex`).

## 31 Defining quarks

<u><code>\quark_new:N</code></u>	<code>\quark_new:N &lt;quark&gt;</code> Creates a new <code>&lt;quark&gt;</code> which expands only to <code>&lt;quark&gt;</code> . The <code>&lt;quark&gt;</code> will be defined globally, and an error message will be raised if the name was already taken.
<u><code>\q_stop</code></u>	Used as a marker for delimited arguments, such as  <code>\cs_set:Npn \tmp:w #1#2 \q_stop {#1}</code>
<u><code>\q_mark</code></u>	Used as a marker for delimited arguments when <code>\q_stop</code> is already in use.  Quark to mark a null value in structured variables or functions. Used as an end delimiter when this may itself may need to be tested (in contrast to <code>\q_stop</code> , which is only ever used as a delimiter).
<u><code>\q_no_value</code></u>	A canonical value for a missing value, when one is requested from a data structure. This is therefore used as a “return” value by functions such as <code>\prop_get:NnN</code> if there is no data to return.

## 32 Quark tests

The method used to define quarks means that the single token (`N`) tests are faster than the multi-token (`n`) tests. The later should therefore only be used when the argument can definitely take more than a single token.

<u><code>\quark_if_nil_p:N</code> ★</u>	<code>\quark_if_nil_p:N &lt;token&gt;</code>
<u><code>\quark_if_nil:NTF</code> ★</u>	<code>\quark_if_nil:NTF &lt;token&gt; {\true code} {\false code}</code>
	Tests if the <code>&lt;token&gt;</code> is equal to <code>\q_nil</code> .
<u><code>\quark_if_nil_p:n</code> ★</u>	<code>\quark_if_nil_p:n {\token list}</code>
<u><code>\quark_if_nil_p:(o V)</code> ★</u>	<code>\quark_if_nil:NTF {\token list} {\true code} {\false code}</code>
<u><code>\quark_if_nil:nTF</code> ★</u>	Tests if the <code>&lt;token list&gt;</code> contains only <code>\q_nil</code> (distinct from <code>&lt;token list&gt;</code> being empty or containing <code>\q_nil</code> plus one or more other tokens).
<u><code>\quark_if_nil:(o V)TF</code> ★</u>	

<hr/>	
<code>\quark_if_no_value_p:N</code> ★	<code>\quark_if_no_value_p:N &lt;token&gt;</code>
<code>\quark_if_no_value_p:c</code> ★	<code>\quark_if_no_value:NTF &lt;token&gt; {\&lt;true code&gt;} {\&lt;false code&gt;}</code>
<code>\quark_if_no_value:NTF</code> ★	Tests if the $\langle token \rangle$ is equal to <code>\q_no_value</code> .
<code>\quark_if_no_value:cTF</code> ★	
<hr/>	
<code>\quark_if_no_value_p:n</code> ★	<code>\quark_if_no_value_p:n {\&lt;token list&gt;}</code>
<code>\quark_if_no_value:nTF</code> ★	<code>\quark_if_no_value:nTF {\&lt;token list&gt;} {\&lt;true code&gt;} {\&lt;false code&gt;}</code>
<hr/>	
	Tests if the $\langle token list \rangle$ contains only <code>\q_no_value</code> (distinct from $\langle token list \rangle$ being empty or containing <code>\q_no_value</code> plus one or more other tokens).

### 33 Recursion

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

<hr/>	
<code>/q_recursion_tail</code>	This quark is appended to the data structure in question and appears as a real element there. This means it gets any list separators around it. Can you guess why the documentation for this quark requires us to write the control sequence with the wrong slash before it?
<hr/>	
<code>\q_recursion_stop</code>	This quark is added <i>after</i> the data structure. Its purpose is to make it possible to terminate the recursion at any point easily.
<hr/>	
<code>\quark_if_recursion_tail_stop:N</code>	<code>\quark_if_recursion_tail_stop:N &lt;token&gt;</code>
<hr/>	
	Tests if $\langle token \rangle$ contains only the marker <code>\q_recursion_tail</code> , and if so terminates the recursion this is part of using <code>\use_none_delimit_by_q_recursion_stop:w</code> . The recursion input must include the marker tokens <code>\q_recursion_tail</code> and <code>\q_recursion_stop</code> as the last two items.

<hr/>	
<code>\quark_if_recursion_tail_stop:n</code>	<code>\quark_if_recursion_tail_stop:n {\&lt;token list&gt;}</code>
<code>\quark_if_recursion_tail_stop:o</code>	
<hr/>	

Updated: 2011-09-06

<hr/>	
	Tests if the $\langle token list \rangle$ contains only <code>\q_recursion_tail</code> , and if so terminates the recursion this is part of using <code>\use_none_delimit_by_q_recursion_stop:w</code> . The recursion input must include the marker tokens <code>\q_recursion_tail</code> and <code>\q_recursion_stop</code> as the last two items.
<hr/>	
<code>\quark_if_recursion_tail_stop_do:Nn</code>	<code>\quark_if_recursion_tail_stop_do:Nn &lt;token&gt; {\&lt;insertion&gt;}</code>
<hr/>	
	Tests if $\langle token \rangle$ contains only the marker <code>\q_recursion_tail</code> , and if so terminates the recursion this is part of using <code>\use_none_delimit_by_q_recursion_stop:w</code> . The recursion input must include the marker tokens <code>\q_recursion_tail</code> and <code>\q_recursion_stop</code> as the last two items. The $\langle insertion \rangle$ code is then added to the input stream after the recursion has ended.

---

<code>\quark_if_recursion_tail_stop_do:nn</code>	<code>\quark_if_recursion_tail_stop_do:nn {⟨<i>token list</i>⟩} {⟨<i>insertion</i>⟩}</code>
<code>\quark_if_recursion_tail_stop_do:on</code>	

---

Updated: 2011-09-06

---

Tests if the *⟨token list⟩* contains only `\q_recursion_tail`, and if so terminates the recursion this is part of using `\use_none_delimit_by_q_recursion_stop:w`. The recursion input must include the marker tokens `\q_recursion_tail` and `\q_recursion_stop` as the last two items. The *⟨insertion⟩* code is then added to the input stream after the recursion has ended.

---

<code>\quark_if_recursion_tail_break:N</code>	<code>\quark_if_recursion_tail_break:n {⟨<i>token list</i>⟩}</code>
<code>\quark_if_recursion_tail_break:n</code>	

---

Tests if *⟨token list⟩* contains only `\q_recursion_tail`, and if so terminates the recursion using `\prg_map_break:.` The recursion end should be marked by `\prg_break_point:n`.

## 34 Scan marks

---

<code>\scan_new:N</code>	<code>\scan_new:N ⟨<i>scan mark</i>⟩</code>
--------------------------	---

---

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

---

<code>\s_stop</code>	Used at the end of a set of instructions, as a marker that can be jumped to using <code>\use_none_delimit_by_s_stop:w</code> .
----------------------	--

---



---

<code>\use_none_delimit_by_s_stop:w</code>	<code>\use_none_delimit_by_s_stop:w ⟨<i>tokens</i>⟩ \s_stop</code>
--	--

---

Removes the *⟨tokens⟩* and `\s_stop` from the input stream. This leads to a low-level TeX error if `\s_stop` is absent.

## 35 Internal quark functions

---

<code>\use_none_delimit_by_q_recursion_stop:w</code>	<code>\use_none_delimit_by_q_recursion_stop:w ⟨<i>tokens</i>⟩</code> <code>\q_recursion_stop</code>
--	--

---

Used to prematurely terminate a recursion using `\q_recursion_stop` as the end marker, removing any remaining *⟨tokens⟩* from the input stream.

---

<code>\use_i_delimit_by_q_recursion_stop:nw</code>	<code>\use_i_delimit_by_q_recursion_stop:nw {⟨<i>insertion</i>⟩}</code> <code>⟨<i>tokens</i>⟩ \q_recursion_stop</code>
--	---

---

Used to prematurely terminate a recursion using `\q_recursion_stop` as the end marker, removing any remaining *⟨tokens⟩* from the input stream. The *⟨insertion⟩* is then made into the input stream after the end of the recursion.

## Part VIII

# The l3token package

## Token manipulation

This module deals with tokens. Now this is perhaps not the most precise description so let's try with a better description: When programming in T<sub>E</sub>X, it is often desirable to know just what a certain token is: is it a control sequence or something else. Similarly one often needs to know if a control sequence is expandable or not, a macro or a primitive, how many arguments it takes etc. Another thing of great importance (especially when it comes to document commands) is looking ahead in the token stream to see if a certain character is present and maybe even remove it or disregard other tokens while scanning. This module provides functions for both and as such will have two primary function categories: `\token` for anything that deals with tokens and `\peek` for looking ahead in the token stream.

Most of the time we will be using the term “token” but most of the time the function we're describing can equally well be used on a control sequence as such one is one token as well.

We shall refer to list of tokens as `tlists` and such lists represented by a single control sequence is a “token list variable” `tl var`. Functions for these two types are found in the `l3tl` module.

## 36 All possible tokens

Let us start by reviewing every case that a given token can fall into. It is very important to distinguish two aspects of a token: its meaning, and what it looks like.

For instance, `\if:w`, `\if_charcode:w`, and `\tex_if:D` are three for the same internal operation of T<sub>E</sub>X, namely the primitive testing the next two characters for equality of their character code. They behave identically in many situations. However, T<sub>E</sub>X distinguishes them when searching for a delimited argument. Namely, the example function `\show_until_if:w` defined below will take everything until `\if:w` as an argument, despite the presence of other copies of `\if:w` under different names.

```
\cs_new:Npn \show_until_if:w #1 \if:w { \tl_show:n {#1} }  
\show_until_if:w \tex_if:D \if_charcode:w \if:w
```

## 37 Character tokens

---

<code>\char_set_catcode_escape:N</code>	<code>\char_set_catcode_letter:N</code> $\langle character \rangle$
<code>\char_set_catcode_group_begin:N</code>	
<code>\char_set_catcode_group_end:N</code>	
<code>\char_set_catcode_math_toggle:N</code>	
<code>\char_set_catcode_alignment:N</code>	
<code>\char_set_catcode_end_line:N</code>	
<code>\char_set_catcode_parameter:N</code>	
<code>\char_set_catcode_math_superscript:N</code>	
<code>\char_set_catcode_math_subscript:N</code>	
<code>\char_set_catcode_ignore:N</code>	
<code>\char_set_catcode_space:N</code>	
<code>\char_set_catcode_letter:N</code>	
<code>\char_set_catcode_other:N</code>	
<code>\char_set_catcode_active:N</code>	
<code>\char_set_catcode_comment:N</code>	
<code>\char_set_catcode_invalid:N</code>	

---

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.

---

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

---

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.

<hr/> <hr/> <code>\char_set_catcode:nn</code>	<code>\char_set_catcode:nn {&lt;intexpr<sub>1</sub>&gt;} {&lt;intexpr<sub>2</sub>&gt;}</code>
	These functions set the category code of the $\langle character \rangle$ which has character code as given by the $\langle integer expression \rangle$ . The first $\langle integer expression \rangle$ is the character code and the second is the category code to apply. The setting applies within the current T <sub>E</sub> X group. In general, the symbolic functions <code>\char_set_catcode_&lt;type&gt;</code> should be preferred, but there are cases where these lower-level functions may be useful.
<hr/> <hr/> <code>\char_value_catcode:n</code> ★	<code>\char_value_catcode:n {&lt;integer expression&gt;}</code>
	Expands to the current category code of the $\langle character \rangle$ with character code given by the $\langle integer expression \rangle$ .
<hr/> <hr/> <code>\char_show_value_catcode:n</code>	<code>\char_show_value_catcode:n {&lt;integer expression&gt;}</code>
	Displays the current category code of the $\langle character \rangle$ with character code given by the $\langle integer expression \rangle$ on the terminal.
<hr/> <hr/> <code>\char_set_lccode:nn</code>	<code>\char_set_lccode:nn {&lt;intexpr<sub>1</sub>&gt;} {&lt;intexpr<sub>2</sub>&gt;}</code>
	This function set up the behaviour of $\langle character \rangle$ when found inside <code>\tl_to_lowercase:n</code> , such that $\langle character_1 \rangle$ will be converted into $\langle character_2 \rangle$ . The two $\langle characters \rangle$ may be specified using an $\langle integer expression \rangle$ for the character code concerned. This may include the T <sub>E</sub> X ‘ $\langle character \rangle$ ’ method for converting a single character into its character code:
	<pre> \char_set_lccode:nn { '\A } { '\a } % Standard behaviour \char_set_lccode:nn { '\A } { '\A + 32 } \char_set_lccode:nn { 50 } { 60 } </pre>
	The setting applies within the current T <sub>E</sub> X group.
<hr/> <hr/> <code>\char_value_lccode:n</code> ★	<code>\char_value_lccode:n {&lt;integer expression&gt;}</code>
	Expands to the current lower case code of the $\langle character \rangle$ with character code given by the $\langle integer expression \rangle$ .
<hr/> <hr/> <code>\char_show_value_lccode:n</code>	<code>\char_show_value_lccode:n {&lt;integer expression&gt;}</code>
	Displays the current lower case code of the $\langle character \rangle$ with character code given by the $\langle integer expression \rangle$ on the terminal.

---

<code>\char_set_uccode:nn</code>	<code>\char_set_uccode:nn {⟨integer<sub>1</sub>⟩} {⟨integer<sub>2</sub>⟩}</code>
----------------------------------	--

---

This function set up the behaviour of  $\langle character \rangle$  when found inside `\tl_to_uppercase:n`, such that  $\langle character_1 \rangle$  will be converted into  $\langle character_2 \rangle$ . The two  $\langle characters \rangle$  may be specified using an  $\langle integer\ expression \rangle$  for the character code concerned. This may include the T<sub>E</sub>X ‘ $\langle character \rangle$ ’ method for converting a single character into its character code:

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

---

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

---

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

---

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

---

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

---

<code>\char_set_mathcode:nn</code>	<code>\char_set_mathcode:nn {⟨integer<sub>1</sub>⟩} {⟨integer<sub>2</sub>⟩}</code>
------------------------------------	--

---

This function sets up the math code of  $\langle character \rangle$ . The  $\langle character \rangle$  is specified as an  $\langle integer\ expression \rangle$  which will be used as the character code of the relevant character. The setting applies within the current T<sub>E</sub>X group.

---

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

---

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

---

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

---

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

---

<code>\char_set_sfcode:nn</code>	<code>\char_set_sfcode:nn {⟨integer<sub>1</sub>⟩} {⟨integer<sub>2</sub>⟩}</code>
----------------------------------	--

---

This function sets up the space factor for the  $\langle character \rangle$ . The  $\langle character \rangle$  is specified as an  $\langle integer\ expression \rangle$  which will be used as the character code of the relevant character. The setting applies within the current T<sub>E</sub>X group.

---

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

---

Expands to the current space factor for the  $\langle character \rangle$  with character code given by the  $\langle integer\ expression \rangle$ .

---

<code>\char_show_value_sfcode:n</code>	<code>\char_show_value_sfcode:n {{integer expression}}</code>
--	---

---

Displays the current space factor for the  $\langle character \rangle$  with character code given by the  $\langle integer expression \rangle$  on the terminal.

---

<code>\l_char_active_seq</code>	Used to track which tokens will require special handling at the document level as they are of category $\langle active \rangle$ (catcode 13). Each entry in the sequence consists of a single active character. Active tokens should be added to the sequence when they are defined for general document use.
---------------------------------	---

---

New: 2012-01-23

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---

<code>\l_char_special_seq</code>	Used to track which tokens will require special handling when working with verbatim-like material at the document level as they are not of categories $\langle letter \rangle$ (catcode 11) or $\langle other \rangle$ (catcode 12). Each entry in the sequence consists of a single escaped token, for example <code>\</code> for the backslash or <code>\{</code> for an opening brace. Escaped tokens should be added to the sequence when they are defined for general document use.
----------------------------------	--

---

New: 2012-01-23

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## 38 Generic tokens

---

<code>\token_new:Nn</code>	<code>\token_new:Nn &lt;token1&gt; {{token2}}</code>
----------------------------	--

---

Defines  $\langle token1 \rangle$  to globally be a snapshot of  $\langle token2 \rangle$ . This will be an implicit representation of  $\langle token2 \rangle$ .

---

<code>\c_group_begin_token</code> <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>	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_catcode_letter_token</code> <code>\c_catcode_other_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_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.
-----------------------------------	--

---

## 39 Converting tokens

---

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

---

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

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

---

<code>\token_to_str:N</code> ★	<code>\token_to_str:N &lt;token&gt;</code>
<code>\token_to_str:c</code> ★	

---

Converts the given  $\langle token \rangle$  into a series of characters with category code 12 (other). The current escape character will be the first character in the sequence, although this will also have category code 12 (the escape character is part of the  $\langle token \rangle$ ). This function requires only a single expansion.

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

## 40 Token conditionals

---

<code>\token_if_group_begin_p:N</code> ★	<code>\token_if_group_begin_p:N &lt;token&gt;</code>
<code>\token_if_group_begin:NTF</code> ★	<code>\token_if_group_begin:NTF &lt;token&gt; {\true code} {\false code}</code>

---

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

---

<code>\token_if_group_end_p:N</code> ★	<code>\token_if_group_end_p:N &lt;token&gt;</code>
<code>\token_if_group_end:NTF</code> ★	<code>\token_if_group_end:NTF &lt;token&gt; {\true code} {\false code}</code>

---

Tests if  $\langle token \rangle$  has the category code of an end group token (`}` when normal  $\text{\TeX}$  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.

---

<code>\token_if_math_toggle_p:N</code> ★	<code>\token_if_math_toggle_p:N &lt;token&gt;</code>
<code>\token_if_math_toggle:NTF</code> ★	<code>\token_if_math_toggle:NTF &lt;token&gt; {\true code} {\false code}</code>

---

Tests if  $\langle token \rangle$  has the category code of a math shift token (`$` when normal  $\text{\TeX}$  category codes are in force).

---

<code>\token_if_alignment_p:N</code> ★	<code>\token_if_alignment_p:N &lt;token&gt;</code>
<code>\token_if_alignment:NTF</code> ★	<code>\token_if_alignment:NTF &lt;token&gt; {\true code} {\false code}</code>

---

Tests if  $\langle token \rangle$  has the category code of an alignment token (`&` when normal  $\text{\TeX}$  category codes are in force).

---

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

---

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

---

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

---

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

---

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

---

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

---

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

---

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

---

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

---

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

---

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

---

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

---

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

---

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

---

<code>\token_if_eq_catcode_p:NN</code>	★	<code>\token_if_eq_catcode_p:NN</code>	$\langle token1 \rangle$ $\langle token2 \rangle$
<code>\token_if_eq_catcode:NNTF</code>	★	<code>\token_if_eq_catcode:NNTF</code>	$\langle token1 \rangle$ $\langle token2 \rangle$ $\{\langle true code \rangle\}$ $\{\langle false code \rangle\}$

---

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

---

<code>\token_if_eq_charcode_p:NN</code>	★	<code>\token_if_eq_charcode_p:NN</code>	$\langle token1 \rangle$ $\langle token2 \rangle$
<code>\token_if_eq_charcode:NNTF</code>	★	<code>\token_if_eq_charcode:NNTF</code>	$\langle token1 \rangle$ $\langle token2 \rangle$ $\{\langle true code \rangle\}$ $\{\langle false code \rangle\}$

---

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

---

<code>\token_if_eq_meaning_p:NN</code>	★	<code>\token_if_eq_meaning_p:NN</code>	$\langle token1 \rangle$	$\langle token2 \rangle$
<code>\token_if_eq_meaning:NNTF</code>	★	<code>\token_if_eq_meaning:NNTF</code>	$\langle token1 \rangle$	$\langle token2 \rangle$ $\{\langle true\ code \rangle\}$ $\{\langle false\ code \rangle\}$

---

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

---

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

---

Updated: 2011-05-23

Tests if the  $\langle token \rangle$  is a  $\text{\TeX}$  macro.

---

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

---

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

---

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

---

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

---

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

---

Updated: 2012-01-20

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

---

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

---

Updated: 2012-01-20

Tests if the  $\langle token \rangle$  is a protected macro: a macro which is both protected and long will return logical **false**.

---

<code>\token_if_protected_long_macro_p:N</code>	★	<code>\token_if_protected_long_macro_p:N</code>	$\langle token \rangle$
<code>\token_if_protected_long_macro:NNTF</code>	★	<code>\token_if_protected_long_macro:NNTF</code>	$\langle token \rangle$ $\{\langle true\ code \rangle\}$ $\{\langle false\ code \rangle\}$

---

Updated: 2012-01-20

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

---

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

---

Updated: 2012-01-20

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

**$\text{\TeX}$ hackers note:** Booleans, boxes and small integer constants are implemented as chardefs.

---

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

---

Updated: 2012-01-20

---

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

---

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

---

Updated: 2012-01-20

---

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

---

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

---

Updated: 2012-01-20

---

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

**TeXhackers note:** Constant integers may be implemented as integer registers, chardefs, or mathchardefs depending on their value.

---

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

---

New: 2012-02-15

---

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

---

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

---

Updated: 2012-01-20

---

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

---

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

---

Updated: 2012-01-20

---

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

---

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

---

Updated: 2011-05-23

---

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

## 41 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.

---

`\peek_after:Nw`

---

`\peek_after:Nw`  $\langle function \rangle$   $\langle token \rangle$

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

---

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

---

`\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: 2011-07-02

---

Tests if the next  $\langle token \rangle$  in the input stream has the same category code as the  $\langle test\ token \rangle$  (as defined by the test `\token_if_eq_catcode:NNTF`). Spaces are respected by the test and the  $\langle token \rangle$  will be left in the input stream after the  $\langle true\ code \rangle$  or  $\langle false\ code \rangle$  (as appropriate to the result of the test).

---

`\peek_catcode_ignore_spaces:NTF`

---

`\peek_catcode_ignore_spaces: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 category code as the  $\langle test\ token \rangle$  (as defined by the test `\token_if_eq_catcode:NNTF`). Spaces are ignored by the test and the  $\langle token \rangle$  will be left in the input stream after the  $\langle true\ code \rangle$  or  $\langle false\ code \rangle$  (as appropriate to the result of the test).

---

<code>\peek_catcode_remove:NTF</code>	<code>\peek_catcode_remove:NTF &lt;test token&gt; {(true code)} {(false code)}</code>
Updated: 2011-07-02	Tests if the next <i>&lt;token&gt;</i> in the input stream has the same category code as the <i>&lt;test token&gt;</i> (as defined by the test <code>\token_if_eq_catcode:NNTF</code> ). Spaces are respected by the test and the <i>&lt;token&gt;</i> will be removed from the input stream if the test is true. The function will then place either the <i>&lt;true code&gt;</i> or <i>&lt;false code&gt;</i> in the input stream (as appropriate to the result of the test).

---



---

<code>\peek_catcode_remove_ignore_spaces:NTF</code>	<code>\peek_catcode_remove_ignore_spaces:NTF &lt;test token&gt; {(true code)} {(false code)}</code>
Updated: 2011-07-02	Tests if the next <i>&lt;token&gt;</i> in the input stream has the same category code as the <i>&lt;test token&gt;</i> (as defined by the test <code>\token_if_eq_catcode:NNTF</code> ). Spaces are ignored by the test and the <i>&lt;token&gt;</i> will be removed from the input stream if the test is true. The function will then place either the <i>&lt;true code&gt;</i> or <i>&lt;false code&gt;</i> in the input stream (as appropriate to the result of the test).

---



---

<code>\peek_charcode:NTF</code>	<code>\peek_charcode:NTF &lt;test token&gt; {(true code)} {(false code)}</code>
Updated: 2011-07-02	Tests if the next <i>&lt;token&gt;</i> in the input stream has the same character code as the <i>&lt;test token&gt;</i> (as defined by the test <code>\token_if_eq_charcode:NNTF</code> ). Spaces are respected by the test and the <i>&lt;token&gt;</i> will be left in the input stream after the <i>&lt;true code&gt;</i> or <i>&lt;false code&gt;</i> (as appropriate to the result of the test).

---



---

<code>\peek_charcode_ignore_spaces:NTF</code>	<code>\peek_charcode_ignore_spaces:NTF &lt;test token&gt; {(true code)} {(false code)}</code>
Updated: 2011-07-02	Tests if the next <i>&lt;token&gt;</i> in the input stream has the same character code as the <i>&lt;test token&gt;</i> (as defined by the test <code>\token_if_eq_charcode:NNTF</code> ). Spaces are ignored by the test and the <i>&lt;token&gt;</i> will be left in the input stream after the <i>&lt;true code&gt;</i> or <i>&lt;false code&gt;</i> (as appropriate to the result of the test).

---



---

<code>\peek_charcode_remove:NTF</code>	<code>\peek_charcode_remove:NTF &lt;test token&gt; {(true code)} {(false code)}</code>
Updated: 2011-07-02	Tests if the next <i>&lt;token&gt;</i> in the input stream has the same character code as the <i>&lt;test token&gt;</i> (as defined by the test <code>\token_if_eq_charcode:NNTF</code> ). Spaces are respected by the test and the <i>&lt;token&gt;</i> will be removed from the input stream if the test is true. The function will then place either the <i>&lt;true code&gt;</i> or <i>&lt;false code&gt;</i> in the input stream (as appropriate to the result of the test).

---



---

<code>\peek_charcode_remove_ignore_spaces:NTF</code>	<code>\peek_charcode_remove_ignore_spaces:NTF &lt;test token&gt; {(true code)} {(false code)}</code>
Updated: 2011-07-02	Tests if the next <i>&lt;token&gt;</i> in the input stream has the same character code as the <i>&lt;test token&gt;</i> (as defined by the test <code>\token_if_eq_charcode:NNTF</code> ). Spaces are ignored by the test and the <i>&lt;token&gt;</i> will be removed from the input stream if the test is true. The function will then place either the <i>&lt;true code&gt;</i> or <i>&lt;false code&gt;</i> in the input stream (as appropriate to the result of the test).

---

---

<code>\peek_meaning:NTF</code>	<code>\peek_meaning:NTF &lt;test token&gt; {\true code} {\false code}</code>
Updated: 2011-07-02	Tests if the next <i>&lt;token&gt;</i> in the input stream has the same meaning as the <i>&lt;test token&gt;</i> (as defined by the test <code>\token_if_eq_meaning:NNTF</code> ). Spaces are respected by the test and the <i>&lt;token&gt;</i> will be left in the input stream after the <i>&lt;true code&gt;</i> or <i>&lt;false code&gt;</i> (as appropriate to the result of the test).

---



---

<code>\peek_meaning_ignore_spaces:NTF</code>	<code>\peek_meaning_ignore_spaces:NTF &lt;test token&gt; {\true code} {\false code}</code>
Updated: 2011-07-02	Tests if the next <i>&lt;token&gt;</i> in the input stream has the same meaning as the <i>&lt;test token&gt;</i> (as defined by the test <code>\token_if_eq_meaning:NNTF</code> ). Spaces are ignored by the test and the <i>&lt;token&gt;</i> will be left in the input stream after the <i>&lt;true code&gt;</i> or <i>&lt;false code&gt;</i> (as appropriate to the result of the test).

---



---

<code>\peek_meaning_remove:NTF</code>	<code>\peek_meaning_remove:NTF &lt;test token&gt; {\true code} {\false code}</code>
Updated: 2011-07-02	Tests if the next <i>&lt;token&gt;</i> in the input stream has the same meaning as the <i>&lt;test token&gt;</i> (as defined by the test <code>\token_if_eq_meaning:NNTF</code> ). Spaces are respected by the test and the <i>&lt;token&gt;</i> will be removed from the input stream if the test is true. The function will then place either the <i>&lt;true code&gt;</i> or <i>&lt;false code&gt;</i> in the input stream (as appropriate to the result of the test).

---



---

<code>\peek_meaning_remove_ignore_spaces:NTF</code>	<code>\peek_meaning_remove_ignore_spaces:NTF &lt;test token&gt; {\true code} {\false code}</code>
Updated: 2011-07-02	Tests if the next <i>&lt;token&gt;</i> in the input stream has the same meaning as the <i>&lt;test token&gt;</i> (as defined by the test <code>\token_if_eq_meaning:NNTF</code> ). Spaces are ignored by the test and the <i>&lt;token&gt;</i> will be removed from the input stream if the test is true. The function will then place either the <i>&lt;true code&gt;</i> or <i>&lt;false code&gt;</i> in the input stream (as appropriate to the result of the test).

---

## 42 Decomposing a macro definition

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

---

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

---

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

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

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

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

---

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

---

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

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

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

---

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

---

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

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

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

## 43 Experimental token functions

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<code>\char_set_active:Npn</code>	<code>\char_set_active:Npn</code>	$\langle char \rangle$	$\langle parameters \rangle$	$\{ \langle code \rangle \}$
-----------------------------------	-----------------------------------	------------------------	------------------------------	------------------------------

---

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

---

New: 2011-12-27

---

Makes  $\langle char \rangle$  an active character 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. The  $\langle char \rangle$  is made active within the current  $\text{\TeX}$  group level, and the definition is also local.

<hr/> <code>\char_gset_active:Npn</code> <code>\char_gset_active:Npx</code> <hr/> New: 2011-12-27	<code>\char_gset_active:Npn &lt;char&gt; &lt;parameters&gt; {&lt;code&gt;}</code> <p>Makes <math>\langle char \rangle</math> an active character to expand to <math>\langle code \rangle</math> as replacement text. Within the <math>\langle code \rangle</math>, the <math>\langle parameters \rangle</math> (<math>\#1</math>, <math>\#2</math>, <i>etc.</i>) will be replaced by those absorbed. The <math>\langle char \rangle</math> is made active within the current T<sub>E</sub>X group level, but the definition is global. This function is therefore suited to cases where an active character definition should be applied only in some context (where the <math>\langle char \rangle</math> is again made active).</p>
<hr/> <code>\char_set_active_eq:NN</code> <hr/> New: 2011-12-27	<code>\char_set_active_eq:NN &lt;char&gt; &lt;function&gt;</code> <p>Makes <math>\langle char \rangle</math> an active character equivalent in meaning to the <math>\langle function \rangle</math> (which may itself be an active character). The <math>\langle char \rangle</math> is made active within the current T<sub>E</sub>X group level, and the definition is also local.</p>
<hr/> <code>\char_gset_active_eq:NN</code> <hr/> New: 2011-12-27	<code>\char_gset_active_eq:NN &lt;char&gt; &lt;function&gt;</code> <p>Makes <math>\langle char \rangle</math> an active character equivalent in meaning to the <math>\langle function \rangle</math> (which may itself be an active character). The <math>\langle char \rangle</math> is made active within the current T<sub>E</sub>X group level, but the definition is global. This function is therefore suited to cases where an active character definition should be applied only in some context (where the <math>\langle char \rangle</math> is again made active).</p>
<hr/> <code>\peek_N_type:TF</code> <hr/> New: 2011-08-14	<code>\peek_N_type:TF {&lt;true code&gt;} {&lt;false code&gt;}</code> <p>Tests if the next <math>\langle token \rangle</math> in the input stream can be safely grabbed as an N-type argument. The test will be <math>\langle false \rangle</math> if the next <math>\langle token \rangle</math> 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), and <math>\langle true \rangle</math> in all other cases. Note that a <math>\langle true \rangle</math> result ensures that the next <math>\langle token \rangle</math> is a valid N-type argument. However, if the next <math>\langle token \rangle</math> is for instance <code>\c_space_token</code>, the test will take the <math>\langle false \rangle</math> branch, even though the next <math>\langle token \rangle</math> is in fact a valid N-type argument. The <math>\langle token \rangle</math> will be left in the input stream after the <math>\langle true code \rangle</math> or <math>\langle false code \rangle</math> (as appropriate to the result of the test).</p>

## Part IX

# The l3int package

## Integers

Calculation and comparison of integer values can be carried out using literal numbers, `int` registers, constants and integers stored in token list variables. The standard operators `+`, `-`, `/` and `*` and parentheses can be used within such expressions to carry arithmetic operations. This module carries out these functions on *integer expressions* (“`int expr`”).

### 44 Integer expressions

---

`\int_eval:n` ★ `\int_eval:n {⟨integer expression⟩}`

---

Evaluates the *⟨integer expression⟩*, expanding any integer and token list variables within the *⟨expression⟩* to their content (without requiring `\int_use:N/\tl_use:N`) and applying the standard mathematical rules. For example both

```
\int_eval:n { 5 + 4 * 3 - ( 3 + 4 * 5 ) }
```

and

```
\tl_new:N \l_my_tl
\tl_set:Nn \l_my_tl { 5 }
\int_new:N \l_my_int
\int_set:Nn \l_my_int { 4 }
\int_eval:n { \l_my_tl + \l_my_int * 3 - ( 3 + 4 * 5 ) }
```

both evaluate to  $-6$ . The *⟨integer expression⟩* may contain the operators `+`, `-`, `*` and `/`, along with parenthesis `(` and `)`. After two expansions, `\int_eval:n` yields a *⟨integer denotation⟩* which is left in the input stream. This is *not* an *⟨internal integer⟩*, and therefore requires suitable termination if used in a TeX-style integer assignment.

---

`\int_abs:n` ★ `\int_abs:n {⟨integer expression⟩}`

---

Evaluates the *⟨integer expression⟩* as described for `\int_eval:n` and leaves the absolute value of the result in the input stream as an *⟨integer denotation⟩* after two expansions.

---

`\int_div_round:nn` ★ `\int_div_round:nn {⟨intexpr1⟩} {⟨intexpr2⟩}`

---

Evaluates the two *⟨integer expressions⟩* as described earlier, then calculates the result of dividing the first value by the second, rounding any remainder. Ties are rounded away from zero. Note that this is identical to using `/` directly in an *⟨integer expression⟩*. The result is left in the input stream as a *⟨integer denotation⟩* after two expansions.

<hr/> <code>\int_div_truncate:nn</code> ★ <hr/>	<code>\int_div_truncate:nn {\langle integer \rangle_1} {\langle integer \rangle_2}</code>
Updated: 2012-02-09	Evaluates the two $\langle integer expressions \rangle$ as described earlier, then calculates the result of dividing the first value by the second, truncating any remainder. Note that division using / rounds the result. The result is left in the input stream as a $\langle integer denotation \rangle$ after two expansions.

<hr/> <code>\int_max:nn</code> ★	<code>\int_max:nn {\langle integer \rangle_1} {\langle integer \rangle_2}</code>
<hr/> <code>\int_min:nn</code> ★	<code>\int_min:nn {\langle integer \rangle_1} {\langle integer \rangle_2}</code>
	Evaluates the $\langle integer expressions \rangle$ as described for <code>\int_eval:n</code> and leaves either the larger or smaller value in the input stream as an $\langle integer denotation \rangle$ after two expansions.

<hr/> <code>\int_mod:nn</code> ★ <hr/>	<code>\int_mod:nn {\langle integer \rangle_1} {\langle integer \rangle_2}</code>
	Evaluates the two $\langle integer expressions \rangle$ as described earlier, then calculates the integer remainder of dividing the first expression by the second. This is left in the input stream as an $\langle integer denotation \rangle$ after two expansions.

## 45 Creating and initialising integers

<hr/> <code>\int_new:N</code>	<code>\int_new:N \langle integer \rangle</code>
<hr/> <code>\int_new:c</code> <hr/>	Creates a new $\langle integer \rangle$ or raises an error if the name is already taken. The declaration is global. The $\langle integer \rangle$ will initially be equal to 0.

<hr/> <code>\int_const:Nn</code>	<code>\int_const:Nn \langle integer \rangle {\langle integer expression \rangle}</code>
<hr/> <code>\int_const:cn</code> <hr/>	Creates a new constant $\langle integer \rangle$ or raises an error if the name is already taken. The value of the $\langle integer \rangle$ will be set globally to the $\langle integer expression \rangle$ .
Updated: 2011-10-22	

<hr/> <code>\int_zero:N</code>	<code>\int_zero:N \langle integer \rangle</code>
<hr/> <code>\int_zero:c</code>	Sets $\langle integer \rangle$ to 0.
<hr/> <code>\int_gzero:N</code>	
<hr/> <code>\int_gzero:c</code> <hr/>	

<hr/> <code>\int_zero_new:N</code>	<code>\int_zero_new:N \langle integer \rangle</code>
<hr/> <code>\int_zero_new:c</code>	Ensures that the $\langle integer \rangle$ exists globally by applying <code>\int_new:N</code> if necessary, then applies <code>\int_(g)zero:N</code> to leave the $\langle integer \rangle$ set to zero.
<hr/> <code>\int_gzero_new:N</code>	
<hr/> <code>\int_gzero_new:c</code> <hr/>	

New: 2011-12-13

<hr/> <code>\int_set_eq:NN</code>	<code>\int_set_eq:NN \langle integer1 \rangle \langle integer2 \rangle</code>
<hr/> <code>\int_set_eq:(cN Nc cc)</code>	Sets the content of $\langle integer1 \rangle$ equal to that of $\langle integer2 \rangle$ .
<hr/> <code>\int_gset_eq:NN</code>	
<hr/> <code>\int_gset_eq:(cN Nc cc)</code> <hr/>	

## 46 Setting and incrementing integers

<code>\int_add:Nn</code>	<code>\int_add:Nn &lt;integer&gt; {&lt;integer expression&gt;}</code>
<code>\int_add:cn</code>	
<code>\int_gadd:Nn</code>	Adds the result of the <i>&lt;integer expression&gt;</i> to the current content of the <i>&lt;integer&gt;</i> .
<code>\int_gadd:cn</code>	
Updated: 2011-10-22	
<code>\int_decr:N</code>	<code>\int_decr:N &lt;integer&gt;</code>
<code>\int_decr:c</code>	
<code>\int_gdecr:N</code>	Decreases the value stored in <i>&lt;integer&gt;</i> by 1.
<code>\int_gdecr:c</code>	
<code>\int_incr:N</code>	<code>\int_incr:N &lt;integer&gt;</code>
<code>\int_incr:c</code>	
<code>\int_gincr:N</code>	Increases the value stored in <i>&lt;integer&gt;</i> by 1.
<code>\int_gincr:c</code>	
<code>\int_set:Nn</code>	<code>\int_set:Nn &lt;integer&gt; {&lt;integer expression&gt;}</code>
<code>\int_set:cn</code>	
<code>\int_gset:Nn</code>	Sets <i>&lt;integer&gt;</i> to the value of <i>&lt;integer expression&gt;</i> , which must evaluate to an integer (as described for <code>\int_eval:n</code> ).
<code>\int_gset:cn</code>	
Updated: 2011-10-22	
<code>\int_sub:Nn</code>	<code>\int_sub:Nn &lt;integer&gt; {&lt;integer expression&gt;}</code>
<code>\int_sub:cn</code>	
<code>\int_gsub:Nn</code>	Subtracts the result of the <i>&lt;integer expression&gt;</i> to the current content of the <i>&lt;integer&gt;</i> .
<code>\int_gsub:cn</code>	
Updated: 2011-10-22	

## 47 Using integers

<code>\int_use:N</code>	★ <code>\int_use:N &lt;integer&gt;</code>
<code>\int_use:c</code>	★
Updated: 2011-10-22	

Recovers the content of a *<integer>* and places it directly in the input stream. An error will be raised if the variable does not exist or if it is invalid. Can be omitted in places where a *<integer>* is required (such as in the first and third arguments of `\int_compare:nNnTF`).

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

## 48 Integer expression conditionals

---

<code>\int_compare_p:nNn</code> ★	<code>\int_compare_p:nNn {⟨integer expression₁⟩} ⟨relation⟩ {⟨integer expression₂⟩}</code>
<code>\int_compare:nNnTF</code> ★	<code>\int_compare:nNnTF {⟨integer expression₁⟩} ⟨relation⟩ {⟨integer expression₂⟩}</code> <code>{⟨true code⟩} {⟨false code⟩}</code>

---

This function first evaluates each of the *⟨integer expressions⟩* as described for `\int_eval:n`. The two results are then compared using the *⟨relation⟩*:

Equal	=
Greater than	>
Less than	<

---

<code>\int_compare_p:n</code> ★	<code>\int_compare_p:n { ⟨integer expression₁⟩ ⟨relation⟩ ⟨integer expression₂⟩ }</code>
<code>\int_compare:nTF</code> ★	<code>\int_compare:nTF { ⟨integer expression₁⟩ ⟨relation⟩ ⟨integer expression₂⟩ }</code> <code>{⟨true code⟩} {⟨false code⟩}</code>

---

This function first evaluates each of the *⟨integer expressions⟩* as described for `\int_eval:n`. The two results are then compared using the *⟨relation⟩*:

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

---

<code>\int_if_even_p:n</code> ★	<code>\int_if_odd_p:n {⟨integer expression⟩}</code>
<code>\int_if_even:nTF</code> ★	<code>\int_if_odd:nTF {⟨integer expression⟩}</code>
<code>\int_if_odd_p:n</code> ★	<code>{⟨true code⟩} {⟨false code⟩}</code>
<code>\int_if_odd:nTF</code> ★	

---

This function first evaluates the *⟨integer expression⟩* as described for `\int_eval:n`. It then evaluates if this is odd or even, as appropriate.

## 49 Integer expression loops

---

<code>\int_do_while:nNnn</code> ☆	<code>\int_do_while:nNnn {⟨integer expression₁⟩} ⟨relation⟩ {⟨integer expression₂⟩} {⟨code⟩}</code>
-----------------------------------	---

---

Evaluates the relationship between the two *⟨integer expressions⟩* as described for `\int_compare:nNnTF`, and then places the *⟨code⟩* in the input stream if the *⟨relation⟩* is **true**. After the *⟨code⟩* has been processed by T<sub>E</sub>X the test will be repeated, and a loop will occur until the test is **false**.

<hr/> <code>\int_do_until:nNnn</code> ☆ <hr/>	<code>\int_do_until:nNnn</code> <code>{\langle intexpr1\rangle} \langle relation\rangle {\langle intexpr2\rangle} {\langle code\rangle}</code> <p>Evaluates the relationship between the two <i>integer expressions</i> as described for <code>\int_compare:nNnTF</code>, and then places the <i>code</i> in the input stream if the <i>relation</i> is <b>false</b>. After the <i>code</i> has been processed by T<sub>E</sub>X the test will be repeated, and a loop will occur until the test is <b>true</b>.</p>
<hr/> <code>\int_until_do:nNnn</code> ☆ <hr/>	<code>\int_until_do:nNnn</code> <code>{\langle intexpr1\rangle} \langle relation\rangle {\langle intexpr2\rangle} {\langle code\rangle}</code> <p>Places the <i>code</i> in the input stream for T<sub>E</sub>X to process, and then evaluates the relationship between the two <i>integer expressions</i> as described for <code>\int_compare:nNnTF</code>. If the test is <b>false</b> then the <i>code</i> will be inserted into the input stream again and a loop will occur until the <i>relation</i> is <b>true</b>.</p>
<hr/> <code>\int_while_do:nNnn</code> ☆ <hr/>	<code>\int_while_do:nNnn</code> <code>{\langle intexpr1\rangle} \langle relation\rangle {\langle intexpr2\rangle} {\langle code\rangle}</code> <p>Places the <i>code</i> in the input stream for T<sub>E</sub>X to process, and then evaluates the relationship between the two <i>integer expressions</i> as described for <code>\int_compare:nNnTF</code>. If the test is <b>true</b> then the <i>code</i> will be inserted into the input stream again and a loop will occur until the <i>relation</i> is <b>false</b>.</p>
<hr/> <code>\int_do_while:nn</code> ☆ <hr/>	<code>\int_do_while:nn</code> <code>{ \langle intexpr1\rangle \langle relation\rangle \langle intexpr2\rangle } {\langle code\rangle}</code> <p>Evaluates the relationship between the two <i>integer expressions</i> as described for <code>\int_compare:nTF</code>, and then places the <i>code</i> in the input stream if the <i>relation</i> is <b>true</b>. After the <i>code</i> has been processed by T<sub>E</sub>X the test will be repeated, and a loop will occur until the test is <b>false</b>.</p>
<hr/> <code>\int_do_until:nn</code> ☆ <hr/>	<code>\int_do_until:nn</code> <code>{ \langle intexpr1\rangle \langle relation\rangle \langle intexpr2\rangle } {\langle code\rangle}</code> <p>Evaluates the relationship between the two <i>integer expressions</i> as described for <code>\int_compare:nTF</code>, and then places the <i>code</i> in the input stream if the <i>relation</i> is <b>false</b>. After the <i>code</i> has been processed by T<sub>E</sub>X the test will be repeated, and a loop will occur until the test is <b>true</b>.</p>
<hr/> <code>\int_until_do:nn</code> ☆ <hr/>	<code>\int_until_do:nn</code> <code>{ \langle intexpr1\rangle \langle relation\rangle \langle intexpr2\rangle } {\langle code\rangle}</code> <p>Places the <i>code</i> in the input stream for T<sub>E</sub>X to process, and then evaluates the relationship between the two <i>integer expressions</i> as described for <code>\int_compare:nTF</code>. If the test is <b>false</b> then the <i>code</i> will be inserted into the input stream again and a loop will occur until the <i>relation</i> is <b>true</b>.</p>

---

<code>\int_while_do:nn</code> ☆	<code>\int_while_do:nn { &lt;intexpr1&gt; &lt;relation&gt; &lt;intexpr2&gt; } {&lt;code&gt;}</code>
---------------------------------	---

---

Places the *<code>* in the input stream for T<sub>E</sub>X to process, and then evaluates the relationship between the two *<integer expressions>* as described for `\int_compare:nTF`. If the test is **true** then the *<code>* will be inserted into the input stream again and a loop will occur until the *<relation>* is **false**.

## 50 Formatting integers

Integers can be placed into the output stream with formatting. These conversions apply to any integer expressions.

---

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

---

Updated: 2011-10-22

Places the value of the *<integer expression>* in the input stream as digits, with category code 12 (other).

---

<code>\int_to_alph:n</code> ★	<code>\int_to_alph:n {&lt;integer expression&gt;}</code>
<code>\int_to_Alph:n</code> ★	Evaluates the <i>&lt;integer expression&gt;</i> 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

---

Updated: 2011-09-17

`\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_convert_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.

---

`\int_to_symbols:nnn` ★  
Updated: 2011-09-17

---

`\int_to_symbols:nnn`  
 $\{\langle integer\ expression \rangle\} \{\langle total\ symbols \rangle\}$   
 $\langle value\ to\ symbol\ mapping \rangle$

This is the low-level function for conversion of an  $\langle integer\ expression \rangle$  into a symbolic form (which will often be letters). The  $\langle total\ symbols \rangle$  available should be given as an integer expression. Values are actually converted to symbols according to the  $\langle value\ to\ symbol\ mapping \rangle$ . This should be given as  $\langle total\ symbols \rangle$  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_convert_to_symbols:nnn {#1} { 26 }
  {
    { 1 } { a }
    { 2 } { b }
    ...
    { 26 } { z }
  }
}
```

---

`\int_to_binary:n` ★  
Updated: 2011-09-17

---

`\int_to_binary:n`  $\{\langle integer\ expression \rangle\}$

Calculates the value of the  $\langle integer\ expression \rangle$  and places the binary representation of the result in the input stream.

---

`\int_to_hexadecimal:n` ★  
Updated: 2011-09-17

---

`\int_to_hexadecimal:n`  $\{\langle integer\ expression \rangle\}$

Calculates the value of the  $\langle integer\ expression \rangle$  and places the hexadecimal (base 16) representation of the result in the input stream. Upper case letters are used for digits beyond 9.

---

`\int_to_octal:n` ★  
Updated: 2011-09-17

---

`\int_to_octal:n`  $\{\langle integer\ expression \rangle\}$

Calculates the value of the  $\langle integer\ expression \rangle$  and places the octal (base 8) representation of the result in the input stream.

---

`\int_to_base:nn` ★  
Updated: 2011-09-17

---

`\int_to_base:nn`  $\{\langle integer\ expression \rangle\} \{\langle base \rangle\}$

Calculates the value of the  $\langle integer\ expression \rangle$  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 the upper case letters from the English alphabet. The maximum  $\langle base \rangle$  value is 36.

**T<sub>E</sub>Xhackers note:** This is a generic version of `\int_to_binary:n`, etc.

<hr/> <code>\int_to_roman:n</code> ☆	<code>\int_to_roman:n {\langle integer expression \rangle}</code>
<code>\int_to_Roman:n</code> ☆	
Updated: 2011-10-22	Places the value of the $\langle integer expression \rangle$ in the input stream as Roman numerals, either lower case ( <code>\int_to_roman:n</code> ) or upper case ( <code>\int_to_Roman:n</code> ). The Roman numerals are letters with category code 11 (letter).

## 51 Converting from other formats to integers

<hr/> <code>\int_from_alph:n</code> ☆	<code>\int_from_alph:n {\langle letters \rangle}</code>
	Converts the $\langle letters \rangle$ into the integer (base 10) representation and leaves this in the input stream. The $\langle letters \rangle$ are treated using the English alphabet only, with “a” equal to 1 through to “z” equal to 26. Either lower or upper case letters may be used. This is the inverse function of <code>\int_to_alph:n</code> .

<hr/> <code>\int_from_binary:n</code> ☆	<code>\int_from_binary:n {\langle binary number \rangle}</code>
	Converts the $\langle binary number \rangle$ into the integer (base 10) representation and leaves this in the input stream.

<hr/> <code>\int_from_hexadecimal:n</code> ☆	<code>\int_from_hexadecimal:n {\langle hexadecimal number \rangle}</code>
	Converts the $\langle hexadecimal number \rangle$ into the integer (base 10) representation and leaves this in the input stream. Digits greater than 9 may be represented in the $\langle hexadecimal number \rangle$ by upper or lower case letters.

<hr/> <code>\int_from_octal:n</code> ☆	<code>\int_from_octal:n {\langle octal number \rangle}</code>
	Converts the $\langle octal number \rangle$ into the integer (base 10) representation and leaves this in the input stream.

<hr/> <code>\int_from_roman:n</code> ☆	<code>\int_from_roman:n {\langle roman numeral \rangle}</code>
	Converts the $\langle roman numeral \rangle$ into the integer (base 10) representation and leaves this in the input stream. The $\langle roman numeral \rangle$ may be in upper or lower case; if the numeral is not valid then the resulting value will be $-1$ .

<hr/> <code>\int_from_base:nn</code> ☆	<code>\int_from_base:nn {\langle number \rangle} {\langle base \rangle}</code>
	Converts the $\langle number \rangle$ in $\langle base \rangle$ into the appropriate value in base 10. The $\langle number \rangle$ should consist of digits and letters (either lower or upper case), plus optionally a leading sign. The maximum $\langle base \rangle$ value is 36.

## 52 Viewing integers

<hr/> <code>\int_show:N</code> <hr/>	<code>\int_show:N</code> $\langle integer \rangle$
<code>\int_show:c</code> <hr/>	Displays the value of the $\langle integer \rangle$ on the terminal.
<hr/> <code>\int_show:n</code> <hr/>	<code>\int_show:n</code> $\langle integer expression \rangle$
<code>New: 2011-11-22</code> <hr/>	Displays the result of evaluating the $\langle integer expression \rangle$ on the terminal.

## 53 Constant integers

<hr/> <code>\c_minus_one</code> <code>\c_zero</code> <code>\c_one</code> <code>\c_two</code> <code>\c_three</code> <code>\c_four</code> <code>\c_five</code> <code>\c_six</code> <code>\c_seven</code> <code>\c_eight</code> <code>\c_nine</code> <code>\c_ten</code> <code>\c_eleven</code> <code>\c_twelve</code> <code>\c_thirteen</code> <code>\c_fourteen</code> <code>\c_fifteen</code> <code>\c_sixteen</code> <code>\c_thirty_two</code> <code>\c_one_hundred</code> <code>\c_two_hundred_fifty_five</code> <code>\c_two_hundred_fifty_six</code> <code>\c_one_thousand</code> <code>\c_ten_thousand</code> <hr/>	Integer values used with primitive tests and assignments: self-terminating nature makes these more convenient and faster than literal numbers.
<hr/> <code>\c_max_int</code> <hr/>	The maximum value that can be stored as an integer.
<hr/> <code>\c_max_register_int</code> <hr/>	Maximum number of registers.

## 54 Scratch integers

---

`\l_tmpa_int`  
`\l_tmpb_int`  
`\l_tmpc_int`

---

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

---

`\g_tmpa_int`  
`\g_tmpb_int`

---

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

## 55 Internal functions

---

`\int_get_digits:n` ★

---

`\int_get_digits:n`  $\langle value \rangle$

Parses the  $\langle value \rangle$  to leave the absolute  $\langle value \rangle$  in the input stream. This may therefore be used to remove multiple sign tokens from the  $\langle value \rangle$  (which may be symbolic).

---

`\int_get_sign:n` ☆

---

`\int_get_sign:n`  $\langle value \rangle$

Parses the  $\langle value \rangle$  to leave a single sign token (either + or -) in the input stream. This may therefore be used to sanitise sign tokens from the  $\langle value \rangle$  (which may be symbolic).

---

`\int_to_letter:n` ★

---

`\int_to_letter:n`  $\langle integer\ value \rangle$

Updated: 2011-09-17

---

For  $\langle integer\ values \rangle$  from 0 to 9, leaves the  $\langle value \rangle$  in the input stream unchanged. For  $\langle integer\ values \rangle$  from 10 to 35, leaves the appropriate upper case letter (from the standard English alphabet) in the input stream: for example, 10 is converted to A, 11 to B, *etc.*

---

`\int_to_roman:w` ★

---

`\int_to_roman:w`  $\langle integer \rangle$   $\langle space \rangle$  or  $\langle non-expandable\ token \rangle$

Converts  $\langle integer \rangle$  to it lower case Roman representation. Expansion ends when a space or non-expandable token is found. Note that this function produces a string of letters with category code 12 and that protected functions *are* expanded by this process. Negative  $\langle integer \rangle$  values result in no output, although the function does not terminate expansion until a suitable endpoint is found in the same way as for positive numbers.

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

---

<code>\if_num:w</code>	★	<code>\if_num:w &lt;integer1&gt; &lt;relation&gt; &lt;integer2&gt;</code>
<code>\if_int_compare:w</code>	★	<code>&lt;true code&gt;</code>

---

		<code>\else:</code>
		<code>&lt;false code&gt;</code>
		<code>\fi:</code>

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

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

---

<code>\if_case:w</code>	★	<code>\if_case:w &lt;integer&gt; &lt;case0&gt;</code>
<code>\or:</code>	★	<code>&lt;case1&gt;</code>

---

		<code>\or: ...</code>
		<code>\else: &lt;default&gt;</code>
		<code>\fi:</code>

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`).

**T<sub>E</sub>Xhackers note:** These are the T<sub>E</sub>X primitives `\ifcase` and `\or`.

---

<code>\int_value:w</code>	★	<code>\int_value:w &lt;integer&gt;</code>
		<code>\int_value:w &lt;tokens&gt; &lt;optional space&gt;</code>

---

Expands `<tokens>` until an `<integer>` is formed. One space may be gobbled in the process.

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

---

<code>\int_eval:w</code>	★	<code>\int_eval:w &lt;intexpr&gt; \int_eval_end:</code>
<code>\int_eval_end:</code>	★	

---

Evaluates `<integer expression>` as described for `\int_eval:n`. The evaluation stops when an unexpandable token which is not a valid part of an integer is read or when `\int_eval_end:` is reached. The latter is gobbled by the scanner mechanism: `\int_eval_end:` itself is unexpandable but used correctly the entire construct is expandable.

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

---

<code>\if_int_odd:w</code>	★	<code>\if_int_odd:w &lt;tokens&gt; &lt;optional space&gt;</code>
		<code>&lt;true code&gt;</code>
		<code>\else:</code>
		<code>&lt;true code&gt;</code>
		<code>\fi:</code>

---

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

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

## Part X

# The l3skip package

## Dimensions and skips

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

### 56 Creating and initialising dim variables

---

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

---

```
\dim_new:N <dimension>
```

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

---

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

---

```
\dim_zero:N <dimension>
```

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

---

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

---

```
\dim_zero_new:N <dimension>
```

Ensures that the  $\langle dimension \rangle$  exists globally by applying `\dim_new:N` if necessary, then applies `\dim_(g)zero:N` to leave the  $\langle dimension \rangle$  set to zero.

New: 2012-01-07

---

### 57 Setting dim variables

---

```
\dim_add:Nn  
\dim_add:cn  
\dim_gadd:Nn  
\dim_gadd:cn
```

---

```
\dim_add:Nn <dimension> {<dimension expression>}
```

Adds the result of the  $\langle dimension expression \rangle$  to the current content of the  $\langle dimension \rangle$ .

Updated: 2011-10-22

---

---

<code>\dim_set:Nn</code>	<code>\dim_set:Nn &lt;dimension&gt; {&lt;dimension expression&gt;}</code>
<code>\dim_set:cn</code>	
<code>\dim_gset:Nn</code>	Sets $\langle dimension \rangle$ to the value of $\langle dimension expression \rangle$ , which must evaluate to a length with units.
<code>\dim_gset:cn</code>	
<hr/> Updated: 2011-10-22 <hr/>	

---

<code>\dim_set_eq:NN</code>	<code>\dim_set_eq:NN &lt;dimension1&gt; &lt;dimension2&gt;</code>
<code>\dim_set_eq:(cN Nc cc)</code>	
<code>\dim_gset_eq:NN</code>	Sets the content of $\langle dimension1 \rangle$ equal to that of $\langle dimension2 \rangle$ .
<code>\dim_gset_eq:(cN Nc cc)</code>	

---



---

<code>\dim_set_max:Nn</code>	<code>\dim_set_max:Nn &lt;dimension&gt; {&lt;dimension expression&gt;}</code>
<code>\dim_set_max:cn</code>	
<code>\dim_gset_max:Nn</code>	Compares the current value of the $\langle dimension \rangle$ with that of the $\langle dimension expression \rangle$ , and sets the $\langle dimension \rangle$ to the larger of these two value.
<code>\dim_gset_max:cn</code>	
<hr/> Updated: 2012-02-06 <hr/>	

---

<code>\dim_set_min:Nn</code>	<code>\dim_set_min:Nn &lt;dimension&gt; {&lt;dimension expression&gt;}</code>
<code>\dim_set_min:cn</code>	
<code>\dim_gset_min:Nn</code>	Compares the current value of the $\langle dimension \rangle$ with that of the $\langle dimension expression \rangle$ , and sets the $\langle dimension \rangle$ to the smaller of these two value.
<code>\dim_gset_min:cn</code>	
<hr/> Updated: 2012-02-06 <hr/>	

---

<code>\dim_sub:Nn</code>	<code>\dim_sub:Nn &lt;dimension&gt; {&lt;dimension expression&gt;}</code>
<code>\dim_sub:cn</code>	
<code>\dim_gsub:Nn</code>	Subtracts the result of the $\langle dimension expression \rangle$ to the current content of the $\langle dimension \rangle$ .
<code>\dim_gsub:cn</code>	
<hr/> Updated: 2011-10-22 <hr/>	

## 58 Utilities for dimension calculations

---

<code>\dim_abs:n</code> ★	<code>\dim_abs:n {&lt;dimexpr&gt;}</code>
<hr/> Updated: 2011-10-22 <hr/>	
	Converts the $\langle dimexpr \rangle$ to its absolute value, leaving the result in the input stream as an $\langle dimension denotation \rangle$ .

---

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

---

Updated: 2011-10-22      Parses the two *<dimension expressions>* and converts the ratio of the two to a form suitable for use inside a *<dimension expression>*. This ratio is then left in the input stream, allowing syntax such as

```
\dim_set:Nn \l_my_dim
{ 10 pt * \dim_ratio:nn { 5 pt } { 10 pt } }
```

The output of `\dim_ratio:nn` on full expansion is a ration expression between two integers, with all distances converted to scaled points. Thus

```
\tl_set:Nx \l_my_tl { \dim_ratio:nn { 5 pt } { 10 pt } }
\tl_show:N \l_my_tl
```

will display 327680/655360 on the terminal.

## 59 Dimension expression conditionals

---

<code>\dim_compare_p:nNn</code> ★	<code>\dim_compare_p:nNn {&lt;dimexpr<sub>1</sub>&gt;} &lt;relation&gt; {&lt;dimexpr<sub>2</sub>&gt;}</code>
<code>\dim_compare:nNnTF</code> ★	<code>\dim_compare:nNnTF</code> <code>{&lt;dimexpr<sub>1</sub>&gt;} &lt;relation&gt; {&lt;dimexpr<sub>2</sub>&gt;}</code> <code>{&lt;true code&gt;} {&lt;false code&gt;}</code>

---

This function first evaluates each of the *<dimension expressions>* as described for `\dim_eval:n`. The two results are then compared using the *<relation>*:

Equal	=
Greater than	>
Less than	<

---

<code>\dim_compare_p:n</code> ★	<code>\dim_compare_p:n { &lt;dimexpr<sub>1</sub>&gt; &lt;relation&gt; &lt;dimexpr<sub>2</sub>&gt; }</code>
<code>\dim_compare:nTF</code> ★	<code>\dim_compare:nTF</code> <code>{ &lt;dimexpr<sub>1</sub>&gt; &lt;relation&gt; &lt;dimexpr<sub>2</sub>&gt; }</code> <code>{&lt;true code&gt;} {&lt;false code&gt;}</code>

---

This function first evaluates each of the *<dimension expressions>* as described for `\dim_eval:n`. The two results are then compared using the *<relation>*:

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

## 60 Dimension expression loops

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

---

<code>\dim_while_do:nn</code> ☆	<code>\dim_while_do:nn { &lt;dimexpr1&gt; &lt;relation&gt; &lt;dimexpr2&gt; } {&lt;code&gt;}</code>
---------------------------------	---

---

Places the *<code>* in the input stream for T<sub>E</sub>X to process, and then evaluates the relationship between the two *<dimension expressions>* as described for `\dim_compare:nTF`. If the test is `true` then the *<code>* will be inserted into the input stream again and a loop will occur until the *<relation>* is `false`.

## 61 Using dim expressions and variables

---

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

---

Updated: 2011-10-22

Evaluates the *<dimension expression>*, 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 will be expressed in points (pt), and will require suitable termination if used in a T<sub>E</sub>X-style assignment as it is *not* an *<internal dimension>*.

---

<code>\dim_use:N</code> ★	<code>\dim_use:N &lt;dimension&gt;</code>
---------------------------	---

---

`\dim_use:c` ★

Recovers the content of a *<dimension>* and places it directly in the input stream. An error will be raised if the variable does not exist or if it is invalid. Can be omitted in places where a *<dimension>* is required (such as in the argument of `\dim_eval:n`).

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

## 62 Viewing dim variables

---

<code>\dim_show:N</code>	<code>\dim_show:N &lt;dimension&gt;</code>
--------------------------	--

---

`\dim_show:c`

Displays the value of the *<dimension>* on the terminal.

---

<code>\dim_show:n</code>	<code>\dim_show:n &lt;dimension expression&gt;</code>
--------------------------	---

---

New: 2011-11-22

Displays the result of evaluating the *<dimension expression>* on the terminal.

## 63 Constant dimensions

---

<code>\c_max_dim</code>
-------------------------

---

The maximum value that can be stored as a dimension or skip (these are equivalent).

---

<code>\c_zero_dim</code>
--------------------------

---

A zero length as a dimension or a skip (these are equivalent).

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

---

## 65 Creating and initialising skip variables

---

<code>\skip_new:N</code>	<code>\skip_new:N &lt;skip&gt;</code>
<code>\skip_new:c</code>	Creates a new <i>&lt;skip&gt;</i> or raises an error if the name is already taken. The declaration is global. The <i>&lt;skip&gt;</i> will initially be equal to 0 pt.

---

<code>\skip_zero:N</code>	<code>\skip_zero:N &lt;skip&gt;</code>
<code>\skip_zero:c</code>	Sets <i>&lt;skip&gt;</i> to 0 pt.
<code>\skip_gzero:N</code>	
<code>\skip_gzero:c</code>	

---

<code>\skip_zero_new:N</code>	<code>\skip_zero_new:N &lt;skip&gt;</code>
<code>\skip_zero_new:c</code>	Ensures that the <i>&lt;skip&gt;</i> exists globally by applying <code>\skip_new:N</code> if necessary, then applies <code>\skip_(g)zero:N</code> to leave the <i>&lt;skip&gt;</i> set to zero.
<code>\skip_gzero_new:N</code>	
<code>\skip_gzero_new:c</code>	

---

New: 2012-01-07

---

## 66 Setting skip variables

---

<code>\skip_add:Nn</code>	<code>\skip_add:Nn &lt;skip&gt; {&lt;skip expression&gt;}</code>
<code>\skip_add:cn</code>	Adds the result of the <i>&lt;skip expression&gt;</i> to the current content of the <i>&lt;skip&gt;</i> .
<code>\skip_gadd:Nn</code>	
<code>\skip_gadd:cn</code>	

---

Updated: 2011-10-22

---

<code>\skip_set:Nn</code>	<code>\skip_set:Nn &lt;skip&gt; {&lt;skip expression&gt;}</code>
<code>\skip_set:cn</code>	Sets <i>&lt;skip&gt;</i> to the value of <i>&lt;skip expression&gt;</i> , which must evaluate to a length with units and may include a rubber component (for example 1 cm plus 0.5 cm).
<code>\skip_gset:Nn</code>	
<code>\skip_gset:cn</code>	

---

Updated: 2011-10-22

---

---

```

\skip_set_eq:NN
\skip_set_eq:(cN|Nc|cc)
\skip_gset_eq:NN
\skip_gset_eq:(cN|Nc|cc)

```

---

```

\skip_set_eq:NN <skip1> <skip2>

```

Sets the content of  $\langle skip1 \rangle$  equal to that of  $\langle skip2 \rangle$ .

---

```

\skip_sub:Nn
\skip_sub:cn
\skip_gsub:Nn
\skip_gsub:cn

```

---

```

\skip_sub:Nn <skip> {\skip expression}

```

Subtracts the result of the  $\langle skip expression \rangle$  to the current content of the  $\langle skip \rangle$ .

Updated: 2011-10-22

---

## 67 Skip expression conditionals

---

```

\skip_if_eq_p:nn ★
\skip_if_eq:nnTF ★

```

---

```

\skip_if_eq_p:nn {\skipexpr1} {\skipexpr2}
\dim_compare:nTF
  {\skip expr1} {\skip expr2}
  {\true code} {\false code}

```

This function first evaluates each of the  $\langle skip expressions \rangle$  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_infinite_glue_p:n ★
\skip_if_infinite_glue:nTF ★

```

---

```

\skip_if_infinite_glue_p:n {\skipexpr}
\skip_if_infinite_glue:nTF {\skipexpr} {\true code} {\false code}

```

Evaluates the  $\langle skip expression \rangle$  as described for `\skip_eval:n`, and then tests if this contains an infinite stretch or shrink component (or both).

## 68 Using skip expressions and variables

---

```

\skip_eval:n ★

```

---

Updated: 2011-10-22

---

```

\skip_eval:n {\skip expression}

```

Evaluates the  $\langle skip expression \rangle$ , 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 will be expressed in points (`pt`), and will require suitable termination if used in a T<sub>E</sub>X-style assignment as it is *not* an  $\langle internal glue \rangle$ .

<hr/> <code>\skip_use:N</code> ★	<code>\skip_use:N</code> $\langle skip \rangle$
<hr/> <code>\skip_use:c</code> ★	Recovers the content of a $\langle skip \rangle$ and places it directly in the input stream. An error will be raised if the variable does not exist or if it is invalid. Can be omitted in places where a $\langle dimension \rangle$ is required (such as in the argument of <code>\skip_eval:n</code> ).

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

## 69 Viewing skip variables

<hr/> <code>\skip_show:N</code>	<code>\skip_show:N</code> $\langle skip \rangle$
<hr/> <code>\skip_show:c</code>	Displays the value of the $\langle skip \rangle$ on the terminal.
<hr/> <code>\skip_show:n</code>	<code>\skip_show:n</code> $\langle skip \text{ expression} \rangle$
<hr/> New: 2011-11-22	Displays the result of evaluating the $\langle skip \text{ expression} \rangle$ on the terminal.

## 70 Constant skips

<hr/> <code>\c_max_skip</code>	The maximum value that can be stored as a dimension or skip (these are equivalent).
<hr/> <code>\c_zero_skip</code>	A zero length as a dimension or a skip (these are equivalent).

## 71 Scratch skips

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

## 72 Creating and initialising muskip variables

---

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

---

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

Creates a new  $\langle muskip \rangle$  or raises an error if the name is already taken. The declaration is global. The  $\langle muskip \rangle$  will initially be equal to 0 mu.

---

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

---

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

Sets  $\langle muskip \rangle$  to 0 mu.

---

`\muskip_zero_new:N`  
`\muskip_zero_new:c`  
`\muskip_gzero_new:N`  
`\muskip_gzero_new:c`

---

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

Ensures that the  $\langle muskip \rangle$  exists globally by applying `\muskip_new:N` if necessary, then applies `\muskip_(g)zero:N` to leave the  $\langle muskip \rangle$  set to zero.

New: 2012-01-07

---

## 73 Setting muskip variables

---

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

---

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

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

Updated: 2011-10-22

---



---

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

---

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

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

Updated: 2011-10-22

---



---

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

---

`\muskip_set_eq:NN`  $\langle muskip1 \rangle$   $\langle muskip2 \rangle$

Sets the content of  $\langle muskip1 \rangle$  equal to that of  $\langle muskip2 \rangle$ .

---

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

---

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

Subtracts the result of the  $\langle muskip expression \rangle$  to the current content of the  $\langle skip \rangle$ .

Updated: 2011-10-22

---

## 74 Using muskip expressions and variables

<hr/> <code>\muskip_eval:n</code> ★ <hr/>	<code>\muskip_eval:n {⟨muskip expression⟩}</code>
Updated: 2011-10-22	Evaluates the $\langle muskip expression \rangle$ , expanding any skips and token list variables within the $\langle expression \rangle$ to their content (without requiring <code>\muskip_use:N/\tl_use:N</code> ) and applying the standard mathematical rules. The result of the calculation is left in the input stream as a $\langle muglue denotation \rangle$ after two expansions. This will be expressed in $\mu$ , and will require suitable termination if used in a T <sub>E</sub> X-style assignment as it is <i>not</i> an $\langle internal muglue \rangle$ .

<hr/> <code>\muskip_use:N</code> ★ <code>\muskip_use:c</code> ★ <hr/>	<code>\muskip_use:N ⟨muskip⟩</code> Recovers the content of a $\langle skip \rangle$ and places it directly in the input stream. An error will be raised if the variable does not exist or if it is invalid. Can be omitted in places where a $\langle dimension \rangle$ is required (such as in the argument of <code>\muskip_eval:n</code> ).
--	---

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

## 75 Inserting skips into the output

<hr/> <code>\skip_horizontal:N</code> <code>\skip_horizontal:(c n)</code> <hr/>	<code>\skip_horizontal:N ⟨skip⟩</code> <code>\skip_horizontal:n {⟨skipexpr⟩}</code>
Updated: 2011-10-22	Inserts a horizontal $\langle skip \rangle$ into the current list.

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

<hr/> <code>\skip_vertical:N</code> <code>\skip_vertical:(c n)</code> <hr/>	<code>\skip_vertical:N ⟨skip⟩</code> <code>\skip_vertical:n {⟨skipexpr⟩}</code>
Updated: 2011-10-22	Inserts a vertical $\langle skip \rangle$ into the current list.

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

## 76 Viewing muskip variables

<hr/> <code>\muskip_show:N</code> <code>\muskip_show:c</code> <hr/>	<code>\muskip_show:N ⟨muskip⟩</code> Displays the value of the $\langle muskip \rangle$ on the terminal.
<hr/> <code>\muskip_show:n</code> <hr/>	<code>\muskip_show:n ⟨muskip expression⟩</code>
New: 2011-11-22	Displays the result of evaluating the $\langle muskip expression \rangle$ on the terminal.

## 77 Internal functions

---

<code>\if_dim:w</code>	<code>\if_dim:w &lt;dimen1&gt; &lt;relation&gt; &lt;dimen1&gt;</code> <code>&lt;true code&gt;</code> <code>\else:</code> <code>&lt;false&gt;</code> <code>\fi:</code>
------------------------	---

---

Compare two dimensions. The *<relation>* is one of <, = or > with category code 12.

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

---

<code>\dim_eval:w</code>	★	<code>\dim_eval:w &lt;dimexpr&gt; \dim_eval_end:</code>
<code>\dim_eval_end:</code>	★	Evaluates <i>&lt;dimension expression&gt;</i> as described for <code>\dim_eval:n</code> . The evaluation stops when an unexpandable token which is not a valid part of a dimension is read or when <code>\dim_eval_end:</code> is reached. The latter is gobbled by the scanner mechanism: <code>\dim_eval_end:</code> itself is unexpandable but used correctly the entire construct is expandable.

---

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

## 78 Experimental skip functions

---

<code>\skip_split_finite_else_action:nnNN</code>	<code>\skip_split_finite_else_action:nnNN {&lt;skipexpr&gt;} {&lt;action&gt;}</code> <code>&lt;dimen1&gt; &lt;dimen2&gt;</code>
--	--

---

Updated: 2011-10-22

Checks if the *<skipexpr>* contains finite glue. If it does then it assigns *<dimen1>* the stretch component and *<dimen2>* the shrink component. If it contains infinite glue set *<dimen1>* and *<dimen2>* to 0pt and place #2 into the input stream: this is usually an error or warning message of some sort.

## 79 Internal functions

---

<code>\dim_strip_bp:n</code>	★	<code>\dim_strip_bp:n {⟨<i>dimension expression</i>⟩}</code>
<code>\dim_strip_pt:n</code>	★	<code>\dim_strip_pt:n {⟨<i>dimension expression</i>⟩}</code>

---

New: 2011-11-11

Evaluates the *⟨dimension expression⟩*, 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 magnitude of the result, expressed in big points (**bp**) or points (**pt**), will be left in the input stream with *no units*. If the decimal part of the magnitude is zero, this will be omitted.

If the *⟨dimension expression⟩* contains additional units, these will be ignored, so for example

```
\dim_strip_pt:n { 1 bp pt }
```

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

## Part XI

# The l3tl package

## Token lists

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

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

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

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

In both cases, functions are available to test and manipulate the lists of tokens, and these have the module prefix `tl`. In many cases, function which can be applied to token list variables are paired with similar functions for application to explicit lists of tokens: the two “views” of a token list are therefore collected together here.

A token list can be seen either as a list of “items”, or a list of “tokens”. An item is whatever `\use_none:n` grabs as its argument: either a single token or a brace group, with optional leading explicit space characters (each item is thus itself a token list). A token is either a normal `N` argument, or `{`, `{`, or `}` (assuming normal T<sub>E</sub>X category codes). Thus for example

```
{ Hello } ~ world
```

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

## 80 Creating and initialising token list variables

---

```
\tl_new:N
\tl_new:c
```

---

```
\tl_new:N <tl var>
```

Creates a new *<tl var>* or raises an error if the name is already taken. The declaration is global. The *<tl var>* will initially be empty.

---

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

---

```
\tl_const:Nn <tl var> {<token list>}
```

Creates a new constant *<tl var>* or raises an error if the name is already taken. The value of the *<tl var>* will be set globally to the *<token list>*.

---

```
\tl_clear:N
\tl_clear:c
\tl_gclear:N
\tl_gclear:c
```

---

```
\tl_clear:N <tl var>
```

Clears all entries from the *<tl var>* within the scope of the current T<sub>E</sub>X group.

---

<code>\tl_clear_new:N</code>	<code>\tl_clear_new:N &lt;tl var&gt;</code>
<code>\tl_clear_new:c</code>	
<code>\tl_gclear_new:N</code>	Ensures that the <code>&lt;tl var&gt;</code> exists globally by applying <code>\tl_new:N</code> if necessary, then applies
<code>\tl_gclear_new:c</code>	<code>\tl_(g)clear:N</code> to leave the <code>&lt;tl var&gt;</code> empty.

---



---

<code>\tl_set_eq:NN</code>	<code>\tl_set_eq:NN &lt;tl var1&gt; &lt;tl var2&gt;</code>
<code>\tl_set_eq:(cN Nc cc)</code>	Sets the content of <code>&lt;tl var1&gt;</code> equal to that of <code>&lt;tl var2&gt;</code> .
<code>\tl_gset_eq:NN</code>	
<code>\tl_gset_eq:(cN Nc cc)</code>	

---

## 81 Adding data to token list variables

---

<code>\tl_set:Nn</code>	<code>\tl_set:Nn &lt;tl var&gt; {&lt;tokens&gt;}</code>
<code>\tl_set:(NV Nv No Nf Nx cn NV Nv co cf cx)</code>	
<code>\tl_gset:Nn</code>	
<code>\tl_gset:(NV Nv No Nf Nx cn cV cV co cf cx)</code>	

---

Sets `<tl var>` to contain `<tokens>`, removing any previous content from the variable.

---

<code>\tl_put_left:Nn</code>	<code>\tl_put_left:Nn &lt;tl var&gt; {&lt;tokens&gt;}</code>
<code>\tl_put_left:(NV No Nx cn cV co cx)</code>	
<code>\tl_gput_left:Nn</code>	
<code>\tl_gput_left:(NV No Nx cn cV co cx)</code>	

---

Appends `<tokens>` to the left side of the current content of `<tl var>`.

---

<code>\tl_put_right:Nn</code>	<code>\tl_put_right:Nn &lt;tl var&gt; {&lt;tokens&gt;}</code>
<code>\tl_put_right:(NV No Nx cn cV co cx)</code>	
<code>\tl_gput_right:Nn</code>	
<code>\tl_gput_right:(NV No Nx cn cV co cx)</code>	

---

Appends `<tokens>` to the right side of the current content of `<tl var>`.

## 82 Modifying token list variables

---

<code>\tl_replace_once:Nnn</code>	<code>\tl_replace_once:Nnn &lt;tl var&gt; {&lt;old tokens&gt;} {&lt;new tokens&gt;}</code>
<code>\tl_replace_once:cnn</code>	
<code>\tl_greplace_once:Nnn</code>	Replaces the first (leftmost) occurrence of <code>&lt;old tokens&gt;</code> in the <code>&lt;tl var&gt;</code> with <code>&lt;new tokens&gt;</code> .
<code>\tl_greplace_once:cnn</code>	<code>&lt;Old tokens&gt;</code> cannot contain <code>{</code> , <code>}</code> or <code>#</code> (assuming normal T <sub>E</sub> X category codes).

---

Updated: 2011-08-11

---

---

<code>\tl_replace_all:Nnn</code>	<code>\tl_replace_all:Nnn &lt;tl var&gt; {&lt;old tokens&gt;} {&lt;new tokens&gt;}</code>
<code>\tl_replace_all:cn</code>	
<code>\tl_greplace_all:Nnn</code>	Replaces all occurrences of <i>&lt;old tokens&gt;</i> in the <i>&lt;tl var&gt;</i> with <i>&lt;new tokens&gt;</i> . <i>&lt;Old tokens&gt;</i> cannot contain <code>{</code> , <code>}</code> or <code>#</code> (assuming normal T <sub>E</sub> X category codes). As this function operates from left to right, the pattern <i>&lt;old tokens&gt;</i> may remain after the replacement (see <code>\tl_remove_all:Nn</code> for an example). The assignment is restricted to the current T <sub>E</sub> X group.
<code>\tl_greplace_all:cn</code>	
Updated: 2011-08-11	

---



---

<code>\tl_remove_once:Nn</code>	<code>\tl_remove_once:Nn &lt;tl var&gt; {&lt;tokens&gt;}</code>
<code>\tl_remove_once:cn</code>	
<code>\tl_gremove_once:Nn</code>	Removes the first (leftmost) occurrence of <i>&lt;tokens&gt;</i> from the <i>&lt;tl var&gt;</i> . <i>&lt;Tokens&gt;</i> cannot contain <code>{</code> , <code>}</code> or <code>#</code> (assuming normal T <sub>E</sub> X category codes).
<code>\tl_gremove_once:cn</code>	
Updated: 2011-08-11	

---



---

<code>\tl_remove_all:Nn</code>	<code>\tl_remove_all:Nn &lt;tl var&gt; {&lt;tokens&gt;}</code>
<code>\tl_remove_all:cn</code>	
<code>\tl_gremove_all:Nn</code>	Removes all occurrences of <i>&lt;tokens&gt;</i> from the <i>&lt;tl var&gt;</i> . <i>&lt;Tokens&gt;</i> cannot contain <code>{</code> , <code>}</code> or <code>#</code> (assuming normal T <sub>E</sub> X category codes). As this function operates from left to right, the pattern <i>&lt;tokens&gt;</i> may remain after the removal, for instance,
<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}`  
 will result in `\l_tmpa_tl` containing `abcd`.

## 83 Reassigning token list category codes

---

<code>\tl_set_rescan:Nnn</code>	<code>\tl_set_rescan:Nnn &lt;tl var&gt; {&lt;setup&gt;} {&lt;tokens&gt;}</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: 2011-12-18	

---

Sets *<tl var>* to contain *<tokens>*, applying the category code régime specified in the *<setup>* before carrying out the assignment. This allows the *<tl var>* to contain material with category codes other than those that apply when *<tokens>* are absorbed. See also `\tl_rescan:nn`.

---

<code>\tl_rescan:nn</code>	<code>\tl_rescan:nn {&lt;setup&gt;} {&lt;tokens&gt;}</code>
Updated: 2011-12-18	Rescans <i>&lt;tokens&gt;</i> applying the category code régime specified in the <i>&lt;setup&gt;</i> , and leaves the resulting tokens in the input stream. See also <code>\tl_set_rescan:Nnn</code> .

---

## 84 Reassigning token list character codes

---

`\tl_to_lowercase:n`

---

`\tl_to_lowercase:n {⟨tokens⟩}`

Works through all of the *⟨tokens⟩*, replacing each character with the lower case equivalent as defined by `\char_set_lccode:nn`. Characters with no defined lower case character code are left unchanged. This process does not alter the category code assigned to the *⟨tokens⟩*.

**T<sub>E</sub>Xhackers note:** This is the T<sub>E</sub>X primitive `\lowercase` renamed. As a result, this function takes place on execution and not on expansion.

---

`\tl_to_uppercase:n`

---

`\tl_to_uppercase:n {⟨tokens⟩}`

Works through all of the *⟨tokens⟩*, replacing each character with the upper case equivalent as defined by `\char_set_uccode:nn`. Characters with no defined lower case character code are left unchanged. This process does not alter the category code assigned to the *⟨tokens⟩*.

**T<sub>E</sub>Xhackers note:** This is the T<sub>E</sub>X primitive `\uppercase` renamed. As a result, this function takes place on execution and not on expansion.

## 85 Token list conditionals

---

`\tl_if_blank_p:n` ★

`\tl_if_blank_p:n {⟨token list⟩}`

`\tl_if_blank_p:(V|o)` ★

`\tl_if_blank:nTF {⟨token list⟩} {⟨true code⟩} {⟨false code⟩}`

`\tl_if_blank:nTF` ★

`\tl_if_blank:(V|o)TF` ★

Tests if the *⟨token list⟩* consists only of blank spaces (*i.e.* contains no item). The test is **true** if *⟨token list⟩* is zero or more explicit tokens of 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|x)` ★

`\tl_if_empty:nTF {⟨token list⟩} {⟨true code⟩} {⟨false code⟩}`

`\tl_if_empty:nTF` ★

`\tl_if_empty:(V|o|x)TF` ★

Tests if the *⟨token list⟩* is entirely empty (*i.e.* contains no tokens at all). All versions of these functions are fully expandable (including those involving an **x**-type expansion).

---

<code>\tl_if_eq_p:NN</code> ★ <code>\tl_if_eq_p:(Nc cN cc)</code> ★ <code>\tl_if_eq:NNTF</code> ★ <code>\tl_if_eq:(Nc cN cc)TF</code> ★	<code>\tl_if_eq_p:NN</code> $\{\langle tl\ var1\rangle\}\{\langle tl\ var2\rangle\}$ <code>\tl_if_eq:NNTF</code> $\{\langle tl\ var1\rangle\}\{\langle tl\ var2\rangle\}\{\langle true\ code\rangle\}\{\langle false\ code\rangle\}$ <p>Compares the content of two <math>\langle token\ list\ variables\rangle</math> and is logically <b>true</b> if the two contain the same list of tokens (<i>i.e.</i> identical in both the list of characters they contain and the category codes of those characters). Thus for example</p>
--	---

---

```

\tl_set:Nn \l_tmpa_tl { abc }
\tl_set:Nx \l_tmpb_tl { \tl_to_str:n { abc } }
\tl_if_eq_p:NN \l_tmpa_tl \l_tmpb_tl

```

is logically **false**.

---

<code>\tl_if_eq:nnTF</code>	<code>\tl_if_eq:nnTF</code> $\langle token\ list1\rangle\{\langle token\ list2\rangle\}\{\langle true\ code\rangle\}\{\langle false\ code\rangle\}$ <p>Tests if <math>\langle token\ list1\rangle</math> and <math>\langle token\ list2\rangle</math> are equal, both in respect of character codes and category codes.</p>
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---

<code>\tl_if_in:NnTF</code> <code>\tl_if_in:cnTF</code>	<code>\tl_if_in:NnTF</code> $\langle tl\ var\rangle\{\langle token\ list\rangle\}\{\langle true\ code\rangle\}\{\langle false\ code\rangle\}$ <p>Tests if the <math>\langle token\ list\rangle</math> is found in the content of the <math>\langle token\ list\ variable\rangle</math>. The <math>\langle token\ list\rangle</math> cannot contain the tokens <code>{</code>, <code>}</code> or <code>#</code> (assuming the usual T<sub>E</sub>X category codes apply).</p>
--	---

---



---

<code>\tl_if_in:nnTF</code> <code>\tl_if_in:(Vn on no)TF</code>	<code>\tl_if_in:nnTF</code> $\{\langle token\ list1\rangle\}\{\langle token\ list2\rangle\}\{\langle true\ code\rangle\}\{\langle false\ code\rangle\}$ <p>Tests if <math>\langle token\ list2\rangle</math> is found inside <math>\langle token\ list1\rangle</math>. The <math>\langle token\ list\rangle</math> cannot contain the tokens <code>{</code>, <code>}</code> or <code>#</code> (assuming the usual T<sub>E</sub>X category codes apply).</p>
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---



---

<code>\tl_if_single_p:N</code> ★ <code>\tl_if_single_p:c</code> ★ <code>\tl_if_single:NTF</code> ★ <code>\tl_if_single:cTF</code> ★	<code>\tl_if_single_p:N</code> $\{\langle tl\ var\rangle\}$ <code>\tl_if_single:NNTF</code> $\{\langle tl\ var\rangle\}\{\langle true\ code\rangle\}\{\langle false\ code\rangle\}$ <p>Tests if the content of the <math>\langle tl\ var\rangle</math> consists of a single item, <i>i.e.</i> is either a single normal token (excluding spaces, and brace tokens) or a single brace group, surrounded by optional spaces on both sides. In other words, such a token list has length 1 according to <code>\tl_length:N</code>.</p>
--	---

---

Updated: 2011-08-13

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---

<code>\tl_if_single_p:n</code> ★ <code>\tl_if_single:nTF</code> ★	<code>\tl_if_single_p:n</code> $\{\langle token\ list\rangle\}$ <code>\tl_if_single:nNTF</code> $\{\langle token\ list\rangle\}\{\langle true\ code\rangle\}\{\langle false\ code\rangle\}$ <p>Tests if the token list has exactly one item, <i>i.e.</i> is either a single normal token or a single brace group, surrounded by optional spaces on both sides. In other words, such a token list has length 1 according to <code>\tl_length:n</code>.</p>
--	---

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Updated: 2011-08-13

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<code>\tl_if_single_token_p:n</code> ★ <code>\tl_if_single_token:nTF</code> ★	<code>\tl_if_single_token_p:n</code> $\{\langle token\ list\rangle\}$ <code>\tl_if_single_token:nNTF</code> $\{\langle token\ list\rangle\}\{\langle true\ code\rangle\}\{\langle false\ code\rangle\}$ <p>Tests if the token list consists of exactly one token, <i>i.e.</i> is either a single space character or a single “normal” token. Token groups (<code>{...}</code>) are not single tokens.</p>
--	---

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New: 2011-08-11

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## 86 Mapping to token lists

<hr/>	
<code>\tl_map_function:NN</code> ☆	<code>\tl_map_function:NN &lt;tl var&gt; &lt;function&gt;</code>
<code>\tl_map_function:cN</code> ☆	
<hr/>	Applies <i>&lt;function&gt;</i> to every <i>&lt;item&gt;</i> in the <i>&lt;tl var&gt;</i> . The <i>&lt;function&gt;</i> will receive one argument for each iteration. This may be a number of tokens if the <i>&lt;item&gt;</i> was stored within braces. Hence the <i>&lt;function&gt;</i> should anticipate receiving n-type arguments. See also <code>\tl_map_function:nN</code> .
<hr/>	
<code>\tl_map_function:nN</code> ☆	<code>\tl_map_function:nN &lt;token list&gt; &lt;function&gt;</code>
<hr/>	Applies <i>&lt;function&gt;</i> to every <i>&lt;item&gt;</i> in the <i>&lt;token list&gt;</i> . The <i>&lt;function&gt;</i> will receive one argument for each iteration. This may be a number of tokens if the <i>&lt;item&gt;</i> was stored within braces. Hence the <i>&lt;function&gt;</i> should anticipate receiving n-type arguments. See also <code>\tl_map_function:nN</code> .
<hr/>	
<code>\tl_map_inline:Nn</code>	<code>\tl_map_inline:Nn &lt;tl var&gt; {&lt;inline function&gt;}</code>
<code>\tl_map_inline:cN</code>	
<hr/>	Applies the <i>&lt;inline function&gt;</i> to every <i>&lt;item&gt;</i> stored within the <i>&lt;tl var&gt;</i> . The <i>&lt;inline function&gt;</i> should consist of code which will receive the <i>&lt;item&gt;</i> as #1. One in line mapping can be nested inside another. See also <code>\tl_map_function:Nn</code> .
<hr/>	
<code>\tl_map_inline:nn</code>	<code>\tl_map_inline:nn &lt;token list&gt; {&lt;inline function&gt;}</code>
<hr/>	Applies the <i>&lt;inline function&gt;</i> to every <i>&lt;item&gt;</i> stored within the <i>&lt;token list&gt;</i> . The <i>&lt;inline function&gt;</i> should consist of code which will receive the <i>&lt;item&gt;</i> as #1. One in line mapping can be nested inside another. See also <code>\tl_map_function:nn</code> .
<hr/>	
<code>\tl_map_variable:NNn</code>	<code>\tl_map_variable:NNn &lt;tl var&gt; &lt;variable&gt; {&lt;function&gt;}</code>
<code>\tl_map_variable:cNn</code>	
<hr/>	Applies the <i>&lt;function&gt;</i> to every <i>&lt;item&gt;</i> stored within the <i>&lt;tl var&gt;</i> . The <i>&lt;function&gt;</i> should consist of code which will receive the <i>&lt;item&gt;</i> stored in the <i>&lt;variable&gt;</i> . One variable mapping can be nested inside another. See also <code>\tl_map_inline:Nn</code> .
<hr/>	
<code>\tl_map_variable:nNn</code>	<code>\tl_map_variable:nNn &lt;token list&gt; &lt;variable&gt; {&lt;function&gt;}</code>
<hr/>	Applies the <i>&lt;function&gt;</i> to every <i>&lt;item&gt;</i> stored within the <i>&lt;token list&gt;</i> . The <i>&lt;function&gt;</i> should consist of code which will receive the <i>&lt;item&gt;</i> stored in the <i>&lt;variable&gt;</i> . One variable mapping can be nested inside another. See also <code>\tl_map_inline:nn</code> .

---

<code>\tl_map_break: ☆</code>	<code>\tl_map_break:</code>  Used to terminate a <code>\tl_map...</code> function before all entries in the <i>⟨token list variable⟩</i> have been processed. This will normally take place within a conditional statement, for example
-------------------------------	---

---

```

\tl_map_inline:Nn \l_my_tl
{
  \str_if_eq:nnTF { #1 } { bingo }
  { \tl_map_break: }
  {
    % Do something useful
  }
}

```

Use outside of a `\tl_map...` scenario will lead low level T<sub>E</sub>X errors.

## 87 Using token lists

---

<code>\tl_to_str:N ☆</code> <code>\tl_to_str:c ☆</code>	<code>\tl_to_str:N &lt;tl var&gt;</code>  Converts the content of the <i>⟨tl var⟩</i> into a series of characters with category code 12 (other) with the exception of spaces, which retain category code 10 (space). This <i>⟨string⟩</i> is then left in the input stream.
--	---

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---

<code>\tl_to_str:n ☆</code>	<code>\tl_to_str:n {⟨tokens⟩}</code>  Converts the given <i>⟨tokens⟩</i> into a series of characters with category code 12 (other) with the exception of spaces, which retain category code 10 (space). This <i>⟨string⟩</i> is then left in the input stream. Note that this function requires only a single expansion.
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---

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

---

<code>\tl_use:N ☆</code> <code>\tl_use:c ☆</code>	<code>\tl_use:N &lt;tl var&gt;</code>  Recovers the content of a <i>⟨tl var⟩</i> and places it directly in the input stream. An error will be raised if the variable does not exist or if it is invalid. Note that it is possible to use a <i>⟨tl var⟩</i> directly without an accessor function.
--	---

---

## 88 Working with the content of token lists

---

<code>\tl_length:n ☆</code> <code>\tl_length:(V o) ☆</code>	<code>\tl_length:n {⟨tokens⟩}</code>  Counts the number of <i>⟨items⟩</i> in <i>⟨tokens⟩</i> and leaves this information in the input stream. Unbraced tokens count as one element as do each token group <i>{...}</i> . This process will ignore any unprotected spaces within <i>⟨tokens⟩</i> . See also <code>\tl_length:N</code> . This function requires three expansions, giving an <i>⟨integer denotation⟩</i> .
--	---

---

Updated: 2011-08-13

---

<code>\tl_length:N</code>	★	<code>\tl_length:N {&lt;tl var&gt;}</code>
---------------------------	---	--

<code>\tl_length:c</code>	★
---------------------------	---

---

Updated: 2011-08-13
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---

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

---

<code>\tl_reverse:n</code>	★	<code>\tl_reverse:n {&lt;token list&gt;}</code>
----------------------------	---	---

<code>\tl_reverse:(V o)</code>	★
--------------------------------	---

---

Updated: 2012-01-08
---------------------

---

Reverses the order of the  $\langle items \rangle$  in the  $\langle token\ list \rangle$ , so that  $\langle item1 \rangle \langle item2 \rangle \langle item3 \rangle \dots \langle item_n \rangle$  becomes  $\langle item_n \rangle \dots \langle item3 \rangle \langle item2 \rangle \langle item1 \rangle$ . This process will preserve unprotected space within the  $\langle token\ list \rangle$ . Tokens are not reversed within braced token groups, which keep their outer set of braces. In situations where performance is important, consider `\tl_reverse_items:n`. See also `\tl_reverse:N`.

**TeXhackers note:** The result is returned within the `\unexpanded` primitive (`\exp_not:n`), which means that the token list will not expand further when appearing in an x-type argument expansion.

---

<code>\tl_reverse:N</code>	<code>\tl_reverse:N {&lt;tl var&gt;}</code>
----------------------------	---

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

<code>\tl_greverse:N</code>
-----------------------------

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

---

Updated: 2012-01-08
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---

Reverses the order of the  $\langle items \rangle$  stored in  $\langle tl\ var \rangle$ , so that  $\langle item1 \rangle \langle item2 \rangle \langle item3 \rangle \dots \langle item_n \rangle$  becomes  $\langle item_n \rangle \dots \langle item3 \rangle \langle item2 \rangle \langle item1 \rangle$ . This process will preserve unprotected spaces within the  $\langle token\ list\ variable \rangle$ . Braced token groups are copied without reversing the order of tokens, but keep the outer set of braces. See also `\tl_reverse:n`.

---

<code>\tl_reverse_items:n</code>	★	<code>\tl_reverse_items:n {&lt;token list&gt;}</code>
----------------------------------	---	---

---

New: 2012-01-08
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---

Reverses the order of the  $\langle items \rangle$  stored in  $\langle tl\ var \rangle$ , so that  $\{ \langle item1 \rangle \} \{ \langle item2 \rangle \} \{ \langle item3 \rangle \} \dots \{ \langle item_n \rangle \}$  becomes  $\{ \langle item_n \rangle \} \dots \{ \langle item3 \rangle \} \{ \langle item2 \rangle \} \{ \langle item1 \rangle \}$ . This process will remove any unprotected space within the  $\langle token\ list \rangle$ . Braced token groups are copied without reversing the order of tokens, and keep the outer set of braces. Items which are initially not braced are copied with braces in the result. In cases where preserving spaces is important, consider `\tl_reverse:n` or `\tl_reverse_tokens:n`.

**TeXhackers note:** The result is returned within the `\unexpanded` primitive (`\exp_not:n`), which means that the token list will not expand further when appearing in an x-type argument expansion.

---

<code>\tl_trim_spaces:n</code>	★	<code>\tl_trim_spaces:n &lt;token list&gt;</code>
--------------------------------	---	---

---

New: 2011-07-09
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Updated: 2011-08-13
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---

Removes any leading and trailing explicit space characters from the  $\langle token\ list \rangle$  and leaves the result in the input stream. This process requires two expansions.

**TeXhackers note:** The result is returned within the `\unexpanded` primitive (`\exp_not:n`), which means that the token list will not expand further when appearing in an x-type argument expansion.

---

`\tl_trim_spaces:N`  
`\tl_trim_spaces:c`  
`\tl_gtrim_spaces:N`  
`\tl_gtrim_spaces:c`

---

New: 2011-07-09

`\tl_trim_spaces:N`  $\langle \textit{tl var} \rangle$

Removes any leading and trailing explicit space characters from the content of the  $\langle \textit{tl var} \rangle$ .

## 89 The first token from a token list

Functions which deal with either only the very first token of a token list or everything except the first token.

---

`\tl_head:N` ★  
`\tl_head:(n|V|v|f)` ★

---

Updated: 2012-02-08

`\tl_head:n`  $\{\langle \textit{tokens} \rangle\}$

Leaves in the input stream the first non-space token from the  $\langle \textit{tokens} \rangle$ . Any leading space tokens will be discarded, and thus for example

`\tl_head:n { abc }`

and

`\tl_head:n { ~ abc }`

will both leave `a` in the input stream. An empty list of  $\langle \textit{tokens} \rangle$  or one which consists only of space (category code 10) tokens will result in `\tl_head:n` leaving nothing in the input stream.

**T<sub>E</sub>Xhackers note:** The result is returned within the `\unexpanded` primitive (`\exp_not:n`), which means that the token list will not expand further when appearing in an x-type argument expansion.

---

`\tl_head:w` ★

---

`\tl_head:w`  $\langle \textit{tokens} \rangle$  `\q_stop`

Leaves in the input stream the first non-space token from the  $\langle \textit{tokens} \rangle$ . An empty list of  $\langle \textit{tokens} \rangle$  or one which consists only of space (category code 10) tokens will result in an error, and thus  $\langle \textit{tokens} \rangle$  must *not* be “blank” as determined by `\tl_if_blank:n(TF)`. This function requires only a single expansion, and thus is suitable for use within an o-type expansion. In general, `\tl_head:n` should be preferred if the number of expansions is not critical.

<hr/>	
<code>\tl_tail:N</code> ★	<code>\tl_tail:n {⟨tokens⟩}</code>
<code>\tl_tail:(n V v f)</code> ★	
Updated: 2012-02-08	Discards the all leading space tokens and the first non-space token in the <i>⟨tokens⟩</i> , and leaves the remaining tokens in the input stream. Thus for example

`\tl_tail:n { abc }`

and

`\tl_tail:n { ~ abc }`

will both leave `bc` in the input stream. An empty list of *⟨tokens⟩* or one which consists only of space (category code 10) tokens will result in `\tl_tail:n` leaving nothing in the input stream.

**TeXhackers note:** The result is returned within the `\unexpanded` primitive (`\exp_not:n`), which means that the token list will not expand further when appearing in an x-type argument expansion.

<hr/>	
<code>\tl_tail:w</code> ★	<code>\tl_tail:w {⟨tokens⟩} \q_stop</code>
	Discards the all leading space tokens and the first non-space token in the <i>⟨tokens⟩</i> , and leaves the remaining tokens in the input stream. An empty list of <i>⟨tokens⟩</i> or one which consists only of space (category code 10) tokens will result in an error, and thus <i>⟨tokens⟩</i> must <i>not</i> be “blank” as determined by <code>\tl_if_blank:n(TF)</code> . This function requires only a single expansion, and thus is suitable for use within an o-type expansion. In general, <code>\tl_tail:n</code> should be preferred if the number of expansions is not critical.

<hr/>	
<code>\str_head:n</code> ★	<code>\str_head:n {⟨tokens⟩}</code>
<code>\str_tail:n</code> ★	<code>\str_tail:n {⟨tokens⟩}</code>
New: 2011-08-10	Converts the <i>⟨tokens⟩</i> into a string, as described for <code>\tl_to_str:n</code> . The <code>\str_head:n</code> function then leaves the first character of this string in the input stream. The <code>\str_tail:n</code> function leaves all characters except the first in the input stream. The first character may be a space. If the <i>⟨tokens⟩</i> argument is entirely empty, nothing is left in the input stream.

<hr/>	
<code>\tl_if_head_eq_catcode_p:nN</code> ★	<code>\tl_if_head_eq_catcode_p:nN {⟨token list⟩} ⟨test token⟩</code>
<code>\tl_if_head_eq_catcode:nNTF</code> ★	<code>\tl_if_head_eq_catcode:nNTF {⟨token list⟩} ⟨test token⟩</code>
Updated: 2011-08-10	<code>{⟨true code⟩} {⟨false code⟩}</code>

Tests if the first *⟨token⟩* in the *⟨token list⟩* has the same category code as the *⟨test token⟩*. In the case where *⟨token list⟩* is empty, its head is considered to be `\q_nil`, and the test will be true if *⟨test token⟩* is a control sequence.

---

<code>\tl_if_head_eq_charcode_p:nN</code>	★	<code>\tl_if_head_eq_charcode_p:nN</code>	{ <i>&lt;token list&gt;</i> }	<i>&lt;test token&gt;</i>
<code>\tl_if_head_eq_charcode_p:fN</code>	★	<code>\tl_if_head_eq_charcode:nNTF</code>	{ <i>&lt;token list&gt;</i> }	<i>&lt;test token&gt;</i>
<code>\tl_if_head_eq_charcode:nNTF</code>	★		{ <i>&lt;true code&gt;</i> }	{ <i>&lt;false code&gt;</i> }
<code>\tl_if_head_eq_charcode:fNTF</code>	★			

---

Updated: 2011-08-10

---

Tests if the first *<token>* in the *<token list>* has the same character code as the *<test token>*. In the case where *<token list>* is empty, its head is considered to be `\q_nil`, and the test will be true if *<test token>* is a control sequence.

---

<code>\tl_if_head_eq_meaning_p:nN</code>	★	<code>\tl_if_head_eq_meaning_p:nN</code>	{ <i>&lt;token list&gt;</i> }	<i>&lt;test token&gt;</i>
<code>\tl_if_head_eq_meaning:nNTF</code>	★	<code>\tl_if_head_eq_meaning:nNTF</code>	{ <i>&lt;token list&gt;</i> }	<i>&lt;test token&gt;</i>
			{ <i>&lt;true code&gt;</i> }	{ <i>&lt;false code&gt;</i> }

---

Updated: 2011-08-10

---

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, its head is considered to be `\q_nil`, and the test will be true if *<test token>* has the same meaning as `\q_nil`.

---

<code>\tl_if_head_group_p:n</code>	★	<code>\tl_if_head_group_p:n</code>	{ <i>&lt;token list&gt;</i> }
<code>\tl_if_head_group:nTF</code>	★	<code>\tl_if_head_group:nTF</code>	{ <i>&lt;token list&gt;</i> } { <i>&lt;true code&gt;</i> } { <i>&lt;false code&gt;</i> }

---

Updated: 2011-08-11

---

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 empty. This function is useful to implement actions on token lists on a token by token basis.

---

<code>\tl_if_head_N_type_p:n</code>	★	<code>\tl_if_head_N_type_p:n</code>	{ <i>&lt;token list&gt;</i> }
<code>\tl_if_head_N_type:nTF</code>	★	<code>\tl_if_head_N_type:nTF</code>	{ <i>&lt;token list&gt;</i> } { <i>&lt;true code&gt;</i> } { <i>&lt;false code&gt;</i> }

---

New: 2011-08-11

---

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 (with category code 10 and character code 32) nor an explicit begin-group character (with category code 1 and any character code). An empty argument yields false, as it does not have a “normal” first token. This function is useful to implement actions on token lists on a token by token basis.

---

<code>\tl_if_head_space_p:n</code>	★	<code>\tl_if_head_space_p:n</code>	{ <i>&lt;token list&gt;</i> }
<code>\tl_if_head_space:nTF</code>	★	<code>\tl_if_head_space:nTF</code>	{ <i>&lt;token list&gt;</i> } { <i>&lt;true code&gt;</i> } { <i>&lt;false code&gt;</i> }

---

Updated: 2011-08-11

---

Tests if the first *<token>* in the *<token list>* is an explicit space character (with category code 10 and character code 32). If *<token list>* starts with an implicit token such as `\c_space_token`, the test will yield false, as well as if the argument is empty. This function is useful to implement actions on token lists on a token by token basis.

**T<sub>E</sub>Xhackers note:** When T<sub>E</sub>X reads a character of category code 10 for the first time, it is converted to an explicit space token, with character code 32, regardless of the initial character code. “Funny” spaces with a different category code, can be produced using `\lowercase`. Explicit spaces are also produced as a result of `\token_to_str:N`, `\tl_to_str:n`, etc.

## 90 Viewing token lists

---

<code>\tl_show:N</code>	<code>\tl_show:N &lt;tl var&gt;</code>
<code>\tl_show:c</code>	Displays the content of the <i>&lt;tl var&gt;</i> on the terminal.

---

**T<sub>E</sub>Xhackers note:** `\tl_show:N` is the T<sub>E</sub>X primitive `\show`.

---

<code>\tl_show:n</code>	<code>\tl_show:n &lt;token list&gt;</code>
	Displays the <i>&lt;token list&gt;</i> on the terminal.

---

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

## 91 Constant token lists

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<code>\c_job_name_tl</code>	Constant that gets the “job name” assigned when T <sub>E</sub> X starts.
-----------------------------	--

---

Updated: 2011-08-18

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

---

<code>\c_empty_tl</code>	Constant that is always empty.
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---

---

<code>\c_space_tl</code>	A space token contained in a token list (compare this with <code>\c_space_token</code> ). For use where an explicit space is required.
--------------------------	--

---

## 92 Scratch token lists

---

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

---

---

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

---

## 93 Experimental token list functions

---

<code>\tl_reverse_tokens:n</code> ★	<code>\tl_reverse_tokens:n {\tokens}</code>
-------------------------------------	---

---

New: 2012-01-08

This function, which works directly on T<sub>E</sub>X tokens, reverses the order of the  $\langle tokens \rangle$ : the first will be the last and the last will become first. Spaces are preserved. The reversal also operates within brace groups, but the braces themselves are not exchanged, as this would lead to an unbalanced token list. For instance, `\tl_reverse_tokens:n {a~{b()}}` leaves `{() (b)~a` in the input stream. This function requires two steps of expansion.

**T<sub>E</sub>Xhackers note:** The result is returned within the `\unexpanded` primitive (`\exp_not:n`), which means that the token list will not expand further when appearing in an x-type argument expansion.

---

<code>\tl_length_tokens:n</code> ★	<code>\tl_length_tokens:n {\tokens}</code>
------------------------------------	--

---

New: 2011-08-11

Counts the number of T<sub>E</sub>X tokens in the  $\langle tokens \rangle$  and leaves this information in the input stream. Every token, including spaces and braces, contributes one to the total; thus for instance, the length of `a~{bc}` is 6. This function requires three expansions, giving an *integer denotation*.

---

<code>\tl_expandable_uppercase:n</code> ★	<code>\tl_expandable_uppercase:n {\tokens}</code>
<code>\tl_expandable_lowercase:n</code> ★	<code>\tl_expandable_lowercase:n {\tokens}</code>

---

New: 2012-01-08

The `\tl_expandable_uppercase:n` function works through all of the  $\langle tokens \rangle$ , replacing characters in the range `a-z` (with arbitrary category code) by the corresponding letter in the range `A-Z`, with category code 11 (letter). Similarly, `\tl_expandable_lowercase:n` replaces characters in the range `A-Z` by letters in the range `a-z`, and leaves other tokens unchanged. This function requires two steps of expansion.

**T<sub>E</sub>Xhackers note:** Begin-group and end-group characters are normalized and become `{` and `}`, respectively. The result is returned within the `\unexpanded` primitive (`\exp_not:n`), which means that the token list will not expand further when appearing in an x-type argument expansion.

<hr/>	
<code>\tl_item:nn</code> ★	<code>\tl_item:nn {⟨token list⟩} {⟨integer expression⟩}</code>
<code>\tl_item:(Nn cn)</code> ★	
<hr/>	
New: 2011-11-21	
Updated: 2012-01-08	
<hr/>	

Indexing items in the *⟨token list⟩* from 0 on the left, this function will evaluate the *⟨integer expression⟩* and leave the appropriate item from the *⟨token list⟩* in the input stream. If the *⟨integer expression⟩* is negative, indexing occurs from the right of the token list, starting at  $-1$  for the right-most item. If the index is out of bounds, then the function expands to nothing.

**TeXhackers note:** The result is returned within the `\unexpanded` primitive (`\exp_not:n`), which means that the *⟨item⟩* will not expand further when appearing in an x-type argument expansion.

## 94 Internal functions

<hr/>	
<code>\q_tl_act_mark</code>	Quarks which are only used for the particular purposes of <code>\tl_act_...</code> functions.
<code>\q_tl_act_stop</code>	
<hr/>	

## Part XII

# The l3seq package

## Sequences and stacks

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

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

## 95 Creating and initialising sequences

---

`\seq_new:N`  
`\seq_new:c`

---

`\seq_new:N` *⟨sequence⟩*

Creates a new *⟨sequence⟩* or raises an error if the name is already taken. The declaration is global. The *⟨sequence⟩* will initially contain no items.

---

`\seq_clear:N`  
`\seq_clear:c`  
`\seq_gclear:N`  
`\seq_gclear:c`

---

`\seq_clear:N` *⟨sequence⟩*

Clears all items from the *⟨sequence⟩*.

---

`\seq_clear_new:N`  
`\seq_clear_new:c`  
`\seq_gclear_new:N`  
`\seq_gclear_new:c`

---

`\seq_clear_new:N` *⟨sequence⟩*

Ensures that the *⟨sequence⟩* exists globally by applying `\seq_new:N` if necessary, then applies `\seq_(g)clear:N` to leave the *⟨sequence⟩* empty.

---

`\seq_set_eq:NN`  
`\seq_set_eq:(cN|Nc|cc)`  
`\seq_gset_eq:NN`  
`\seq_gset_eq:(cN|Nc|cc)`

---

`\seq_set_eq:NN` *⟨sequence1⟩* *⟨sequence2⟩*

Sets the content of *⟨sequence1⟩* equal to that of *⟨sequence2⟩*.

---

`\seq_set_split:Nnn`  
`\seq_gset_split:Nnn`

---

`\seq_set_split:Nnn` *⟨sequence⟩* *{⟨delimiter⟩}* *{⟨token list⟩}*

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 l3clist 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 T<sub>E</sub>X’s normal category code régime). If the *⟨delimiter⟩* is empty, the *⟨token list⟩* is split into *⟨items⟩* as a *⟨token list⟩*.

New: 2011-08-15  
Updated: 2011-12-07

---

<hr/>	<code>\seq_concat:NNN</code>	<code>\seq_concat:NNN</code> $\langle sequence1 \rangle$ $\langle sequence2 \rangle$ $\langle sequence3 \rangle$
<code>\seq_concat:ccc</code>		
<code>\seq_gconcat:NNN</code>		Concatenates the content of $\langle sequence2 \rangle$ and $\langle sequence3 \rangle$ together and saves the result in $\langle sequence1 \rangle$ . The items in $\langle sequence2 \rangle$ will be placed at the left side of the new sequence.
<code>\seq_gconcat:ccc</code>		

## 96 Appending data to sequences

<hr/>	<code>\seq_put_left:Nn</code>	<code>\seq_put_left:Nn</code> $\langle sequence \rangle$ $\{\langle item \rangle\}$
<code>\seq_put_left:(NV Nv No Nx cn cV cv co cx)</code>		
<code>\seq_gput_left:Nn</code>		
<code>\seq_gput_left:(NV Nv No Nx cn cV cv co cx)</code>		

Appends the  $\langle item \rangle$  to the left of the  $\langle sequence \rangle$ .

<hr/>	<code>\seq_put_right:Nn</code>	<code>\seq_put_right:Nn</code> $\langle sequence \rangle$ $\{\langle item \rangle\}$
<code>\seq_put_right:(NV Nv No Nx cn cV cv co cx)</code>		
<code>\seq_gput_right:Nn</code>		
<code>\seq_gput_right:(NV Nv No Nx cn cV cv co cx)</code>		

Appends the  $\langle item \rangle$  to the right of the  $\langle sequence \rangle$ .

## 97 Recovering items from sequences

Items can be recovered from either the left or the right of sequences. For implementation reasons, the actions at the left of the sequence are faster than those acting on the right. These functions all assign the recovered material locally, *i.e.* setting the  $\langle token list variable \rangle$  used with `\tl_set:Nn` and *never* `\tl_gset:Nn`.

<hr/>	<code>\seq_get_left:NN</code>	<code>\seq_get_left:NN</code> $\langle sequence \rangle$ $\langle token list variable \rangle$
<code>\seq_get_left:cN</code>		
		Stores the left-most 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. If $\langle sequence \rangle$ is empty an error will be raised.

<hr/>	<code>\seq_get_right:NN</code>	<code>\seq_get_right:NN</code> $\langle sequence \rangle$ $\langle token list variable \rangle$
<code>\seq_get_right:cN</code>		
		Stores the right-most 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. If $\langle sequence \rangle$ is empty an error will be raised.

<hr/>	<code>\seq_pop_left:NN</code>	<code>\seq_pop_left:NN</code> $\langle sequence \rangle$ $\langle token list variable \rangle$
<code>\seq_pop_left:cN</code>		
		Pops the left-most item from a $\langle sequence \rangle$ into the $\langle token list variable \rangle$ , <i>i.e.</i> 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 an error will be raised.

<hr/>	
<code>\seq_gpop_left:NN</code>	<code>\seq_gpop_left:NN &lt;sequence&gt; &lt;token list variable&gt;</code>
<code>\seq_gpop_left:cN</code>	
<hr/>	
	Pops the left-most item from a <i>&lt;sequence&gt;</i> into the <i>&lt;token list variable&gt;</i> , <i>i.e.</i> removes the item from the sequence and stores it in the <i>&lt;token list variable&gt;</i> . The <i>&lt;sequence&gt;</i> is modified globally, while the assignment of the <i>&lt;token list variable&gt;</i> is local. If <i>&lt;sequence&gt;</i> is empty an error will be raised.
<hr/>	
<code>\seq_pop_right:NN</code>	<code>\seq_pop_right:NN &lt;sequence&gt; &lt;token list variable&gt;</code>
<code>\seq_pop_right:cN</code>	
<hr/>	
	Pops the right-most item from a <i>&lt;sequence&gt;</i> into the <i>&lt;token list variable&gt;</i> , <i>i.e.</i> removes the item from the sequence and stores it in the <i>&lt;token list variable&gt;</i> . Both of the variables are assigned locally. If <i>&lt;sequence&gt;</i> is empty an error will be raised.
<hr/>	
<code>\seq_gpop_right:NN</code>	<code>\seq_gpop_right:NN &lt;sequence&gt; &lt;token list variable&gt;</code>
<code>\seq_gpop_right:cN</code>	
<hr/>	
	Pops the right-most item from a <i>&lt;sequence&gt;</i> into the <i>&lt;token list variable&gt;</i> , <i>i.e.</i> removes the item from the sequence and stores it in the <i>&lt;token list variable&gt;</i> . The <i>&lt;sequence&gt;</i> is modified globally, while the assignment of the <i>&lt;token list variable&gt;</i> is local. If <i>&lt;sequence&gt;</i> is empty an error will be raised.

## 98 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.

<hr/>	
<code>\seq_remove_duplicates:N</code>	<code>\seq_remove_duplicates:N &lt;sequence&gt;</code>
<code>\seq_remove_duplicates:c</code>	
<code>\seq_gremove_duplicates:N</code>	Removes duplicate items from the <i>&lt;sequence&gt;</i> , leaving the left most copy of each item in the <i>&lt;sequence&gt;</i> . The <i>&lt;item&gt;</i> comparison takes place on a token basis, as for <code>\tl_if_eq:nn(TF)</code> .
<code>\seq_gremove_duplicates:c</code>	
<hr/>	

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

<hr/>	
<code>\seq_remove_all:Nn</code>	<code>\seq_remove_all:Nn &lt;sequence&gt; {&lt;item&gt;}</code>
<code>\seq_remove_all:cn</code>	
<code>\seq_gremove_all:Nn</code>	Removes every occurrence of <i>&lt;item&gt;</i> from the <i>&lt;sequence&gt;</i> . The <i>&lt;item&gt;</i> comparison takes place on a token basis, as for <code>\tl_if_eq:nn(TF)</code> .
<code>\seq_gremove_all:cn</code>	
<hr/>	

## 99 Sequence conditionals

<hr/>	
<code>\seq_if_empty_p:N</code> ★	<code>\seq_if_empty_p:N &lt;sequence&gt;</code>
<code>\seq_if_empty_p:c</code> ★	<code>\seq_if_empty:NNTF &lt;sequence&gt; {&lt;true code&gt;} {&lt;false code&gt;}</code>
<code>\seq_if_empty:N<del>TF</del></code> ★	Tests if the <i>&lt;sequence&gt;</i> is empty (containing no items).
<code>\seq_if_empty:c<del>TF</del></code> ★	
<hr/>	

---

<code>\seq_if_in:NnTF</code>	<code>\seq_if_in:NnTF &lt;sequence&gt; {&lt;item&gt;} {&lt;true code&gt;} {&lt;false code&gt;}</code>
<code>\seq_if_in:(NV Nv No Nx cn cV cv co cx)TF</code>	

---

Tests if the *<item>* is present in the *<sequence>*.

## 100 Mapping to sequences

---

<code>\seq_map_function:NN</code> ☆	<code>\seq_map_function:NN &lt;sequence&gt; &lt;function&gt;</code>
<code>\seq_map_function:cN</code> ☆	

---

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. The function `\seq_map_inline:Nn` is in general more efficient than `\seq_map_function:NN`. One mapping may be nested inside another.

---

<code>\seq_map_inline:Nn</code>	<code>\seq_map_inline:Nn &lt;sequence&gt; {&lt;inline function&gt;}</code>
<code>\seq_map_inline:cn</code>	

---

Applies *<inline function>* to every *<item>* stored within the *<sequence>*. The *<inline function>* should consist of code which will receive the *<item>* as #1. One in line mapping can be nested inside another. The *<items>* are returned from left to right.

---

<code>\seq_map_variable:NNn</code>	<code>\seq_map_variable:NNn &lt;sequence&gt; &lt;tl var.&gt; {&lt;function using tl var.&gt;}</code>
<code>\seq_map_variable:(Ncn cNn ccn)</code>	

---

Stores each entry in the *<sequence>* in turn in the *<tl var.>* and applies the *<function using tl var.>* The *<function>* will usually consist of code making use of the *<tl var.>*, but this is not enforced. One variable mapping can be nested inside another. The *<items>* are returned from left to right.

---

<code>\seq_map_break:</code> ☆	<code>\seq_map_break:</code>
--------------------------------	------------------------------

---

Used to terminate a `\seq_map...` function before all entries in the *<sequence>* have been processed. This will normally take place within a conditional statement, for example

```
\seq_map_inline:Nn \l_my_seq
{
  \str_if_eq:nnTF { #1 } { bingo }
  { \seq_map_break: }
  {
    % Do something useful
  }
}
```

Use outside of a `\seq_map...` scenario will lead to low level TeX errors.

**TeXhackers note:** When the mapping is broken, additional tokens may be inserted by the internal macro `\prg_break_map_point:n` before further items are taken from the input stream. This will depend on the design of the mapping function.

---

`\seq_map_break:n` ☆

---

`\seq_map_break:n {⟨tokens⟩}`

Used to terminate a `\seq_map...` function before all entries in the *⟨sequence⟩* have been processed, inserting the *⟨tokens⟩* after the mapping has ended. This will normally take place within a conditional statement, for example

```
\seq_map_inline:Nn \l_my_seq
{
  \str_if_eq:nnTF { #1 } { bingo }
  { \seq_map_break:n { <tokens> } }
  {
    % Do something useful
  }
}
```

Use outside of a `\seq_map...` scenario will lead to low level T<sub>E</sub>X errors.

**T<sub>E</sub>Xhackers note:** When the mapping is broken, additional tokens may be inserted by the internal macro `\prg_break_point:n` before the *⟨tokens⟩* are inserted into the input stream. This will depend on the design of the mapping function.

## 101 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 ⟨sequence⟩ ⟨token list variable⟩`

`\seq_get:cN`

---

Reads the top item from a *⟨sequence⟩* into the *⟨token list variable⟩* without removing it from the *⟨sequence⟩*. The *⟨token list variable⟩* is assigned locally. If *⟨sequence⟩* is empty an error will be raised.

---

`\seq_pop:NN`

---

`\seq_pop:NN ⟨sequence⟩ ⟨token list variable⟩`

`\seq_pop:cN`

---

Pops the top item from a *⟨sequence⟩* into the *⟨token list variable⟩*. Both of the variables are assigned locally. If *⟨sequence⟩* is empty an error will be raised.

---

`\seq_gpop:NN`

---

`\seq_gpop:NN ⟨sequence⟩ ⟨token list variable⟩`

`\seq_gpop:cN`

---

Pops the top item from a *⟨sequence⟩* into the *⟨token list variable⟩*. The *⟨sequence⟩* is modified globally, while the *⟨token list variable⟩* is assigned locally. If *⟨sequence⟩* is empty an error will be raised.

---

<code>\seq_push:Nn</code>	<code>\seq_push:Nn &lt;sequence&gt; {(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  $\langle sequence \rangle$ .

## 102 Viewing sequences

---

<code>\seq_show:N</code>	<code>\seq_show:N &lt;sequence&gt;</code>
<code>\seq_show:c</code>	Displays the entries in the $\langle sequence \rangle$ in the terminal.

---

## 103 Experimental sequence functions

This section contains functions which may or may not be retained, depending on how useful they are found to be.

---

<code>\seq_get_left:NNTF</code>	<code>\seq_get_left:NNTF &lt;sequence&gt; &lt;token list variable&gt; {(true code)} {(false code)}</code>
<code>\seq_get_left:cNTF</code>	If the $\langle sequence \rangle$ is empty, leaves the $\langle false code \rangle$ in the input stream and leaves the $\langle token list variable \rangle$ unchanged. If the $\langle sequence \rangle$ is non-empty, stores the left-most item from a $\langle sequence \rangle$ in the $\langle token list variable \rangle$ without removing it from a $\langle sequence \rangle$ . The $\langle token list variable \rangle$ is assigned locally.

---



---

<code>\seq_get_right:NNTF</code>	<code>\seq_get_right:NNTF &lt;sequence&gt; &lt;token list variable&gt; {(true code)} {(false code)}</code>
<code>\seq_get_right:cNTF</code>	If the $\langle sequence \rangle$ is empty, leaves the $\langle false code \rangle$ in the input stream and leaves the $\langle token list variable \rangle$ unchanged. If the $\langle sequence \rangle$ is non-empty, stores the right-most item from a $\langle sequence \rangle$ in the $\langle token list variable \rangle$ without removing it from a $\langle sequence \rangle$ . The $\langle token list variable \rangle$ is assigned locally.

---



---

<code>\seq_pop_left:NNTF</code>	<code>\seq_pop_left:NNTF &lt;sequence&gt; &lt;token list variable&gt; {(true code)} {(false code)}</code>
<code>\seq_pop_left:cNTF</code>	If the $\langle sequence \rangle$ is empty, leaves the $\langle false code \rangle$ in the input stream and leaves the $\langle token list variable \rangle$ unchanged. If the $\langle sequence \rangle$ is non-empty, pops the left-most item from a $\langle sequence \rangle$ in the $\langle token list variable \rangle$ , <i>i.e.</i> removes the item from a $\langle sequence \rangle$ . Both the $\langle sequence \rangle$ and the $\langle token list variable \rangle$ are assigned locally.

---



---

<code>\seq_gpop_left:NNTF</code>	<code>\seq_gpop_left:NNTF &lt;sequence&gt; &lt;token list variable&gt; {(true code)} {(false code)}</code>
<code>\seq_gpop_left:cNTF</code>	If the $\langle sequence \rangle$ is empty, leaves the $\langle false code \rangle$ in the input stream and leaves the $\langle token list variable \rangle$ unchanged. If the $\langle sequence \rangle$ is non-empty, pops the left-most item from a $\langle sequence \rangle$ in the $\langle token list variable \rangle$ , <i>i.e.</i> removes the item from a $\langle sequence \rangle$ . The $\langle sequence \rangle$ is modified globally, while the $\langle token list variable \rangle$ is assigned locally.

---

<hr/> <u><code>\seq_pop_right:NNTF</code></u> <u><code>\seq_pop_right:cNTF</code></u> <hr/>	<code>\seq_pop_right:NNTF</code> $\langle sequence \rangle$ $\langle token list variable \rangle$ $\{\langle true code \rangle\}$ $\{\langle false code \rangle\}$ If the $\langle sequence \rangle$ is empty, leaves the $\langle false code \rangle$ in the input stream and leaves the $\langle token list variable \rangle$ unchanged. If the $\langle sequence \rangle$ is non-empty, pops the right-most item from a $\langle sequence \rangle$ in the $\langle token list variable \rangle$ , <i>i.e.</i> removes the item from a $\langle sequence \rangle$ . Both the $\langle sequence \rangle$ and the $\langle token list variable \rangle$ are assigned locally.
<hr/> <u><code>\seq_gpop_right:NNTF</code></u> <u><code>\seq_gpop_right:cNTF</code></u> <hr/>	<code>\seq_gpop_right:NNTF</code> $\langle sequence \rangle$ $\langle token list variable \rangle$ $\{\langle true code \rangle\}$ $\{\langle false code \rangle\}$ If the $\langle sequence \rangle$ is empty, leaves the $\langle false code \rangle$ in the input stream and leaves the $\langle token list variable \rangle$ unchanged. If the $\langle sequence \rangle$ is non-empty, pops the right-most item from a $\langle sequence \rangle$ in the $\langle token list variable \rangle$ , <i>i.e.</i> removes the item from a $\langle sequence \rangle$ . The $\langle sequence \rangle$ is modified globally, while the $\langle token list variable \rangle$ is assigned locally.
<hr/> <u><code>\seq_length:N</code> ☆</u> <u><code>\seq_length:c</code> ☆</u> <hr/>	<code>\seq_length: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 $\langle sequence \rangle$ will include those which are empty and duplicates, <i>i.e.</i> every item in a $\langle sequence \rangle$ is unique.
<hr/> <u><code>\seq_item:Nn</code> ☆</u> <u><code>\seq_item:cn</code> ☆</u> <hr/> <small>Updated: 2012-01-08</small> <hr/>	<code>\seq_item:Nn</code> $\langle sequence \rangle$ $\{\langle integer expression \rangle\}$ Indexing items in the $\langle sequence \rangle$ from 0 at the top (left), this function will evaluate the $\langle integer expression \rangle$ and leave 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. When the $\langle integer expression \rangle$ is larger than the number of items in the $\langle sequence \rangle$ (as calculated by <code>\seq_length:N</code> ) then the function will expand to nothing.
<p><b>T<sub>E</sub>Xhackers note:</b> The result is returned within the <code>\unexpanded</code> primitive (<code>\exp_not:n</code>), which means that the <math>\langle item \rangle</math> will not expand further when appearing in an x-type argument expansion.</p>	
<hr/> <u><code>\seq_use:N</code> ☆</u> <u><code>\seq_use:c</code> ☆</u> <hr/>	<code>\seq_use:N</code> $\langle sequence \rangle$ Places each $\langle item \rangle$ in the $\langle sequence \rangle$ in turn in the input stream. This occurs in an expandable fashion, and is implemented as a mapping. This means that the process may be prematurely terminated using <code>\seq_map_break:</code> or <code>\seq_map_break:n</code> . The $\langle items \rangle$ in the $\langle sequence \rangle$ will be used from left (top) to right (bottom).
<hr/> <u><code>\seq_mapthread_function:NNN</code> ☆</u> <u><code>\seq_mapthread_function:(NcN cNN ccN)</code> ☆</u> <hr/>	<code>\seq_mapthread_function:NNN</code> $\langle seq1 \rangle$ $\langle seq2 \rangle$ $\langle function \rangle$ Applies $\langle function \rangle$ to every pair of items $\langle seq1-item \rangle$ – $\langle seq2-item \rangle$ from the two sequences, returning items from both sequences from left to right. The $\langle function \rangle$ will receive two n-type arguments for each iteration. The mapping will terminate when the end of either sequence is reached ( <i>i.e.</i> whichever sequence has fewer items determines how many iterations occur).

---

<code>\seq_set_from_clist:NN</code>	<code>\seq_set_from_clist:NN &lt;sequence&gt; &lt;comma-list&gt;</code>
<code>\seq_set_from_clist:(cN Nc cc Nn cn)</code>	
<code>\seq_gset_from_clist:NN</code>	
<code>\seq_gset_from_clist:(cN Nc cc Nn cn)</code>	

---

Sets the *<sequence>* within the current  $\text{\TeX}$  group to be equal to the content of the *<comma-list>*.

---

<code>\seq_reverse:N</code>	<code>\seq_reverse:N &lt;sequence&gt;</code>
<code>\seq_greverse:N</code>	

---

New: 2011-11-22  
Updated: 2011-11-24

Reverses the order of items in the *<sequence>*, and assigns the result to *<sequence>*, locally or globally according to the variant chosen.

---

<code>\seq_set_filter:NNn</code>	<code>\seq_set_filter:NNn &lt;sequence1&gt; &lt;sequence2&gt; {\inline boolexpr}</code>
<code>\seq_gset_filter:NNn</code>	

---

New: 2011-12-22

Evaluates the *<inline boolexpr>* for every *<item>* stored within the *<sequence2>*. The *<inline boolexpr>* will receive the *<item>* as **#1**. The sequence of all *<items>* for which the *<inline boolexpr>* evaluated to **true** is assigned to *<sequence1>*.

**$\text{\TeX}$ hackers note:** Contrarily to other mapping functions, `\seq_map_break:` cannot be used in this function, and will lead to low-level  $\text{\TeX}$  errors.

---

<code>\seq_set_map:NNn</code>	<code>\seq_set_map:NNn &lt;sequence1&gt; &lt;sequence2&gt; {\inline function}</code>
<code>\seq_gset_map:NNn</code>	

---

New: 2011-12-22

Applies *<inline function>* to every *<item>* stored within the *<sequence2>*. The *<inline function>* should consist of code which will receive the *<item>* as **#1**. The sequence resulting from x-expanding *<inline function>* applied to each *<item>* is assigned to *<sequence1>*. As such, the code in *<inline function>* should be expandable.

**$\text{\TeX}$ hackers note:** Contrarily to other mapping functions, `\seq_map_break:` cannot be used in this function, and will lead to low-level  $\text{\TeX}$  errors.

## 104 Internal sequence functions

---

<code>\seq_if_empty_err_break:N</code>	<code>\seq_if_empty_err_break:N &lt;sequence&gt;</code>
--	---

---

Tests if the *<sequence>* is empty, and if so issues an error message before skipping over any tokens up to `\prg_break_point:n`. This function is used to avoid more serious errors which would otherwise occur if some internal functions were applied to an empty *<sequence>*.

---

<code>\seq_item:n</code> ★	<code>\seq_item:n &lt;item&gt;</code>
----------------------------	---------------------------------------

---

The internal token used to begin each sequence entry. If expanded outside of a mapping or manipulation function, an error will be raised. The definition should always be set globally.

<u>\seq_push_item_def:n</u>	\seq_push_item_def:n { <i>code</i> }
<u>\seq_push_item_def:x</u>	Saves the definition of \seq_item:n and redefines it to accept one parameter and expand to <i>code</i> . This function should always be balanced by use of \seq_pop_item_def:.
<u>\seq_pop_item_def:</u>	\seq_pop_item_def: Restores the definition of \seq_item:n most recently saved by \seq_push_item_def:n. This function should always be used in a balanced pair with \seq_push_item_def:n.
<u>\seq_break: *</u>	\seq_break: Used to terminate sequence functions by gobbling all tokens up to \prg_break_point:n. This function is a copy of \seq_map_break:, but is used in situations which are not mappings.
<u>\seq_break:n *</u>	\seq_break:n { <i>tokens</i> } Used to terminate sequence functions by gobbling all tokens up to \prg_break_point:n, then inserting the <i>tokens</i> before continuing reading the input stream. This function is a copy of \seq_map_break:n, but is used in situations which are not mappings.

## Part XIII

# The l3clist package

## Comma separated lists

Comma lists contain ordered data where items can be added to the left or right end of the list. The resulting ordered list can then be mapped over using `\clist_map_function:NN`. Several items can be added at once, and spaces are removed from both sides of each item on input. Hence,

```
\clist_new:N \l_my_clist
\clist_put_left:Nn \l_my_clist { ~ a ~ , ~ {b} ~ }
\clist_put_right:Nn \l_my_clist { ~ { c ~ } , d }
```

results in `\l_my_clist` containing `a,{b},{c~},d`. Comma lists cannot contain empty items, thus

```
\clist_clear_new:N \l_my_clist
\clist_put_right:Nn \l_my_clist { , ~ , , }
\clist_if_empty:NTF \l_my_clist { true } { false }
```

will leave `true` in the input stream. To include an item which contains a comma, or starts or ends with a space, surround it with braces.

## 105 Creating and initialising comma lists

---

<code>\clist_new:N</code>	<code>\clist_new:N &lt;comma list&gt;</code>
---------------------------	--

<code>\clist_new:c</code>	Creates a new <i>&lt;comma list&gt;</i> or raises an error if the name is already taken. The declaration is global. The <i>&lt;comma list&gt;</i> will initially contain no items.
---------------------------	--

---

<code>\clist_clear:N</code>	<code>\clist_clear:N &lt;comma list&gt;</code>
-----------------------------	--

<code>\clist_clear:c</code>	Clears all items from the <i>&lt;comma list&gt;</i> .
<code>\clist_gclear:N</code>	

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

---

---

<code>\clist_clear_new:N</code>	<code>\clist_clear_new:N &lt;comma list&gt;</code>
---------------------------------	--

<code>\clist_clear_new:c</code>	Ensures that the <i>&lt;comma list&gt;</i> exists globally by applying <code>\clsit_new:N</code> if necessary, then applies <code>\clist_(g)clear:N</code> to leave the list empty.
<code>\clist_gclear_new:N</code>	
<code>\clist_gclear_new:c</code>	

---

---

<code>\clist_set_eq:NN</code>	<code>\clist_set_eq:NN &lt;comma list1&gt; &lt;comma list2&gt;</code>
-------------------------------	---

<code>\clist_set_eq:(cN Nc cc)</code>	Sets the content of <i>&lt;comma list1&gt;</i> equal to that of <i>&lt;comma list2&gt;</i> .
<code>\clist_gset_eq:NN</code>	
<code>\clist_gset_eq:(cN Nc cc)</code>	

---

<hr/>	<hr/>
<code>\clist_concat:NNN</code>	<code>\clist_concat:NNN</code> $\langle comma list1 \rangle$ $\langle comma list2 \rangle$ $\langle comma list3 \rangle$
<code>\clist_concat:ccc</code>	
<code>\clist_gconcat:NNN</code>	Concatenates the content of $\langle comma list2 \rangle$ and $\langle comma list3 \rangle$ together and saves the
<code>\clist_gconcat:ccc</code>	result in $\langle comma list1 \rangle$ . The items in $\langle comma list2 \rangle$ will be placed at the left side of the
	new comma list.

## 106 Adding data to comma lists

<hr/>	<hr/>
<code>\clist_set:Nn</code>	<code>\clist_set:Nn</code> $\langle comma list \rangle$ $\{\langle item1 \rangle, \dots, \langle item_n \rangle\}$
<code>\clist_set:(NV No Nx cn cV co cx)</code>	
<code>\clist_gset:Nn</code>	
<code>\clist_gset:(NV No Nx cn cV co cx)</code>	

New: 2011-09-06

Sets  $\langle comma list \rangle$  to contain the  $\langle items \rangle$ , removing any previous content from the variable. Spaces are removed from both sides of each item.

<hr/>	<hr/>
<code>\clist_put_left:Nn</code>	<code>\clist_put_left:Nn</code> $\langle comma list \rangle$ $\{\langle item1 \rangle, \dots, \langle item_n \rangle\}$
<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  $\langle comma list \rangle$ . Spaces are removed from both sides of each item.

<hr/>	<hr/>
<code>\clist_put_right:Nn</code>	<code>\clist_put_right:Nn</code> $\langle comma list \rangle$ $\{\langle item1 \rangle, \dots, \langle item_n \rangle\}$
<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  $\langle comma list \rangle$ . Spaces are removed from both sides of each item.

## 107 Using comma lists

<hr/>	<hr/>
<code>\clist_use:N</code> ★	<code>\clist_use:N</code> $\langle comma list \rangle$
<code>\clist_use:c</code> ★	Places the $\langle comma list \rangle$ directly into the input stream, including the commas, thus treating it as a $\langle token list \rangle$ .

## 108 Modifying comma lists

While comma lists are normally used as ordered lists, it may be necessary to modify the content. The functions here may be used to update comma lists, while retaining the order of the unaffected entries.

---

<code>\clist_remove_duplicates:N</code>	<code>\clist_remove_duplicates:N &lt;comma list&gt;</code>
<code>\clist_remove_duplicates:c</code>	
<code>\clist_gremove_duplicates:N</code>	
<code>\clist_gremove_duplicates:c</code>	

---

Removes duplicate items from the *<comma list>*, leaving the left most copy of each item in the *<comma list>*. The *<item>* comparison takes place on a token basis, as for `\tl_if_eq:nn(TF)`.

**T<sub>E</sub>Xhackers note:** This function iterates through every item in the *<comma list>* and does a comparison with the *<items>* already checked. It is therefore relatively slow with large comma lists. Furthermore, it will not work if any of the items in the *<comma list>* contains `{`, `}`, or `#` (assuming the usual T<sub>E</sub>X category codes apply).

---

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

---

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

Updated: 2011-09-06

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

## 109 Comma list conditionals

---

<code>\clist_if_empty_p:N</code> ★	<code>\clist_if_empty_p:N &lt;comma list&gt;</code>
<code>\clist_if_empty_p:c</code> ★	<code>\clist_if_empty:NTF &lt;comma list&gt; {&lt;true code&gt;} {&lt;false code&gt;}</code>
<code>\clist_if_empty:NTF</code> ★	
<code>\clist_if_empty:cTF</code> ★	

---

Tests if the *<comma list>* is empty (containing no items).

---

<code>\clist_if_eq_p:NN</code> ★	<code>\clist_if_eq_p:NN {&lt;clist<sub>1</sub>&gt;} {&lt;clist<sub>2</sub>&gt;}</code>
<code>\clist_if_eq_p:(Nc cN cc)</code> ★	<code>\clist_if_eq:NNTF {&lt;clist<sub>1</sub>&gt;} {&lt;clist<sub>2</sub>&gt;} {&lt;true code&gt;} {&lt;false code&gt;}</code>
<code>\clist_if_eq:NNTF</code> ★	
<code>\clist_if_eq:(Nc cN cc)TF</code> ★	

---

Compares the content of two *<comma lists>* and is logically **true** if the two contain the same list of entries in the same order.

---

<code>\clist_if_in:NnTF</code> <code>\clist_if_in:(NV No cn cV co nn nV no)TF</code>	<code>\clist_if_in:NnTF &lt;comma list&gt; {&lt;item&gt;} {&lt;true code&gt;} {&lt;false code&gt;}</code>
---	---

---

Updated: 2011-09-06

---

Tests if the  $\langle item \rangle$  is present in the  $\langle comma list \rangle$ . In the case of an **n**-type  $\langle comma list \rangle$ , spaces are stripped from each item, but braces are not removed. Hence,

`\clist_if_in:nnTF { a , {b}~ , {b} , c } { b } {true} {false}`

yields **false**.

**T<sub>E</sub>Xhackers note:** The  $\langle item \rangle$  may not contain `{`, `}`, or `#` (assuming the usual T<sub>E</sub>X category codes apply), and should not contain `,` nor start or end with a space.

## 110 Mapping to comma lists

The functions described in this section apply a specified function to each item of a comma list.

When the comma list is given explicitly, as an **n**-type argument, spaces are trimmed around each item. If the result of trimming spaces is empty, the item is ignored. Otherwise, if the item is surrounded by braces, one set is removed, and the result is passed to the mapped function. Thus, if your comma list that is being mapped is `{a_ , {b_} , { } , {c} , }` then the arguments passed to the mapped function are ‘a’, ‘{b\_}’, an empty argument, and ‘c’.

When the comma list is given as an **N**-type argument, spaces have already been trimmed on input, and items are simply stripped of one set of braces if any. This case is more efficient than using **n**-type comma lists.

---

<code>\clist_map_function:NN</code> <code>\clist_map_function:(cn nn)</code>	<code>\clist_map_function:NN &lt;comma list&gt; &lt;function&gt;</code> <span style="color: red;">☆</span>
---	---

---

Applies  $\langle function \rangle$  to every  $\langle item \rangle$  stored in the  $\langle comma list \rangle$ . The  $\langle function \rangle$  will receive one argument for each iteration. The  $\langle items \rangle$  are returned from left to right. The function `\clist_map_inline:Nn` is in general more efficient than `\clist_map_function:NN`. One mapping may be nested inside another.

---

<code>\clist_map_inline:Nn</code> <code>\clist_map_inline:(cn nn)</code>	<code>\clist_map_inline:Nn &lt;comma list&gt; {&lt;inline function&gt;}</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 will receive the  $\langle item \rangle$  as **#1**. One in line mapping can be nested inside another. The  $\langle items \rangle$  are returned from left to right.

---

<code>\clist_map_variable:Nn</code>	<code>\clist_map_variable:Nn &lt;comma list&gt; &lt;tl var.&gt; {&lt;function using tl var.&gt;}</code>
<code>\clist_map_variable:(cNn nNn)</code>	

---

Stores each entry in the *<comma list>* in turn in the *<tl var.>* and applies the *<function using tl var.>* The *<function>* will usually consist of code making use of the *<tl var.>*, but this is not enforced. One variable mapping can be nested inside another. The *<items>* are returned from left to right.

---

<code>\clist_map_break: ☆</code>	<code>\clist_map_break:</code>
----------------------------------	--------------------------------

---

Used to terminate a `\clist_map...` function before all entries in the *<comma list>* have been processed. This will normally take place within a conditional statement, for example

```
\clist_map_inline:Nn \l_my_clist
{
  \str_if_eq:nnTF { #1 } { bingo }
  { \clist_map_break: }
  {
    % Do something useful
  }
}
```

Use outside of a `\clist_map...` scenario will lead to low level TeX errors.

**TeXhackers note:** When the mapping is broken, additional tokens may be inserted by the internal macro `\prg_break_point:n` before further items are taken from the input stream. This will depend on the design of the mapping function.

---

<code>\clist_map_break:n</code>	☆	<code>\clist_map_break:n {⟨tokens⟩}</code>
---------------------------------	---	--

---

Used to terminate a `\clist_map_...` function before all entries in the *⟨comma list⟩* have been processed, inserting the *⟨tokens⟩* after the mapping has ended. This will normally take place within a conditional statement, for example

```
\clist_map_inline:Nn \l_my_clist
{
  \str_if_eq:nnTF { #1 } { bingo }
  { \clist_map_break:n { <tokens> } }
  {
    % Do something useful
  }
}
```

Use outside of a `\clist_map_...` scenario will lead to low level TeX errors.

**TeXhackers note:** When the mapping is broken, additional tokens may be inserted by the internal macro `\prg_break_point:n` before the *⟨tokens⟩* are inserted into the input stream. This will depend on the design of the mapping function.

## 111 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.

---

<code>\clist_get:NN</code>	<code>\clist_get:NN ⟨comma list⟩ ⟨token list variable⟩</code>
----------------------------	---

---

<code>\clist_get:cN</code>	Stores the left-most item from a <i>⟨comma list⟩</i> in the <i>⟨token list variable⟩</i> without removing it from the <i>⟨comma list⟩</i> . The <i>⟨token list variable⟩</i> is assigned locally.
----------------------------	---

---

<code>\clist_get:NN</code>	<code>\clist_get:NN ⟨comma list⟩ ⟨token list variable⟩</code>
----------------------------	---

---

<code>\clist_get:cN</code>	Stores the right-most item from a <i>⟨comma list⟩</i> in the <i>⟨token list variable⟩</i> without removing it from the <i>⟨comma list⟩</i> . The <i>⟨token list variable⟩</i> is assigned locally.
----------------------------	--

---

<code>\clist_pop:NN</code>	<code>\clist_pop:NN ⟨comma list⟩ ⟨token list variable⟩</code>
----------------------------	---

---

<code>\clist_pop:cN</code>	Pops the left-most item from a <i>⟨comma list⟩</i> into the <i>⟨token list variable⟩</i> , <i>i.e.</i> removes the item from the comma list and stores it in the <i>⟨token list variable⟩</i> . Both of the variables are assigned locally.
----------------------------	---

---

Updated: 2011-09-06

<hr/>	
<code>\clist_gpop:Nn</code>	<code>\clist_gpop:NN</code> $\langle comma list \rangle$ $\langle token list variable \rangle$
<code>\clist_gpop:cN</code>	Pops the left-most item from a $\langle comma list \rangle$ into the $\langle token list variable \rangle$ , <i>i.e.</i> 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.

<hr/>	
<code>\clist_push:Nn</code>	<code>\clist_push:Nn</code> $\langle comma list \rangle$ $\{\langle items \rangle\}$
<code>\clist_push:(NV No Nx cn cV co cx)</code>	
<code>\clist_gpush:Nn</code>	
<code>\clist_gpush:(NV No Nx cn cV co cx)</code>	

Adds the  $\{\langle items \rangle\}$  to the top of the  $\langle comma list \rangle$ . Spaces are removed from both sides of each item.

## 112 Viewing comma lists

<hr/>	
<code>\clist_show:N</code>	<code>\clist_show:N</code> $\langle comma list \rangle$
<code>\clist_show:c</code>	Displays the entries in the $\langle comma list \rangle$ in the terminal.

<hr/>	
<code>\clist_show:n</code>	<code>\clist_show:n</code> $\{\langle tokens \rangle\}$
	Displays the entries in the comma list in the terminal.

## 113 Scratch comma lists

<hr/>	
<code>\l_tmpa_clist</code>	Scratch comma lists for local assignment. These are never used by the kernel code, and so are safe for use with any L <sup>A</sup> T <sub>E</sub> X3-defined function. However, they may be overwritten by other non-kernel code and so should only be used for short-term storage.
<code>\l_tmpb_clist</code>	
<hr/>	
New: 2011-09-06	

<hr/>	
<code>\g_tmpa_clist</code>	Scratch comma lists for global assignment. These are never used by the kernel code, and so are safe for use with any L <sup>A</sup> T <sub>E</sub> X3-defined function. However, they may be overwritten by other non-kernel code and so should only be used for short-term storage.
<code>\g_tmpb_clist</code>	
<hr/>	
New: 2011-09-06	

## 114 Experimental comma list functions

This section contains functions which may or may not be retained, depending on how useful they are found to be.

<hr/>	
<code>\clist_length:N</code> ★	<code>\clist_length:N</code> $\langle comma list \rangle$
<code>\clist_length:(c n)</code> ★	Leaves the number of items in the $\langle comma list \rangle$ in the input stream as an $\langle integer denotation \rangle$ . The total number of items in a $\langle comma list \rangle$ will include those which are duplicates, <i>i.e.</i> every item in a $\langle comma list \rangle$ is unique.
<hr/>	
New: 2011-06-25	
Updated: 2011-09-06	

---

`\clist_item:Nn` ★  
`\clist_item:(cn|nn)` ★

---

Updated: 2012-01-08

---

`\clist_item:Nn <comma list> {<integer expression>}`

Indexing items in the *<comma list>* from 0 at the top (left), this function will evaluate the *<integer expression>* and leave the appropriate item from the comma list in the input stream. If the *<integer expression>* is negative, indexing occurs from the bottom (right) of the comma list. When the *<integer expression>* is larger than the number of items in the *<comma list>* (as calculated by `\clist_length:N`) then the function will expand to nothing.

**T<sub>E</sub>Xhackers note:** The result is returned within the `\unexpanded` primitive (`\exp_not:n`), which means that the *<item>* will not expand further when appearing in an x-type argument expansion.

---

`\clist_set_from_seq:NN`  
`\clist_set_from_seq:(cn|Nc|cc)`  
`\clist_gset_from_seq:NN`  
`\clist_gset_from_seq:(cn|Nc|cc)`

---

Updated: 2011-08-31

---

`\clist_set_from_seq:NN <comma list> <sequence>`

Sets the *<comma list>* to be equal to the content of the *<sequence>*. Items which contain either spaces or commas are surrounded by braces.

---

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

---

New: 2011-11-26

---

`\clist_const:Nn <clist var> {<comma list>}`

Creates a new constant *<clist var>* or raises an error if the name is already taken. The value of the *<clist var>* will be set globally to the *<comma list>*.

---

`\clist_if_empty_p:n` ★  
`\clist_if_empty:nTF` ★

---

New: 2011-12-07

---

`\clist_if_empty_p:n {<comma list>}`

`\clist_if_empty:nTF {<comma list>} {<true code>} {<false code>}`

Tests if the *<comma list>* is empty (containing no items). The rules for space trimming are as for other n-type comma-list functions, hence the comma list *{~,~,~}* (without outer braces) is empty, while *{~,{}},}* (without outer braces) contains one element, which happens to be empty: the comma-list is not empty.

## 115 Internal comma-list functions

---

`\clist_trim_spaces:n` ★

---

New: 2011-07-09

---

`\clist_trim_spaces:n {<comma list>}`

Removes leading and trailing spaces from each *<item>* in the *<comma list>*, leaving the resulting modified list in the input stream. This is used by the functions which add data into a comma list.

## Part XIV

# The l3prop package

## Property lists

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

Each entry in a property list must have a unique  $\langle key \rangle$ : if an entry is added to a property list which already contains the  $\langle key \rangle$  then the new entry will overwrite the existing one. The  $\langle keys \rangle$  are compared on a string basis, using the same method as `\str_if_eq:nn`.

Property lists are intended for storing key-based information for use within code. This is in contrast to key–value lists, which are a form of *input* parsed by the `keys` module.

### 116 Creating and initialising property lists

---

```
\prop_new:N
\prop_new:c
```

---

```
\prop_new:N  $\langle property\ list \rangle$ 
```

Creates a new  $\langle property\ list \rangle$  or raises an error if the name is already taken. The declaration is global. The  $\langle property\ lists \rangle$  will initially contain no entries.

---

```
\prop_clear:N
\prop_clear:c
\prop_gclear:N
\prop_gclear:c
```

---

```
\prop_clear:N  $\langle property\ list \rangle$ 
```

Clears all entries from the  $\langle property\ list \rangle$ .

---

```
\prop_clear_new:N
\prop_clear_new:c
\prop_gclear_new:N
\prop_gclear_new:c
```

---

```
\prop_clear_new:N  $\langle property\ list \rangle$ 
```

Ensures that the  $\langle property\ list \rangle$  exists globally by applying `\prop_new:N` if necessary, then applies `\prop_(g)clear:N` to leave the list empty.

---

```
\prop_set_eq:NN
\prop_set_eq:(cN|Nc|cc)
\prop_gset_eq:NN
\prop_gset_eq:(cN|Nc|cc)
```

---

```
\prop_set_eq:NN  $\langle property\ list1 \rangle$   $\langle property\ list2 \rangle$ 
```

Sets the content of  $\langle property\ list1 \rangle$  equal to that of  $\langle property\ list2 \rangle$ .

## 117 Adding entries to property lists

---

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

---

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

---

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

---

## 118 Recovering values from property lists

---

<code>\prop_get:NnN</code>	<code>\prop_get:NnN &lt;property list&gt; {&lt;key&gt;} &lt;tl var&gt;</code>
<code>\prop_get:(NVN NoN cnN 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>* will contain the special marker `\q_no_value`. The *<token list variable>* is set within the current  $\TeX$  group. See also `\prop_get:NnNTF`.

---

<code>\prop_pop:NnN</code>	<code>\prop_pop:NnN &lt;property list&gt; {&lt;key&gt;} &lt;tl var&gt;</code>
<code>\prop_pop:(NoN cnN coN)</code>	
Updated: 2011-08-18	

---

Recovers the *<value>* stored with *<key>* from the *<property list>*, and places this in the *<token list variable>*. If the *<key>* is not found in the *<property list>* then the *<token list variable>* will contain the special marker `\q_no_value`. The *<key>* and *<value>* are then deleted from the property list. Both assignments are local.

---

<code>\prop_gpop:NnN</code>	<code>\prop_gpop:NnN &lt;property list&gt; {&lt;key&gt;} &lt;tl var&gt;</code>
<code>\prop_gpop:(NoN cnN coN)</code>	
Updated: 2011-08-18	

---

Recovers the *<value>* stored with *<key>* from the *<property list>*, and places this in the *<token list variable>*. If the *<key>* is not found in the *<property list>* then the *<token list variable>* will contain the special marker `\q_no_value`. The *<key>* and *<value>* are then deleted from the property list. The *<property list>* is modified globally, while the assignment of the *<token list variable>* is local.

## 119 Modifying property lists

---

<code>\prop_del:Nn</code>	<code>\prop_del:Nn &lt;property list&gt; {&lt;key&gt;}</code>
<code>\prop_del:(NV cn cV)</code>	
<code>\prop_gdel:Nn</code>	Deletes the entry listed under <i>&lt;key&gt;</i> from the <i>&lt;property list&gt;</i> which may be accessed. If
<code>\prop_gdel:(NV cn cV)</code>	the <i>&lt;key&gt;</i> is not found in the <i>&lt;property list&gt;</i> no change occurs, <i>i.e</i> there is no need to test
	for the existence of a key before deleting it. The deletion is restricted to the current $\mathrm{T}_{\mathrm{E}}\mathrm{X}$
	group.

---

## 120 Property list conditionals

---

<code>\prop_if_empty_p:N</code> *	<code>\prop_if_empty_p:N &lt;property list&gt;</code>
<code>\prop_if_empty_p:c</code> *	<code>\prop_if_empty:NNTF &lt;property list&gt; {&lt;true code&gt;} {&lt;false code&gt;}</code>
<code>\prop_if_empty:NNTF</code> *	Tests if the <i>&lt;property list&gt;</i> is empty (containing no entries).
<code>\prop_if_empty:cTF</code> *	

---

<code>\prop_if_in_p:Nn</code> *	<code>\prop_if_in:NnTF &lt;property list&gt; {&lt;key&gt;} {&lt;true code&gt;} {&lt;false code&gt;}</code>
<code>\prop_if_in_p:(NV No cn cV co)</code> *	
<code>\prop_if_in:NnTF</code> *	
<code>\prop_if_in:(NV No cn cV co)TF</code> *	

---

Updated: 2011-09-15

Tests if the *<key>* is present in the *<property list>*, making the comparison using the method described by `\str_if_eq:nnTF`.

**$\mathrm{T}_{\mathrm{E}}\mathrm{X}$ hackers note:** This function iterates through every key–value pair in the *<property list>* and is therefore slower than using the non-expandable `\prop_get:NnNTF`.

## 121 Recovering values from property lists with branching

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

---

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

---

Updated: 2011-08-28

If the *<key>* is not present in the *<property list>*, leaves the *<false code>* in the input stream and leaves the *<token list variable>* unchanged. If the *<key>* is present in the *<property list>*, stores the corresponding *<value>* in the *<token list variable>* without removing it from the *<property list>*. The *<token list variable>* is assigned locally.

---

`\prop_pop:NnNTF`  
`\prop_pop:cnNTF`

---

New: 2011-08-18

`\prop_pop:NnNTF`  $\langle property\ list \rangle$   $\{\langle key \rangle\}$   $\langle token\ list\ variable \rangle$   
 $\{\langle true\ code \rangle\}$   $\{\langle false\ code \rangle\}$

If the  $\langle key \rangle$  is not present in the  $\langle property\ list \rangle$ , leaves the  $\langle false\ code \rangle$  in the input stream and leaves the  $\langle token\ list\ variable \rangle$  unchanged. 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.

## 122 Mapping to property lists

---

`\prop_map_function:Nn` ☆  
`\prop_map_function:cn` ☆

---

`\prop_map_function:Nn`  $\langle property\ list \rangle$   $\langle function \rangle$

Applies  $\langle function \rangle$  to every  $\langle entry \rangle$  stored in the  $\langle property\ list \rangle$ . The  $\langle function \rangle$  will receive two argument for each iteration: the  $\langle key \rangle$  and associated  $\langle value \rangle$ . The order in which  $\langle entries \rangle$  are returned is not defined and should not be relied upon.

---

`\prop_map_inline:Nn`  
`\prop_map_inline:cn`

---

`\prop_map_inline:Nn`  $\langle property\ list \rangle$   $\{\langle inline\ function \rangle\}$

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 will receive 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.

---

`\prop_map_break:` ☆

---

`\prop_map_break:`

Used to terminate a `\prop_map...` function before all entries in the  $\langle property\ list \rangle$  have been processed. This will normally take place within a conditional statement, for example

```
\prop_map_inline:Nn \l_my_prop
{
  \str_if_eq:nnTF { #1 } { bingo }
  { \prop_map_break: }
  {
    % Do something useful
  }
}
```

Use outside of a `\prop_map...` scenario will lead low level TeX errors.

---

`\prop_map_break:n` ☆

---

`\prop_map_break:n`  $\{(tokens)\}$

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

```
\prop_map_inline:Nn \l_my_prop
{
  \str_if_eq:nnTF { #1 } { bingo }
  { \prop_map_break:n { <tokens> } }
  {
    % Do something useful
  }
}
```

Use outside of a `\prop_map...` scenario will lead low level T<sub>E</sub>X errors.

## 123 Viewing property lists

---

`\prop_show:N`

---

`\prop_show:N`  $\langle property list \rangle$

`\prop_show:c`

---

Displays the entries in the  $\langle property list \rangle$  in the terminal.

## 124 Experimental property list functions

This section contains functions which may or may not be retained, depending on how useful they are found to be.

---

`\prop_gpop:NnNTF`

---

`\prop_gpop:cnNTF`

---

New: 2011-08-18

---

`\prop_gpop:NnNTF`  $\langle property list \rangle$   $\{\langle key \rangle\}$   $\langle token list variable \rangle$   
 $\{\langle true code \rangle\}$   $\{\langle false code \rangle\}$

If the  $\langle key \rangle$  is not present in the  $\langle property list \rangle$ , leaves the  $\langle false code \rangle$  in the input stream and leaves the  $\langle token list variable \rangle$  unchanged. 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.

---

`\prop_map_tokens:Nn` ☆

---

`\prop_map_tokens:cn` ☆

---

New: 2011-08-18

---

`\prop_map_tokens:Nn`  $\langle property list \rangle$   $\{\langle code \rangle\}$

Analogue of `\prop_map_function:NN` which maps several tokens instead of a single function. Useful in particular when mapping through a property list while keeping track of a given key.

---

<code>\prop_get:Nn</code> ★	<code>\prop_get:Nn &lt;property list&gt; {&lt;key&gt;}</code>
<code>\prop_get:cn</code> ★	Expands to the <i>&lt;value&gt;</i> corresponding to the <i>&lt;key&gt;</i> in the <i>&lt;property list&gt;</i> . If the <i>&lt;key&gt;</i> is missing, this has an empty expansion.

---

Updated: 2012-01-08

---

**T<sub>E</sub>Xhackers note:** This function is slower than the non-expandable analogue `\prop_get:NnN`. The result is returned within the `\unexpanded` primitive (`\exp_not:n`), which means that the *<value>* will not expand further when appearing in an x-type argument expansion.

## 125 Internal property list functions

---

<code>\q_prop</code>	The internal token used to separate out property list entries, separating both the <i>&lt;key&gt;</i> from the <i>&lt;value&gt;</i> and also one entry from another.
----------------------	--

---

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

---

<code>\prop_split:Nnn</code>	<code>\prop_split:Nnn &lt;property list&gt; {&lt;key&gt;} {&lt;code&gt;}</code> Splits the <i>&lt;property list&gt;</i> at the <i>&lt;key&gt;</i> , giving three groups: the <i>&lt;extract&gt;</i> of <i>&lt;property list&gt;</i> before the <i>&lt;key&gt;</i> , the <i>&lt;value&gt;</i> associated with the <i>&lt;key&gt;</i> and the <i>&lt;extract&gt;</i> of the <i>&lt;property list&gt;</i> after the <i>&lt;value&gt;</i> . The first <i>&lt;extract&gt;</i> retains the internal structure of a property list. The second is only missing the leading separator <code>\q_prop</code> . This ensures that the concatenation of the two <i>&lt;extracts&gt;</i> is a property list. If the <i>&lt;key&gt;</i> is not present in the <i>&lt;property list&gt;</i> then the second group will contain the marker <code>\q_no_value</code> and the third is empty. Once the split has occurred, the <i>&lt;code&gt;</i> is inserted followed by the three groups: thus the <i>&lt;code&gt;</i> should properly absorb three arguments. The <i>&lt;key&gt;</i> comparison takes place as described for <code>\str_if_eq:nn</code> .
------------------------------	---

---

<code>\prop_split:NnTF</code>	<code>\prop_split:NnTF &lt;property list&gt; {&lt;key&gt;} {&lt;true code&gt;} {&lt;false code&gt;}</code> Splits the <i>&lt;property list&gt;</i> at the <i>&lt;key&gt;</i> , giving three groups: the <i>&lt;extract&gt;</i> of <i>&lt;property list&gt;</i> before the <i>&lt;key&gt;</i> , the <i>&lt;value&gt;</i> associated with the <i>&lt;key&gt;</i> and the <i>&lt;extract&gt;</i> of the <i>&lt;property list&gt;</i> after the <i>&lt;value&gt;</i> . The first <i>&lt;extract&gt;</i> retains the internal structure of a property list. The second is only missing the leading separator <code>\q_prop</code> . This ensures that the concatenation of the two <i>&lt;extracts&gt;</i> is a property list. If the <i>&lt;key&gt;</i> is present in the <i>&lt;property list&gt;</i> then the <i>&lt;true code&gt;</i> is left in the input stream, followed by the three groups: thus the <i>&lt;true code&gt;</i> should properly absorb three arguments. If the <i>&lt;key&gt;</i> is not present in the <i>&lt;property list&gt;</i> then the <i>&lt;false code&gt;</i> is left in the input stream, with no trailing material. The <i>&lt;key&gt;</i> comparison takes place as described for <code>\str_if_eq:nn</code> .
-------------------------------	--

---

## Part XV

# The l3box package

## Boxes

There are three kinds of box operations: horizontal mode denoted with prefix `\hbox_`, vertical mode with prefix `\vbox_`, and the generic operations working in both modes with prefix `\box_`.

### 126 Creating and initialising boxes

---

<code>\box_new:N</code>	<code>\box_new:N &lt;box&gt;</code>
<code>\box_new:c</code>	Creates a new <code>&lt;box&gt;</code> or raises an error if the name is already taken. The declaration is global. The <code>&lt;box&gt;</code> will initially be void.

---



---

<code>\box_clear:N</code>	<code>\box_clear:N &lt;box&gt;</code>
<code>\box_clear:c</code>	Clears the content of the <code>&lt;box&gt;</code> by setting the box equal to <code>\c_void_box</code> .
<code>\box_gclear:N</code>	
<code>\box_gclear:c</code>	

---



---

<code>\box_clear_new:N</code>	<code>\box_clear_new:N &lt;box&gt;</code>
<code>\box_clear_new:c</code>	Ensures that the <code>&lt;box&gt;</code> exists globally by applying <code>\box_new:N</code> if necessary, then applies <code>\box_(g)clear:N</code> to leave the <code>&lt;box&gt;</code> empty.
<code>\box_gclear_new:N</code>	
<code>\box_gclear_new:c</code>	

---



---

<code>\box_set_eq:NN</code>	<code>\box_set_eq:NN &lt;box1&gt; &lt;box2&gt;</code>
<code>\box_set_eq:(cN Nc cc)</code>	Sets the content of <code>&lt;box1&gt;</code> equal to that of <code>&lt;box2&gt;</code> .
<code>\box_gset_eq:NN</code>	
<code>\box_gset_eq:(cN Nc cc)</code>	

---



---

<code>\box_set_eq_clear:NN</code>	<code>\box_set_eq_clear:NN &lt;box1&gt; &lt;box2&gt;</code>
<code>\box_set_eq_clear:(cN Nc cc)</code>	Sets the content of <code>&lt;box1&gt;</code> within the current TeX group equal to that of <code>&lt;box2&gt;</code> , then clears <code>&lt;box2&gt;</code> globally.

---



---

<code>\box_gset_eq_clear:NN</code>	<code>\box_gset_eq_clear:NN &lt;box1&gt; &lt;box2&gt;</code>
<code>\box_gset_eq_clear:(cN Nc cc)</code>	Sets the content of <code>&lt;box1&gt;</code> equal to that of <code>&lt;box2&gt;</code> , then clears <code>&lt;box2&gt;</code> . These assignments are global.

---

## 127 Using boxes

---

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

---

Inserts the current content of the  $\langle box \rangle$  onto the current list for typesetting.

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

---

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

---

Inserts the current content of the  $\langle box \rangle$  onto the current list for typesetting, then globally clears the content of the  $\langle box \rangle$ .

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

---

<code>\box_move_right:nn</code>	<code>\box_move_right:nn {&lt;dimexpr&gt;} {&lt;box function&gt;}</code>
<code>\box_move_left:nn</code>	

---

This function operates in vertical mode, and inserts the material specified by the  $\langle box \text{ function} \rangle$  such that its reference point is displaced horizontally by the given  $\langle dimexpr \rangle$  from the reference point for typesetting, to the right or left as appropriate. The  $\langle box \text{ function} \rangle$  should be a box operation such as `\box_use:N <box>` or a “raw” box specification such as `\vbox:n { xyz }`.

---

<code>\box_move_up:nn</code>	<code>\box_move_up:nn {&lt;dimexpr&gt;} {&lt;box function&gt;}</code>
<code>\box_move_down:nn</code>	

---

This function operates in horizontal mode, and inserts the material specified by the  $\langle box \text{ function} \rangle$  such that its reference point is displaced vertical by the given  $\langle dimexpr \rangle$  from the reference point for typesetting, up or down as appropriate. The  $\langle box \text{ function} \rangle$  should be a box operation such as `\box_use:N <box>` or a “raw” box specification such as `\vbox:n { xyz }`.

## 128 Measuring and setting box dimensions

---

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

---

Calculates the depth (below the baseline) of the  $\langle box \rangle$  in a form suitable for use in a  $\langle dimension \text{ expression} \rangle$ .

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

---

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

---

Calculates the height (above the baseline) of the  $\langle box \rangle$  in a form suitable for use in a  $\langle dimension \text{ expression} \rangle$ .

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

<hr/> <code>\box_wd:N</code> <hr/>	<code>\box_wd:N &lt;box&gt;</code>
<code>\box_wd:c</code> <hr/>	Calculates the width of the <code>&lt;box&gt;</code> in a form suitable for use in a <code>&lt;dimension expression&gt;</code> .
<b>TeXhackers note:</b> This is the TeX primitive <code>\wd</code> .	
<hr/> <code>\box_set_dp:Nn</code> <hr/>	<code>\box_set_dp:Nn &lt;box&gt; {&lt;dimension expression&gt;}</code>
<code>\box_set_dp:cn</code> <hr/>	Set the depth (below the baseline) of the <code>&lt;box&gt;</code> to the value of the <code>{&lt;dimension expression&gt;}</code> . This is a global assignment.
Updated: 2011-10-22 <hr/>	
<hr/> <code>\box_set_ht:Nn</code> <hr/>	<code>\box_set_ht:Nn &lt;box&gt; {&lt;dimension expression&gt;}</code>
<code>\box_set_ht:cn</code> <hr/>	Set the height (above the baseline) of the <code>&lt;box&gt;</code> to the value of the <code>{&lt;dimension expression&gt;}</code> . This is a global assignment.
Updated: 2011-10-22 <hr/>	
<hr/> <code>\box_set_wd:Nn</code> <hr/>	<code>\box_set_wd:Nn &lt;box&gt; {&lt;dimension expression&gt;}</code>
<code>\box_set_wd:cn</code> <hr/>	Set the width of the <code>&lt;box&gt;</code> to the value of the <code>{&lt;dimension expression&gt;}</code> . This is a global assignment.
Updated: 2011-10-22 <hr/>	

## 129 Affine transformations

Affine transformations are changes which (informally) preserve straight lines. Simple translations are affine transformations, but are better handled in TeX 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.

<hr/> <code>\box_resize:Nnn</code> <hr/>	<code>\box_resize:Nnn &lt;box&gt; {&lt;x-size&gt;} {&lt;y-size&gt;}</code>
<code>\box_resize:cnn</code> <hr/>	Resize the <code>&lt;box&gt;</code> to <code>&lt;x-size&gt;</code> horizontally and <code>&lt;y-size&gt;</code> vertically (both of the sizes are dimension expressions). The <code>&lt;y-size&gt;</code> is the vertical size (height plus depth) of the box. The updated <code>&lt;box&gt;</code> will be an hbox, irrespective of the nature of the <code>&lt;box&gt;</code> before the resizing is applied. Negative sizes will cause the material in the <code>&lt;box&gt;</code> to be reversed in direction, but the reference point of the <code>&lt;box&gt;</code> will be unchanged. The resizing applies within the current TeX group level.
New: 2011-09-02 <hr/>	<b>This function is experimental</b>

---

<code>\box_resize_to_ht_plus_dp:Nn</code>	<code>\box_resize_to_ht_plus_dp:Nn &lt;box&gt; {&lt;y-size&gt;}</code>
<code>\box_resize_to_ht_plus_dp:cn</code>	

---

New: 2011-09-02

Updated: 2011-10-22

---

Resize the  $\langle box \rangle$  to  $\langle y-size \rangle$  vertically, scaling the horizontal size by the same amount ( $\langle y-size \rangle$  is a dimension expression). The  $\langle y-size \rangle$  is the vertical size (height plus depth) of the box. The updated  $\langle box \rangle$  will be an hbox, irrespective of the nature of the  $\langle box \rangle$  before the resizing is applied. A negative size will cause the material in the  $\langle box \rangle$  to be reversed in direction, but the reference point of the  $\langle box \rangle$  will be unchanged. The resizing applies within the current  $\text{\TeX}$  group level.

**This function is experimental**

---

<code>\box_resize_to_wd:Nn</code>	<code>\box_resize_to_wd:Nn &lt;box&gt; {&lt;x-size&gt;}</code>
<code>\box_resize_to_wd:cn</code>	

---

New: 2011-09-02

Updated: 2011-10-22

---

Resize the  $\langle box \rangle$  to  $\langle x-size \rangle$  horizontally, scaling the vertical size by the same amount ( $\langle x-size \rangle$  is a dimension expression). The updated  $\langle box \rangle$  will be an hbox, irrespective of the nature of the  $\langle box \rangle$  before the resizing is applied. A negative size will cause the material in the  $\langle box \rangle$  to be reversed in direction, but the reference point of the  $\langle box \rangle$  will be unchanged. The resizing applies within the current  $\text{\TeX}$  group level.

**This function is experimental**

---

<code>\box_rotate:Nn</code>	<code>\box_rotate:Nn &lt;box&gt; {&lt;angle&gt;}</code>
<code>\box_rotate:cn</code>	

---

New: 2011-09-02

Updated: 2011-10-22

---

Rotates the  $\langle box \rangle$  by  $\langle angle \rangle$  (in degrees) anti-clockwise about its reference point. The reference point of the updated box will be moved horizontally such that it is at the left side of the smallest rectangle enclosing the rotated material. The updated  $\langle box \rangle$  will be an hbox, irrespective of the nature of the  $\langle box \rangle$  before the rotation is applied. The rotation applies within the current  $\text{\TeX}$  group level.

**This function is experimental**

---

<code>\box_scale:Nnn</code>	<code>\box_scale:Nnn &lt;box&gt; {&lt;x-scale&gt;} {&lt;y-scale&gt;}</code>
<code>\box_scale:cnn</code>	

---

New: 2011-09-02

Updated: 2011-10-22

---

Scales the  $\langle box \rangle$  by factors  $\langle x-scale \rangle$  and  $\langle y-scale \rangle$  in the horizontal and vertical directions, respectively (both scales are integer expressions). The updated  $\langle box \rangle$  will be an hbox, irrespective of the nature of the  $\langle box \rangle$  before the scaling is applied. Negative scalings will cause the material in the  $\langle box \rangle$  to be reversed in direction, but the reference point of the  $\langle box \rangle$  will be unchanged. The scaling applies within the current  $\text{\TeX}$  group level.

**This function is experimental**

## 130 Viewing part of a box

---

`\box_clip:N`  
`\box_clip:c`

---

New: 2011-11-13

---

`\box_clip:N`  $\langle box \rangle$

Clips the  $\langle box \rangle$  in the output so that only material inside the bounding box is displayed in the output. The updated  $\langle box \rangle$  will be an hbox, irrespective of the nature of the  $\langle box \rangle$  before the clipping is applied. The clipping applies within the current T<sub>E</sub>X group level.

**This function is experimental**

**T<sub>E</sub>Xhackers note:** Clipping is implemented by the driver, and as such the full content of the box is places in the output file. Thus clipping does not remove any information from the raw output, and hidden material can therefore be viewed by direct examination of the file.

---

`\box_trim:Nnnnn`  
`\box_trim:cnnnn`

---

New: 2011-11-13

---

`\box_trim:Nnnnn`  $\langle box \rangle$   $\{\langle left \rangle\}$   $\{\langle bottom \rangle\}$   $\{\langle right \rangle\}$   $\{\langle top \rangle\}$

Adjusts the bounding box of the  $\langle box \rangle$   $\langle left \rangle$  is removed from the left-hand edge of the bounding box,  $\langle right \rangle$  from the right-hand edge and so fourth. All adjustments are *dimension expressions*. Material output of the bounding box will still be displayed in the output unless `\box_clip:N` is subsequently applied. The updated  $\langle box \rangle$  will be an hbox, irrespective of the nature of the  $\langle box \rangle$  before the viewport operation is applied. The clipping applies within the current T<sub>E</sub>X group level.

**This function is experimental**

---

`\box_viewport:Nnnnn`  
`\box_viewport:cnnnn`

---

New: 2011-11-13

---

`\box_viewport:Nnnnn`  $\langle box \rangle$   $\{\langle llx \rangle\}$   $\{\langle lly \rangle\}$   $\{\langle urx \rangle\}$   $\{\langle ury \rangle\}$

Adjusts the bounding box of the  $\langle box \rangle$  such that it has lower-left co-ordinates ( $\langle llx \rangle$ ,  $\langle lly \rangle$ ) and upper-right co-ordinates ( $\langle urx \rangle$ ,  $\langle ury \rangle$ ). All four co-ordinate positions are *dimension expressions*. Material output of the bounding box will still be displayed in the output unless `\box_clip:N` is subsequently applied. The updated  $\langle box \rangle$  will be an hbox, irrespective of the nature of the  $\langle box \rangle$  before the viewport operation is applied. The clipping applies within the current T<sub>E</sub>X group level.

**This function is experimental**

## 131 Box conditionals

---

`\box_if_empty_p:N` ★  
`\box_if_empty_p:c` ★  
`\box_if_empty:NTF` ★  
`\box_if_empty:cTF` ★

---

`\box_if_empty_p:N`  $\langle box \rangle$

`\box_if_empty:NTF`  $\langle box \rangle$   $\{\langle true code \rangle\}$   $\{\langle false code \rangle\}$

Tests if  $\langle box \rangle$  is a empty (equal to `\c_empty_box`).

---

`\box_if_horizontal_p:N` ★  
`\box_if_horizontal_p:c` ★  
`\box_if_horizontal:NTF` ★  
`\box_if_horizontal:cTF` ★

---

`\box_if_horizontal_p:N`  $\langle box \rangle$

`\box_if_horizontal:NTF`  $\langle box \rangle$   $\{\langle true code \rangle\}$   $\{\langle false code \rangle\}$

Tests if  $\langle box \rangle$  is a horizontal box.

---

<code>\box_if_vertical_p:N</code> *	<code>\box_if_vertical_p:N</code> $\langle box \rangle$
<code>\box_if_vertical_p:c</code> *	<code>\box_if_vertical:N</code> $\langle box \rangle$ $\{\langle true\ code \rangle\}$ $\{\langle false\ code \rangle\}$
<code>\box_if_vertical:N</code> <u><i>TF</i></u> *	Tests if $\langle box \rangle$ is a vertical box.
<code>\box_if_vertical:c</code> <u><i>TF</i></u> *	

---

## 132 The last box inserted

---

<code>\box_set_to_last:N</code>	<code>\box_set_to_last:N</code> $\langle box \rangle$
<code>\box_set_to_last:c</code>	Sets the $\langle box \rangle$ equal to the last item (box) added to the current partial list, removing the item from the list at the same time. When applied to the main vertical list, the $\langle box \rangle$ will always be void as it is not possible to recover the last added item.
<code>\box_gset_to_last:N</code>	
<code>\box_gset_to_last:c</code>	

---

## 133 Constant boxes

---

<code>\c_empty_box</code>	This is a permanently empty box, which is neither set as horizontal nor vertical.
---------------------------	---

---

## 134 Scratch boxes

---

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

---

## 135 Viewing box contents

---

<code>\box_show:N</code>	<code>\box_show:N</code> $\langle box \rangle$
<code>\box_show:c</code>	Writes the contents of $\langle box \rangle$ to the log file.

---

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

## 136 Horizontal mode boxes

---

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

---

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

<hr/> <hr/> <code>\hbox_to_wd:nn</code>	<code>\hbox_to_wd:nn {&lt;dimexpr&gt;} {&lt;contents&gt;}</code>  Typesets the <i>&lt;contents&gt;</i> into a horizontal box of width <i>&lt;dimexpr&gt;</i> and then includes this box in the current list for typesetting.
<hr/> <hr/> <code>\hbox_to_zero:n</code>	<code>\hbox_to_zero:n {&lt;contents&gt;}</code>  Typesets the <i>&lt;contents&gt;</i> into a horizontal box of zero width and then includes this box in the current list for typesetting.
<hr/> <hr/> <code>\hbox_set:Nn</code> <code>\hbox_set:cn</code> <code>\hbox_gset:Nn</code> <code>\hbox_gset:cn</code>	<code>\hbox_set:Nn &lt;box&gt; {&lt;contents&gt;}</code>  Typesets the <i>&lt;contents&gt;</i> at natural width and then stores the result inside the <i>&lt;box&gt;</i> .
<hr/> <hr/> <code>\hbox_set_to_wd:Nnn</code> <code>\hbox_set_to_wd:cnn</code> <code>\hbox_gset_to_wd:Nnn</code> <code>\hbox_gset_to_wd:cnn</code>	<code>\hbox_set_to_wd:Nnn &lt;box&gt; {&lt;dimexpr&gt;} {&lt;contents&gt;}</code>  Typesets the <i>&lt;contents&gt;</i> to the width given by the <i>&lt;dimexpr&gt;</i> and then stores the result inside the <i>&lt;box&gt;</i> .
<hr/> <hr/> <code>\hbox_overlap_right:n</code>	<code>\hbox_overlap_right:n {&lt;contents&gt;}</code>  Typesets the <i>&lt;contents&gt;</i> into a horizontal box of zero width such that material will protrude to the right of the insertion point.
<hr/> <hr/> <code>\hbox_overlap_left:n</code>	<code>\hbox_overlap_left:n {&lt;contents&gt;}</code>  Typesets the <i>&lt;contents&gt;</i> into a horizontal box of zero width such that material will protrude to the left of the insertion point.
<hr/> <hr/> <code>\hbox_set:Nw</code> <code>\hbox_set:cw</code> <code>\hbox_set_end:</code> <code>\hbox_gset:Nw</code> <code>\hbox_gset:cw</code> <code>\hbox_gset_end:</code>	<code>\hbox_set:Nw &lt;box&gt; &lt;contents&gt; \hbox_set_end:</code>  Typesets the <i>&lt;contents&gt;</i> at natural width and then stores the result inside the <i>&lt;box&gt;</i> . In contrast to <code>\hbox_set:Nn</code> this function does not absorb the argument when finding the <i>&lt;content&gt;</i> , and so can be used in circumstances where the <i>&lt;content&gt;</i> may not be a simple argument.
<hr/> <hr/> <code>\hbox_unpack:N</code> <code>\hbox_unpack:c</code>	<code>\hbox_unpack:N &lt;box&gt;</code>  Unpacks the content of the horizontal <i>&lt;box&gt;</i> , retaining any stretching or shrinking applied when the <i>&lt;box&gt;</i> was set.

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

---

`\hbox_unpack_clear:N`  
`\hbox_unpack_clear:c`

---

`\hbox_unpack_clear:N`  $\langle box \rangle$

Unpacks the content of the horizontal  $\langle box \rangle$ , retaining any stretching or shrinking applied when the  $\langle box \rangle$  was set. The  $\langle box \rangle$  is then cleared globally.

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

## 137 Vertical mode boxes

Vertical boxes inherit their baseline from their contents. The standard case is that the baseline of the box is at the same position as that of the last item added to the box. This means that the box will have no depth unless the last item added to it had depth. As a result most vertical boxes have a large height value and small or zero depth. The exception are `_top` boxes, where the reference point is that of the first item added. These tend to have a large depth and small height, although the latter will typically be non-zero.

---

`\vbox:n`

---

`\vbox:n`  $\{\langle contents \rangle\}$

Updated: 2011-12-18

---

Typesets the  $\langle contents \rangle$  into a vertical box of natural height and includes this box in the current list for typesetting.

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

---

`\vbox_top:n`

---

`\vbox_top:n`  $\{\langle contents \rangle\}$

Updated: 2011-12-18

---

Typesets the  $\langle contents \rangle$  into a vertical box of natural height and includes this box in the current list for typesetting. The baseline of the box will be equal to that of the *first* item added to the box.

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

---

`\vbox_to_ht:nn`

---

`\vbox_to_ht:nn`  $\{\langle dimexpr \rangle\} \{\langle contents \rangle\}$

Updated: 2011-12-18

---

Typesets the  $\langle contents \rangle$  into a vertical box of height  $\langle dimexpr \rangle$  and then includes this box in the current list for typesetting.

---

`\vbox_to_zero:n`

---

`\vbox_to_zero:n`  $\{\langle contents \rangle\}$

Updated: 2011-12-18

---

Typesets the  $\langle contents \rangle$  into a vertical box of zero height and then includes this box in the current list for typesetting.

---

`\vbox_set:Nn`

---

`\vbox_set:Nn`  $\langle box \rangle \{\langle contents \rangle\}$

`\vbox_set:cn`

`\vbox_gset:Nn`

`\vbox_gset:cn`

---

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

Updated: 2011-12-18

---

---

`\vbox_set_top:Nn`  
`\vbox_set_top:cn`  
`\vbox_gset_top:Nn`  
`\vbox_gset_top:cn`

---

Updated: 2011-12-18

---

`\vbox_set_top:Nn`  $\langle box \rangle$   $\{\langle contents \rangle\}$

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

---

`\vbox_set_to_ht:Nnn`  
`\vbox_set_to_ht:cnn`  
`\vbox_gset_to_ht:Nnn`  
`\vbox_gset_to_ht:cnn`

---

Updated: 2011-12-18

---

`\vbox_set_to_ht:Nnn`  $\langle box \rangle$   $\{\langle dimexpr \rangle\}$   $\{\langle contents \rangle\}$

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

---

`\vbox_set:Nw`  
`\vbox_set:cw`  
`\vbox_set_end:`  
`\vbox_gset:Nw`  
`\vbox_gset:cw`  
`\vbox_gset_end:`

---

Updated: 2011-12-18

---

`\vbox_begin:Nw`  $\langle box \rangle$   $\langle contents \rangle$  `\vbox_set_end:`

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

---

`\vbox_set_split_to_ht:Nnn`

---

Updated: 2011-10-22

---

`\vbox_set_split_to_ht:Nnn`  $\langle box1 \rangle$   $\langle box2 \rangle$   $\{\langle dimexpr \rangle\}$

Sets  $\langle box1 \rangle$  to contain material to the height given by the  $\langle dimexpr \rangle$  by removing content from the top of  $\langle box2 \rangle$  (which must be a vertical box).

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

---

`\vbox_unpack:N`  
`\vbox_unpack:c`

---

`\vbox_unpack:N`  $\langle box \rangle$

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

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

---

`\vbox_unpack_clear:N`  
`\vbox_unpack_clear:c`

---

`\vbox_unpack:N`  $\langle box \rangle$

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

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

## 138 Primitive box conditionals

---

---

`\if_hbox:N` ★ `\if_hbox:N`  $\langle box \rangle$   
 $\langle true\ code \rangle$   
`\else:`  
 $\langle false\ code \rangle$   
`\fi:`

Tests if  $\langle box \rangle$  is a horizontal box.

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

---

---

`\if_vbox:N` ★ `\if_vbox:N`  $\langle box \rangle$   
 $\langle true\ code \rangle$   
`\else:`  
 $\langle false\ code \rangle$   
`\fi:`

Tests if  $\langle box \rangle$  is a vertical box.

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

---

---

`\if_box_empty:N` ★ `\if_box_empty:N`  $\langle box \rangle$   
 $\langle true\ code \rangle$   
`\else:`  
 $\langle false\ code \rangle$   
`\fi:`

Tests if  $\langle box \rangle$  is an empty (void) box.

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

## 139 Experimental box functions

---

---

`\box_show:Nnn` `\box_show:Nnn`  $\langle box \rangle$   $\langle int\ 1 \rangle$   $\langle int\ 2 \rangle$

`\box_show:cnn`

---

New: 2011-11-21

Display the contents of  $\langle box \rangle$  in the terminal, showing the first  $\langle int\ 1 \rangle$  items of the box, and descending into  $\langle int\ 1 \rangle$  levels of nesting.

**T<sub>E</sub>Xhackers note:** This is a wrapper around the T<sub>E</sub>X primitives `\showbox`, `\showboxbreadth` and `\showboxdepth`.

---

---

`\box_show_full:N` `\box_show_full:N`  $\langle box \rangle$   
`\box_show_full:c`

---

New: 2011-11-22

Display the contents of  $\langle box \rangle$  in the terminal, showing all items in the box.

## Part XVI

# 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).

### 140 Creating and initialising coffins

---

`\coffin_new:N``\coffin_new:N <coffin>``\coffin_new:c`

Creates a new  $\langle coffin \rangle$  or raises an error if the name is already taken. The declaration is global. The  $\langle coffin \rangle$  will initially be empty.

---

New: 2011-08-17

---

---

`\coffin_clear:N``\coffin_clear:N <coffin>``\coffin_clear:c`

Clears the content of the  $\langle coffin \rangle$  within the current T<sub>E</sub>X group level.

---

New: 2011-08-17

---

---

`\coffin_set_eq:NN``\coffin_set_eq:NN <coffin1> <coffin2>``\coffin_set_eq:(Nc|cN|cc)`

Sets both the content and poles of  $\langle coffin1 \rangle$  equal to those of  $\langle coffin2 \rangle$  within the current T<sub>E</sub>X group level.

---

New: 2011-08-17

---

### 141 Setting coffin content and poles

All coffin functions create and manipulate coffins locally within the current T<sub>E</sub>X group level.

---

`\hcoffin_set:Nn``\hcoffin_set:Nn <coffin> {\material}``\hcoffin_set:cn`

Typesets the  $\langle material \rangle$  in horizontal mode, storing the result in the  $\langle coffin \rangle$ . The standard poles for the  $\langle coffin \rangle$  are then set up based on the size of the typeset material.

---

New: 2011-08-17

Updated: 2011-09-03

---

---

`\hcoffin_set:Nw``\hcoffin_set:Nw <coffin> \material \hcoffin_set_end:``\hcoffin_set:cw``\hcoffin_set_end:`

Typesets the  $\langle material \rangle$  in horizontal mode, storing the result in the  $\langle coffin \rangle$ . The standard poles for the  $\langle coffin \rangle$  are then set up based on the size of the typeset material. These functions are useful for setting the entire contents of an environment in a coffin.

---

New: 2011-09-10

---

---

<code>\vcoffin_set:Nnn</code>	<code>\vcoffin_set:Nnn &lt;coffin&gt; {&lt;width&gt;} {&lt;material&gt;}</code>
<code>\vcoffin_set:cnn</code>	

---

New: 2011-08-17  
Updated: 2011-09-03

---

Typesets the  $\langle material \rangle$  in vertical mode constrained to the given  $\langle width \rangle$  and stores the result in the  $\langle coffin \rangle$ . The standard poles for the  $\langle coffin \rangle$  are then set up based on the size of the typeset material.

---

<code>\vcoffin_set:Nnw</code>	<code>\vcoffin_set:Nnw &lt;coffin&gt; {&lt;width&gt;} &lt;material&gt; \vcoffin_set_end:</code>
<code>\vcoffin_set:cnw</code>	
<code>\vcoffin_set_end:</code>	

---

New: 2011-09-10

---

Typesets the  $\langle material \rangle$  in vertical mode constrained to the given  $\langle width \rangle$  and stores the result in the  $\langle coffin \rangle$ . The standard poles for the  $\langle coffin \rangle$  are then set up based on the size of the typeset material. These functions are useful for setting the entire contents of an environment in a coffin.

---

<code>\coffin_set_horizontal_pole:Nnn</code>	<code>\coffin_set_horizontal_pole:Nnn &lt;coffin&gt;</code>
<code>\coffin_set_horizontal_pole:cnn</code>	<code>{&lt;pole&gt;} {&lt;offset&gt;}</code>

---

New: 2011-08-17

---

Sets the  $\langle pole \rangle$  to run horizontally through the  $\langle coffin \rangle$ . The  $\langle pole \rangle$  will be located at the  $\langle offset \rangle$  from the bottom edge of the bounding box of the  $\langle coffin \rangle$ . The  $\langle offset \rangle$  should be given as a dimension expression; this may include the terms `\TotalHeight`, `\Height`, `\Depth` and `\Width`, which will evaluate to the appropriate dimensions of the  $\langle coffin \rangle$ .

---

<code>\coffin_set_vertical_pole:Nnn</code>	<code>\coffin_set_vertical_pole:Nnn &lt;coffin&gt; {&lt;pole&gt;} {&lt;offset&gt;}</code>
<code>\coffin_set_vertical_pole:cnn</code>	

---

New: 2011-08-17

---

Sets the  $\langle pole \rangle$  to run vertically through the  $\langle coffin \rangle$ . The  $\langle pole \rangle$  will be located at the  $\langle offset \rangle$  from the left-hand edge of the bounding box of the  $\langle coffin \rangle$ . The  $\langle offset \rangle$  should be given as a dimension expression; this may include the terms `\TotalHeight`, `\Height`, `\Depth` and `\Width`, which will evaluate to the appropriate dimensions of the  $\langle coffin \rangle$ .

## 142 Coffin transformations

---

<code>\coffin_resize:Nnn</code>	<code>\coffin_resize:Nnn &lt;coffin&gt; {&lt;width&gt;} {&lt;total-height&gt;}</code>
<code>\coffin_resize:cnn</code>	

---

New: 2011-09-02

---

Resized the  $\langle coffin \rangle$  to  $\langle width \rangle$  and  $\langle total-height \rangle$ , both of which should be given as dimension expressions. These may include the terms `\TotalHeight`, `\Height`, `\Depth` and `\Width`, which will evaluate to the appropriate dimensions of the  $\langle coffin \rangle$ .

**This function is experimental.**

---

<code>\coffin_rotate:Nn</code>	<code>\coffin_rotate:Nn &lt;coffin&gt; {&lt;angle&gt;}</code>
<code>\coffin_rotate:cn</code>	

---

New: 2011-09-02

---

Rotates the  $\langle coffin \rangle$  by the given  $\langle angle \rangle$  (given in degrees counter-clockwise). This process will rotate both the coffin content and poles. Multiple rotations will not result in the bounding box of the coffin growing unnecessarily.

---

```
\coffin_scale:Nnn
\coffin_scale:cnn
```

---

New: 2011-09-02

---

```
\coffin_scale:Nnn <coffin> {\<x-scale>} {\<y-scale>}
```

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.

**This function is experimental.**

## 143 Joining and using coffins

---

```
\coffin_attach:NnnNnnnn
```

```
\coffin_attach:(cnnNnnnn|Nnnncnnnn|cnnncnnnn)
```

---

```
\coffin_attach:NnnNnnnn
```

```
<coffin1> {\<coffin1-pole1>} {\<coffin1-pole2>}
<coffin2> {\<coffin2-pole1>} {\<coffin2-pole2>}
{\<x-offset>} {\<y-offset>}
```

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  $\langle coffin_1-pole1 \rangle$  and  $\langle coffin1-pole2 \rangle$ , and  $\langle handle_2 \rangle$ , the point of intersection of  $\langle coffin2-pole1 \rangle$  and  $\langle coffin2-pole2 \rangle$ .  $\langle coffin_2 \rangle$  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.

---

```
\coffin_join:NnnNnnnn
```

```
\coffin_join:(cnnNnnnn|Nnnncnnnn|cnnncnnnn)
```

---

```
\coffin_join:NnnNnnnn
```

```
<coffin1> {\<coffin1-pole1>} {\<coffin1-pole2>}
<coffin2> {\<coffin2-pole1>} {\<coffin2-pole2>}
{\<x-offset>} {\<y-offset>}
```

This function joins  $\langle coffin_2 \rangle$  to  $\langle coffin_1 \rangle$  such that the bounding box of  $\langle coffin_1 \rangle$  may expand. The new bounding box will cover the area containing the bounding boxes of the two original coffins. The alignment is carried out by first calculating  $\langle handle_1 \rangle$ , the point of intersection of  $\langle coffin1-pole1 \rangle$  and  $\langle coffin1-pole2 \rangle$ , and  $\langle handle_2 \rangle$ , the point of intersection of  $\langle coffin2-pole1 \rangle$  and  $\langle coffin2-pole2 \rangle$ .  $\langle coffin_2 \rangle$  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.

---

```
\coffin_typeset:Nnnnn
```

```
\coffin_typeset:cnnnn
```

---

```
\coffin_typeset:Nnnnn <coffin> {\<pole1>} {\<pole2>}
{\<x-offset>} {\<y-offset>}
```

Typesetting is carried out by first calculating  $\langle handle \rangle$ , the point of intersection of  $\langle pole1 \rangle$  and  $\langle pole2 \rangle$ . The coffin is then typeset such that the relationship between the current reference point in the document and the  $\langle handle \rangle$  is described by the  $\langle x-offset \rangle$  and  $\langle y-offset \rangle$ . The two offsets should be given as dimension expressions. Typesetting a coffin is therefore analogous to carrying out an alignment where the “parent” coffin is the current insertion point.

## 144 Measuring coffins

<hr/> <code>\coffin_dp:N</code> <hr/>	<code>\coffin_dp:N &lt;coffin&gt;</code>
<code>\coffin_dp:c</code> <hr/>	Calculates the depth (below the baseline) of the <code>&lt;coffin&gt;</code> in a form suitable for use in a <code>&lt;dimension expression&gt;</code> .
<hr/> <code>\coffin_ht:N</code> <hr/>	<code>\coffin_ht:N &lt;coffin&gt;</code>
<code>\coffin_ht:c</code> <hr/>	Calculates the height (above the baseline) of the <code>&lt;coffin&gt;</code> in a form suitable for use in a <code>&lt;dimension expression&gt;</code> .
<hr/> <code>\coffin_wd:N</code> <hr/>	<code>\coffin_wd:N &lt;coffin&gt;</code>
<code>\coffin_wd:c</code> <hr/>	Calculates the width of the <code>&lt;coffin&gt;</code> in a form suitable for use in a <code>&lt;dimension expression&gt;</code> .

## 145 Coffin diagnostics

<hr/> <code>\coffin_display_handles:Nn</code> <hr/>	<code>\coffin_display_handles:Nn &lt;coffin&gt; {&lt;colour&gt;}</code>
<code>\coffin_display_handles:cn</code> <hr/>	This function first calculates the intersections between all of the <code>&lt;poles&gt;</code> of the <code>&lt;coffin&gt;</code> to give a set of <code>&lt;handles&gt;</code> . It then prints the <code>&lt;coffin&gt;</code> at the current location in the source, with the position of the <code>&lt;handles&gt;</code> marked on the coffin. The <code>&lt;handles&gt;</code> will be labelled as part of this process: the locations of the <code>&lt;handles&gt;</code> and the labels are both printed in the <code>&lt;colour&gt;</code> specified.
Updated: 2011-09-02 <hr/>	
<hr/> <code>\coffin_mark_handle:Nnnn</code> <hr/>	<code>\coffin_mark_handle:Nnnn &lt;coffin&gt; {&lt;pole<sub>1</sub>&gt;} {&lt;pole<sub>2</sub>&gt;} {&lt;colour&gt;}</code>
<code>\coffin_mark_handle:cnnn</code> <hr/>	This function first calculates the <code>&lt;handle&gt;</code> for the <code>&lt;coffin&gt;</code> as defined by the intersection of <code>&lt;pole<sub>1</sub>&gt;</code> and <code>&lt;pole<sub>2</sub>&gt;</code> . It then marks the position of the <code>&lt;handle&gt;</code> on the <code>&lt;coffin&gt;</code> . The <code>&lt;handle&gt;</code> will be labelled as part of this process: the location of the <code>&lt;handle&gt;</code> and the label are both printed in the <code>&lt;colour&gt;</code> specified.
Updated: 2011-09-02 <hr/>	
<hr/> <code>\coffin_show_structure:N</code> <hr/>	<code>\coffin_show_structure:N &lt;coffin&gt;</code>
<code>\coffin_show_structure:c</code> <hr/>	This function shows the structural information about the <code>&lt;coffin&gt;</code> 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: 2012-01-01 <hr/>	Notice that the poles of a coffin are defined by four values: the <i>x</i> and <i>y</i> co-ordinates of a point that the pole passes through and the <i>x</i> - and <i>y</i> -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.

## Part XVII

# The l3color package

## Colour support

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

### 146 Colour in boxes

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

---

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

---

New: 2011-09-03

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

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

---

```
\color_ensure_current:
```

---

New: 2011-09-03

```
\color_ensure_current:
```

Ensures that material inside a box will use the foreground colour at the point where the box is set, rather than that in force when the box is used. This function should usually be used within a `\color_group_begin: ... \color_group_end: group`.

## Part XVIII

# 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.

### 147 Creating new messages

All messages have to be created before they can be used. All message setting is local, with the general assumption that messages will be managed as part of module set up outside of any  $\TeX$  grouping.

The text of messages will automatically be wrapped to the length available in the console. As a result, formatting is only needed where it will help to show meaning. In particular, `\` may be used to force a new line and `\_` forces an explicit space.

---

```
\msg_new:nnnn
```

```
\msg_new:nnn
```

---

Updated: 2011-08-16

---

```
\msg_new:nnnn {<module>} {<message>} {<text>} {<more text>}
```

Creates a *<message>* for a given *<module>*. The message will be defined to first give *<text>* and then *<more text>* if the user requests it. If no *<more text>* is available then a standard text is given instead. Within *<text>* and *<more text>* four parameters (**#1** to **#4**) can be used: these will be supplied at the time the message is used. The parameters will be expanded when the message is used. Within the *<text>* and *<more text>* `\` can be used to start a new line. An error will be raised if the *<message>* already exists.

---

```
\msg_set:nnnn
```

```
\msg_set:nnn
```

```
\msg_gset:nnnn
```

```
\msg_gset:nnn
```

---

```
\msg_set:nnnn {<module>} {<message>} {<text>} {<more text>}
```

Sets up the text for a *<message>* for a given *<module>*. The message will be defined to first give *<text>* and then *<more text>* if the user requests it. If no *<more text>* is available then a standard text is given instead. Within *<text>* and *<more text>* four parameters (**#1** to **#4**) can be used: these will be supplied at the time the message is used. The parameters will be expanded when the message is used. Within the *<text>* and *<more text>* `\` can be used to start a new line.

## 148 Contextual information for messages

<hr/> <code>\msg_line_context: ☆</code> <hr/>	<p><code>\msg_line_context:</code></p> <p>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 <code>on line</code>.</p>
<hr/> <code>\msg_line_number: ★</code> <hr/>	<p><code>\msg_line_number:</code></p> <p>Prints the current line number when a message is given.</p>
<hr/> <code>\c_msg_return_text_tl</code> <hr/>	<p>Standard text to indicate that the user should try pressing <code>&lt;return&gt;</code> to continue. The standard definition reads:</p> <p style="padding-left: 40px;">Try typing <code>&lt;return&gt;</code> to proceed.</p> <p style="padding-left: 40px;">If that doesn't work, type <code>X &lt;return&gt;</code> to quit.</p>
<hr/> <code>\c_msg_trouble_text_tl</code> <hr/>	<p>Standard text to indicate that the more errors are likely and that aborting the run is advised. The standard definition reads:</p> <p style="padding-left: 40px;">More errors will almost certainly follow: the LaTeX run should be aborted.</p>
<hr/> <code>\msg_fatal_text:n ★</code> <hr/>	<p><code>\msg_fatal_text:n {&lt;module&gt;}</code></p> <p>Produces the standard text:</p> <p style="padding-left: 40px;">Fatal <code>&lt;module&gt;</code> error</p> <p>This function can be redefined to alter the language in which the message is give, using <code>#1</code> as the name of the <code>&lt;module&gt;</code> to be included.</p>
<hr/> <code>\msg_critical_text:n ★</code> <hr/>	<p><code>\msg_critical_text:n {&lt;module&gt;}</code></p> <p>Produces the standard text:</p> <p style="padding-left: 40px;">Critical <code>&lt;module&gt;</code> error</p> <p>This function can be redefined to alter the language in which the message is give, using <code>#1</code> as the name of the <code>&lt;module&gt;</code> to be included.</p>
<hr/> <code>\msg_error_text:n ★</code> <hr/>	<p><code>\msg_error_text:n {&lt;module&gt;}</code></p> <p>Produces the standard text:</p> <p style="padding-left: 40px;"><code>&lt;module&gt;</code> error</p> <p>This function can be redefined to alter the language in which the message is give, using <code>#1</code> as the name of the <code>&lt;module&gt;</code> to be included.</p>

---

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

---

Produces the standard text:

`<module> warning`

This function can be redefined to alter the language in which the message is give, using #1 as the name of the `<module>` to be included.

---

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

---

Produces the standard text:

`<module> info`

This function can be redefined to alter the language in which the message is give, using #1 as the name of the `<module>` to be included.

## 149 Issuing messages

Messages behave differently depending on the message class. A number of standard message classes are supplied, but more can be created.

When issuing messages, any arguments passed should use `\tl_to_str:n` or `\token_to_str:N` to prevent unwanted expansion of the material.

---

<code>\msg_class_set:nn</code>	<code>\msg_class_set:nn {&lt;class&gt;} {&lt;code&gt;}</code>
--------------------------------	---

---

Sets a `<class>` to output a message, using `<code>` to process the message text. The `<class>` should be a text value, while the `<code>` may be any arbitrary material. The `<code>` will receive 6 arguments: the module name (#1), the message name (#2) and the four arguments taken by the message text (#3 to #6).

The kernel defines several common message classes. The following describes the standard behaviour of each class if no redirection of the class or message is active. In all cases, the message may be issued supplying 0 to 4 arguments. The code will ensure that there an no errors if the number of arguments supplied here does not match the number in the definition of the message (although of course the sense of the message may be impaired).

---

<code>\msg_fatal:nnxxxx</code>	<code>\msg_fatal:nnxxxx {&lt;module&gt;} {&lt;message&gt;} {&lt;arg one&gt;}</code>
<code>\msg_fatal:(nnxxx nnxx nnx nn)</code>	<code>{&lt;arg two&gt;} {&lt;arg three&gt;} {&lt;arg four&gt;}</code>

---

Issues `<module>` error `<message>`, passing `<arg one>` to `<arg four>` to the text-creating functions. After issuing a fatal error the T<sub>E</sub>X run will halt.

---

<code>\msg_critical:nnxxxx</code>	<code>\msg_critical:nnxxxx {&lt;module&gt;} {&lt;message&gt;} {&lt;arg one&gt;}</code>
<code>\msg_critical:(nnxxx nnxx nnx nn)</code>	<code>{&lt;arg two&gt;} {&lt;arg three&gt;} {&lt;arg four&gt;}</code>

---

Issues `<module>` error `<message>`, passing `<arg one>` to `<arg four>` to the text-creating functions. After issuing the message reading the current input file will stop. This may halt the T<sub>E</sub>X run (if the current file is the main file) or may abort reading a sub-file.

---

<code>\msg_error:nnxxxx</code>	<code>\msg_error:nnxxxx {&lt;module&gt;} {&lt;message&gt;} {&lt;arg one&gt;}</code>
<code>\msg_error:(nnxxx nnxx nnx nn)</code>	<code>{&lt;arg two&gt;} {&lt;arg three&gt;} {&lt;arg four&gt;}</code>

---

Issues *<module>* error *<message>*, passing *<arg one>* to *<arg four>* to the text-creating functions. The error will stop processing and issue the text at the terminal. After user input, the run will continue.

---

<code>\msg_warning:nnxxxx</code>	<code>\msg_warning:nnxxxx {&lt;module&gt;} {&lt;message&gt;} {&lt;arg one&gt;}</code>
<code>\msg_warning:(nnxxx nnxx nnx nn)</code>	<code>{&lt;arg two&gt;} {&lt;arg three&gt;} {&lt;arg four&gt;}</code>

---

Issues *<module>* warning *<message>*, passing *<arg one>* to *<arg four>* to the text-creating functions. The warning text will be added to the log file, but the T<sub>E</sub>X run will not be interrupted.

---

<code>\msg_info:nnxxxx</code>	<code>\msg_info:nnxxxx {&lt;module&gt;} {&lt;message&gt;} {&lt;arg one&gt;}</code>
<code>\msg_info:(nnxxx nnxx nnx nn)</code>	<code>{&lt;arg two&gt;} {&lt;arg three&gt;} {&lt;arg four&gt;}</code>

---

Issues *<module>* information *<message>*, passing *<arg one>* to *<arg four>* to the text-creating functions. The information text will be added to the log file.

---

<code>\msg_log:nnxxxx</code>	<code>\msg_log:nnxxxx {&lt;module&gt;} {&lt;message&gt;} {&lt;arg one&gt;}</code>
<code>\msg_log:(nnxxx nnxx nnx nn)</code>	<code>{&lt;arg two&gt;} {&lt;arg three&gt;} {&lt;arg four&gt;}</code>

---

Issues *<module>* information *<message>*, passing *<arg one>* to *<arg four>* to the text-creating functions. The information text will be added to the log file: the output is briefer than `\msg_info:nnxxxx`.

---

<code>\msg_none:nnxxxx</code>	<code>\msg_none:nnxxxx {&lt;module&gt;} {&lt;message&gt;} {&lt;arg one&gt;}</code>
<code>\msg_none:(nnxxx nnxx nnx nn)</code>	<code>{&lt;arg two&gt;} {&lt;arg three&gt;} {&lt;arg four&gt;}</code>

---

Does nothing: used as a message class to prevent any output at all (see the discussion of message redirection).

## 150 Redirecting messages

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

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

to define a message, with

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

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

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

to turn all errors into warnings, or with

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

to alter just those messages for module, or even

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

to target just one message.

---

```
\msg_redirect_class:nn
```

---

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

Changes the behaviour of messages of *<class one>* so that they are processed using the code for those of *<class two>*. Multiple redirections are possible. Redirection to a missing class or infinite loops will raise errors when the messages are used, rather than at the point of redirection.

---

```
\msg_redirect_module:nnn
```

---

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

Redirects message of *<class one>* for *<module>* to act as though they were from *<class two>*. Messages of *<class one>* from sources other than *<module>* are not affected by this redirection. This function can be used to make some messages “silent” by default. For example, all of the **warning** messages of *<module>* could be turned off with:

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

---

```
\msg_redirect_name:nnn
```

---

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

Redirects a specific *<message>* from a specific *<module>* to act as a member of *<class>* of messages. This function can be used to make a selected message “silent” without changing global parameters:

```
\msg_redirect_name:nnn { module } { annoying-message } { none }
```

## 151 Low-level message functions

The lower-level message functions should usually be accessed from the higher-level system. However, there are occasions where direct access to these functions is desirable.

---

```
\msg_newline: ★
```

```
\msg_newline:
```

---

```
\msg_two_newlines: ★
```

---

Forces a new line in a message. This is a low-level function, which will not include any additional printing information in the message: contrast with `\\` in messages. The **two** version adds two lines.

---

`\msg_interrupt:xxx` `\msg_interrupt:xxx {⟨first line⟩} {⟨text⟩} {⟨extra text⟩}`  
 Interrupts the  $\TeX$  run, issuing a formatted message comprising  $\langle first\ line \rangle$  and  $\langle text \rangle$  laid out in the format

```

!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!
!
! <first line>
!
! <text>
!.....

```

where the  $\langle text \rangle$  will be wrapped to fit within the current line length. The user may then request more information, at which stage the  $\langle extra\ text \rangle$  will be shown in the terminal in the format

```

|,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,
|  <extra text>
|.....

```

where the  $\langle extra\ text \rangle$  will be wrapped to fit within the current line length.

---

`\msg_log:x` `\msg_log:x {⟨text⟩}`  
 Writes to the log file with the  $\langle text \rangle$  laid out in the format

```

.....
. <text>
.....

```

where the  $\langle text \rangle$  will be wrapped to fit within the current line length.

---

`\msg_term:x` `\msg_term:x {⟨text⟩}`  
 Writes to the terminal and log file with the  $\langle text \rangle$  laid out in the format

```

*****
* <text>
*****

```

where the  $\langle text \rangle$  will be wrapped to fit within the current line length.

## 152 Kernel-specific functions

Messages from  $\text{\LaTeX}3$  itself are handled by the general message system, but have their own functions. This allows some text to be pre-defined, and also ensures that serious errors can be handled properly.

---

```
\msg_kernel_new:nnnn
\msg_kernel_new:nnn
```

---

Updated: 2011-08-16

---

```
\msg_kernel_new:nnnn {\module} {\message} {\text} {\more text}
```

Creates a kernel  $\langle message \rangle$  for a given  $\langle module \rangle$ . The message will be defined to first give  $\langle text \rangle$  and then  $\langle more text \rangle$  if the user requests it. If no  $\langle more text \rangle$  is available then a standard text is given instead. Within  $\langle text \rangle$  and  $\langle more text \rangle$  four parameters (#1 to #4) can be used: these will be supplied at the time the message is used. The parameters will be expanded when the message is used. Within the  $\langle text \rangle$  and  $\langle more text \rangle$   $\backslash\backslash$  can be used to start a new line. An error will be raised if the  $\langle message \rangle$  already exists.

---

```
\msg_kernel_set:nnnn
\msg_kernel_set:nnn
```

---

```
\msg_kernel_set:nnnn {\module} {\message} {\text} {\more text}
```

Sets up the text for a kernel  $\langle message \rangle$  for a given  $\langle module \rangle$ . The message will be defined to first give  $\langle text \rangle$  and then  $\langle more text \rangle$  if the user requests it. If no  $\langle more text \rangle$  is available then a standard text is given instead. Within  $\langle text \rangle$  and  $\langle more text \rangle$  four parameters (#1 to #4) can be used: these will be supplied at the time the message is used. The parameters will be expanded when the message is used. Within the  $\langle text \rangle$  and  $\langle more text \rangle$   $\backslash\backslash$  can be used to start a new line.

---

```
\msg_kernel_fatal:nnxxx
\msg_kernel_fatal:(nnxxx|nnxx|nnx|nn)
```

---

```
\msg_kernel_fatal:nnxxx {\module} {\message} {\arg one}
{\arg two} {\arg three} {\arg four}
```

Issues kernel  $\langle module \rangle$  error  $\langle message \rangle$ , passing  $\langle arg one \rangle$  to  $\langle arg four \rangle$  to the text-creating functions. After issuing a fatal error the T<sub>E</sub>X run will halt. Cannot be redirected.

---

```
\msg_kernel_error:nnxxx
\msg_kernel_error:(nnxxx|nnxx|nnx|nn)
```

---

```
\msg_kernel_error:nnxxx {\module} {\message} {\arg one}
{\arg two} {\arg three} {\arg four}
```

Issues kernel  $\langle module \rangle$  error  $\langle message \rangle$ , passing  $\langle arg one \rangle$  to  $\langle arg four \rangle$  to the text-creating functions. The error will stop processing and issue the text at the terminal. After user input, the run will continue. Cannot be redirected.

---

```
\msg_kernel_warning:nnxxx
\msg_kernel_warning:(nnxxx|nnxx|nnx|nn)
```

---

```
\msg_kernel_warning:nnxxx {\module} {\message} {\arg one}
{\arg two} {\arg three} {\arg four}
```

Issues kernel  $\langle module \rangle$  warning  $\langle message \rangle$ , passing  $\langle arg one \rangle$  to  $\langle arg four \rangle$  to the text-creating functions. The warning text will be added to the log file, but the T<sub>E</sub>X run will not be interrupted.

---

```
\msg_kernel_info:nnxxx
\msg_kernel_info:(nnxxx|nnxx|nnx|nn)
```

---

```
\msg_kernel_info:nnxxx {\module} {\message} {\arg one}
{\arg two} {\arg three} {\arg four}
```

Issues kernel  $\langle module \rangle$  information  $\langle message \rangle$ , passing  $\langle arg one \rangle$  to  $\langle arg four \rangle$  to the text-creating functions. The information text will be added to the log file.

## 153 Expandable errors

In a few places, the L<sup>A</sup>T<sub>E</sub>X3 kernel needs to produce errors in an expansion only context. This must be handled internally very differently from normal error messages, as none of

the tools to print to the terminal or the log file are expandable. However, the interface is similar.

---

<code>\msg_expandable_kernel_error:nnnnnn</code>	★	<code>\msg_expandable_kernel_error:nnnnnn {&lt;module&gt;}</code>
<code>\msg_expandable_kernel_error:(nnnnnn nnnn nnn nn)</code>	★	<code>{&lt;message&gt;}</code> <code>{&lt;arg one&gt;} {&lt;arg two&gt;} {&lt;arg three&gt;} {&lt;arg four&gt;}</code>

---

New: 2011-11-23

---

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

---

<code>\msg_expandable_error:n</code>	★	<code>\msg_expandable_error:n {&lt;error message&gt;}</code>
--------------------------------------	---	--

---

New: 2011-08-11  
Updated: 2011-08-13

---

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

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

## 154 Internal l3msg functions

The following functions are used in several kernel modules.

---

<code>\msg_aux_use:nn</code>	<code>\msg_aux_use:nnxxxx {&lt;module&gt;} {&lt;message&gt;}</code> <code>{&lt;arg one&gt;} {&lt;arg two&gt;} {&lt;arg three&gt;} {&lt;arg four&gt;}</code>
------------------------------	--

---

Prints the *<message>* from *<module>* in the terminal, without formatting.

---

<code>\msg_aux_show:x</code>	<code>\msg_aux_show:x {&lt;formatted string&gt;}</code>
------------------------------	---

---

Shows the *<formatted string>* on the terminal. After expansion, unless it is empty, the *<formatted string>* must contain *>*, and the part of *<formatted string>* before the first *>* is removed. Failure to do so causes low-level T<sub>E</sub>X errors.

---

<code>\msg_aux_show:Nnx</code>	<code>\msg_aux_show:Nnx &lt;variable&gt; {&lt;module&gt;} {&lt;token list&gt;}</code>
--------------------------------	---

---

Auxiliary common to l3clist, l3prop and seq, which displays an appropriate message and the contents of the variable.

## Part XIX

# 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. For the user, the system normally results in input of the form

```
\PackageControlMacro{
  key-one = value one,
  key-two = value two
}
```

or

```
\PackageMacro[
  key-one = value one,
  key-two = value two
]{argument}.
```

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 { module }
{
  key-one .code:n    = code including parameter #1,
  key-two .tl_set:N = \l_module_store_tl
}
```

These values can then be set as with other key–value approaches:

```
\keys_set:nn { module }
{
  key-one = value one,
  key-two = value two
}
```

At a document level, `\keys_set:nn` will be used within a document function, for example

```
\DeclareDocumentCommand \SomePackageSetup { m }
{ \keys_set:nn { module } { #1 } }
\DeclareDocumentCommand \SomePackageMacro { o m }
{
  \group_begin:
```

```

\keys_set:nn { module } { #1 }
% Main code for \SomePackageMacro
\group_end:
}

```

Key names may contain any tokens, as they are handled internally using `\tl_to_str:n`. As will be discussed in section 156, 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_module_tmp_tl { key }
\keys_define:nn { module }
{
  \l_module_tmp_tl .code:n = code
}

```

will create a key called `\l_module_tmp_tl`, and not one called `key`.

## 155 Creating keys

---

```

\keys_define:nn {<module>} {<keyval list>}

```

---

Parses the *<keyval list>* and defines the keys listed there for *<module>*. The *<module>* name should be a text value, but there are no restrictions on the nature of the text. In practice the *<module>* should be chosen to be unique to the module in question (unless deliberately adding keys to an existing module).

The *<keyval list>* should consist of one or more key names along with an associated key *property*. The properties of a key determine how it acts. The individual properties are described in the following text; a typical use of `\keys_define:nn` might read

```

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

```

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 exactly one argument. This is indicated in the name of the property using an argument specification. In the following discussion, each property is illustrated attached to an arbitrary *<key>*, which when used may be supplied with a *<value>*. All key *definitions* are local.

---

```

.<key>.bool_set:N = <boolean>

```

---

Defines *<key>* to set *<boolean>* to *<value>* (which must be either `true` or `false`). If the variable does not exist, it will be created at the point that the key is set up. The *<boolean>* will be assigned locally.

<hr/> <b>.bool_gset:N</b> <hr/>	<p><math>\langle key \rangle</math> .bool_gset:N = <math>\langle boolean \rangle</math></p> <p>Defines <math>\langle key \rangle</math> to set <math>\langle boolean \rangle</math> to <math>\langle value \rangle</math> (which must be either <b>true</b> or <b>false</b>). If the variable does not exist, it will be created at the point that the key is set up. The <math>\langle boolean \rangle</math> will be assigned globally.</p>
<hr/> <b>.bool_set_inverse:N</b> <hr/> <div>New: 2011-08-28</div>	<p><math>\langle key \rangle</math> .bool_set_inverse:N = <math>\langle boolean \rangle</math></p> <p>Defines <math>\langle key \rangle</math> to set <math>\langle boolean \rangle</math> to the logical inverse of <math>\langle value \rangle</math> (which must be either <b>true</b> or <b>false</b>). If the <math>\langle boolean \rangle</math> does not exist, it will be created at the point that the key is set up. The <math>\langle boolean \rangle</math> will be assigned locally.</p> <p><b>This property is experimental.</b></p>
<hr/> <b>.bool_gset_inverse:N</b> <hr/>	<p><math>\langle key \rangle</math> .bool_gset_inverse:N = <math>\langle boolean \rangle</math></p> <p>Defines <math>\langle key \rangle</math> to set <math>\langle boolean \rangle</math> to the logical inverse of <math>\langle value \rangle</math> (which must be either <b>true</b> or <b>false</b>). If the <math>\langle boolean \rangle</math> does not exist, it will be created at the point that the key is set up. The <math>\langle boolean \rangle</math> will be assigned globally.</p> <p><b>This property is experimental.</b></p>
<hr/> <b>.choice:</b> <hr/>	<p><math>\langle key \rangle</math> .choice:</p> <p>Sets <math>\langle key \rangle</math> to act as a choice key. Each valid choice for <math>\langle key \rangle</math> must then be created, as discussed in section 157.</p>
<hr/> <b>.choices:nn</b> <hr/> <div>New: 2011-08-21</div>	<p><math>\langle key \rangle</math> .choices:nn <math>\langle choices \rangle</math> <math>\langle code \rangle</math></p> <p>Sets <math>\langle key \rangle</math> to act as a choice key, and defines a series <math>\langle choices \rangle</math> which are implemented using the <math>\langle code \rangle</math>. Inside <math>\langle code \rangle</math>, <math>\backslash l\_keys\_choice\_tl</math> will be the name of the choice made, and <math>\backslash l\_keys\_choice\_int</math> will be the position of the choice in the list of <math>\langle choices \rangle</math> (indexed from 0). Choices are discussed in detail in section 157.</p> <p><b>This property is experimental.</b></p>
<hr/> <b>.choice_code:n</b> <hr/> <hr/> <b>.choice_code:x</b> <hr/>	<p><math>\langle key \rangle</math> .choice_code:n = <math>\langle code \rangle</math></p> <p>Stores <math>\langle code \rangle</math> for use when <b>.generate_choices:n</b> creates one or more choice sub-keys of the current key. Inside <math>\langle code \rangle</math>, <math>\backslash l\_keys\_choice\_tl</math> will expand to the name of the choice made, and <math>\backslash l\_keys\_choice\_int</math> will be the position of the choice in the list given to <b>.generate_choices:n</b>. Choices are discussed in detail in section 157.</p>
<hr/> <b>.clist_set:N</b> <hr/> <hr/> <b>.clist_set:c</b> <hr/> <div>New: 2011/09/11</div>	<p><math>\langle key \rangle</math> .clist_set:N = <math>\langle comma\ list\ variable \rangle</math></p> <p>Defines <math>\langle key \rangle</math> to locally set <math>\langle comma\ list\ variable \rangle</math> to <math>\langle value \rangle</math>. Spaces around commas and empty items will be stripped. If the variable does not exist, it will be created at the point that the key is set up.</p>
<hr/> <b>.clist_gset:N</b> <hr/> <hr/> <b>.clist_gset:c</b> <hr/> <div>New: 2011/09/11</div>	<p><math>\langle key \rangle</math> .clist_gset:N = <math>\langle comma\ list\ variable \rangle</math></p> <p>Defines <math>\langle key \rangle</math> to globally set <math>\langle comma\ list\ variable \rangle</math> to <math>\langle value \rangle</math>. Spaces around commas and empty items will be stripped. If the variable does not exist, it will be created at the point that the key is set up.</p>

<u>.code:n</u> <u>.code:x</u>	<p><math>\langle key \rangle</math> .code:n = <math>\langle code \rangle</math></p> <p>Stores the <math>\langle code \rangle</math> for execution when <math>\langle key \rangle</math> is used. The <math>\langle code \rangle</math> can include one parameter (#1), which will be the <math>\langle value \rangle</math> given for the <math>\langle key \rangle</math>. The x-type variant will expand <math>\langle code \rangle</math> at the point where the <math>\langle key \rangle</math> is created.</p>
<u>.default:n</u> <u>.default:v</u>	<p><math>\langle key \rangle</math> .default:n = <math>\langle default \rangle</math></p> <p>Creates a <math>\langle default \rangle</math> value for <math>\langle key \rangle</math>, which is used if no value is given. This will be used if only the key name is given, but not if a blank <math>\langle value \rangle</math> is given:</p> <pre> \keys_define:nn { module } {   key .code:n      = Hello~#1,   key .default:n = World } \keys_set:nn { module } {   key = Fred, % Prints 'Hello Fred'   key,      % Prints 'Hello World'   key = ,    % Prints 'Hello ' } </pre>
<u>.dim_set:N</u> <u>.dim_set:c</u>	<p><math>\langle key \rangle</math> .dim_set:N = <math>\langle dimension \rangle</math></p> <p>Defines <math>\langle key \rangle</math> to set <math>\langle dimension \rangle</math> to <math>\langle value \rangle</math> (which must a dimension expression). If the variable does not exist, it will be created at the point that the key is set up. The <math>\langle dimension \rangle</math> will be assigned locally.</p>
<u>.dim_gset:N</u> <u>.dim_gset:c</u>	<p><math>\langle key \rangle</math> .dim_gset:N = <math>\langle dimension \rangle</math></p> <p>Defines <math>\langle key \rangle</math> to set <math>\langle dimension \rangle</math> to <math>\langle value \rangle</math> (which must a dimension expression). If the variable does not exist, it will be created at the point that the key is set up. The <math>\langle dimension \rangle</math> will be assigned globally.</p>
<u>.fp_set:N</u> <u>.fp_set:c</u>	<p><math>\langle key \rangle</math> .fp_set:N = <math>\langle floating\ point \rangle</math></p> <p>Defines <math>\langle key \rangle</math> to set <math>\langle floating\ point \rangle</math> to <math>\langle value \rangle</math> (which must a floating point number). If the variable does not exist, it will be created at the point that the key is set up. The <math>\langle integer \rangle</math> will be assigned locally.</p>
<u>.fp_gset:N</u> <u>.fp_gset:c</u>	<p><math>\langle key \rangle</math> .fp_gset:N = <math>\langle floating\ point \rangle</math></p> <p>Defines <math>\langle key \rangle</math> to set <math>\langle floating-point \rangle</math> to <math>\langle value \rangle</math> (which must a floating point number). If the variable does not exist, it will be created at the point that the key is set up. The <math>\langle integer \rangle</math> will be assigned globally.</p>

<hr/> <code>.generate_choices:n</code> <hr/>	<code>&lt;key&gt; .generate_choices:n = {&lt;list&gt;}</code>	This property will mark <code>&lt;key&gt;</code> as a multiple choice key, and will use the <code>&lt;list&gt;</code> to define the choices. The <code>&lt;list&gt;</code> should consist of a comma-separated list of choice names. Each choice will be set up to execute <code>&lt;code&gt;</code> as set using <code>.choice_code:n</code> (or <code>.choice_code:x</code> ). Choices are discussed in detail in section 157.
<hr/> <code>.int_set:N</code> <code>.int_set:c</code> <hr/>	<code>&lt;key&gt; .int_set:N = &lt;integer&gt;</code>	Defines <code>&lt;key&gt;</code> to set <code>&lt;integer&gt;</code> to <code>&lt;value&gt;</code> (which must be an integer expression). If the variable does not exist, it will be created at the point that the key is set up. The <code>&lt;integer&gt;</code> will be assigned locally.
<hr/> <code>.int_gset:N</code> <code>.int_gset:c</code> <hr/>	<code>&lt;key&gt; .int_gset:N = &lt;integer&gt;</code>	Defines <code>&lt;key&gt;</code> to set <code>&lt;integer&gt;</code> to <code>&lt;value&gt;</code> (which must be an integer expression). If the variable does not exist, it will be created at the point that the key is set up. The <code>&lt;integer&gt;</code> will be assigned globally.
<hr/> <code>.meta:n</code> <code>.meta:x</code> <hr/>	<code>&lt;key&gt; .meta:n = {&lt;keyval list&gt;}</code>	Makes <code>&lt;key&gt;</code> a meta-key, which will set <code>&lt;keyval list&gt;</code> in one go. If <code>&lt;key&gt;</code> is given with a value at the time the key is used, then the value will be passed through to the subsidiary <code>&lt;keys&gt;</code> for processing (as #1).
<hr/> <code>.multichoice:</code> <hr/> <div>New: 2011-08-21</div> <hr/>	<code>&lt;key&gt; .multichoice:</code>	Sets <code>&lt;key&gt;</code> to act as a multiple choice key. Each valid choice for <code>&lt;key&gt;</code> must then be created, as discussed in section 157. <b>This property is experimental.</b>
<hr/> <code>.multichoice:nn</code> <hr/> <div>New: 2011-08-21</div> <hr/>	<code>&lt;key&gt; .multichoice:nn &lt;choices&gt; &lt;code&gt;</code>	Sets <code>&lt;key&gt;</code> to act as a multiple choice key, and defines a series <code>&lt;choices&gt;</code> which are implemented using the <code>&lt;code&gt;</code> . Inside <code>&lt;code&gt;</code> , <code>\l_keys_choice_tl</code> will be the name of the choice made, and <code>\l_keys_choice_int</code> will be the position of the choice in the list of <code>&lt;choices&gt;</code> (indexed from 0). Choices are discussed in detail in section 157. <b>This property is experimental.</b>
<hr/> <code>.skip_set:N</code> <code>.skip_set:c</code> <hr/>	<code>&lt;key&gt; .skip_set:N = &lt;skip&gt;</code>	Defines <code>&lt;key&gt;</code> to set <code>&lt;skip&gt;</code> to <code>&lt;value&gt;</code> (which must be a skip expression). If the variable does not exist, it will be created at the point that the key is set up. The <code>&lt;skip&gt;</code> will be assigned locally.
<hr/> <code>.skip_gset:N</code> <code>.skip_gset:c</code> <hr/>	<code>&lt;key&gt; .skip_gset:N = &lt;skip&gt;</code>	Defines <code>&lt;key&gt;</code> to set <code>&lt;skip&gt;</code> to <code>&lt;value&gt;</code> (which must be a skip expression). If the variable does not exist, it will be created at the point that the key is set up. The <code>&lt;skip&gt;</code> will be assigned globally.

<hr/> <code>.tl_set:N</code> <hr/>	$\langle key \rangle$ <code>.tl_set:N = <math>\langle token\ list\ variable \rangle</math></code>
<code>.tl_set:c</code>	Defines $\langle key \rangle$ to set $\langle token\ list\ variable \rangle$ to $\langle value \rangle$ . If the variable does not exist, it will be created at the point that the key is set up. The $\langle token\ list\ variable \rangle$ will be assigned locally.
<hr/> <code>.tl_gset:N</code> <hr/>	$\langle key \rangle$ <code>.tl_gset:N = <math>\langle token\ list\ variable \rangle</math></code>
<code>.tl_gset:c</code>	Defines $\langle key \rangle$ to set $\langle token\ list\ variable \rangle$ to $\langle value \rangle$ . If the variable does not exist, it will be created at the point that the key is set up. The $\langle token\ list\ variable \rangle$ will be assigned globally.
<hr/> <code>.tl_set_x:N</code> <hr/>	$\langle key \rangle$ <code>.tl_set_x:N = <math>\langle token\ list\ variable \rangle</math></code>
<code>.tl_set_x:c</code>	Defines $\langle key \rangle$ to set $\langle token\ list\ variable \rangle$ to $\langle value \rangle$ , which will be subjected to an x-type expansion ( <i>i.e.</i> using <code>\tl_set:Nx</code> ). If the variable does not exist, it will be created at the point that the key is set up. The $\langle token\ list\ variable \rangle$ will be assigned locally.
<hr/> <code>.tl_gset_x:N</code> <hr/>	$\langle key \rangle$ <code>.tl_gset_x:N = <math>\langle token\ list\ variable \rangle</math></code>
<code>.tl_gset_x:c</code>	Defines $\langle key \rangle$ to set $\langle token\ list\ variable \rangle$ to $\langle value \rangle$ , which will be subjected to an x-type expansion ( <i>i.e.</i> using <code>\tl_set:Nx</code> ). If the variable does not exist, it will be created at the point that the key is set up. The $\langle token\ list\ variable \rangle$ will be assigned globally.
<hr/> <code>.value_forbidden:</code> <hr/>	$\langle key \rangle$ <code>.value_forbidden:</code>
	Specifies that $\langle key \rangle$ cannot receive a $\langle value \rangle$ when used. If a $\langle value \rangle$ is given then an error will be issued.
<hr/> <code>.value_required:</code> <hr/>	$\langle key \rangle$ <code>.value_required:</code>
	Specifies that $\langle key \rangle$ must receive a $\langle value \rangle$ when used. If a $\langle value \rangle$ is not given then an error will be issued.

## 156 Sub-dividing keys

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

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

or to the key name:

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

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

As will be illustrated in the next section, this subdivision is particularly relevant to making multiple choices.

## 157 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 { module }
{ 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 choices. Here, the keys can share the same code, and can be rapidly created using the `.choice_code:n` and `.generate_choices:n` properties:

```
\keys_define:nn { module }
{
  key .choice_code:n =
  {
    You~gave~choice~'\int_use:N \l_keys_choice_tl',~
    which~is~in~position~
    \int_use:N \l_keys_choice_int \c_space_tl
    in~the~list.
  },
  key .generate_choices:n =
  { choice-a, choice-b, choice-c }
}
```

Following common computing practice, `\l_keys_choice_int` is indexed from 0 (as an offset), so that the value of `\l_keys_choice_int` for the first choice in a list will be zero.

The same approach is also implemented by the *experimental* property `.choices:nn`. This combines the functionality of `.choice_code:n` and `.generate_choices:n` into one property:

```
\keys_define:nn { module }
{
  key .choices:nn =
  { choice-a, choice-b, choice-c }
  {
    You~gave~choice~'\int_use:N \l_keys_choice_tl',~
    which~is~in~position~
    \int_use:N \l_keys_choice_int \c_space_tl
    in~the~list.
  }
}
```

Note that the `.choices:nn` property should *not* be mixed with use of `.generate_choices:n`.

---

`\l_keys_choice_int`  
`\l_keys_choice_tl`

---

Inside the code block for a choice generated using `.generate_choice:` or `.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 0.

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 { module }
{
  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 `.generate_choices:n` (*i.e.* anything might happen).

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 { module }
{
  key .multichoices:nn =
    { choice-a, choice-b, choice-c }
    {
      You~gave~choice~'\int_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 { module }
{
  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. The `.multichoices:nn` property causes `\l_keys_choice_tl` and `\l_keys_choice_int` to be set in exactly the same way as described for `.choices:nn`.

When multiple choice keys are set, the value is treated as a comma-separated list:

```
\keys_set:nn { module }
{
  key = { a , b , c } % 'key' defined as a multiple choice
}
```

Each choice will be applied in turn, with the usual handling of unknown values.

## 158 Setting keys

---

`\keys_set:nn`  
`\keys_set:(nV|nv|no)`

---

`\keys_set:nn {<module>} {<keyval list>}`

Parses the `<keyval list>`, and sets those keys which are defined for `<module>`. The behaviour on finding an unknown key can be set by defining a special `unknown` key: this will be illustrated later.

If a key is not known, `\keys_set:nn` will look for a special `unknown` key for the same module. This mechanism can be used to create new keys from user input.

```
\keys_define:nn { module }
{
  unknown .code:n =
    You~tried~to~set~key~'\l_keys_key_tl'~to~'#1'.
}
```

---

`\l_keys_key_tl`

---

When processing an unknown key, the name of the key is available as `\l_keys_key_tl`. Note that this will have been processed using `\tl_to_str:n`.

---

`\l_keys_path_tl`

---

When processing an unknown key, the path of the key used is available as `\l_keys_path_tl`. Note that this will have been processed using `\tl_to_str:n`.

---

`\l_keys_value_tl`

---

When processing an unknown key, the value of the key is available as `\l_keys_value_tl`. Note that this will be empty if no value was given for the key.

## 159 Setting known keys only

The functionality described in this section is experimental and may be altered or removed, depending on feedback.

---

<code>\keys_set_known:nnN</code>	<code>\keys_set_known:nn {&lt;module&gt;} {&lt;keyval list&gt;} &lt;clist&gt;</code>
<code>\keys_set_known:(nVN nvN noN)</code>	

---

New: 2011-08-23

---

Parses the *<keyval list>*, and sets those keys which are defined for *<module>*. Any keys which are unknown are not processed further by the parser. The key–value pairs for each *unknown* key name will be stored in the *<clist>*.

## 160 Utility functions for keys

---

<code>\keys_if_exist_p:nn *</code>	<code>\keys_if_exist_p:nn &lt;module&gt; &lt;key&gt;</code>
<code>\keys_if_exist:nnTF *</code>	<code>\keys_if_exist:nnTF &lt;module&gt; &lt;key&gt; {&lt;true code&gt;} {&lt;false code&gt;}</code>

---

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

---

<code>\keys_if_choice_exist_p:nn *</code>	<code>\keys_if_exist_p:nnn &lt;module&gt; &lt;key&gt; &lt;choice&gt;</code>
<code>\keys_if_choice_exist:nnTF *</code>	<code>\keys_if_exist:nnnTF &lt;module&gt; &lt;key&gt; &lt;choice&gt; {&lt;true code&gt;} {&lt;false code&gt;}</code>

---

New: 2011-08-21

---

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.

---

<code>\keys_show:nn</code>	<code>\keys_show:nn {&lt;module&gt;} {&lt;key&gt;}</code>
----------------------------	---

---

Shows the function which is used to actually implement a *<key>* for a *<module>*.

## 161 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 especial 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 (*i.e.* two arguments), and a second function if required for keys given without arguments (*i.e.* a single argument).

The parser does not double # tokens or expand any input. The tokens = and , are corrected so that the parser does not “miss” any due to category code changes. Spaces are removed from the ends of the keys and values. Values which are given in braces will have exactly one set removed, thus

```
key = {value here},
```

and

```
key = value here,
```

are treated identically.

---

`\keyval_parse:NNn`

---

Updated: 2011-09-08

---

`\keyval_parse:NNn`  $\langle function1 \rangle$   $\langle function2 \rangle$   $\{ \langle key-value list \rangle \}$

Parses the  $\langle key-value list \rangle$  into a series of  $\langle keys \rangle$  and associated  $\langle values \rangle$ , or keys alone (if no  $\langle value \rangle$  was given).  $\langle function1 \rangle$  should take one argument, while  $\langle function2 \rangle$  should absorb two arguments. After `\keyval_parse:NNn` has parsed the  $\langle key-value list \rangle$ ,  $\langle function1 \rangle$  will be used to process keys given with no value and  $\langle function2 \rangle$  will be used to process keys given with a value. The order of the  $\langle keys \rangle$  in the  $\langle key-value list \rangle$  will be preserved. Thus

```
\keyval_parse:NNn \function:n \function:nn
{ key1 = value1 , key2 = value2, key3 = , key4 }
```

will be converted into an input stream

```
\function:nn { key1 } { value1 }
\function:nn { key2 } { value2 }
\function:nn { key3 } { }
\function:n { key4 }
```

Note that there is a difference between an empty value (an equals sign followed by nothing) and a missing value (no equals sign at all). Spaces are trimmed from the ends of the  $\langle key \rangle$  and  $\langle value \rangle$ , and any *outer* set of braces are removed from the  $\langle value \rangle$  as part of the processing.

## Part XX

# The l3file package

## File and I/O operations

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

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

## 162 File operation functions

---

**`\g_file_current_name_tl`**

---

Contains the name of the current L<sup>A</sup>T<sub>E</sub>X file. This variable should not be modified: it is intended for information only. It will be equal to `\c_job_name_tl` at the start of a L<sup>A</sup>T<sub>E</sub>X run and will be modified each time a file is read using `\file_input:n`.

---

**`\file_if_exist:nTF`**

---

Updated: 2012-02-10

`\file_if_exist:nTF`  $\{\langle file\ name\rangle\} \{\langle true\ code\rangle\} \{\langle false\ code\rangle\}$

Searches for  $\langle file\ name\rangle$  using the current TeX search path and the additional paths controlled by `\file_path_include:n`.

**TeXhackers note:** The  $\langle file\ name\rangle$  may contain both literal items and expandable content, which should on full expansion be the desired file name. The expansion occurs when TeX searches for the file.

---

**`\file_add_path:nN`**

---

Updated: 2012-02-10

`\file_add_path:nN`  $\{\langle file\ name\rangle\} \langle tl\ var\rangle$

Searches for  $\langle file\ name\rangle$  in the path as detailed for `\file_if_exist:nTF`, and if found sets the  $\langle tl\ var\rangle$  the fully-qualified name of the file, *i.e.* the path and file name. If the file is not found then the  $\langle tl\ var\rangle$  will contain the marker `\q_no_value`.

**TeXhackers note:** The  $\langle file\ name\rangle$  may contain both literal items and expandable content, which should on full expansion be the desired file name. Any active characters (as declared in `\l_char_active_seq`) will *not* be expanded, allowing the direct use of these in file names.

---

<code>\file_input:n</code>	<code>\file_input:n {⟨file name⟩}</code>
----------------------------	--

---

Updated: 2012-02-17

Searches for  $\langle file\ name \rangle$  in the path as detailed for `\file_if_exist:nTF`, and if found reads in the file as additional L<sup>A</sup>T<sub>E</sub>X source. All files read are recorded for information and the file name stack is updated by this function. An error will be raised if the file is not found

**T<sub>E</sub>Xhackers note:** The  $\langle file\ name \rangle$  may contain both literal items and expandable content, which should on full expansion be the desired file name. Any active characters (as declared in `\l_char_active_seq`) will *not* be expanded, allowing the direct use of these in file names.

---

<code>\file_path_include:n</code>	<code>\file_path_include:n {⟨path⟩}</code>
-----------------------------------	--

---

Adds  $\langle path \rangle$  to the list of those used to search when reading files. The assignment is local.

---

<code>\file_path_remove:n</code>	<code>\file_path_remove:n {⟨path⟩}</code>
----------------------------------	---

---

Removes  $\langle path \rangle$  from the list of those used to search when reading files. The assignment is local.

---

<code>\file_list:</code>	<code>\file_list:</code>
--------------------------	--------------------------

---

This function will list all files loaded using `\file_input:n` in the log file.

## 162.1 Input–output stream management

As T<sub>E</sub>X is limited to 16 input streams and 16 output streams, direct use of the streams by the programmer is not supported in L<sup>A</sup>T<sub>E</sub>X3. Instead, an internal pool of streams is maintained, and these are allocated and deallocated as needed by other modules. As a result, the programmer should close streams when they are no longer needed, to release them for other processes.

---

<code>\ior_new:N</code>	<code>\ior_new:Nn ⟨stream⟩</code>
-------------------------	-----------------------------------

---

<code>\ior_new:c</code>	Globally reserves the name of the $\langle stream \rangle$ , either for reading or for writing as appropriate. The $\langle stream \rangle$ is not opened until the appropriate <code>\..._open:Nn</code> function is used. Attempting to use a $\langle stream \rangle$ which has not been opened will result in a T <sub>E</sub> X error.
<code>\iow_new:N</code>	
<code>\iow_new:c</code>	

---

New: 2011-09-26

Updated: 2011-12-27

---

---

<code>\ior_open:Nn</code>	<code>\ior_open:Nn &lt;stream&gt; {(file name)}</code>
---------------------------	--

---

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

---

Updated: 2012-02-10
---------------------

---

Opens  $\langle file\ name \rangle$  for reading using  $\langle stream \rangle$  as the control sequence for file access. If the  $\langle stream \rangle$  was already open it is closed before the new operation begins. The  $\langle stream \rangle$  is available for access immediately and will remain allocated to  $\langle file\ name \rangle$  until a `\ior_close:N` instruction is given or the file ends.

**TEXhackers note:** The  $\langle file\ name \rangle$  may contain both literal items and expandable content, which should on full expansion be the desired file name. Any active characters (as declared in `\l_char_active_seq`) will *not* be expanded, allowing the direct use of these in file names.

---

<code>\iow_open:Nn</code>	<code>\iow_open:Nn &lt;stream&gt; {(file name)}</code>
---------------------------	--

---

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

---

Updated: 2012-02-09
---------------------

---

Opens  $\langle file\ name \rangle$  for writing using  $\langle stream \rangle$  as the control sequence for file access. If the  $\langle stream \rangle$  was already open it is closed before the new operation begins. The  $\langle stream \rangle$  is available for access immediately and will remain allocated to  $\langle file\ name \rangle$  until a `\iow_close:N` instruction is given or the file ends. Opening a file for writing will clear any existing content in the file (*i.e.* writing is *not* additive).

**TEXhackers note:** The  $\langle file\ name \rangle$  may contain both literal items and expandable content, which should on full expansion be the desired file name. Any active characters (as declared in `\l_char_active_seq`) will *not* be expanded, allowing the direct use of these in file names.

---

<code>\ior_close:N</code>	<code>\ior_close:N &lt;stream&gt;</code>
---------------------------	--

---

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

---

Updated: 2011-12-27
---------------------

---

Closes the  $\langle stream \rangle$ . Streams should always be closed when they are finished with as this ensures that they remain available to other programmer.

---

<code>\iow_close:N</code>	<code>\iow_close:N &lt;stream&gt;</code>
---------------------------	--

---

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

---

Updated: 2011-12-27
---------------------

---

Closes the  $\langle stream \rangle$ . Streams should always be closed when they are finished with as this ensures that they remain available to other programmer.

---

<code>\ior_list_streams:</code>	<code>\ior_list_streams:</code>
---------------------------------	---------------------------------

---

<code>\iow_list_streams:</code>	<code>\iow_list_streams:</code>
---------------------------------	---------------------------------

---

Displays a list of the file names associated with each open stream: intended for tracking down problems.

## 163 Reading from files

---

<code>\ior_to:NN</code>	<code>\ior_to:NN</code> $\langle stream \rangle$ $\langle token\ list\ variable \rangle$
<code>\ior_gto:NN</code>	

---

Functions that reads one or more lines (until an equal number of left and right braces are found) from the input  $\langle stream \rangle$  and stores the result in the  $\langle token\ list \rangle$  variable, locally or globally. If the  $\langle stream \rangle$  is not open, input is requested from the terminal. The material read from the  $\langle stream \rangle$  will be tokenized by T<sub>E</sub>X according to the category codes in force when the function is used.

**T<sub>E</sub>Xhackers note:** This protected macro expands to the T<sub>E</sub>X primitives `\read` or `\global\read` along with the `to` keyword.

---

<code>\ior_str_to:NN</code>	<code>\ior_str_to:NN</code> $\langle stream \rangle$ $\langle token\ list\ variable \rangle$
<code>\ior_str_gto:NN</code>	

---

Functions that reads one line from the input  $\langle stream \rangle$  and stores the result in the  $\langle token\ list \rangle$  variable, locally or globally. If the  $\langle stream \rangle$  is not open, input is requested from the terminal. The material 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).

**T<sub>E</sub>Xhackers note:** This protected macro expands to the  $\varepsilon$ -T<sub>E</sub>X primitives `\readline` or `\global\readline` along with the `to` keyword.

---

<code>\ior_if_eof_p:N</code> ★	<code>\ior_if_eof_p:N</code> $\langle stream \rangle$
<code>\ior_if_eof:NTF</code> ★	<code>\ior_if_eof:NTF</code> $\langle stream \rangle$ $\{\langle true\ code \rangle\} \{\langle false\ code \rangle\}$

---

Updated: 2012-02-10

Tests if the end of a  $\langle stream \rangle$  has been reached during a reading operation. The test will also return a `true` value if the  $\langle stream \rangle$  is not open.

## 164 Writing to files

---

<code>\iow_now:Nn</code>	<code>\iow_now:Nn</code> $\langle stream \rangle$ $\{\langle tokens \rangle\}$
<code>\iow_now:Nx</code>	

---

This functions writes  $\langle tokens \rangle$  to the specified  $\langle stream \rangle$  immediately (*i.e.* the write operation is called on expansion of `\iow_now:Nn`).

**T<sub>E</sub>Xhackers note:** `\iow_now:Nx` is a protected macro which expands to the two T<sub>E</sub>X primitives `\immediate\write`.

---

<code>\iow_log:n</code>	<code>\iow_log:n</code> $\{\langle tokens \rangle\}$
<code>\iow_log:x</code>	

---

This function writes the given  $\langle tokens \rangle$  to the log (transcript) file immediately: it is a dedicated version of `\iow_now:Nn`.

---

`\iow_term:n`    `\iow_term:n {⟨tokens⟩}`

---

`\iow_term:x`    This function writes the given *⟨tokens⟩* to the terminal file immediately: it is a dedicated version of `\iow_now:Nn`.

---

`\iow_shipout:Nn`    `\iow_shipout:Nn ⟨stream⟩ {⟨tokens⟩}`

---

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

---

`\iow_shipout_x:Nn`    `\iow_shipout_x:Nn ⟨stream⟩ {⟨tokens⟩}`

---

`\iow_shipout_x:Nx`    This functions writes *⟨tokens⟩* to the specified *⟨stream⟩* when the current page is finalised (*i.e.* at shipout). The *⟨tokens⟩* 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).

**TeXhackers note:** `\iow_shipout_x:Nn` is the TeX primitive `\write` renamed.

---

`\iow_char:N` ★    `\iow_char:N ⟨token⟩`

Inserts *⟨token⟩* 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 *⟨tokens⟩* 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`).

## 165 Wrapping lines in output

<hr/> <code>\iow_wrap:xnnnN</code> <hr/>	<code>\iow_wrap:xnnnN {&lt;text&gt;} {&lt;run-on text&gt;} {&lt;run-on length&gt;} {&lt;set up&gt;} &lt;function&gt;</code>
Updated: 2011-09-21	<p>This function will wrap the <math>\langle text \rangle</math> to a fixed number of characters per line. At the start of each line which is wrapped, the <math>\langle run-on text \rangle</math> will be inserted. The line length targeted will be the value of <code>\l_iow_line_length_int</code> minus the <math>\langle run-on length \rangle</math>. The later value should be the number of characters in the <math>\langle run-on text \rangle</math>. Additional functions may be added to the wrapping by using the <math>\langle set up \rangle</math>, which is executed before the wrapping takes place. The result of the wrapping operation is passed as a braced argument to the <math>\langle function \rangle</math>, which will typically be a wrapper around a writing operation. Within the <math>\langle text \rangle</math>,</p> <ul style="list-style-type: none"> <li>• <code>\\</code> may be used to force a new line,</li> <li>• <code>\ </code> may be used to represent a forced space (for example after a control sequence),</li> <li>• <code>\#, \% , \{, \}, \sim</code> may be used to represent the corresponding character,</li> <li>• <code>\iow_indent:n</code> may be used to indent a part of the message.</li> </ul> <p>Both the wrapping process and the subsequent write operation will perform <b>x</b>-type expansion. For this reason, material which is to be written “as is” should be given as the argument to <code>\token_to_str:N</code> or <code>\tl_to_str:n</code> (as appropriate) within the <math>\langle text \rangle</math>. The output of <code>\iow_wrap:xnnnN</code> (<i>i.e.</i> the argument passed to the <math>\langle function \rangle</math>) will consist of characters of category code 12 (other) and 10 (space) only. This means that the output will <i>not</i> expand further when written to a file.</p>
<hr/> <code>\iow_indent:n</code> <hr/>	<code>\iow_indent:n {&lt;text&gt;}</code>
New: 2011-09-21	<p>In the context of <code>\iow_wrap:xnnnN</code> (for instance in messages), indents <math>\langle text \rangle</math> by four spaces. This function will not cause a line break, and only affects lines which start within the scope of the <math>\langle text \rangle</math>. In case the indented <math>\langle text \rangle</math> should appear on separate lines from the surrounding text, use <code>\\</code> to force line breaks.</p>
<hr/> <code>\l_iow_line_length_int</code> <hr/>	<p>The maximum length of a line to be written by the <code>\iow_wrap:xnnnN</code> function. This value depends on the T<sub>E</sub>X system in use: the standard value is 78, which is typically correct for unmodified T<sub>E</sub>Xlive and MiK<sub>T</sub>TeX systems.</p>
<hr/> <code>\c_catcode_other_space_tl</code> <hr/>	Token list containing one character with category code 12, (“other”), and character code 32 (space).
New: 2011-09-05	

## 166 Constant input–output streams

---

`\c_term_ior` Constant input stream for reading from the terminal. Reading from this stream using `\ior_to:NN` or similar will result in a prompt from T<sub>E</sub>X of the form

`<tl>=`

---

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

## 167 Experimental functions

---

`\ior_map_inline:Nn` `\ior_map_inline:Nn <stream> {<inline function>}`

---

New: 2012-02-11

Applies the *<inline function>* to *<items>* obtained by reading one or more lines (until an equal number of left and right braces are found) from the *<stream>*. The *<inline function>* should consist of code which will receive the *<line>* as *#1*.

---

`\ior_str_map_inline:nn` `\ior_str_map_inline:nn {<stream>} {<inline function>}`

---

New: 2012-02-11

Applies the *<inline function>* to every *<line>* in the *<file>*. The material is read from the *<stream>* as a series of tokens with category code 12 (other), with the exception of space characters which are given category code 10 (space). The *<inline function>* should consist of code which will receive the *<line>* as *#1*.

## 168 Internal file functions

---

`\g_file_stack_seq` Stores the stack of nested files loaded using `\file_input:n`. This is needed to restore the appropriate file name to `\g_file_current_name_tl` at the end of each file.

---

`\g_file_record_seq` Stores the name of every file loaded using `\file_input:n`. In contrast to `\g_file_stack_seq`, no items are ever removed from this sequence.

---

`\l_file_internal_name_tl` Used to return the full name of a file for internal use.

---

`\l_file_search_path_seq` The sequence of file paths to search when loading a file.

---

`\l_file_internal_saved_path_seq`

When loaded on top of L<sup>A</sup>T<sub>E</sub>X 2<sub>ε</sub>, there is a need to save the search path so that `\input@path` can be used as appropriate.

---

`\l_file_internal_seq`

---

New: 2011-09-06

---

When loaded on top of L<sup>A</sup>T<sub>E</sub>X 2<sub>ε</sub>, there is a need to convert the comma lists `\input@path` and `\@filelist` to sequences.

## 169 Internal input–output functions

---

`\file_name_sanitize:nn`

---

New: 2012-02-09

---

`\file_name_sanitize:nn`  $\{\langle name \rangle\}$   $\{\langle tokens \rangle\}$

Exhaustively-expands the  $\langle name \rangle$  with the exception of any category  $\langle active \rangle$  (catcode 12) tokens, which are not expanded. The list of  $\langle active \rangle$  tokens is taken from `\l_char_active_seq`. The  $\langle sanitized name \rangle$  is then inserted (in braces) after the  $\langle tokens \rangle$ , which should further process the file name. If any spaces are found in the name after expansion, an error is raised.

---

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

---

`\ior_open_unsafe:Nn``\ior_open_unsafe:No``\iow_open_unsafe:Nn`

---

New: 2012-01-23

---

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

These functions have identical syntax to the generally-available versions without the `_unsafe` suffix. However, these functions do not take precautions against active characters in the  $\langle file name \rangle$ : they are therefore intended to be used by higher-level functions which have already fully expanded the  $\langle file name \rangle$  and which need to perform multiple open or close operations. See for example the implementation of `\file_add_path:Nn`,

---

`\ior_raw_new:N``\ior_raw_new:c`

`\ior_raw_new:N`  $\langle stream \rangle$

Directly allocates a new stream for reading, bypassing the stack system. This is to be used only when a new stream is required at a T<sub>E</sub>X level, when a new stream is requested by the stack itself.

---

`\iow_raw_new:N``\iow_raw_new:c`

`\iow_raw_new:N`  $\langle stream \rangle$

Directly allocates a new stream for writing, bypassing the stack system. This is to be used only when a new stream is required at a T<sub>E</sub>X level, when a new stream is requested by the stack itself.

## Part XXI

# The l3fp package

## Floating-point operations

A floating point number is one which is stored as a mantissa and a separate exponent. This module implements arithmetic using radix 10 floating point numbers. This means that the mantissa should be a real number in the range  $1 \leq |x| < 10$ , with the exponent given as an integer between  $-99$  and  $99$ . In the input, the exponent part is represented starting with an `e`. As this is a low-level module, error-checking is minimal. Numbers which are too large for the floating point unit to handle will result in errors, either from `TEX` or from `LATEX`. The `LATEX` code does not check that the input will not overflow, hence the possibility of a `TEX` error. On the other hand, numbers which are too small will be dropped, which will mean that extra decimal digits will simply be lost.

When parsing numbers, any missing parts will be interpreted as zero. So for example

```
\fp_set:Nn \l_my_fp { }  
\fp_set:Nn \l_my_fp { . }  
\fp_set:Nn \l_my_fp { - }
```

will all be interpreted as zero values without raising an error.

Operations which give an undefined result (such as division by 0) will not lead to errors. Instead special marker values are returned, which can be tested for using for example `\fp_if_undefined:N(TF)`. In this way it is possible to work with asymptotic functions without first checking the input. If these special values are carried forward in calculations they will be treated as 0.

Floating point numbers are stored in the `fp` floating point variable type. This has a standard range of functions for variable management.

## 170 Floating-point variables

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<code>\fp_new:N</code>	<code>\fp_new:N</code> <i>&lt;floating point variable&gt;</i>
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<code>\fp_new:c</code>	Creates a new <i>&lt;floating point variable&gt;</i> or raises an error if the name is already taken. The declaration is global. The <i>&lt;floating point&gt;</i> will initially be set to <code>+0.000000000e0</code> (the zero floating point).
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<code>\fp_const:Nn</code>	<code>\fp_const:Nn</code> <i>&lt;floating point variable&gt;</i> <i>{&lt;value&gt;}</i>
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<code>\fp_const:cn</code>	Creates a new constant <i>&lt;floating point variable&gt;</i> or raises an error if the name is already taken. The value of the <i>&lt;floating point variable&gt;</i> will be set globally to the <i>&lt;value&gt;</i> .
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<code>\fp_set_eq:NN</code>	<code>\fp_set_eq:NN</code> <i>&lt;fp var1&gt;</i> <i>&lt;fp var2&gt;</i>
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<code>\fp_set_eq:(cN Nc cc)</code>	Sets the value of <i>&lt;floating point variable1&gt;</i> equal to that of <i>&lt;floating point variable2&gt;</i> .
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<code>\fp_gset_eq:NN</code>	
<code>\fp_gset_eq:(cN Nc cc)</code>	

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<code>\fp_zero:N</code>	<code>\fp_zero:N</code> <i>&lt;floating point variable&gt;</i>
<code>\fp_zero:c</code>	Sets the <i>&lt;floating point variable&gt;</i> to +0.000000000e0.
<code>\fp_gzero:N</code>	
<code>\fp_gzero:c</code>	

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<code>\fp_zero_new:N</code>	<code>\fp_zero_new:N</code> <i>&lt;floating point variable&gt;</i>
<code>\fp_zero_new:c</code>	Ensures that the <i>&lt;floating point variable&gt;</i> exists globally by applying <code>\fp_new:N</code> if necessary, then applies <code>\fp_(g)zero:N</code> to leave the <i>&lt;floating point variable&gt;</i> set to zero.
<code>\fp_gzero_new:N</code>	
<code>\fp_gzero_new:c</code>	

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New: 2012-01-07

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<code>\fp_set:Nn</code>	<code>\fp_set:Nn</code> <i>&lt;floating point variable&gt;</i> { <i>&lt;value&gt;</i> }
<code>\fp_set:cn</code>	Sets the <i>&lt;floating point variable&gt;</i> variable to <i>&lt;value&gt;</i> .
<code>\fp_gset:Nn</code>	
<code>\fp_gset:cn</code>	

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<code>\fp_set_from_dim:Nn</code>	<code>\fp_set_from_dim:Nn</code> <i>&lt;floating point variable&gt;</i> { <i>&lt;dimexpr&gt;</i> }
<code>\fp_set_from_dim:cn</code>	Sets the <i>&lt;floating point variable&gt;</i> to the distance represented by the <i>&lt;dimension expression&gt;</i> in the units points. This means that distances given in other units are first converted to points before being assigned to the <i>&lt;floating point variable&gt;</i> .
<code>\fp_gset_from_dim:Nn</code>	
<code>\fp_gset_from_dim:cn</code>	

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<code>\fp_use:N</code> ☆	<code>\fp_use:N</code> <i>&lt;floating point variable&gt;</i>
<code>\fp_use:c</code> ☆	Inserts the value of the <i>&lt;floating point variable&gt;</i> into the input stream. The value will be given as a real number without any exponent part, and will always include a decimal point. For example,

---

```

\fp_new:Nn \test
\fp_set:Nn \test { 1.234 e 5 }
\fp_use:N \test

```

will insert 12345.00000 into the input stream. As illustrated, a floating point will always be inserted with ten significant digits given. Very large and very small values will include additional zeros for place value.

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<code>\fp_show:N</code>	<code>\fp_show:N</code> <i>&lt;floating point variable&gt;</i>
<code>\fp_show:c</code>	Displays the content of the <i>&lt;floating point variable&gt;</i> on the terminal.

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## 171 Conversion of floating point values to other formats

It is useful to be able to convert floating point variables to other forms. These functions are expandable, so that the material can be used in a variety of contexts. The `\fp_use:N`

function should also be consulted in this context, as it will insert the value of the floating point variable as a real number.

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<code>\fp_to_dim:N</code> ☆	<code>\fp_to_dim:N</code> $\langle$ <i>floating point variable</i> $\rangle$
<code>\fp_to_dim:c</code> ☆	Inserts the value of the $\langle$ <i>floating point variable</i> $\rangle$ into the input stream converted into a dimension in points.

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<code>\fp_to_int:N</code> ☆	<code>\fp_to_int:N</code> $\langle$ <i>floating point variable</i> $\rangle$
<code>\fp_to_int:c</code> ☆	Inserts the integer value of the $\langle$ <i>floating point variable</i> $\rangle$ into the input stream. The decimal part of the number will not be included, but will be used to round the integer.

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<code>\fp_to_tl:N</code> ☆	<code>\fp_to_tl:N</code> $\langle$ <i>floating point variable</i> $\rangle$
<code>\fp_to_tl:c</code> ☆	Inserts a representation of the $\langle$ <i>floating point variable</i> $\rangle$ into the input stream as a token list. The representation follows the conventions of a pocket calculator:

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Floating point value	Representation
1.234000000000e0	1.234
-1.234000000000e0	-1.234
1.234000000000e3	1234
1.234000000000e13	1234e13
1.234000000000e-1	0.1234
1.234000000000e-2	0.01234
1.234000000000e-3	1.234e-3

Notice that trailing zeros are removed in this process, and that numbers which do not require a decimal part do *not* include a decimal marker.

## 172 Rounding floating point values

The module can round floating point values to either decimal places or significant figures using the usual method in which exact halves are rounded up.

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<code>\fp_round_figures:Nn</code>	<code>\fp_round_figures:Nn</code> $\langle$ <i>floating point variable</i> $\rangle$ $\{ \langle$ <i>target</i> $\rangle \}$
<code>\fp_round_figures:cn</code>	
<code>\fp_ground_figures:Nn</code>	Rounds the $\langle$ <i>floating point variable</i> $\rangle$ to the $\langle$ <i>target</i> $\rangle$ number of significant figures (an integer expression).
<code>\fp_ground_figures:cn</code>	

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<code>\fp_round_places:Nn</code>	<code>\fp_round_places:Nn</code> $\langle$ <i>floating point variable</i> $\rangle$ $\{ \langle$ <i>target</i> $\rangle \}$
<code>\fp_round_places:cn</code>	
<code>\fp_ground_places:Nn</code>	Rounds the $\langle$ <i>floating point variable</i> $\rangle$ to the $\langle$ <i>target</i> $\rangle$ number of decimal places (an integer expression).
<code>\fp_ground_places:cn</code>	

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## 173 Floating-point conditionals

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<code>\fp_if_undefined_p:N</code> ★	<code>\fp_if_undefined_p:N</code> $\langle fixed\text{-}point \rangle$
<code>\fp_if_undefined:NTF</code> ★	<code>\fp_if_undefined:NTF</code> $\langle fixed\text{-}point \rangle$ $\{\langle true\ code \rangle\}$ $\{\langle false\ code \rangle\}$

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Tests if  $\langle floating\ point \rangle$  is undefined (*i.e.* equal to the special `\c_undefined_fp` variable).

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<code>\fp_if_zero_p:N</code> ★	<code>\fp_if_zero_p:N</code> $\langle fixed\text{-}point \rangle$
<code>\fp_if_zero:NTF</code> ★	<code>\fp_if_zero:NTF</code> $\langle fixed\text{-}point \rangle$ $\{\langle true\ code \rangle\}$ $\{\langle false\ code \rangle\}$

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Tests if  $\langle floating\ point \rangle$  is equal to zero (*i.e.* equal to the special `\c_zero_fp` variable).

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<code>\fp_compare:nNnTF</code>	<code>\fp_compare:nNnTF</code> $\{\langle floating\ point1 \rangle\}$ $\langle relation \rangle$ $\{\langle floating\ point2 \rangle\}$ $\{\langle true\ code \rangle\}$ $\{\langle false\ code \rangle\}$
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This function compared the two  $\langle floating\ point \rangle$  values, which may be stored as `fp` variables, using the  $\langle relation \rangle$ :

Equal	=
Greater than	>
Less than	<

The tests treat undefined floating points as zero as the comparison is intended for real numbers only.

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<code>\fp_compare:nTF</code>	<code>\fp_compare:nTF</code> $\{\langle floating\ point1 \rangle\}$ $\langle relation \rangle$ $\langle floating\ point2 \rangle$ } $\{\langle true\ code \rangle\}$ $\{\langle false\ code \rangle\}$
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This function compared the two  $\langle floating\ point \rangle$  values, which may be stored as `fp` variables, using the  $\langle relation \rangle$ :

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

The tests treat undefined floating points as zero as the comparison is intended for real numbers only.

## 174 Unary floating-point operations

The unary operations alter the value stored within an `fp` variable.

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<code>\fp_abs:N</code>	<code>\fp_abs:N</code> <i>&lt;floating point variable&gt;</i>
<code>\fp_abs:c</code>	
<code>\fp_gabs:N</code>	Converts the <i>&lt;floating point variable&gt;</i> to its absolute value.
<code>\fp_gabs:c</code>	

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<code>\fp_neg:N</code>	<code>\fp_neg:N</code> <i>&lt;floating point variable&gt;</i>
<code>\fp_neg:c</code>	
<code>\fp_gneg:N</code>	Reverse the sign of the <i>&lt;floating point variable&gt;</i> .
<code>\fp_gneg:c</code>	

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## 175 Floating-point arithmetic

Binary arithmetic operations act on the value stored in an `fp`, so for example

```
\fp_set:Nn \l_my_fp { 1.234 }
\fp_sub:Nn \l_my_fp { 5.678 }
```

sets `\l_my_fp` to the result of  $1.234 - 5.678$  (*i.e.*  $-4.444$ ).

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<code>\fp_add:Nn</code>	<code>\fp_add:Nn</code> <i>&lt;floating point&gt;</i> { <i>&lt;value&gt;</i> }
<code>\fp_add:cn</code>	
<code>\fp_gadd:Nn</code>	Adds the <i>&lt;value&gt;</i> to the <i>&lt;floating point&gt;</i> .
<code>\fp_gadd:cn</code>	

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<code>\fp_sub:Nn</code>	<code>\fp_sub:Nn</code> <i>&lt;floating point&gt;</i> { <i>&lt;value&gt;</i> }
<code>\fp_sub:cn</code>	
<code>\fp_gsub:Nn</code>	Subtracts the <i>&lt;value&gt;</i> from the <i>&lt;floating point&gt;</i> .
<code>\fp_gsub:cn</code>	

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<code>\fp_mul:Nn</code>	<code>\fp_mul:Nn</code> <i>&lt;floating point&gt;</i> { <i>&lt;value&gt;</i> }
<code>\fp_mul:cn</code>	
<code>\fp_gmul:Nn</code>	Multiplies the <i>&lt;floating point&gt;</i> by the <i>&lt;value&gt;</i> .
<code>\fp_gmul:cn</code>	

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<code>\fp_div:Nn</code>	<code>\fp_div:Nn</code> <i>&lt;floating point&gt;</i> { <i>&lt;value&gt;</i> }
<code>\fp_div:cn</code>	
<code>\fp_gdiv:Nn</code>	Divides the <i>&lt;floating point&gt;</i> by the <i>&lt;value&gt;</i> , making the assignment within the current <code>TeX</code> group level. If the <i>&lt;value&gt;</i> is zero, the <i>&lt;floating point&gt;</i> will be set to <code>\c_undefined_fp</code> .
<code>\fp_gdiv:cn</code>	

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## 176 Floating-point power operations

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<code>\fp_pow:Nn</code>	<code>\fp_pow:Nn</code> <i>&lt;floating point&gt;</i> { <i>&lt;value&gt;</i> }
<code>\fp_pow:cn</code>	
<code>\fp_gpow:Nn</code>	Raises the <i>&lt;floating point&gt;</i> to the given <i>&lt;value&gt;</i> . If the <i>&lt;floating point&gt;</i> is negative, then the <i>&lt;value&gt;</i> should be either a positive real number or a negative integer. If the <i>&lt;floating point&gt;</i> is positive, then the <i>&lt;value&gt;</i> may be any real value. Mathematically invalid operations such as $0^0$ will give set the <i>&lt;floating point&gt;</i> to to <code>\c_undefined_fp</code> .
<code>\fp_gpow:cn</code>	

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## 177 Exponential and logarithm functions

<u>\fp_exp:Nn</u>	<u>\fp_exp:Nn</u> <i>&lt;floating point&gt;</i> { <i>&lt;value&gt;</i> }
<u>\fp_exp:cn</u>	
<u>\fp_gexp:Nn</u>	Calculates the exponential of the <i>&lt;value&gt;</i> and assigns this to the <i>&lt;floating point&gt;</i> .
<u>\fp_gexp:cn</u>	
<hr/>	
<u>\fp_ln:Nn</u>	<u>\fp_ln:Nn</u> <i>&lt;floating point&gt;</i> { <i>&lt;value&gt;</i> }
<u>\fp_ln:cn</u>	
<u>\fp_gln:Nn</u>	Calculates the natural logarithm of the <i>&lt;value&gt;</i> and assigns this to the <i>&lt;floating point&gt;</i> .
<u>\fp_gln:cn</u>	

## 178 Trigonometric functions

The trigonometric functions all work in radians. They accept a maximum input value of 100 000 000, as there are issues with range reduction and very large input values.

<u>\fp_sin:Nn</u>	<u>\fp_sin:Nn</u> <i>&lt;floating point&gt;</i> { <i>&lt;value&gt;</i> }
<u>\fp_sin:cn</u>	
<u>\fp_gsin:Nn</u>	Assigns the sine of the <i>&lt;value&gt;</i> to the <i>&lt;floating point&gt;</i> . The <i>&lt;value&gt;</i> should be given in radians.
<u>\fp_gsin:cn</u>	
<hr/>	
<u>\fp_cos:Nn</u>	<u>\fp_cos:Nn</u> <i>&lt;floating point&gt;</i> { <i>&lt;value&gt;</i> }
<u>\fp_cos:cn</u>	
<u>\fp_gcos:Nn</u>	Assigns the cosine of the <i>&lt;value&gt;</i> to the <i>&lt;floating point&gt;</i> . The <i>&lt;value&gt;</i> should be given in radians.
<u>\fp_gcos:cn</u>	
<hr/>	
<u>\fp_tan:Nn</u>	<u>\fp_tan:Nn</u> <i>&lt;floating point&gt;</i> { <i>&lt;value&gt;</i> }
<u>\fp_tan:cn</u>	
<u>\fp_gtan:Nn</u>	Assigns the tangent of the <i>&lt;value&gt;</i> to the <i>&lt;floating point&gt;</i> . The <i>&lt;value&gt;</i> should be given in radians.
<u>\fp_gtan:cn</u>	

## 179 Constant floating point values

<u>\c_e_fp</u>	The value of the base of natural numbers, e.
<u>\c_one_fp</u>	A floating point variable with permanent value 1: used for speeding up some comparisons.
<u>\c_pi_fp</u>	The value of $\pi$ .

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<code>\c_undefined_fp</code>	A special marker floating point variable representing the result of an operation which does not give a defined result (such as division by 0).
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<code>\c_zero_fp</code>	A permanently zero floating point variable.
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## 180 Notes on the floating point unit

As calculation of the elemental transcendental functions is computationally expensive compared to storage of results, after calculating a trigonometric function, exponent, *etc.* the module stored the result for reuse. Thus the performance of the module for repeated operations, most probably trigonometric functions, should be much higher than if the values were re-calculated every time they were needed.

Anyone with experience of programming floating point calculations will know that this is a complex area. The aim of the unit is to be accurate enough for the likely applications in a typesetting context. The arithmetic operations are therefore intended to provide ten digit accuracy with the last digit accurate to  $\pm 1$ . The elemental transcendental functions may not provide such high accuracy in every case, although the design aim has been to provide 10 digit accuracy for cases likely to be relevant in typesetting situations. A good overview of the challenges in this area can be found in J.-M. Muller, *Elementary functions: algorithms and implementation*, 2nd edition, Birkhäuser Boston, New York, USA, 2006.

The internal representation of numbers is tuned to the needs of the underlying T<sub>E</sub>X system. This means that the format is somewhat different from that used in, for example, computer floating point units. Programming in T<sub>E</sub>X makes it most convenient to use a radix 10 system, using T<sub>E</sub>X `count` registers for storage and taking advantage where possible of delimited arguments.

## Part XXII

# The l3luatex package

## LuaTeX-specific functions

### 181 Breaking out to Lua

The LuaTeX engine provides access to the Lua programming language, and with it access to the “internals” of TeX. In order to use this within the framework provided here, a family of functions is available. When used with pdfTeX or XeTeX these will raise an error: use `\luatex_if_engine:T` to avoid this. Details of coding the LuaTeX engine are detailed in the LuaTeX manual.

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<code>\lua_now:n</code>	★	<code>\lua_now:n {⟨token list⟩}</code>
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<code>\lua_now:x</code>	★	
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The *⟨token list⟩* is first tokenized by TeX, which will include converting line ends to spaces in the usual TeX manner and which respects currently-applicable TeX category codes. The resulting *⟨Lua input⟩* is passed to the Lua interpreter for processing. Each `\lua_now:n` block is treated by Lua as a separate chunk. The Lua interpreter will execute the *⟨Lua input⟩* immediately, and in an expandable manner.

**TeXhackers note:** `\lua_now:x` is the LuaTeX primitive `\directlua` renamed.

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<code>\lua_shipout:n</code>		<code>\lua_shipout:x {⟨token list⟩}</code>
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<code>\lua_shipout:x</code>		
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The *⟨token list⟩* is first tokenized by TeX, which will include converting line ends to spaces in the usual TeX manner and which respects currently-applicable TeX category codes. The resulting *⟨Lua input⟩* is passed to the Lua interpreter when the current page is finalised (*i.e.* at shipout). Each `\lua_shipout:n` block is treated by Lua as a separate chunk. The Lua interpreter will execute the *⟨Lua input⟩* during the page-building routine: no TeX expansion of the *⟨Lua input⟩* will occur at this stage.

**TeXhackers note:** At a TeX level, the *⟨Lua input⟩* is stored as a “whatsit”.

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$\backslash\text{lua\_shipout\_x:n}$ $\backslash\text{lua\_shipout\_x:x}$	$\backslash\text{lua\_shipout:n}$ $\{\langle\text{token list}\rangle\}$ <p>The <math>\langle\text{token list}\rangle</math> is first tokenized by <math>\text{T}_{\text{E}}\text{X}</math>, which will include converting line ends to spaces in the usual <math>\text{T}_{\text{E}}\text{X}</math> manner and which respects currently-applicable <math>\text{T}_{\text{E}}\text{X}</math> category codes. The resulting <math>\langle\text{Lua input}\rangle</math> is passed to the Lua interpreter when the current page is finalised (<i>i.e.</i> at shipout). Each <math>\backslash\text{lua\_shipout:n}</math> block is treated by Lua as a separate chunk. The Lua interpreter will execute the <math>\langle\text{Lua input}\rangle</math> during the page-building routine: the <math>\langle\text{Lua input}\rangle</math> is expanded during this process in addition to any expansion when the argument was read. This makes these functions suitable for including material finalised during the page building process (such as the page number).</p>
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**$\text{T}_{\text{E}}\text{X}$ hackers note:**  $\backslash\text{lua\_shipout\_x:n}$  is the  $\text{LuaT}_{\text{E}}\text{X}$  primitive  $\backslash\text{latelua}$  named using the  $\text{L}^{\text{A}}\text{T}_{\text{E}}\text{X}3$  scheme.

At a  $\text{T}_{\text{E}}\text{X}$  level, the  $\langle\text{Lua input}\rangle$  is stored as a “whatsit”.

## 182 Category code tables

As well as providing methods to break out into Lua, there are places where additional  $\text{L}^{\text{A}}\text{T}_{\text{E}}\text{X}3$  functions are provided by the  $\text{LuaT}_{\text{E}}\text{X}$  engine. In particular,  $\text{LuaT}_{\text{E}}\text{X}$  provides category code tables. These can be used to ensure that a set of category codes are in force in a more robust way than is possible with other engines. These are therefore used by  $\backslash\text{ExplSyntaxOn}$  and  $\text{ExplSyntaxOff}$  when using the  $\text{LuaT}_{\text{E}}\text{X}$  engine.

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$\backslash\text{cctab\_new:N}$	$\backslash\text{cctab\_new:N}$ $\langle\text{category code table}\rangle$ <p>Creates a new category code table, initially with the codes as used by <math>\text{IniT}_{\text{E}}\text{X}</math>.</p>
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$\backslash\text{cctab\_gset:Nn}$	$\backslash\text{cctab\_gset:Nn}$ $\langle\text{category code table}\rangle$ $\{\langle\text{category code set up}\rangle\}$ <p>Sets the <math>\langle\text{category code table}\rangle</math> to apply the category codes which apply when the prevailing regime is modified by the <math>\langle\text{category code set up}\rangle</math>. Thus within a standard code block the starting point will be the code applied by <math>\backslash\text{c\_code\_cctab}</math>. The assignment of the table is global: the underlying primitive does not respect grouping.</p>
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$\backslash\text{cctab\_begin:N}$	$\backslash\text{cctab\_begin:N}$ $\langle\text{category code table}\rangle$ <p>Switches the category codes in force to those stored in the <math>\langle\text{category code table}\rangle</math>. The prevailing codes before the function is called are added to a stack, for use with <math>\backslash\text{cctab\_end:}</math>.</p>
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$\backslash\text{cctab\_end:}$	$\backslash\text{cctab\_end:}$ <p>Ends the scope of a <math>\langle\text{category code table}\rangle</math> started using <math>\backslash\text{cctab\_begin:N}</math>, retuning the codes to those in force before the matching <math>\backslash\text{cctab\_begin:N}</math> was used.</p>
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$\backslash\text{c\_code\_cctab}$	<p>Category code table for the code environment. This does not include setting the behaviour of the line-end character, which is only altered by <math>\backslash\text{ExplSyntaxOn}</math>.</p>
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<hr/> <hr/> <code>\c_document_cctab</code>	Category code table for a standard L <sup>A</sup> T <sub>E</sub> X document. This does not include setting the behaviour of the line-end character, which is only altered by <code>\ExplSyntaxOff</code> .
<hr/> <hr/> <code>\c_initex_cctab</code>	Category code table as set up by IniT <sub>E</sub> X.
<hr/> <hr/> <code>\c_other_cctab</code>	Category code table where all characters have category code 12 (other).
<hr/> <hr/> <code>\c_str_cctab</code>	Category code table where all characters have category code 12 (other) with the exception of spaces, which have category code 10 (space).

## Part XXIII

# Implementation

### 183 l3bootstrap implementation

```
1 <*initex | package>
```

#### 183.1 Format-specific code

The very first thing to do is to bootstrap the IniT<sub>E</sub>X system so that everything else will actually work. T<sub>E</sub>X does not start with some pretty basic character codes set up.

```
2 <*initex>
3 \catcode '\{ = 1 \relax
4 \catcode '\} = 2 \relax
5 \catcode '\# = 6 \relax
6 \catcode '\^ = 7 \relax
7 </initex>
```

Tab characters should not show up in the code, but to be on the safe side.

```
8 <*initex>
9 \catcode '\^^I = 10 \relax
10 </initex>
```

For LuaT<sub>E</sub>X the extra primitives need to be enabled before they can be use. No `\ifdefined` yet, so do it the old-fashioned way. The primitive `\strcmp` is simulated using some Lua code, which currently has to be applied to every job as the Lua code is not part of the format. Thanks to Taco Hoekwater for this code. The odd `\csname` business is needed so that the later deletion code will work.

```
11 <*initex>
12 \begingroup\expandafter\expandafter\expandafter\endgroup
13 \expandafter\ifx\csname directlua\endcsname\relax
14 \else
15   \directlua
16     {
```

```

17 tex.enableprimitives('',tex.extraprimitives ())
18 lua.bytecode[1] = function ()
19   function strcmp (A, B)
20     if A == B then
21       tex.write("0")
22     elseif A < B then
23       tex.write("-1")
24     else
25       tex.write("1")
26     end
27   end
28 end
29 lua.bytecode[1]()
30 }
31 \everyjob\expandafter
32 {\csname\detokenize{luatex_directlua:D}\endcsname{lua.bytecode[1]()}}
33 \long\edef\pdfstrcmp#1#2%
34 {%
35   \expandafter\noexpand\csname\detokenize{luatex_directlua:D}\endcsname
36   {%
37     strcmp%
38     (%
39       "\noexpand\luaescapestring{#1}",%
40       "\noexpand\luaescapestring{#2}"%
41     )%
42   }%
43 }
44 \fi
45 \</initex>

```

## 183.2 Package-specific code

The package starts by identifying itself: the information itself is taken from the SVN Id string at the start of the source file.

```

46 <*package>
47 \ProvidesPackage{l3bootstrap}
48 [%
49   \ExplFileDate\space v\ExplFileVersion\space
50   L3 Experimental bootstrap code%
51 ]
52 </package>

```

For LuaTeX the functionality of the `\pdfstrcmp` primitive needs to be provided: the `pdftexmc` package is used to do this if necessary. At present, there is also a need to deal with some low-level allocation stuff that could usefully be added to `lualatex.ini`. As it is currently not, load Heiko Oberdiek's `luatex` package instead.

```

53 <*package>
54 \def\@tempa%
55 {%

```

```

56 \def\@tempa{}%
57 \RequirePackage{luatex}%
58 \RequirePackage{pdfetexcmds}%
59 \let\pdfstrcmp\pdf@strcmp
60 }
61 \begingroup\expandafter\expandafter\expandafter\endgroup
62 \expandafter\ifx\csname directlua\endcsname\relax
63 \else
64 \expandafter\@tempa
65 \fi
66 \end{package}

```

`\ExplSyntaxOff` Experimental syntax switching is set up here for the package-loading process. These are redefined in `expl3` for the package and in `l3final` for the format.

```

67 \begin{package}
68 \protected\def\ExplSyntaxOff
69 {%
70 \catcode 9 = \the\catcode 9\relax
71 \catcode 32 = \the\catcode 32\relax
72 \catcode 34 = \the\catcode 34\relax
73 \catcode 38 = \the\catcode 38\relax
74 \catcode 58 = \the\catcode 58\relax
75 \catcode 94 = \the\catcode 94\relax
76 \catcode 95 = \the\catcode 95\relax
77 \catcode 124 = \the\catcode 124\relax
78 \catcode 126 = \the\catcode 126\relax
79 \endlinechar = \the\endlinechar\relax
80 \chardef\csname\detokenize{l_expl_status_bool}\endcsname = 0 \relax
81 }
82 \protected\def\ExplSyntaxOn
83 {
84 \catcode 9 = 9 \relax
85 \catcode 32 = 9 \relax
86 \catcode 34 = 12 \relax
87 \catcode 58 = 11 \relax
88 \catcode 94 = 7 \relax
89 \catcode 95 = 11 \relax
90 \catcode 124 = 12 \relax
91 \catcode 126 = 10 \relax
92 \endlinechar = 32 \relax
93 \chardef\csname\detokenize{l_expl_status_bool}\endcsname = 1 \relax
94 }
95 \end{package}

```

*(End definition for `\ExplSyntaxOff` and `\ExplSyntaxOn`. These functions are documented on page 6.)*

`\l_expl_status_bool` The status for experimental code syntax: this is off at present. This code is used by both the package and the format.

```

96 \expandafter\chardef\csname\detokenize{l_expl_status_bool}\endcsname = 0 \relax

```

*(End definition for `\l_expl_status_bool`. This function is documented on page ??.)*

### 183.3 Dealing with package-mode meta-data

`\GetIdInfo` Functions for collecting up meta-data from the SVN information used by the L<sup>A</sup>T<sub>E</sub>X3 Project.

```

\GetIdInfoFull
\GetIdInfoAuxI
\GetIdInfoAuxII
\GetIdInfoAuxIII
\GetIdInfoAuxCVS
\GetIdInfoAuxSVN
97 <*package>
98 \protected\def\GetIdInfo
99 {
100   \begingroup
101   \catcode 32 = 10 \relax
102   \GetIdInfoAuxI
103 }
104 \protected\def\GetIdInfoAuxI$#1$#2%
105 {
106   \def\tempa{#1}%
107   \def\tempb{Id}%
108   \ifx\tempa\tempb
109     \def\tempa
110     {%
111       \endgroup
112       \def\ExplFileName{9999/99/99}%
113       \def\ExplFileDescription{#2}%
114       \def\ExplFileName{[unknown name]}%
115       \def\ExplFileVersion{999}%
116     }%
117   \else
118     \def\tempa
119     {%
120       \endgroup
121       \GetIdInfoAuxII$#1$#2}%
122     }%
123   \fi
124   \tempa
125 }
126 \protected\def\GetIdInfoAuxII$#1 #2.#3 #4 #5 #6 #7 #8$#9%
127 {%
128   \def\ExplFileName{#2}%
129   \def\ExplFileVersion{#4}%
130   \def\ExplFileDescription{#9}%
131   \GetIdInfoAuxIII#5\relax#3\relax#5\relax#6\relax
132 }
133 \protected\def\GetIdInfoAuxIII#1#2#3#4#5#6\relax
134 {%
135   \ifx#5/%
136     \expandafter\GetIdInfoAuxCVS
137   \else
138     \expandafter\GetIdInfoAuxSVN
139   \fi
140 }
141 \protected\def\GetIdInfoAuxCVS#1,v\relax#2\relax#3\relax
142 {\def\ExplFileName{#2}}

```

```

143 \protected\def\GetIdInfoAuxSVN#1\relax#2-#3-#4\relax#5Z\relax
144   {\def\ExplFileDate{#2/#3/#4}}
145 \package

```

(End definition for \GetIdInfo. This function is documented on page 6.)

\ProvidesExplPackage For other packages and classes building on this one it is convenient not to need  
 \ProvidesExplClass \ExplSyntaxOn each time.  
 \ProvidesExplFile

```

146 \package
147 \protected\def\ProvidesExplPackage#1#2#3#4%
148   {%
149     \ProvidesPackage{#1}[#2 v#3 #4]%
150     \ExplSyntaxOn
151   }
152 \protected\def\ProvidesExplClass#1#2#3#4%
153   {%
154     \ProvidesClass{#1}[#2 v#3 #4]%
155     \ExplSyntaxOn
156   }
157 \protected\def\ProvidesExplFile#1#2#3#4%
158   {%
159     \ProvidesFile{#1}[#2 v#3 #4]%
160     \ExplSyntaxOn
161   }
162 \package

```

(End definition for \ProvidesExplPackage, \ProvidesExplClass, and \ProvidesExplFile. These functions are documented on page 6.)

\@pushfilename The idea here is to use L<sup>A</sup>T<sub>E</sub>X 2<sub>ε</sub>'s \@pushfilename and \@popfilename to track the  
 \@popfilename current syntax status. This can be achieved by saving the current status flag at each  
 push to a stack, then recovering it at the pop stage and checking if the code environment  
 should still be active.

```

163 \package
164 \edef\@pushfilename
165   {%
166     \edef\expandafter\noexpand
167       \csname\detokenize{l_expl_status_stack_tl}\endcsname
168     {%
169       \noexpand\ifodd\expandafter\noexpand
170       \csname\detokenize{l_expl_status_bool}\endcsname
171       1%
172       \noexpand\else
173       0%
174       \noexpand\fi
175       \expandafter\noexpand
176       \csname\detokenize{l_expl_status_stack_tl}\endcsname
177     }%
178     \ExplSyntaxOff
179     \unexpanded\expandafter{\@pushfilename}%
180   }

```

```

181 \edef\@popfilename
182 {%
183   \unexpanded\expandafter{\@popfilename}%
184   \noexpand\if a\expandafter\noexpand\csname
185     \detokenize{l_expl_status_stack_tl}\endcsname a%
186     \ExplSyntaxOff
187   \noexpand\else
188     \noexpand\expandafter
189     \expandafter\noexpand\csname
190       \detokenize{expl_status_pop:w}\endcsname
191     \expandafter\noexpand\csname
192       \detokenize{l_expl_status_stack_tl}\endcsname
193     \noexpand\@nil
194   \noexpand\fi
195 }
196 \</package>

```

(End definition for \@pushfilename and \@popfilename. These functions are documented on page ??.)

`\l_expl_status_stack_tl` As expl3 itself cannot be loaded with the code environment already active, at the end of the package `\ExplSyntaxOff` can safely be called.

```

197 \*package>
198 \@namedef{\detokenize{l_expl_status_stack_tl}}{0}
199 \</package>

```

(End definition for `\l_expl_status_stack_tl`. This function is documented on page ??.)

`\expl_status_pop:w` The pop auxiliary function removes the first item from the stack, saves the rest of the stack and then does the test. As `\ExplSyntaxOff` is already defined as a protected macro, there is no need for `\noexpand` here.

```

200 \*package>
201 \expandafter\edef\csname\detokenize{expl_status_pop:w}\endcsname#1#2\@nil
202 {%
203   \def\expandafter\noexpand
204     \csname\detokenize{l_expl_status_stack_tl}\endcsname{#2}%
205   \noexpand\ifodd#1\space
206     \noexpand\expandafter\noexpand\ExplSyntaxOn
207   \noexpand\else
208     \noexpand\expandafter\ExplSyntaxOff
209   \noexpand\fi
210 }
211 \</package>

```

(End definition for `\expl_status_pop:w`.)

We want the expl3 bundle to be loaded “as one”; this command is used to ensure that one of the 13 packages isn’t loaded on its own.

```

212 \*package>
213 \expandafter\protected\expandafter\def
214   \csname\detokenize{package_check_loaded_expl:}\endcsname
215   {%
216     \@ifpackageloaded{expl3}

```

```

217     {}
218     {%
219         \PackageError{expl3}
220         {Cannot load the expl3 modules separately}
221         {%
222             The expl3 modules cannot be loaded separately;\MessageBreak
223             please \string\usepackage\string{expl3\string} instead.
224         }%
225     }%
226 }
227 \</package>

```

### 183.4 The `\pdfstrcmp` primitive in $\text{X}\text{\TeX}$

Only  $\text{pdf}\text{\TeX}$  has a primitive called `\pdfstrcmp`. The  $\text{X}\text{\TeX}$  version is just `\strcmp`, so there is some shuffling to do.

```

228 \begingroup\expandafter\expandafter\expandafter\endgroup
229 \expandafter\ifx\csname pdfstrcmp\endcsname\relax
230 \let\pdfstrcmp\strcmp
231 \fi

```

### 183.5 Engine requirements

The code currently requires functionality equivalent to `\pdfstrcmp` in addition to  $\varepsilon\text{-}\text{\TeX}$ . The former is therefore used as a test for a suitable engine.

```

232 \begingroup\expandafter\expandafter\expandafter\endgroup
233 \expandafter\ifx\csname pdfstrcmp\endcsname\relax
234 \*package>
235 \PackageError{!l3names}{Required primitive not found: \protect\pdfstrcmp}
236 {%
237     LaTeX3 requires the e-TeX primitives and
238     \string\pdfstrcmp.\MessageBreak
239     These are available in engine versions: \MessageBreak
240     - pdfTeX 1.30 \MessageBreak
241     - XeTeX 0.9994 \MessageBreak
242     - LuaTeX 0.60 \MessageBreak
243     or later.\MessageBreak
244     \MessageBreak
245     Loading of expl3 will abort!
246 }
247 \</package>
248 \*initex>
249 \newlinechar'\^^J\relax
250 \errhelp{%
251     LaTeX3 requires the e-TeX primitives and
252     \string\pdfstrcmp. ^^J
253     These are available in engine versions: ^^J
254     - pdfTeX 1.30 ^^J
255     - XeTeX 0.9994 ^^J

```

```

256      - LuaTeX 0.60 ^^J
257      or later. ^^J
258      For pdfTeX and XeTeX the '-etex' command-line switch is also
259      needed. ^^J
260      ^^J
261      Format building will abort!
262  }
263  </initex>
264  \expandafter\endinput
265  \fi

```

## 183.6 The L<sup>A</sup>T<sub>E</sub>X3 code environment

`\ExplSyntaxNamesOn` These can be set up early, as they are not used anywhere in the package or format itself.  
`\ExplSyntaxNamesOff` Using an `\edef` here makes the definitions that bit clearer later.

```

266  \protected\edef\ExplSyntaxNamesOn
267  {%
268    \expandafter\noexpand
269    \csname\detokenize{char_set_catcode_letter:n}\endcsname{58}%
270    \expandafter\noexpand
271    \csname\detokenize{char_set_catcode_letter:n}\endcsname{95}%
272  }
273  \protected\edef\ExplSyntaxNamesOff
274  {%
275    \expandafter\noexpand
276    \csname\detokenize{char_set_catcode_other:n}\endcsname{58}%
277    \expandafter\noexpand
278    \csname\detokenize{char_set_catcode_math_subscript:n}\endcsname{95}%
279  }

```

(End definition for `\ExplSyntaxNamesOn` and `\ExplSyntaxNamesOff`. These functions are documented on page 6.)

The code environment is now set up for the format: the package deals with this using `\ProvidesExplPackage`.

```

280  <*initex>
281  \catcode 9 = 9 \relax
282  \catcode 32 = 9 \relax
283  \catcode 34 = 12 \relax
284  \catcode 58 = 11 \relax
285  \catcode 94 = 7 \relax
286  \catcode 95 = 11 \relax
287  \catcode 124 = 12 \relax
288  \catcode 126 = 10 \relax
289  \endlinechar = 32 \relax
290  </initex>

```

`\ExplSyntaxOn` The idea here is that multiple `\ExplSyntaxOn` calls are not going to mess up category codes, and that multiple calls to `\ExplSyntaxOff` are also not wasting time.

```

291  <*initex>

```

```

292 \protected \def \ExplSyntaxOn
293 {
294   \bool_if:NF \l_expl_status_bool
295   {
296     \cs_set_protected_nopar:Npx \ExplSyntaxOff
297     {
298       \char_set_catcode:nn { 9 } { \char_value_catcode:n { 9 } }
299       \char_set_catcode:nn { 32 } { \char_value_catcode:n { 32 } }
300       \char_set_catcode:nn { 34 } { \char_value_catcode:n { 34 } }
301       \char_set_catcode:nn { 38 } { \char_value_catcode:n { 38 } }
302       \char_set_catcode:nn { 58 } { \char_value_catcode:n { 58 } }
303       \char_set_catcode:nn { 94 } { \char_value_catcode:n { 94 } }
304       \char_set_catcode:nn { 95 } { \char_value_catcode:n { 95 } }
305       \char_set_catcode:nn { 124 } { \char_value_catcode:n { 124 } }
306       \char_set_catcode:nn { 126 } { \char_value_catcode:n { 126 } }
307       \tex_endlinechar:D =
308       \tex_the:D \tex_endlinechar:D \scan_stop:
309       \bool_set_false:N \l_expl_status_bool
310       \cs_set_protected_nopar:Npn \ExplSyntaxOff { }
311     }
312   }
313   \char_set_catcode_ignore:n { 9 } % tab
314   \char_set_catcode_ignore:n { 32 } % space
315   \char_set_catcode_other:n { 34 } % double quote
316   \char_set_catcode_alignment:n { 38 } % ampersand
317   \char_set_catcode_letter:n { 58 } % colon
318   \char_set_catcode_math_superscript:n { 94 } % circumflex
319   \char_set_catcode_letter:n { 95 } % underscore
320   \char_set_catcode_other:n { 124 } % pipe
321   \char_set_catcode_space:n { 126 } % tilde
322   \tex_endlinechar:D = 32 \scan_stop:
323   \bool_set_true:N \l_expl_status_bool
324 }
325 \protected \def \ExplSyntaxOff { }
326 \</initex>

```

(End definition for \ExplSyntaxOn and \ExplSyntaxOff. These functions are documented on page 6.)

\l\_expl\_status\_bool A flag to show the current syntax status.

```

327 \<initex>
328 \chardef \l_expl_status_bool = 0 ~
329 \</initex>

```

(End definition for \l\_expl\_status\_bool. This variable is documented on page ??.)

```

330 \</initex | package>

```

## 184 l3names implementation

```

331 \<initex | package>
332 \<*package>

```

```

333 \ProvidesExplPackage
334   {\ExplFileName}{\ExplFileDate}{\ExplFileVersion}{\ExplFileDescription}
335 \endpackage

```

The code here simply renames all of the primitives to new, internal, names. In format mode, it also deletes all of the existing names (although some do come back later).

`\tex_undefined:D` This function does not exist at all, but is the name used by the plain T<sub>E</sub>X format for an undefined function. So it should be marked here as “taken”.

*(End definition for \tex\_undefined:D. This function is documented on page ??.)*

The `\let` primitive is renamed by hand first as it is essential for the entire process to follow. This also uses `\global`, as that way we avoid leaving an unneeded csname in the hash table.

```

336 \let \tex_global:D \global
337 \let \tex_let:D \let

```

Everything is inside a (rather long) group, which keeps `\name_primitive:NN` trapped.

```

338 \begingroup

```

`\name_primitive:NN` A temporary function to actually do the renaming. This also allows the original names to be removed in format mode.

```

339 \long \def \name_primitive:NN #1#2
340 {
341   \tex_global:D \tex_let:D #2 #1
342   \*initex
343   \tex_global:D \tex_let:D #1 \tex_undefined:D
344   \*initex
345 }

```

*(End definition for \name\_primitive:NN.)*

In the current incarnation of this package, all T<sub>E</sub>X primitives are given a new name of the form `\tex_oldname:D`. But first three special cases which have symbolic original names. These are given modified new names, so that they may be entered without catcode tricks.

```

346 \name_primitive:NN \tex_space:D
347 \name_primitive:NN \tex_italiccor:D
348 \name_primitive:NN \tex_hyphen:D

```

Now all the other primitives.

```

349 \name_primitive:NN \tex_let:D
350 \name_primitive:NN \tex_def:D
351 \name_primitive:NN \tex_edef:D
352 \name_primitive:NN \tex_gdef:D
353 \name_primitive:NN \tex_xdef:D
354 \name_primitive:NN \tex_chardef:D
355 \name_primitive:NN \tex_countdef:D
356 \name_primitive:NN \tex_dimendef:D
357 \name_primitive:NN \tex_skipdef:D
358 \name_primitive:NN \tex_muskipdef:D
359 \name_primitive:NN \tex_mathchardef:D
360 \name_primitive:NN \tex_toksdef:D

```

361	\name_primitive:NN \futurelet	\tex_futurelet:D
362	\name_primitive:NN \advance	\tex_advance:D
363	\name_primitive:NN \divide	\tex_divide:D
364	\name_primitive:NN \multiply	\tex_multiply:D
365	\name_primitive:NN \font	\tex_font:D
366	\name_primitive:NN \fam	\tex_fam:D
367	\name_primitive:NN \global	\tex_global:D
368	\name_primitive:NN \long	\tex_long:D
369	\name_primitive:NN \outer	\tex_outer:D
370	\name_primitive:NN \setlanguage	\tex_setlanguage:D
371	\name_primitive:NN \globaldefs	\tex_globaldefs:D
372	\name_primitive:NN \afterassignment	\tex_afterassignment:D
373	\name_primitive:NN \aftergroup	\tex_aftergroup:D
374	\name_primitive:NN \expandafter	\tex_expandafter:D
375	\name_primitive:NN \noexpand	\tex_noexpand:D
376	\name_primitive:NN \begingroup	\tex_begingroup:D
377	\name_primitive:NN \endgroup	\tex_endgroup:D
378	\name_primitive:NN \halign	\tex_halign:D
379	\name_primitive:NN \valign	\tex_valign:D
380	\name_primitive:NN \cr	\tex_cr:D
381	\name_primitive:NN \crcr	\tex_crcr:D
382	\name_primitive:NN \noalign	\tex_noalign:D
383	\name_primitive:NN \omit	\tex_omit:D
384	\name_primitive:NN \span	\tex_span:D
385	\name_primitive:NN \tabskip	\tex_tabskip:D
386	\name_primitive:NN \everycr	\tex_everycr:D
387	\name_primitive:NN \if	\tex_if:D
388	\name_primitive:NN \ifcase	\tex_ifcase:D
389	\name_primitive:NN \ifcat	\tex_ifcat:D
390	\name_primitive:NN \ifnum	\tex_ifnum:D
391	\name_primitive:NN \ifodd	\tex_ifodd:D
392	\name_primitive:NN \ifdim	\tex_ifdim:D
393	\name_primitive:NN \ifeof	\tex_ifeof:D
394	\name_primitive:NN \ifhbox	\tex_ifhbox:D
395	\name_primitive:NN \ifvbox	\tex_ifvbox:D
396	\name_primitive:NN \ifvoid	\tex_ifvoid:D
397	\name_primitive:NN \ifx	\tex_ifx:D
398	\name_primitive:NN \iffalse	\tex_iffalse:D
399	\name_primitive:NN \iftrue	\tex_iftrue:D
400	\name_primitive:NN \ifhmode	\tex_ifhmode:D
401	\name_primitive:NN \ifmmode	\tex_ifmmode:D
402	\name_primitive:NN \ifvmode	\tex_ifvmode:D
403	\name_primitive:NN \ifinner	\tex_ifinner:D
404	\name_primitive:NN \else	\tex_else:D
405	\name_primitive:NN \fi	\tex_fi:D
406	\name_primitive:NN \or	\tex_or:D
407	\name_primitive:NN \immediate	\tex_immediate:D
408	\name_primitive:NN \closeout	\tex_closeout:D
409	\name_primitive:NN \openin	\tex_openin:D
410	\name_primitive:NN \openout	\tex_openout:D

411	\name_primitive:NN \read	\tex_read:D
412	\name_primitive:NN \write	\tex_write:D
413	\name_primitive:NN \closein	\tex_closein:D
414	\name_primitive:NN \newlinechar	\tex_newlinechar:D
415	\name_primitive:NN \input	\tex_input:D
416	\name_primitive:NN \endinput	\tex_endinput:D
417	\name_primitive:NN \inputlineno	\tex_inputlineno:D
418	\name_primitive:NN \errmessage	\tex_errmessage:D
419	\name_primitive:NN \message	\tex_message:D
420	\name_primitive:NN \show	\tex_show:D
421	\name_primitive:NN \showthe	\tex_showthe:D
422	\name_primitive:NN \showbox	\tex_showbox:D
423	\name_primitive:NN \showlists	\tex_showlists:D
424	\name_primitive:NN \errhelp	\tex_errhelp:D
425	\name_primitive:NN \errorcontextlines	\tex_errorcontextlines:D
426	\name_primitive:NN \tracingcommands	\tex_tracingcommands:D
427	\name_primitive:NN \tracinglostchars	\tex_tracinglostchars:D
428	\name_primitive:NN \tracingmacros	\tex_tracingmacros:D
429	\name_primitive:NN \tracingonline	\tex_tracingonline:D
430	\name_primitive:NN \tracingoutput	\tex_tracingoutput:D
431	\name_primitive:NN \tracingpages	\tex_tracingpages:D
432	\name_primitive:NN \tracingparagraphs	\tex_tracingparagraphs:D
433	\name_primitive:NN \tracingrestores	\tex_tracingrestores:D
434	\name_primitive:NN \tracingstats	\tex_tracingstats:D
435	\name_primitive:NN \pausing	\tex_pausing:D
436	\name_primitive:NN \showboxbreadth	\tex_showboxbreadth:D
437	\name_primitive:NN \showboxdepth	\tex_showboxdepth:D
438	\name_primitive:NN \batchmode	\tex_batchmode:D
439	\name_primitive:NN \errorstopmode	\tex_errorstopmode:D
440	\name_primitive:NN \nonstopmode	\tex_nonstopmode:D
441	\name_primitive:NN \scrollmode	\tex_scrollmode:D
442	\name_primitive:NN \end	\tex_end:D
443	\name_primitive:NN \csname	\tex_csname:D
444	\name_primitive:NN \endcsname	\tex_endcsname:D
445	\name_primitive:NN \ignorespaces	\tex_ignorespaces:D
446	\name_primitive:NN \relax	\tex_relax:D
447	\name_primitive:NN \the	\tex_the:D
448	\name_primitive:NN \mag	\tex_mag:D
449	\name_primitive:NN \language	\tex_language:D
450	\name_primitive:NN \mark	\tex_mark:D
451	\name_primitive:NN \topmark	\tex_topmark:D
452	\name_primitive:NN \firstmark	\tex_firstmark:D
453	\name_primitive:NN \botmark	\tex_botmark:D
454	\name_primitive:NN \splitfirstmark	\tex_splitfirstmark:D
455	\name_primitive:NN \splitbotmark	\tex_splitbotmark:D
456	\name_primitive:NN \fontname	\tex_fontname:D
457	\name_primitive:NN \escapechar	\tex_escapechar:D
458	\name_primitive:NN \endlinechar	\tex_endlinechar:D
459	\name_primitive:NN \mathchoice	\tex_mathchoice:D
460	\name_primitive:NN \delimiter	\tex_delimiter:D

461	\name_primitive:NN \mathaccent	\tex_mathaccent:D
462	\name_primitive:NN \mathchar	\tex_mathchar:D
463	\name_primitive:NN \mskip	\tex_mskip:D
464	\name_primitive:NN \radical	\tex_radical:D
465	\name_primitive:NN \vcenter	\tex_vcenter:D
466	\name_primitive:NN \mkern	\tex_mkern:D
467	\name_primitive:NN \above	\tex_above:D
468	\name_primitive:NN \abovewithdelims	\tex_abovewithdelims:D
469	\name_primitive:NN \atop	\tex_atop:D
470	\name_primitive:NN \atopwithdelims	\tex_atopwithdelims:D
471	\name_primitive:NN \over	\tex_over:D
472	\name_primitive:NN \overwithdelims	\tex_overwithdelims:D
473	\name_primitive:NN \displaystyle	\tex_displaystyle:D
474	\name_primitive:NN \textstyle	\tex_textstyle:D
475	\name_primitive:NN \scriptstyle	\tex_scriptstyle:D
476	\name_primitive:NN \scriptscriptstyle	\tex_scriptscriptstyle:D
477	\name_primitive:NN \nonscript	\tex_nonscript:D
478	\name_primitive:NN \eqno	\tex_eqno:D
479	\name_primitive:NN \leqno	\tex_leqno:D
480	\name_primitive:NN \abovedisplayshortskip	\tex_abovedisplayshortskip:D
481	\name_primitive:NN \abovedisplayskip	\tex_abovedisplayskip:D
482	\name_primitive:NN \belowdisplayshortskip	\tex_belowdisplayshortskip:D
483	\name_primitive:NN \belowdisplayskip	\tex_belowdisplayskip:D
484	\name_primitive:NN \displaywidowpenalty	\tex_displaywidowpenalty:D
485	\name_primitive:NN \displayindent	\tex_displayindent:D
486	\name_primitive:NN \displaywidth	\tex_displaywidth:D
487	\name_primitive:NN \everydisplay	\tex_everydisplay:D
488	\name_primitive:NN \predisplaysize	\tex_predisplaysize:D
489	\name_primitive:NN \predisplaypenalty	\tex_predisplaypenalty:D
490	\name_primitive:NN \postdisplaypenalty	\tex_postdisplaypenalty:D
491	\name_primitive:NN \mathbin	\tex_mathbin:D
492	\name_primitive:NN \mathclose	\tex_mathclose:D
493	\name_primitive:NN \mathinner	\tex_mathinner:D
494	\name_primitive:NN \mathop	\tex_mathop:D
495	\name_primitive:NN \displaylimits	\tex_displaylimits:D
496	\name_primitive:NN \limits	\tex_limits:D
497	\name_primitive:NN \nolimits	\tex_nolimits:D
498	\name_primitive:NN \mathopen	\tex_mathopen:D
499	\name_primitive:NN \mathord	\tex_mathord:D
500	\name_primitive:NN \mathpunct	\tex_mathpunct:D
501	\name_primitive:NN \mathrel	\tex_mathrel:D
502	\name_primitive:NN \overline	\tex_overline:D
503	\name_primitive:NN \underline	\tex_underline:D
504	\name_primitive:NN \left	\tex_left:D
505	\name_primitive:NN \right	\tex_right:D
506	\name_primitive:NN \binoppenalty	\tex_binoppenalty:D
507	\name_primitive:NN \relpenalty	\tex_relpenalty:D
508	\name_primitive:NN \delimitershortfall	\tex_delimitershortfall:D
509	\name_primitive:NN \delimiterfactor	\tex_delimiterfactor:D
510	\name_primitive:NN \nulldelimiterspace	\tex_nulldelimiterspace:D

511	<code>\name_primitive:NN \everymath</code>	<code>\tex_everymath:D</code>
512	<code>\name_primitive:NN \mathsurround</code>	<code>\tex_mathsurround:D</code>
513	<code>\name_primitive:NN \medmuskip</code>	<code>\tex_medmuskip:D</code>
514	<code>\name_primitive:NN \thinmuskip</code>	<code>\tex_thinmuskip:D</code>
515	<code>\name_primitive:NN \thickmuskip</code>	<code>\tex_thickmuskip:D</code>
516	<code>\name_primitive:NN \scriptspace</code>	<code>\tex_scriptspace:D</code>
517	<code>\name_primitive:NN \noboundary</code>	<code>\tex_noboundary:D</code>
518	<code>\name_primitive:NN \accent</code>	<code>\tex_accent:D</code>
519	<code>\name_primitive:NN \char</code>	<code>\tex_char:D</code>
520	<code>\name_primitive:NN \discretionary</code>	<code>\tex_discretionary:D</code>
521	<code>\name_primitive:NN \hfil</code>	<code>\tex_hfil:D</code>
522	<code>\name_primitive:NN \hfilneg</code>	<code>\tex_hfilneg:D</code>
523	<code>\name_primitive:NN \hfill</code>	<code>\tex_hfill:D</code>
524	<code>\name_primitive:NN \hskip</code>	<code>\tex_hskip:D</code>
525	<code>\name_primitive:NN \hss</code>	<code>\tex_hss:D</code>
526	<code>\name_primitive:NN \vfil</code>	<code>\tex_vfil:D</code>
527	<code>\name_primitive:NN \vfilneg</code>	<code>\tex_vfilneg:D</code>
528	<code>\name_primitive:NN \vfill</code>	<code>\tex_vfill:D</code>
529	<code>\name_primitive:NN \vskip</code>	<code>\tex_vskip:D</code>
530	<code>\name_primitive:NN \vss</code>	<code>\tex_vss:D</code>
531	<code>\name_primitive:NN \unskip</code>	<code>\tex_unskip:D</code>
532	<code>\name_primitive:NN \kern</code>	<code>\tex_kern:D</code>
533	<code>\name_primitive:NN \unkern</code>	<code>\tex_unkern:D</code>
534	<code>\name_primitive:NN \hrule</code>	<code>\tex_hrule:D</code>
535	<code>\name_primitive:NN \vrule</code>	<code>\tex_vrule:D</code>
536	<code>\name_primitive:NN \leaders</code>	<code>\tex_leaders:D</code>
537	<code>\name_primitive:NN \cleaders</code>	<code>\tex_cleaders:D</code>
538	<code>\name_primitive:NN \xleaders</code>	<code>\tex_xleaders:D</code>
539	<code>\name_primitive:NN \lastkern</code>	<code>\tex_lastkern:D</code>
540	<code>\name_primitive:NN \lastskip</code>	<code>\tex_lastskip:D</code>
541	<code>\name_primitive:NN \indent</code>	<code>\tex_indent:D</code>
542	<code>\name_primitive:NN \par</code>	<code>\tex_par:D</code>
543	<code>\name_primitive:NN \noindent</code>	<code>\tex_noindent:D</code>
544	<code>\name_primitive:NN \adjust</code>	<code>\tex_vadjust:D</code>
545	<code>\name_primitive:NN \baselineskip</code>	<code>\tex_baselineskip:D</code>
546	<code>\name_primitive:NN \lineskip</code>	<code>\tex_lineskip:D</code>
547	<code>\name_primitive:NN \lineskiplimit</code>	<code>\tex_lineskiplimit:D</code>
548	<code>\name_primitive:NN \clubpenalty</code>	<code>\tex_clubpenalty:D</code>
549	<code>\name_primitive:NN \widowpenalty</code>	<code>\tex_widowpenalty:D</code>
550	<code>\name_primitive:NN \exhyphenpenalty</code>	<code>\tex_exhyphenpenalty:D</code>
551	<code>\name_primitive:NN \hyphenpenalty</code>	<code>\tex_hyphenpenalty:D</code>
552	<code>\name_primitive:NN \linepenalty</code>	<code>\tex_linepenalty:D</code>
553	<code>\name_primitive:NN \doublehyphendemerits</code>	<code>\tex_doublehyphendemerits:D</code>
554	<code>\name_primitive:NN \finalhyphendemerits</code>	<code>\tex_finalhyphendemerits:D</code>
555	<code>\name_primitive:NN \adjdemerits</code>	<code>\tex_adjdemerits:D</code>
556	<code>\name_primitive:NN \hangafter</code>	<code>\tex_hangafter:D</code>
557	<code>\name_primitive:NN \hangindent</code>	<code>\tex_hangindent:D</code>
558	<code>\name_primitive:NN \parshape</code>	<code>\tex_parshape:D</code>
559	<code>\name_primitive:NN \hsize</code>	<code>\tex_hsize:D</code>
560	<code>\name_primitive:NN \lefthyphenmin</code>	<code>\tex_lefthyphenmin:D</code>

561	\name_primitive:NN \righthyphenmin	\tex_righthyphenmin:D
562	\name_primitive:NN \leftskip	\tex_leftskip:D
563	\name_primitive:NN \rightskip	\tex_rightskip:D
564	\name_primitive:NN \looseness	\tex_looseness:D
565	\name_primitive:NN \parskip	\tex_parskip:D
566	\name_primitive:NN \parindent	\tex_parindent:D
567	\name_primitive:NN \uchyph	\tex_uchyph:D
568	\name_primitive:NN \emergencystretch	\tex_emergencystretch:D
569	\name_primitive:NN \pretolerance	\tex_pretolerance:D
570	\name_primitive:NN \tolerance	\tex_tolerance:D
571	\name_primitive:NN \spaceskip	\tex_spaceskip:D
572	\name_primitive:NN \xspaceskip	\tex_xspaceskip:D
573	\name_primitive:NN \parfillskip	\tex_parfillskip:D
574	\name_primitive:NN \everypar	\tex_everypar:D
575	\name_primitive:NN \prevgraf	\tex_prevgraf:D
576	\name_primitive:NN \spacefactor	\tex_spacefactor:D
577	\name_primitive:NN \shipout	\tex_shipout:D
578	\name_primitive:NN \vsize	\tex_vsize:D
579	\name_primitive:NN \interlinepenalty	\tex_interlinepenalty:D
580	\name_primitive:NN \brokenpenalty	\tex_brokenpenalty:D
581	\name_primitive:NN \topskip	\tex_topskip:D
582	\name_primitive:NN \maxdeadcycles	\tex_maxdeadcycles:D
583	\name_primitive:NN \maxdepth	\tex_maxdepth:D
584	\name_primitive:NN \output	\tex_output:D
585	\name_primitive:NN \deadcycles	\tex_deadcycles:D
586	\name_primitive:NN \pagedepth	\tex_pagedepth:D
587	\name_primitive:NN \pagestretch	\tex_pagestretch:D
588	\name_primitive:NN \pagefilstretch	\tex_pagefilstretch:D
589	\name_primitive:NN \pagefillstretch	\tex_pagefillstretch:D
590	\name_primitive:NN \pagefillllstretch	\tex_pagefillllstretch:D
591	\name_primitive:NN \pageshrink	\tex_pageshrink:D
592	\name_primitive:NN \pagegoal	\tex_pagegoal:D
593	\name_primitive:NN \pagetotal	\tex_pagetotal:D
594	\name_primitive:NN \outputpenalty	\tex_outputpenalty:D
595	\name_primitive:NN \hoffset	\tex_hoffset:D
596	\name_primitive:NN \voffset	\tex_voffset:D
597	\name_primitive:NN \insert	\tex_insert:D
598	\name_primitive:NN \holdinginserts	\tex_holdinginserts:D
599	\name_primitive:NN \floatingpenalty	\tex_floatingpenalty:D
600	\name_primitive:NN \insertpenalties	\tex_insertpenalties:D
601	\name_primitive:NN \lower	\tex_lower:D
602	\name_primitive:NN \moveleft	\tex_moveleft:D
603	\name_primitive:NN \moveright	\tex_moveright:D
604	\name_primitive:NN \raise	\tex_raise:D
605	\name_primitive:NN \copy	\tex_copy:D
606	\name_primitive:NN \lastbox	\tex_lastbox:D
607	\name_primitive:NN \vsplit	\tex_vsplit:D
608	\name_primitive:NN \unhbox	\tex_unhbox:D
609	\name_primitive:NN \unhcopy	\tex_unhcopy:D
610	\name_primitive:NN \unvbox	\tex_unvbox:D

611	\name_primitive:NN \unvcopy	\tex_unvcopy:D
612	\name_primitive:NN \setbox	\tex_setbox:D
613	\name_primitive:NN \hbox	\tex_hbox:D
614	\name_primitive:NN \vbox	\tex_vbox:D
615	\name_primitive:NN \vtop	\tex_vtop:D
616	\name_primitive:NN \prevdepth	\tex_prevdepth:D
617	\name_primitive:NN \badness	\tex_badness:D
618	\name_primitive:NN \hbadness	\tex_hbadness:D
619	\name_primitive:NN \vbadness	\tex_vbadness:D
620	\name_primitive:NN \hfuzz	\tex_hfuzz:D
621	\name_primitive:NN \vfuzz	\tex_vfuzz:D
622	\name_primitive:NN \overfullrule	\tex_overfullrule:D
623	\name_primitive:NN \boxmaxdepth	\tex_boxmaxdepth:D
624	\name_primitive:NN \splitmaxdepth	\tex_splitmaxdepth:D
625	\name_primitive:NN \splittopskip	\tex_splittopskip:D
626	\name_primitive:NN \everyhbox	\tex_everyhbox:D
627	\name_primitive:NN \everyvbox	\tex_everyvbox:D
628	\name_primitive:NN \nullfont	\tex_nullfont:D
629	\name_primitive:NN \textfont	\tex_textfont:D
630	\name_primitive:NN \scriptfont	\tex_scriptfont:D
631	\name_primitive:NN \scriptscriptfont	\tex_scriptscriptfont:D
632	\name_primitive:NN \fontdimen	\tex_fontdimen:D
633	\name_primitive:NN \hyphenchar	\tex_hyphenchar:D
634	\name_primitive:NN \skewchar	\tex_skewchar:D
635	\name_primitive:NN \defaultthyphenchar	\tex_defaultthyphenchar:D
636	\name_primitive:NN \defaultskewchar	\tex_defaultskewchar:D
637	\name_primitive:NN \number	\tex_number:D
638	\name_primitive:NN \romannumeral	\tex_romannumeral:D
639	\name_primitive:NN \string	\tex_string:D
640	\name_primitive:NN \lowercase	\tex_lowercase:D
641	\name_primitive:NN \uppercase	\tex_uppercase:D
642	\name_primitive:NN \meaning	\tex_meaning:D
643	\name_primitive:NN \penalty	\tex_penalty:D
644	\name_primitive:NN \unpenalty	\tex_unpenalty:D
645	\name_primitive:NN \lastpenalty	\tex_lastpenalty:D
646	\name_primitive:NN \special	\tex_special:D
647	\name_primitive:NN \dump	\tex_dump:D
648	\name_primitive:NN \patterns	\tex_patterns:D
649	\name_primitive:NN \hyphenation	\tex_hyphenation:D
650	\name_primitive:NN \time	\tex_time:D
651	\name_primitive:NN \day	\tex_day:D
652	\name_primitive:NN \month	\tex_month:D
653	\name_primitive:NN \year	\tex_year:D
654	\name_primitive:NN \jobname	\tex_jobname:D
655	\name_primitive:NN \everyjob	\tex_everyjob:D
656	\name_primitive:NN \count	\tex_count:D
657	\name_primitive:NN \dimen	\tex_dimen:D
658	\name_primitive:NN \skip	\tex_skip:D
659	\name_primitive:NN \toks	\tex_toks:D
660	\name_primitive:NN \muskip	\tex_muskip:D

661	\name_primitive:NN \box	\tex_box:D
662	\name_primitive:NN \wd	\tex_wd:D
663	\name_primitive:NN \ht	\tex_ht:D
664	\name_primitive:NN \dp	\tex_dp:D
665	\name_primitive:NN \catcode	\tex_catcode:D
666	\name_primitive:NN \delcode	\tex_delcode:D
667	\name_primitive:NN \sfcode	\tex_sfcode:D
668	\name_primitive:NN \lccode	\tex_lccode:D
669	\name_primitive:NN \uccode	\tex_uccode:D
670	\name_primitive:NN \mathcode	\tex_mathcode:D

Since L<sup>A</sup>T<sub>E</sub>X3 requires at least the  $\varepsilon$ -T<sub>E</sub>X extensions, we also rename the additional primitives. These are all given the prefix \etex\_.

671	\name_primitive:NN \ifdefined	\etex_ifdefined:D
672	\name_primitive:NN \ifcsname	\etex_ifcsname:D
673	\name_primitive:NN \unless	\etex_unless:D
674	\name_primitive:NN \eTeXversion	\etex_eTeXversion:D
675	\name_primitive:NN \eTeXrevision	\etex_eTeXrevision:D
676	\name_primitive:NN \marks	\etex_marks:D
677	\name_primitive:NN \topmarks	\etex_topmarks:D
678	\name_primitive:NN \firstmarks	\etex_firstmarks:D
679	\name_primitive:NN \botmarks	\etex_botmarks:D
680	\name_primitive:NN \splitfirstmarks	\etex_splitfirstmarks:D
681	\name_primitive:NN \splitbotmarks	\etex_splitbotmarks:D
682	\name_primitive:NN \unexpanded	\etex_unexpanded:D
683	\name_primitive:NN \detokenize	\etex_detokenize:D
684	\name_primitive:NN \scantokens	\etex_scantokens:D
685	\name_primitive:NN \showtokens	\etex_showtokens:D
686	\name_primitive:NN \readline	\etex_readline:D
687	\name_primitive:NN \tracingassigns	\etex_tracingassigns:D
688	\name_primitive:NN \tracingscantokens	\etex_tracingscantokens:D
689	\name_primitive:NN \tracingnesting	\etex_tracingnesting:D
690	\name_primitive:NN \tracingifs	\etex_tracingifs:D
691	\name_primitive:NN \currentiflevel	\etex_currentiflevel:D
692	\name_primitive:NN \currentifbranch	\etex_currentifbranch:D
693	\name_primitive:NN \currentiftyp	\etex_currentiftyp:D
694	\name_primitive:NN \tracinggroups	\etex_tracinggroups:D
695	\name_primitive:NN \currentgrouplevel	\etex_currentgrouplevel:D
696	\name_primitive:NN \currentgroupstype	\etex_currentgroupstype:D
697	\name_primitive:NN \showgroups	\etex_showgroups:D
698	\name_primitive:NN \showifs	\etex_showifs:D
699	\name_primitive:NN \interactionmode	\etex_interactionmode:D
700	\name_primitive:NN \lastnodetype	\etex_lastnodetype:D
701	\name_primitive:NN \iffontchar	\etex_iffontchar:D
702	\name_primitive:NN \fontcharht	\etex_fontcharht:D
703	\name_primitive:NN \fontcharhp	\etex_fontcharhp:D
704	\name_primitive:NN \fontcharwd	\etex_fontcharwd:D
705	\name_primitive:NN \fontcharic	\etex_fontcharic:D
706	\name_primitive:NN \parshapeindent	\etex_parshapeindent:D
707	\name_primitive:NN \parshapelength	\etex_parshapelength:D

708	\name_primitive:NN \parshapedimen	\etex_parshapedimen:D
709	\name_primitive:NN \numexpr	\etex_numexpr:D
710	\name_primitive:NN \dimexpr	\etex_dimexpr:D
711	\name_primitive:NN \glueexpr	\etex_glueexpr:D
712	\name_primitive:NN \muexpr	\etex_muexpr:D
713	\name_primitive:NN \gluestretch	\etex_gluestretch:D
714	\name_primitive:NN \glueshrink	\etex_glueshrink:D
715	\name_primitive:NN \gluestretchorder	\etex_gluestretchorder:D
716	\name_primitive:NN \glueshrinkorder	\etex_glueshrinkorder:D
717	\name_primitive:NN \gluetomu	\etex_gluetomu:D
718	\name_primitive:NN \mutoglu	\etex_mutoglu:D
719	\name_primitive:NN \lastlinefit	\etex_lastlinefit:D
720	\name_primitive:NN \interlinepenalties	\etex_interlinepenalties:D
721	\name_primitive:NN \clubpenalties	\etex_clubpenalties:D
722	\name_primitive:NN \widowpenalties	\etex_widowpenalties:D
723	\name_primitive:NN \displaywidowpenalties	\etex_displaywidowpenalties:D
724	\name_primitive:NN \middle	\etex_middle:D
725	\name_primitive:NN \savinghyphcodes	\etex_savinghyphcodes:D
726	\name_primitive:NN \savingvdiscards	\etex_savingvdiscards:D
727	\name_primitive:NN \pagediscards	\etex_pagediscards:D
728	\name_primitive:NN \splitdiscards	\etex_splitdiscards:D
729	\name_primitive:NN \TeXstate	\etex_TeXstate:D
730	\name_primitive:NN \beginL	\etex_beginL:D
731	\name_primitive:NN \endL	\etex_endL:D
732	\name_primitive:NN \beginR	\etex_beginR:D
733	\name_primitive:NN \endR	\etex_endR:D
734	\name_primitive:NN \predisplaydirection	\etex_predisplaydirection:D
735	\name_primitive:NN \everyeof	\etex_everyeof:D
736	\name_primitive:NN \protected	\etex_protected:D

The newer primitives are more complex: there are an awful lot of them, and we don't use them all at the moment. So the following is selective. In the case of the pdfTeX primitives, we retain pdf at the start of the names *only* for directly PDF-related primitives, as there are a lot of pdfTeX primitives that start \pdf... but are not related to PDF output. These ones related to PDF output.

737	\name_primitive:NN \pdfcreationdate	\pdfTEX_pdfcreationdate:D
738	\name_primitive:NN \pdfcolorstack	\pdfTEX_pdfcolorstack:D
739	\name_primitive:NN \pdfcompresslevel	\pdfTEX_pdfcompresslevel:D
740	\name_primitive:NN \pdfdecimaldigits	\pdfTEX_pdfdecimaldigits:D
741	\name_primitive:NN \pdfhorigin	\pdfTEX_pdfhorigin:D
742	\name_primitive:NN \pdfinfo	\pdfTEX_pdfinfo:D
743	\name_primitive:NN \pdflastxform	\pdfTEX_pdflastxform:D
744	\name_primitive:NN \pdfliteral	\pdfTEX_pdfliteral:D
745	\name_primitive:NN \pdfminorversion	\pdfTEX_pdfminorversion:D
746	\name_primitive:NN \pdfobjcompresslevel	\pdfTEX_pdfobjcompresslevel:D
747	\name_primitive:NN \pdfoutput	\pdfTEX_pdfoutput:D
748	\name_primitive:NN \pdfrefxform	\pdfTEX_pdfrefxform:D
749	\name_primitive:NN \pdfrestore	\pdfTEX_pdfrestore:D
750	\name_primitive:NN \pdfsave	\pdfTEX_pdfsave:D
751	\name_primitive:NN \pdfsetmatrix	\pdfTEX_pdfsetmatrix:D

```

752 \name_primitive:NN \pdfpkresolution \pdfTeX_pdfpkresolution:D
753 \name_primitive:NN \pdfTeXrevision \pdfTeX_pdfTeXrevision:D
754 \name_primitive:NN \pdfvorigin \pdfTeX_pdfvorigin:D
755 \name_primitive:NN \pdfxform \pdfTeX_pdfxform:D

```

While these are not.

```

756 \name_primitive:NN \pdfstrcmp \pdfTeX_strcmp:D

```

X<sub>Y</sub>TeX-specific primitives. Note that X<sub>Y</sub>TeX’s \strcmp is handled earlier and is “rolled up” into \pdfstrcmp.

```

757 \name_primitive:NN \XeTeXversion \xetex_XeTeXversion:D

```

Primitives from LuaTeX.

```

758 \name_primitive:NN \catcodetable \luaTeX_catcodetable:D
759 \name_primitive:NN \directlua \luaTeX_directlua:D
760 \name_primitive:NN \initcatcodetable \luaTeX_initcatcodetable:D
761 \name_primitive:NN \latelua \luaTeX_latelua:D
762 \name_primitive:NN \luaTeXversion \luaTeX_luaTeXversion:D
763 \name_primitive:NN \savecatcodetable \luaTeX_savecatcodetable:D

```

The job is done: close the group (using the primitive renamed!).

```

764 \tex_endgroup:D

```

L<sup>A</sup>T<sub>E</sub>X 2<sub>ε</sub> will have moved a few primitives, so these are sorted out.

```

765 <*package>
766 \tex_let:D \tex_end:D @@end
767 \tex_let:D \tex_everydisplay:D \frozen@everydisplay
768 \tex_let:D \tex_everymath:D \frozen@everymath
769 \tex_let:D \tex_hyphen:D @@hyph
770 \tex_let:D \tex_input:D @@input
771 \tex_let:D \tex_italic_correction:D @@italiccorr
772 \tex_let:D \tex_underline:D @@underline

```

That is also true for the luaTeX package for L<sup>A</sup>T<sub>E</sub>X 2<sub>ε</sub>.

```

773 \tex_let:D \luaTeX_catcodetable:D \luaTeXcatcodetable
774 \tex_let:D \luaTeX_initcatcodetable:D \luaTeXinitcatcodetable
775 \tex_let:D \luaTeX_latelua:D \luaTeXlatelua
776 \tex_let:D \luaTeX_savecatcodetable:D \luaTeXsavecatcodetable
777 </package>
778 </initex | package>

```

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```

779 <*initex | package>
780 <*package>
781 \ProvidesExplPackage
782   {\ExplFileName}{\ExplFileDate}{\ExplFileVersion}{\ExplFileDescription}
783 \package_check_loaded_expl:
784 </package>

```

## 185.1 Renaming some T<sub>E</sub>X primitives (again)

Having given all the T<sub>E</sub>X primitives a consistent name, we need to give sensible names to the ones we actually want to use. These will be defined as needed in the appropriate modules, but do a few now, just to get started.<sup>2</sup>

```

\if_true: Then some conditionals.
\if_false: 785 \tex_let:D \if_true:          \tex_iftrue:D
\or:       786 \tex_let:D \if_false:        \tex_iffalse:D
\else:     787 \tex_let:D \or:              \tex_or:D
\fi:       788 \tex_let:D \else:            \tex_else:D
\reverse_if:N 789 \tex_let:D \fi:            \tex_fi:D
\if:w      790 \tex_let:D \reverse_if:N      \etex_unless:D
\if_charcode:w 791 \tex_let:D \if:w          \tex_if:D
\if_catcode:w 792 \tex_let:D \if_charcode:w    \tex_if:D
\if_meaning:w 793 \tex_let:D \if_catcode:w     \tex_ifcat:D
              794 \tex_let:D \if_meaning:w     \tex_ifx:D

```

(End definition for \if\_true:. This function is documented on page 23.)

```

\if_mode_math: TEX lets us detect some if its modes.
\if_mode_horizontal: 795 \tex_let:D \if_mode_math:      \tex_ifmmode:D
\if_mode_vertical:   796 \tex_let:D \if_mode_horizontal: \tex_ifhmode:D
\if_mode_inner:      797 \tex_let:D \if_mode_vertical:   \tex_ifvmode:D
                    798 \tex_let:D \if_mode_inner:      \tex_ifinner:D

```

(End definition for \if\_mode\_math:. This function is documented on page ??.)

```

\if_cs_exist:N
\if_cs_exist:w 799 \tex_let:D \if_cs_exist:N      \etex_ifdefined:D
              800 \tex_let:D \if_cs_exist:w      \etex_ifcurname:D

```

(End definition for \if\_cs\_exist:N. This function is documented on page ??.)

```

\exp_after:wN The three \exp_ functions are used in the l3expan module where they are described.
\exp_not:N    801 \tex_let:D \exp_after:wN      \tex_expandafter:D
\exp_not:n    802 \tex_let:D \exp_not:N         \tex_noexpand:D
              803 \tex_let:D \exp_not:n         \etex_unexpanded:D

```

(End definition for \exp\_after:wN. This function is documented on page 31.)

```

\token_to_meaning:N
\token_to_str:N 804 \tex_let:D \token_to_meaning:N \tex_meaning:D
\cs:w           805 \tex_let:D \token_to_str:N   \tex_string:D
\cs_end:        806 \tex_let:D \cs:w           \tex_csname:D
\cs_meaning:N   807 \tex_let:D \cs_end:         \tex_endcsname:D
\cs_show:N      808 \tex_let:D \cs_meaning:N     \tex_meaning:D
\cs_show:N      809 \tex_let:D \cs_show:N      \tex_show:D

```

(End definition for \token\_to\_meaning:N. This function is documented on page 16.)

---

<sup>2</sup>This renaming gets expensive in terms of csname usage, an alternative scheme would be to just use the \tex...:D name in the cases where no good alternative exists.

`\scan_stop:` The next three are basic functions for which there also exist versions that are safe inside alignments. These safe versions are defined in the `l3prg` module.

`\group_begin:`

`\group_end:`

```

810 \tex_let:D \scan_stop:      \tex_relax:D
811 \tex_let:D \group_begin:    \tex_begingroup:D
812 \tex_let:D \group_end:     \tex_endgroup:D

```

*(End definition for \scan\_stop:. This function is documented on page ??.)*

`\if_int_compare:w`

`\int_to_roman:w`

```

813 \tex_let:D \if_int_compare:w \tex_ifnum:D
814 \tex_let:D \int_to_roman:w   \tex_romannumeral:D

```

*(End definition for \if\_int\_compare:w. This function is documented on page 70.)*

`\group_insert_after:N`

```

815 \tex_let:D \group_insert_after:N \tex_aftergroup:D

```

*(End definition for \group\_insert\_after:N. This function is documented on page 9.)*

`\tex_global:D`

`\tex_long:D`

`\tex_protected:D`

```

816 \tex_let:D \tex_global:D      \tex_global:D
817 \tex_let:D \tex_long:D       \tex_long:D
818 \tex_let:D \tex_protected:D  \etex_protected:D

```

*(End definition for \tex\_global:D. This function is documented on page ??.)*

`\exp_args:Nc` Discussed in `l3expan`, but needed much earlier.

```

819 \tex_long:D \tex_def:D \exp_args:Nc #1#2 { \exp_after:wN #1 \cs:w #2 \cs_end: }

```

*(End definition for \exp\_args:Nc. This function is documented on page 27.)*

`\token_to_str:c` A small number of variants by hand. Some of the necessary functions (`\use_i:nn`, `\use_ii:nn`, and `\exp_args:NNc`) are not defined at that point yet, but will be defined before those variants are used. The `\cs_meaning:c` command must check for an undefined control sequence to avoid defining it mistakenly. The `\cs_show:c` command is “protected” because its action is not expandable. Also, the conversion of its argument to a control sequence is done within a group to avoid converting it to `\relax`.

`\cs_meaning:c`

`\cs_show:c`

```

820 \tex_def:D \token_to_str:c { \exp_args:Nc \token_to_str:N }
821 \tex_long:D \tex_def:D \cs_meaning:c #1
822 {
823   \if_cs_exist:w #1 \cs_end:
824   \exp_after:wN \use_i:nn
825   \else:
826   \exp_after:wN \use_ii:nn
827   \fi:
828   { \exp_args:Nc \cs_meaning:N {#1} }
829   { \tl_to_str:n {undefined} } }
830 }
831 \tex_protected:D \tex_def:D \cs_show:c
832 { \group_begin: \exp_args:NNc \group_end: \cs_show:N }

```

*(End definition for \token\_to\_str:c. This function is documented on page ??.)*

## 185.2 Defining some constants

`\c_minus_one` We need the constants `\c_minus_one` and `\c_sixteen` now for writing information to the log and the terminal and `\c_zero` which is used by some functions in the `l3alloc` module.  
`\c_zero`  
`\c_sixteen` The rest are defined in the `l3int` module – at least for the ones that can be defined  
`\c_six` with `\tex_chardef:D` or `\tex_mathchardef:D`. For other constants the `l3int` module is  
`\c_seven` required but it can't be used until the allocation has been set up properly! The actual  
`\c_twelve` allocation mechanism is in `l3alloc` and as  $\TeX$  wants to reserve count registers 0–9, the first available one is 10 so we use that for `\c_minus_one`.

```

833 <*package>
834 \tex_let:D \c_minus_one \m@ne
835 </package>
836 <*initex>
837 \tex_countdef:D \c_minus_one = 10 ~
838 \c_minus_one = -1 ~
839 </initex>
840 \tex_chardef:D \c_sixteen = 16~
841 \tex_chardef:D \c_zero = 0~
842 \tex_chardef:D \c_six = 6~
843 \tex_chardef:D \c_seven = 7~
844 \tex_chardef:D \c_twelve = 12~

```

*(End definition for `\c_minus_one`, `\c_zero`, and `\c_sixteen`. These functions are documented on page 69.)*

`\c_max_register_int` This is here as this particular integer is needed both in package mode and to bootstrap `l3alloc`.

```

845 \etex_ifdefined:D \luatex luatexversion:D
846 \tex_chardef:D \c_max_register_int = 65 535 ~
847 \tex_else:D
848 \tex_mathchardef:D \c_max_register_int = 32 767 ~
849 \tex_fi:D

```

*(End definition for `\c_max_register_int`. This variable is documented on page 69.)*

## 185.3 Defining functions

We start by providing functions for the typical definition functions. First the local ones.

`\cs_set_nopar:Npn` All assignment functions in  $\text{\LaTeX}3$  should be naturally robust; after all, the  $\text{\TeX}$  primitives for assignments are and it can be a cause of problems if others aren't.  
`\cs_set_nopar:Npx`  
`\cs_set:Npn`  
`\cs_set:Npx`  
`\cs_set_protected_nopar:Npn`  
`\cs_set_protected_nopar:Npx`  
`\cs_set_protected:Npn`  
`\cs_set_protected:Npx`

```

850 \tex_let:D \cs_set_nopar:Npn \tex_def:D
851 \tex_let:D \cs_set_nopar:Npx \tex_edef:D
852 \tex_protected:D \cs_set_nopar:Npn \cs_set:Npn
853 { \tex_long:D \cs_set_nopar:Npn }
854 \tex_protected:D \cs_set_nopar:Npn \cs_set:Npx
855 { \tex_long:D \cs_set_nopar:Npx }
856 \tex_protected:D \cs_set_nopar:Npn \cs_set_protected_nopar:Npn
857 { \tex_protected:D \cs_set_nopar:Npn }
858 \tex_protected:D \cs_set_nopar:Npn \cs_set_protected_nopar:Npx

```

```

859 { \tex_protected:D \cs_set_nopar:Npx }
860 \cs_set_protected_nopar:Npn \cs_set_protected:Npn
861 { \tex_protected:D \tex_long:D \cs_set_nopar:Npn }
862 \cs_set_protected_nopar:Npn \cs_set_protected:Npx
863 { \tex_protected:D \tex_long:D \cs_set_nopar:Npx }

```

(End definition for `\cs_set_nopar:Npn`. This function is documented on page ??.)

`\cs_gset_nopar:Npn` Global versions of the above functions.

```

\cs_gset_nopar:Npx 864 \tex_let:D \cs_gset_nopar:Npn \tex_gdef:D
\cs_gset:Npn 865 \tex_let:D \cs_gset_nopar:Npx \tex_xdef:D
\cs_gset:Npx 866 \cs_set_protected_nopar:Npn \cs_gset:Npn
\cs_gset_protected_nopar:Npn 867 { \tex_long:D \cs_gset_nopar:Npn }
\cs_gset_protected_nopar:Npx 868 \cs_set_protected_nopar:Npn \cs_gset:Npx
\cs_gset_protected:Npn 869 { \tex_long:D \cs_gset_nopar:Npx }
\cs_gset_protected:Npx 870 \cs_set_protected_nopar:Npn \cs_gset_protected_nopar:Npn
871 { \tex_protected:D \cs_gset_nopar:Npn }
872 \cs_set_protected_nopar:Npn \cs_gset_protected_nopar:Npx
873 { \tex_protected:D \cs_gset_nopar:Npx }
874 \cs_set_protected_nopar:Npn \cs_gset_protected:Npn
875 { \tex_protected:D \tex_long:D \cs_gset_nopar:Npn }
876 \cs_set_protected_nopar:Npn \cs_gset_protected:Npx
877 { \tex_protected:D \tex_long:D \cs_gset_nopar:Npx }

```

(End definition for `\cs_gset_nopar:Npn`. This function is documented on page ??.)

## 185.4 Selecting tokens

`\use:c` This macro grabs its argument and returns a csname from it.

```

878 \cs_set:Npn \use:c #1 { \cs:w #1 \cs_end: }

```

(End definition for `\use:c`. This function is documented on page 16.)

`\use:x` Fully expands its argument and passes it to the input stream. Uses the reserved `\l_exp_internal_tl` which will be set up in `l3expan`.

```

879 \cs_set_protected:Npn \use:x #1
880 {
881   \cs_set_nopar:Npx \l_exp_internal_tl {#1}
882   \l_exp_internal_tl
883 }

```

(End definition for `\use:x`. This function is documented on page 19.)

`\use:n` These macro grabs its arguments and returns it back to the input (with outer braces removed).

```

\use:nnn 884 \cs_set:Npn \use:n #1 {#1}
\use:nnnn 885 \cs_set:Npn \use:nn #1#2 {#1#2}
886 \cs_set:Npn \use:nnn #1#2#3 {#1#2#3}
887 \cs_set:Npn \use:nnnn #1#2#3#4 {#1#2#3#4}

```

(End definition for `\use:n`. This function is documented on page ??.)

`\use_i:nn` The equivalent to L<sup>A</sup>T<sub>E</sub>X 2<sub>ε</sub>'s `\@firstoftwo` and `\@secondoftwo`.

`\use_ii:nn` 888 `\cs_set:Npn \use_i:nn #1#2 {#1}`  
 889 `\cs_set:Npn \use_ii:nn #1#2 {#2}`

(End definition for `\use_i:nn`. This function is documented on page 18.)

`\use_i:nnn` We also need something for picking up arguments from a longer list.

`\use_ii:nnn` 890 `\cs_set:Npn \use_i:nnn #1#2#3 {#1}`  
`\use_iii:nnn` 891 `\cs_set:Npn \use_ii:nnn #1#2#3 {#2}`  
`\use_i_ii:nnn` 892 `\cs_set:Npn \use_iii:nnn #1#2#3 {#3}`  
`\use_i:nnnn` 893 `\cs_set:Npn \use_i_ii:nnn #1#2#3 {#1#2}`  
`\use_ii:nnnn` 894 `\cs_set:Npn \use_i:nnnn #1#2#3#4 {#1}`  
`\use_iii:nnnn` 895 `\cs_set:Npn \use_ii:nnnn #1#2#3#4 {#2}`  
`\use_iv:nnnn` 896 `\cs_set:Npn \use_iii:nnnn #1#2#3#4 {#3}`  
 897 `\cs_set:Npn \use_iv:nnnn #1#2#3#4 {#4}`

(End definition for `\use_i:nnn`. This function is documented on page 18.)

`\use_none_delimit_by_q_nil:w` Functions that gobble everything until they see either `\q_nil` or `\q_stop`, respectively.

`\use_none_delimit_by_q_stop:w` 898 `\cs_set:Npn \use_none_delimit_by_q_nil:w #1 \q_nil { }`  
`\use_none_delimit_by_q_recursion_stop:w` 899 `\cs_set:Npn \use_none_delimit_by_q_stop:w #1 \q_stop { }`  
 900 `\cs_set:Npn \use_none_delimit_by_q_recursion_stop:w #1 \q_recursion_stop { }`

(End definition for `\use_none_delimit_by_q_nil:w`. This function is documented on page 46.)

`\use_i_delimit_by_q_nil:nw` Same as above but execute first argument after gobbling. Very useful when you need to  
`\use_i_delimit_by_q_stop:nw` skip the rest of a mapping sequence but want an easy way to control what should be  
`\use_i_delimit_by_q_recursion_stop:nw` expanded next.

901 `\cs_set:Npn \use_i_delimit_by_q_nil:nw #1#2 \q_nil {#1}`  
 902 `\cs_set:Npn \use_i_delimit_by_q_stop:nw #1#2 \q_stop {#1}`  
 903 `\cs_set:Npn \use_i_delimit_by_q_recursion_stop:nw #1#2 \q_recursion_stop {#1}`

(End definition for `\use_i_delimit_by_q_nil:nw`. This function is documented on page 46.)

## 185.5 Gobbling tokens from input

`\use_none:n` To gobble tokens from the input we use a standard naming convention: the number of  
`\use_none:nn` tokens gobbled is given by the number of n's following the : in the name. Although  
`\use_none:nnn` defining `\use_none:nnn` and above as separate calls of `\use_none:n` and `\use_none:nn`  
`\use_none:nnnn` is slightly faster, this is very non-intuitive to the programmer who will assume that  
`\use_none:nnnnn` expanding such a function once will take care of gobbling all the tokens in one go.

`\use_none:nnnnnn` 904 `\cs_set:Npn \use_none:n #1 { }`  
`\use_none:nnnnnnnn` 905 `\cs_set:Npn \use_none:nn #1#2 { }`  
`\use_none:nnnnnnnnnn` 906 `\cs_set:Npn \use_none:nnn #1#2#3 { }`  
`\use_none:nnnnnnnnnnn` 907 `\cs_set:Npn \use_none:nnnn #1#2#3#4 { }`  
 908 `\cs_set:Npn \use_none:nnnnn #1#2#3#4#5 { }`  
 909 `\cs_set:Npn \use_none:nnnnnn #1#2#3#4#5#6 { }`  
 910 `\cs_set:Npn \use_none:nnnnnnnn #1#2#3#4#5#6#7 { }`  
 911 `\cs_set:Npn \use_none:nnnnnnnnn #1#2#3#4#5#6#7#8 { }`  
 912 `\cs_set:Npn \use_none:nnnnnnnnnn #1#2#3#4#5#6#7#8#9 { }`

(End definition for `\use_none:n`. This function is documented on page ??.)

## 185.6 Conditional processing and definitions

Underneath any predicate function (`_p`) or other conditional forms (TF, etc.) is a built-in logic saying that it after all of the testing and processing must return the *state* this leaves `TEX` in. Therefore, a simple user interface could be something like

```
\if_meaning:w #1#2 \prg_return_true: \else:
\if_meaning:w #1#3 \prg_return_true: \else:
\prg_return_false:
\fi: \fi:
```

Usually, a `TEX` programmer would have to insert a number of `\exp_after:wN`s to ensure the state value is returned at exactly the point where the last conditional is finished. However, that obscures the code and forces the `TEX` programmer to prove that he/she knows the  $2^n - 1$  table. We therefore provide the simpler interface.

`\prg_return_true:` The idea here is that `\int_to_roman:w` will expand fully any `\else:` and the `\fi:` that  
`\prg_return_false:` are waiting to be discarded, before reaching the `\c_zero` which will leave the expansion null. The code can then leave either the first or second argument in the input stream. This means that all of the branching code has to contain at least two tokens: see how the logical tests are actually implemented to see this.

```
913 \cs_set_nopar:Npn \prg_return_true:
914 { \exp_after:wN \use_i:nn \int_to_roman:w }
915 \cs_set_nopar:Npn \prg_return_false:
916 { \exp_after:wN \use_ii:nn \int_to_roman:w }
```

An extended state space could be implemented by including a more elaborate function in place of `\use_i:nn`/`\use_ii:nn`. Provided two arguments are absorbed then the code will work.

(End definition for `\prg_return_true:`. This function is documented on page ??.)

`\prg_set_conditional:Npnn` The user functions for the types using parameter text from the programmer. The various  
`\prg_new_conditional:Npnn` functions only differ by which function is used for the assignment. For those `Npnn` type  
`\prg_set_protected_conditional:Npnn` functions, we must grab the parameter text, reading everything up to a left brace before  
`\prg_new_protected_conditional:Npnn` continuing. Then split the base function into name and signature, and feed `{<name>}`  
`\prg_generate_conditional_parm_aux:NNpnn` `{<signature>}` `<boolean>` `<defining function>` `{parm}` `{<parameters>}` `{TF,...}` `{<code>}` to  
the auxiliary function responsible for defining all conditionals.

```
917 \cs_set_protected_nopar:Npn \prg_set_conditional:Npnn
918 { \prg_generate_conditional_parm_aux:NNpnn \cs_set:Npn }
919 \cs_set_protected_nopar:Npn \prg_new_conditional:Npnn
920 { \prg_generate_conditional_parm_aux:NNpnn \cs_new:Npn }
921 \cs_set_protected_nopar:Npn \prg_set_protected_conditional:Npnn
922 { \prg_generate_conditional_parm_aux:NNpnn \cs_set_protected:Npn }
923 \cs_set_protected_nopar:Npn \prg_new_protected_conditional:Npnn
924 { \prg_generate_conditional_parm_aux:NNpnn \cs_new_protected:Npn }
925 \cs_set_protected:Npn \prg_generate_conditional_parm_aux:NNpnn #1#2#3#
926 {
927   \cs_split_function:NN #2 \prg_generate_conditional_aux:nnNNnnnn
928   #1 { parm } {#3}
929 }
```

(End definition for `\prg_set_conditional:Npnn` and others. These functions are documented on page 33.)

`\prg_set_conditional:Nnn` The user functions for the types automatically inserting the correct parameter text based on the signature. The various functions only differ by which function is used for the assignment. For those `Nnn` type functions, we calculate the number of arguments. Then split the base function into name and signature, and feed  $\{\langle name \rangle\} \{\langle signature \rangle\} \langle boolean \rangle \langle defining function \rangle \{count\} \{\langle arg count \rangle\} \{TF, \dots\} \{\langle code \rangle\}$  to the auxiliary function responsible for defining all conditionals.

```

930 \cs_set_protected_nopar:Npn \prg_set_conditional:Nnn
931   { \prg_generate_conditional_count_aux:NNnn \cs_set:Npn }
932 \cs_set_protected_nopar:Npn \prg_new_conditional:Nnn
933   { \prg_generate_conditional_count_aux:NNnn \cs_new:Npn }
934 \cs_set_protected_nopar:Npn \prg_set_protected_conditional:Nnn
935   { \prg_generate_conditional_count_aux:NNnn \cs_set_protected:Npn }
936 \cs_set_protected_nopar:Npn \prg_new_protected_conditional:Nnn
937   { \prg_generate_conditional_count_aux:NNnn \cs_new_protected:Npn }
938 \cs_set_protected:Npn \prg_generate_conditional_count_aux:NNnn #1#2
939   {
940     \exp_args:Nnf \use:n
941     {
942       \cs_split_function:NN #2 \prg_generate_conditional_aux:nnNNnnnn
943       #1 { count }
944     }
945     { \cs_get_arg_count_from_signature:N #2 }
946   }

```

(End definition for `\prg_set_conditional:Nnn` and others. These functions are documented on page ??.)

`\prg_set_eq_conditional:NNn` The obvious setting-equal functions.  
`\prg_new_eq_conditional:NNn`

```

947 \cs_set_protected:Npn \prg_set_eq_conditional:NNn #1#2#3
948   { \prg_set_eq_conditional_aux:NNnn \cs_set_eq:cc #1#2 {#3} }
949 \cs_set_protected:Npn \prg_new_eq_conditional:NNn #1#2#3
950   { \prg_set_eq_conditional_aux:NNnn \cs_new_eq:cc #1#2 {#3} }

```

(End definition for `\prg_set_eq_conditional:NNn` and `\prg_new_eq_conditional:NNn`. These functions are documented on page 35.)

`\prg_generate_conditional_aux:nnNNnnnn` The workhorse here is going through a list of desired forms, *i.e.*, p, TF, T and F. The first three arguments come from splitting up the base form of the conditional, which gives the name, signature and a boolean to signal whether or not there was a colon in the name. For the time being, we do not use this piece of information but could well throw an error. The fourth argument is how to define this function, the fifth is the text `parm` or `count` for which version to use to define the functions, the sixth is the parameters to use (possibly empty) or number of arguments, the seventh is the list of forms to define, the eighth is the replacement text which we will augment when defining the forms.

```

951 \cs_set_protected:Npn \prg_generate_conditional_aux:nnNNnnnn #1#2#3#4#5#6#7#8
952   {
953     \prg_generate_conditional_aux:nmw {#5}

```

```

954     {
955         #4 {#1} {#2} {#6} {#8}
956     }
957     #7 , ? , \q_recursion_stop
958 }

```

Looping through the list of desired forms. First is the text `parm` or `count`, second is five arguments packed together and third is the form. Use text and form to call the correct type.

```

959 \cs_set_protected:Npn \prg_generate_conditional_aux:nnw #1#2#3 ,
960 {
961     \if:w ?#3
962     \exp_after:wN \use_none_delimit_by_q_recursion_stop:w
963     \fi:
964     \use:c { prg_generate_#3_form_#1:Nnnnn } #2
965     \prg_generate_conditional_aux:nnw {#1} {#2}
966 }

```

*(End definition for \prg\_generate\_conditional\_aux:nnNNnnnn and \prg\_generate\_conditional\_aux:nnw.)*

```

\prg_generate_p_form_parm:Nnnnn
\prg_generate_TF_form_parm:Nnnnn
\prg_generate_T_form_parm:Nnnnn
\prg_generate_F_form_parm:Nnnnn

```

How to generate the various forms. The `parm` types here takes the following arguments: 1: how to define (an N-type), 2: name, 3: signature, 4: parameter text (or empty), 5: replacement. Remember that the logic-returning functions expect two arguments to be present after `\c_zero`: notice the construction of the different variants relies on this, and that the TF variant will be slightly faster than the T version.

```

967 \cs_set_protected:Npn \prg_generate_p_form_parm:Nnnnn #1#2#3#4#5
968 {
969     \exp_args:Nc #1 { #2 _p: #3 } #4
970     {
971         #5 \c_zero
972         \c_true_bool \c_false_bool
973     }
974 }
975 \cs_set_protected:Npn \prg_generate_T_form_parm:Nnnnn #1#2#3#4#5
976 {
977     \exp_args:Nc #1 { #2 : #3 T } #4
978     {
979         #5 \c_zero
980         \use:n \use_none:n
981     }
982 }
983 \cs_set_protected:Npn \prg_generate_F_form_parm:Nnnnn #1#2#3#4#5
984 {
985     \exp_args:Nc #1 { #2 : #3 F } #4
986     {
987         #5 \c_zero
988         { }
989     }
990 }
991 \cs_set_protected:Npn \prg_generate_TF_form_parm:Nnnnn #1#2#3#4#5

```

```

992 {
993   \exp_args:Nc #1 { #2 : #3 TF } #4
994   { #5 \c_zero }
995 }

```

(End definition for \prg\_generate\_p\_form\_parm:Nnnnn and others.)

```

\prg_generate_p_form_count:Nnnnn
\prg_generate_TF_form_count:Nnnnn
\prg_generate_T_form_count:Nnnnn
\prg_generate_F_form_count:Nnnnn

```

The count form is similar, but of course requires a number rather than a primitive argument specification.

```

996 \cs_set_protected:Npn \prg_generate_p_form_count:Nnnnn #1#2#3#4#5
997 {
998   \cs_generate_from_arg_count:cNnn { #2 _p: #3 } #1 {#4}
999   {
1000     #5 \c_zero
1001     \c_true_bool \c_false_bool
1002   }
1003 }
1004 \cs_set_protected:Npn \prg_generate_T_form_count:Nnnnn #1#2#3#4#5
1005 {
1006   \cs_generate_from_arg_count:cNnn { #2 : #3 T } #1 {#4}
1007   {
1008     #5 \c_zero
1009     \use:n \use_none:n
1010   }
1011 }
1012 \cs_set_protected:Npn \prg_generate_F_form_count:Nnnnn #1#2#3#4#5
1013 {
1014   \cs_generate_from_arg_count:cNnn { #2 : #3 F } #1 {#4}
1015   {
1016     #5 \c_zero
1017     { }
1018   }
1019 }
1020 \cs_set_protected:Npn \prg_generate_TF_form_count:Nnnnn #1#2#3#4#5
1021 {
1022   \cs_generate_from_arg_count:cNnn { #2 : #3 TF } #1 {#4}
1023   { #5 \c_zero }
1024 }

```

(End definition for \prg\_generate\_p\_form\_count:Nnnnn and others.)

```

\prg_set_eq_conditional_aux:NNNn
\prg_set_eq_conditional_aux:NNNw

```

Manual clist loop over argument #4.

```

1025 \cs_set_protected:Npn \prg_set_eq_conditional_aux:NNNn #1#2#3#4
1026 { \prg_set_eq_conditional_aux:NNNw #1#2#3#4 , ? , \q_recursion_stop }
1027 \cs_set_protected:Npn \prg_set_eq_conditional_aux:NNNw #1#2#3#4 ,
1028 {
1029   \if:w ? #4 \scan_stop:
1030   \exp_after:wN \use_none_delimit_by_q_recursion_stop:w
1031   \fi:
1032   #1
1033   { \exp_args:NNc \cs_split_function:NN #2 { prg_conditional_form_#4:nnn } }

```

```

1034 { \exp_args:Nnc \cs_split_function:NN #3 { prg_conditional_form_#4:nnn } }
1035 \prg_set_eq_conditional_aux:NNNw #1 {#2} {#3}
1036 }
1037 \cs_set:Npn \prg_conditional_form_p:nnn #1#2#3 { #1 _p : #2 }
1038 \cs_set:Npn \prg_conditional_form_TF:nnn #1#2#3 { #1 : #2 TF }
1039 \cs_set:Npn \prg_conditional_form_T:nnn #1#2#3 { #1 : #2 T }
1040 \cs_set:Npn \prg_conditional_form_F:nnn #1#2#3 { #1 : #2 F }
(End definition for \prg_set_eq_conditional_aux:NNNn and \prg_set_eq_conditional_aux:NNNw.)

```

All that is left is to define the canonical boolean true and false. I think Michael originated the idea of expandable boolean tests. At first these were supposed to expand into either TT or TF to be tested using `\if:w` but this was later changed to 00 and 01, so they could be used in logical operations. Later again they were changed to being numerical constants with values of 1 for true and 0 for false. We need this from the get-go.

```

\c_true_bool Here are the canonical boolean values.
\c_false_bool
1041 \tex_chardef:D \c_true_bool = 1~
1042 \tex_chardef:D \c_false_bool = 0~
(End definition for \c_true_bool. This function is documented on page 21.)

```

## 185.7 Dissecting a control sequence

```

\cs_to_str:N This converts a control sequence into the character string of its name, removing the
\cs_to_str_aux:N leading escape character. This turns out to be a non-trivial matter as there are different
\cs_to_str_aux:w cases:

```

- The usual case of a printable escape character;
- the case of a non-printable escape characters, e.g., when the value of `\tex_escapechar:D` is negative;
- when the escape character is a space.

One approach to solve this is to test how many tokens result from `\token_to_str:N \a`. If there are two tokens, then the escape character is printable, while if it is non-printable then only one is present.

However, there is an additional complication: the control sequence itself may start with a space. Clearly that should *not* be lost in the process of converting to a string. So the approach adopted is a little more intricate still. When the escape character is printable, `\token_to_str:N \_` yields the escape character itself and a space. The character codes are different, thus the `\if:w` test is false, and TeX reads `\cs_to_str_aux:N` after turning the following control sequence into a string; this auxiliary removes the escape character, and stops the expansion of the initial `\int_to_roman:w`. The second case is that the escape character is not printable. Then the `\if:w` test is unfinished after reading a the space from `\token_to_str:N \_`, and the auxiliary `\cs_to_str_aux:w` is expanded, feeding `-` as a second character for the test; the test is false, and TeX skips to `\fi:`, then performs `\token_to_str:N`, and stops the `\int_to_roman:w` with `\c_zero`. The last case is that the escape character is itself a space. In this case, the `\if:w` test

is true, and the auxiliary `\cs_to_str_aux:w` comes into play, inserting `-\int_value:w`, which expands `\c_zero` to the character 0. The initial `\int_to_roman:w` then sees 0, which is not a terminated number, followed by the escape character, a space, which is removed, terminating the argument of `\int_to_roman:w`. In all three cases, `\cs_to_str:N` takes two expansion steps to be fully expanded.

```

1043 \cs_set_nopar:Npn \cs_to_str:N
1044 {
1045   \int_to_roman:w
1046   \if:w \token_to_str:N \ \cs_to_str_aux:w \fi:
1047   \exp_after:wN \cs_to_str_aux:N \token_to_str:N
1048 }
1049 \cs_set:Npn \cs_to_str_aux:N #1 { \c_zero }
1050 \cs_set:Npn \cs_to_str_aux:w #1 \cs_to_str_aux:N
1051 { - \int_value:w \fi: \exp_after:wN \c_zero }

```

(End definition for `\cs_to_str:N`. This function is documented on page 17.)

```

\cs_split_function:NN
\cs_split_function_aux:w
\cs_split_function_auxii:w

```

This function takes a function name and splits it into name with the escape char removed and argument specification. In addition to this, a third argument, a boolean `<true>` or `<false>` is returned with `<true>` for when there is a colon in the function and `<false>` if there is not. Lastly, the second argument of `\cs_split_function:NN` is supposed to be a function taking three variables, one for name, one for signature, and one for the boolean. For example, `\cs_split_function:NN\foo_bar:cnx\use_i:nnn` as input becomes `\use_i:nnn {foo_bar}{cnx}\c_true_bool`.

Can't use a literal `:` because it has the wrong catcode here, so it's transformed from `@` with `\tex_lowercase:D`.

```

1052 \group_begin:
1053 \tex_lccode:D '\@ = '\: \scan_stop:
1054 \tex_catcode:D '\@ = 12~
1055 \tex_lowercase:D
1056 {
1057   \group_end:

```

First ensure that we actually get a properly evaluated str by expanding `\cs_to_str:N` twice. Insert extra colon to catch the error cases.

```

1058 \cs_set:Npn \cs_split_function:NN #1#2
1059 {
1060   \exp_after:wN \exp_after:wN
1061   \exp_after:wN \cs_split_function_aux:w
1062   \cs_to_str:N #1 @ a \q_stop #2
1063 }

```

If no colon in the name, #2 is a with catcode 11 and #3 is empty. If colon in the name, then either #2 is a colon or the first letter of the signature. The letters here have catcode 12. If a colon was given we need to a) split off the colon and quark at the end and b) ensure we return the name, signature and boolean true. We can't use `\quark_if_no_value:NTF` yet but this is very safe anyway as all tokens have catcode 12.

```

1064 \cs_set:Npn \cs_split_function_aux:w #1 @ #2#3 \q_stop #4
1065 {

```

```

1066     \if_meaning:w a #2
1067     \exp_after:wN \use_i:nn
1068     \else:
1069     \exp_after:wN\use_ii:nn
1070     \fi:
1071     { #4 {#1} { } \c_false_bool }
1072     { \cs_split_function_auxii:w #2#3 \q_stop #4 {#1} }
1073   }
1074   \cs_set:Npn \cs_split_function_auxii:w #1 @a \q_stop #2#3
1075   { #2{#3}{#1}\c_true_bool }

```

End of lowercase

```

1076   }

```

(End definition for `\cs_split_function:NN`. This function is documented on page 20.)

`\cs_get_function_name:N` Now returning the name is trivial: just discard the last two arguments. Similar for  
`\cs_get_function_signature:N` signature.

```

1077 \cs_set:Npn \cs_get_function_name:N #1
1078 { \cs_split_function:NN #1 \use_i:nnn }
1079 \cs_set:Npn \cs_get_function_signature:N #1
1080 { \cs_split_function:NN #1 \use_ii:nnn }

```

(End definition for `\cs_get_function_name:N` and `\cs_get_function_signature:N`. These functions are documented on page 19.)

## 185.8 Exist or free

A control sequence is said to *exist* (to be used) if has an entry in the hash table and its meaning is different from the primitive `\tex_relax:D` token. A control sequence is said to be *free* (to be defined) if it does not already exist.

`\cs_if_exist_p:N` Two versions for checking existence. For the N form we firstly check for `\scan_stop:` and  
`\cs_if_exist_p:c` then if it is in the hash table. There is no problem when inputting something like `\else:`  
`\cs_if_exist:NTF` or `\fi:` as T<sub>E</sub>X will only ever skip input in case the token tested against is `\scan_stop:`.  
`\cs_if_exist:cTF`

```

1081 \prg_set_conditional:Npnn \cs_if_exist:N #1 { p , T , F , TF }
1082 {
1083   \if_meaning:w #1 \scan_stop:
1084   \prg_return_false:
1085   \else:
1086   \if_cs_exist:N #1
1087   \prg_return_true:
1088   \else:
1089   \prg_return_false:
1090   \fi:
1091   \fi:
1092 }

```

For the c form we firstly check if it is in the hash table and then for `\scan_stop:` so that we do not add it to the hash table unless it was already there. Here we have to be careful as the text to be skipped if the first test is false may contain tokens that disturb

the scanner. Therefore, we ensure that the second test is performed after the first one has concluded completely.

```

1093 \prg_set_conditional:Npnn \cs_if_exist:c #1 { p , T , F , TF }
1094 {
1095   \if_cs_exist:w #1 \cs_end:
1096   \exp_after:wN \use_i:nn
1097   \else:
1098   \exp_after:wN \use_ii:nn
1099   \fi:
1100   {
1101     \exp_after:wN \if_meaning:w \cs:w #1 \cs_end: \scan_stop:
1102     \prg_return_false:
1103     \else:
1104     \prg_return_true:
1105     \fi:
1106   }
1107   \prg_return_false:
1108 }

```

(End definition for `\cs_if_exist:N` and `\cs_if_exist:c`. These functions are documented on page ??.)

`\cs_if_free_p:N` The logical reversal of the above.

```

\cs_if_free_p:c 1109 \prg_set_conditional:Npnn \cs_if_free:N #1 { p , T , F , TF }
\cs_if_free:NTF 1110 {
\cs_if_free:cTF 1111   \if_meaning:w #1 \scan_stop:
1112   \prg_return_true:
1113   \else:
1114   \if_cs_exist:N #1
1115   \prg_return_false:
1116   \else:
1117   \prg_return_true:
1118   \fi:
1119   \fi:
1120 }
1121 \prg_set_conditional:Npnn \cs_if_free:c #1 { p , T , F , TF }
1122 {
1123   \if_cs_exist:w #1 \cs_end:
1124   \exp_after:wN \use_i:nn
1125   \else:
1126   \exp_after:wN \use_ii:nn
1127   \fi:
1128   {
1129     \exp_after:wN \if_meaning:w \cs:w #1 \cs_end: \scan_stop:
1130     \prg_return_true:
1131     \else:
1132     \prg_return_false:
1133     \fi:
1134   }
1135   { \prg_return_true: }
1136 }

```

(End definition for `\cs_if_free:N` and `\cs_if_free:c`. These functions are documented on page ??.)

`\cs_if_exist_use:NTF` The `\cs_if_exist_use:...` functions cannot be implemented as conditionals because  
`\cs_if_exist_use:cTF` the true branch must leave both the control sequence itself and the true code in the input  
`\cs_if_exist_use:N` stream. For the `c` variants, we are careful not to put the control sequence in the hash  
`\cs_if_exist_use:c` table if it does not exist.

```

1137 \cs_set:Npn \cs_if_exist_use:NTF #1#2
1138   { \cs_if_exist:NTF #1 { #1 #2 } }
1139 \cs_set:Npn \cs_if_exist_use:NF #1
1140   { \cs_if_exist:NTF #1 { #1 } }
1141 \cs_set:Npn \cs_if_exist_use:NT #1 #2
1142   { \cs_if_exist:NTF #1 { #1#2 } { } }
1143 \cs_set:Npn \cs_if_exist_use:N #1
1144   { \cs_if_exist:NTF #1 { #1 } { } }
1145 \cs_set:Npn \cs_if_exist_use:cTF #1#2
1146   { \cs_if_exist:cTF {#1} { \use:c {#1} #2 } }
1147 \cs_set:Npn \cs_if_exist_use:cF #1
1148   { \cs_if_exist:cTF {#1} { \use:c {#1} } }
1149 \cs_set:Npn \cs_if_exist_use:cT #1#2
1150   { \cs_if_exist:cTF {#1} { \use:c {#1} #2 } { } }
1151 \cs_set:Npn \cs_if_exist_use:c #1
1152   { \cs_if_exist:cTF {#1} { \use:c {#1} } { } }

```

(End definition for `\cs_if_exist_use:N` and `\cs_if_exist_use:c`. These functions are documented on page ??.)

## 185.9 Defining and checking (new) functions

We provide two kinds of functions that can be used to define control sequences. On the one hand we have functions that check if their argument doesn't already exist, they are called `\..._new`. The second type of defining functions doesn't check if the argument is already defined.

Before we can define them, we need some auxiliary macros that allow us to generate error messages. The definitions here are only temporary, they will be redefined later on.

`\iow_log:x` We define a routine to write only to the log file. And a similar one for writing to both  
`\iow_term:x` the log file and the terminal. These will be redefined later by `l3io`.

```

1153 \cs_set_protected_nopar:Npn \iow_log:x
1154   { \tex_immediate:D \tex_write:D \c_minus_one }
1155 \cs_set_protected_nopar:Npn \iow_term:x
1156   { \tex_immediate:D \tex_write:D \c_sixteen }

```

(End definition for `\iow_log:x`. This function is documented on page ??.)

`\msg_kernel_error:nxxx` If an internal error occurs before L<sup>A</sup>T<sub>E</sub>X3 has loaded `l3msg` then the code should issue a  
`\msg_kernel_error:nxx` usable if terse error message and halt. This can only happen if a coding error is made by  
`\msg_kernel_error:nn` the team, so this is a reasonable response.

```

1157 \cs_set_protected:Npn \msg_kernel_error:nxxx #1#2#3#4
1158   {
1159     \tex_errmessage:D

```

```

1160     {
1161     !!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!~! ^^J
1162     Argh,~internal~LaTeX3~error! ^^J ^^J
1163     Module ~ #1 , ~ message-name-"#2": ^^J
1164     Arguments~'#3'~and~'#4' ^^J ^^J
1165     This~is~one~for~The~LaTeX3~Project:~bailing~out
1166     }
1167     \tex_end:D
1168   }
1169   \cs_set_protected:Npn \msg_kernel_error:nxx #1#2#3
1170   { \msg_kernel_error:nxxx {#1} {#2} {#3} { } }
1171   \cs_set_protected:Npn \msg_kernel_error:nn #1#2
1172   { \msg_kernel_error:nxxx {#1} {#2} { } { } }

```

(End definition for `\msg_kernel_error:nxxx`. This function is documented on page ??.)

`\msg_line_context:` Another one from `l3msg` which will be altered later.

```

1173   \cs_set_nopar:Npn \msg_line_context:
1174   { on~line~\tex_the:D \tex_inputlineno:D }

```

(End definition for `\msg_line_context:.` This function is documented on page ??.)

`\chk_if_free_cs:N` This command is called by `\cs_new_nopar:Npn` and `\cs_new_eq:NN` etc. to make sure  
`\chk_if_free_cs:c` that the argument sequence is not already in use. If it is, an error is signalled. It checks  
if `<csname>` is undefined or `\scan_stop:.` Otherwise an error message is issued. We have  
to make sure we don't put the argument into the conditional processing since it may be  
an `\if...` type function!

```

1175   \cs_set_protected:Npn \chk_if_free_cs:N #1
1176   {
1177     \cs_if_free:NF #1
1178     {
1179       \msg_kernel_error:nxxx { kernel } { command-already-defined }
1180       { \token_to_str:N #1 } { \token_to_meaning:N #1 }
1181     }
1182   }
1183   <*package>
1184   \tex_ifodd:D \l@expl@log@functions@bool
1185   \cs_set_protected:Npn \chk_if_free_cs:N #1
1186   {
1187     \cs_if_free:NF #1
1188     {
1189       \msg_kernel_error:nxxx { kernel } { command-already-defined }
1190       { \token_to_str:N #1 } { \token_to_meaning:N #1 }
1191     }
1192     \iow_log:x { Defining~\token_to_str:N #1~ \msg_line_context: }
1193   }
1194   \fi:
1195   </package>
1196   \cs_set_protected_nopar:Npn \chk_if_free_cs:c
1197   { \exp_args:Nc \chk_if_free_cs:N }

```

(End definition for `\chk_if_free_cs:N` and `\chk_if_free_cs:c`. These functions are documented on page ??.)

`\chk_if_exist_cs:N` This function issues a warning message when the control sequence in its argument does not exist.  
`\chk_if_exist_cs:c`

```

1198 \cs_set_protected:Npn \chk_if_exist_cs:N #1
1199 {
1200   \cs_if_exist:NF #1
1201   {
1202     \msg_kernel_error:nnxx { kernel } { command-not-defined }
1203     { \token_to_str:N #1 } { \token_to_meaning:N #1 }
1204   }
1205 }
1206 \cs_set_protected_nopar:Npn \chk_if_exist_cs:c
1207 { \exp_args:Nc \chk_if_exist_cs:N }

```

(End definition for `\chk_if_exist_cs:N` and `\chk_if_exist_cs:c`. These functions are documented on page ??.)

## 185.10 More new definitions

Global versions of the above functions.

```

\cs_new_nopar:Npn \cs_new_nopar:Npx \cs_new:Npn \cs_new:Npx
\cs_new_protected_nopar:Npn \cs_new_protected_nopar:Npx
\cs_new_protected:Npn \cs_new_protected:Npx
1208 \cs_set:Npn \cs_tmp:w #1#2
1209 {
1210   \cs_set_protected:Npn #1 ##1
1211   {
1212     \chk_if_free_cs:N ##1
1213     #2 ##1
1214   }
1215 }
1216 \cs_tmp:w \cs_new_nopar:Npn \cs_gset_nopar:Npn
1217 \cs_tmp:w \cs_new_nopar:Npx \cs_gset_nopar:Npx
1218 \cs_tmp:w \cs_new:Npn \cs_gset:Npn
1219 \cs_tmp:w \cs_new:Npx \cs_gset:Npx
1220 \cs_tmp:w \cs_new_protected_nopar:Npn \cs_gset_protected_nopar:Npn
1221 \cs_tmp:w \cs_new_protected_nopar:Npx \cs_gset_protected_nopar:Npx
1222 \cs_tmp:w \cs_new_protected:Npn \cs_gset_protected:Npn
1223 \cs_tmp:w \cs_new_protected:Npx \cs_gset_protected:Npx

```

(End definition for `\cs_new_nopar:Npn`. This function is documented on page ??.)

`\cs_set_nopar:cpn` Like `\cs_set_nopar:Npn` and `\cs_new_nopar:Npn`, except that the first argument consists of the sequence of characters that should be used to form the name of the desired control sequence (the `c` stands for csname argument, see the expansion module). Global versions are also provided.

`\cs_set_nopar:cpn` `\cs_set_nopar:cpn⟨string⟩⟨rep-text⟩` will turn `⟨string⟩` into a csname and then assign `⟨rep-text⟩` to it by using `\cs_set_nopar:Npn`. This means that there might be a parameter string between the two arguments.

```

1224 \cs_set:Npn \cs_tmp:w #1#2
1225 { \cs_new_protected_nopar:Npn #1 { \exp_args:Nc #2 } }

```

```

1226 \cs_tmp:w \cs_set_nopar:cpn \cs_set_nopar:Npn
1227 \cs_tmp:w \cs_set_nopar:cpx \cs_set_nopar:Npx
1228 \cs_tmp:w \cs_gset_nopar:cpn \cs_gset_nopar:Npn
1229 \cs_tmp:w \cs_gset_nopar:cpx \cs_gset_nopar:Npx
1230 \cs_tmp:w \cs_new_nopar:cpn \cs_new_nopar:Npn
1231 \cs_tmp:w \cs_new_nopar:cpx \cs_new_nopar:Npx

```

(End definition for `\cs_set_nopar:cpn`. This function is documented on page ??.)

`\cs_set:cpn` Variants of the `\cs_set:Npn` versions which make a csname out of the first arguments.

`\cs_set:cpx` We may also do this globally.

```

\cs_gset:cpn 1232 \cs_tmp:w \cs_set:cpn \cs_set:Npn
\cs_gset:cpx 1233 \cs_tmp:w \cs_set:cpx \cs_set:Npx
\cs_new:cpn 1234 \cs_tmp:w \cs_gset:cpn \cs_gset:Npn
\cs_new:cpx 1235 \cs_tmp:w \cs_gset:cpx \cs_gset:Npx
1236 \cs_tmp:w \cs_new:cpn \cs_new:Npn
1237 \cs_tmp:w \cs_new:cpx \cs_new:Npx

```

(End definition for `\cs_set:cpn`. This function is documented on page ??.)

`\cs_set_protected_nopar:cpn` Variants of the `\cs_set_protected_nopar:Npn` versions which make a csname out of the first arguments. We may also do this globally.

```

\cs_set_protected_nopar:cpx 1238 \cs_tmp:w \cs_set_protected_nopar:cpn \cs_set_protected_nopar:Npn
\cs_gset_protected_nopar:cpn 1239 \cs_tmp:w \cs_set_protected_nopar:cpx \cs_set_protected_nopar:Npx
\cs_gset_protected_nopar:cpx 1240 \cs_tmp:w \cs_gset_protected_nopar:cpn \cs_gset_protected_nopar:Npn
\cs_new_protected_nopar:cpn 1241 \cs_tmp:w \cs_gset_protected_nopar:cpx \cs_gset_protected_nopar:Npx
\cs_new_protected_nopar:cpx 1242 \cs_tmp:w \cs_new_protected_nopar:cpn \cs_new_protected_nopar:Npn
1243 \cs_tmp:w \cs_new_protected_nopar:cpx \cs_new_protected_nopar:Npx

```

(End definition for `\cs_set_protected_nopar:cpn`. This function is documented on page ??.)

`\cs_set_protected:cpn` Variants of the `\cs_set_protected:Npn` versions which make a csname out of the first arguments. We may also do this globally.

```

\cs_set_protected:cpx 1244 \cs_tmp:w \cs_set_protected:cpn \cs_set_protected:Npn
\cs_gset_protected:cpn 1245 \cs_tmp:w \cs_set_protected:cpx \cs_set_protected:Npx
\cs_gset_protected:cpx 1246 \cs_tmp:w \cs_gset_protected:cpn \cs_gset_protected:Npn
\cs_new_protected:cpn 1247 \cs_tmp:w \cs_gset_protected:cpx \cs_gset_protected:Npx
\cs_new_protected:cpx 1248 \cs_tmp:w \cs_new_protected:cpn \cs_new_protected:Npn
1249 \cs_tmp:w \cs_new_protected:cpx \cs_new_protected:Npx

```

(End definition for `\cs_set_protected:cpn`. This function is documented on page ??.)

## 185.11 Copying definitions

`\cs_set_eq:NN` These macros allow us to copy the definition of a control sequence to another control sequence.

`\cs_set_eq:cN` The `=` sign allows us to define funny char tokens like `=` itself or `_` with this function.

`\cs_set_eq:Nc` For the definition of `\c_space_char{~}` to work we need the `~` after the `=`.

`\cs_set_eq:cc` `\cs_set_eq:NN` is long to avoid problems with a literal argument of `\par`. While `\cs_new_eq:NN` will probably never be correct with a first argument of `\par`, define it long in order to throw an “already defined” error rather than “runaway argument”.

```

1250 \cs_new_protected:Npn \cs_set_eq:NN #1 { \tex_let:D #1 =~ }
1251 \cs_new_protected_nopar:Npn \cs_set_eq:cN { \exp_args:Nc \cs_set_eq:NN }
1252 \cs_new_protected_nopar:Npn \cs_set_eq:Nc { \exp_args:NNc \cs_set_eq:NN }
1253 \cs_new_protected_nopar:Npn \cs_set_eq:cc { \exp_args:Ncc \cs_set_eq:NN }
(End definition for \cs_set_eq:NN. This function is documented on page ??.)

```

```

\cs_new_eq:NN
\cs_new_eq:cN 1254 \cs_new_protected:Npn \cs_new_eq:NN #1
\cs_new_eq:Nc 1255 {
\cs_new_eq:cc 1256   \chk_if_free_cs:N #1
1257   \tex_global:D \cs_set_eq:NN #1
1258 }
1259 \cs_new_protected_nopar:Npn \cs_new_eq:cN { \exp_args:Nc \cs_new_eq:NN }
1260 \cs_new_protected_nopar:Npn \cs_new_eq:Nc { \exp_args:NNc \cs_new_eq:NN }
1261 \cs_new_protected_nopar:Npn \cs_new_eq:cc { \exp_args:Ncc \cs_new_eq:NN }
(End definition for \cs_new_eq:NN. This function is documented on page ??.)

```

```

\cs_gset_eq:NN
\cs_gset_eq:cN 1262 \cs_new_protected_nopar:Npn \cs_gset_eq:NN { \tex_global:D \cs_set_eq:NN }
\cs_gset_eq:Nc 1263 \cs_new_protected_nopar:Npn \cs_gset_eq:Nc { \exp_args:NNc \cs_gset_eq:NN }
\cs_gset_eq:cc 1264 \cs_new_protected_nopar:Npn \cs_gset_eq:cN { \exp_args:Nc \cs_gset_eq:NN }
1265 \cs_new_protected_nopar:Npn \cs_gset_eq:cc { \exp_args:Ncc \cs_gset_eq:NN }
(End definition for \cs_gset_eq:NN. This function is documented on page ??.)

```

## 185.12 undefining functions

The following function is used to free the main memory from the definition of some function that isn't in use any longer. The `c` variant is careful not to add the control sequence to the hash table if it isn't there yet, and it also avoids nesting  $\TeX$  conditionals in case `#1` is unbalanced in this matter.

```

1266 \cs_new_protected:Npn \cs_undefine:N #1
1267 { \cs_gset_eq:NN #1 \c_undefined:D }
1268 \cs_new_protected:Npn \cs_undefine:c #1
1269 {
1270   \if_cs_exist:w #1 \cs_end:
1271     \exp_after:wN \use:n
1272   \else:
1273     \exp_after:wN \use_none:n
1274   \fi:
1275   { \cs_gset_eq:cN {#1} \c_undefined:D }
1276 }
(End definition for \cs_undefine:N and \cs_undefine:c. These functions are documented on page ??.)

```

## 185.13 Defining functions from a given number of arguments

\cs\_get\_arg\_count\_from\_signature:N  
\cs\_get\_arg\_count\_from\_signature\_aux:nnN  
\cs\_get\_arg\_count\_from\_signature\_auxii:w

Counting the number of tokens in the signature, i.e., the number of arguments the function should take. If there is no signature, we return that there is  $-1$  arguments to signal an error. Otherwise we insert the string 9876543210 after the signature. If the signature is empty, the number we want is 0 so we remove the first nine tokens and return the tenth. Similarly, if the signature is `nnn` we want to remove the nine tokens `nnn987654` and return 3. Therefore, we simply remove the first nine tokens and then return the tenth.

```

1277 \cs_new:Npn \cs_get_arg_count_from_signature:N #1
1278 { \cs_split_function:NN #1 \cs_get_arg_count_from_signature_aux:nnN }
1279 \cs_new:Npn \cs_get_arg_count_from_signature_aux:nnN #1#2#3
1280 {
1281   \if_meaning:w \c_true_bool #3
1282     \exp_after:wN \use_i:nn
1283   \else:
1284     \exp_after:wN \use_ii:nn
1285   \fi:
1286   {
1287     \exp_after:wN \cs_get_arg_count_from_signature_auxii:w
1288     \use_none:nnnnnnnnn #2 9876543210 \q_stop
1289   }
1290   { -1 }
1291 }
1292 \cs_new:Npn \cs_get_arg_count_from_signature_auxii:w #1#2 \q_stop {#1}

```

A variant form we need right away.

```

1293 \cs_new_nopar:Npn \cs_get_arg_count_from_signature:c
1294 { \exp_args:Nc \cs_get_arg_count_from_signature:N }

```

(End definition for `\cs_get_arg_count_from_signature:N`. This function is documented on page 19.)

\cs\_generate\_from\_arg\_count:NNnn  
\cs\_generate\_from\_arg\_count:cNnn  
\cs\_generate\_from\_arg\_count:Ncnn  
\cs\_generate\_from\_arg\_count\_error\_msg:Nn  
\cs\_generate\_from\_arg\_count\_aux:nwn

We provide a constructor function for defining functions with a given number of arguments. For this we need to choose the correct parameter text and then use that when defining. Since  $\text{\TeX}$  supports from zero to nine arguments, we use a simple switch to choose the correct parameter text, ensuring the result is returned after finishing the conditional. If it is not between zero and nine, we throw an error.

1: function to define, 2: with what to define it, 3: the number of args it requires and 4: the replacement text

```

1295 \cs_new_protected:Npn \cs_generate_from_arg_count:NNnn #1#2#3#4
1296 {
1297   \if_case:w \int_eval:w #3 \int_eval_end:
1298     \cs_generate_from_arg_count_aux:nwn {}
1299   \or: \cs_generate_from_arg_count_aux:nwn {##1}
1300   \or: \cs_generate_from_arg_count_aux:nwn {##1##2}
1301   \or: \cs_generate_from_arg_count_aux:nwn {##1##2##3}
1302   \or: \cs_generate_from_arg_count_aux:nwn {##1##2##3##4}
1303   \or: \cs_generate_from_arg_count_aux:nwn {##1##2##3##4##5}
1304   \or: \cs_generate_from_arg_count_aux:nwn {##1##2##3##4##5##6}
1305   \or: \cs_generate_from_arg_count_aux:nwn {##1##2##3##4##5##6##7}

```

```

1306 \or: \cs_generate_from_arg_count_aux:nwn {##1##2##3##4##5##6##7##8}
1307 \or: \cs_generate_from_arg_count_aux:nwn {##1##2##3##4##5##6##7##8##9}
1308 \else:
1309 \cs_generate_from_arg_count_error_msg:Nn #1 {#3}
1310 \use_i:nnn
1311 \fi:
1312 {#2#1}
1313 {#4}
1314 }
1315 \cs_new_protected:Npn
1316 \cs_generate_from_arg_count_aux:nwn #1 #2 \fi: #3
1317 { \fi: #3 #1 }

```

A variant form we need right away, plus one which is used elsewhere but which is most logically created here.

```

1318 \cs_new_protected_nopar:Npn \cs_generate_from_arg_count:cNnn
1319 { \exp_args:Nc \cs_generate_from_arg_count:NNnn }
1320 \cs_new_protected_nopar:Npn \cs_generate_from_arg_count:Ncnn
1321 { \exp_args:Nnc \cs_generate_from_arg_count:NNnn }

```

The error message. Elsewhere we use the value of  $-1$  to signal a missing colon in a function, so provide a hint for help on this.

```

1322 \cs_new_protected:Npn \cs_generate_from_arg_count_error_msg:Nn #1#2
1323 {
1324 \msg_kernel_error:nxxx { kernel } { bad-number-of-arguments }
1325 { \token_to_str:N #1 } { \int_eval:n {#2} }
1326 }

```

(End definition for `\cs_generate_from_arg_count:NNnn`, `\cs_generate_from_arg_count:cNnn`, and `\cs_generate_from_arg_count:Ncnn`. These functions are documented on page 19.)

## 185.14 Using the signature to define functions

We can now combine some of the tools we have to provide a simple interface for defining functions. We define some simpler functions with user interface `\cs_set:Nn \foo_bar:nn {#1,#2}`, i.e., the number of arguments is read from the signature.

We want to define `\cs_set:Nn` as

```

\cs_set:Nn
\cs_set:Nx
\cs_set_nopar:Nn
\cs_set_nopar:Nx
\cs_set_protected:Nn
\cs_set_protected:Nx
\cs_set_protected_nopar:Nn
\cs_set_protected_nopar:Nx
\cs_gset:Nn
\cs_gset:Nx
\cs_gset_nopar:Nn
\cs_gset_nopar:Nx
\cs_gset_protected:Nn
\cs_gset_protected:Nx
\cs_gset_protected_nopar:Nn
\cs_gset_protected_nopar:Nx

```

```

\cs_set_protected:Npn \cs_set:Nn #1#2
{
\cs_generate_from_arg_count:NNnn #1 \cs_set:Npn
{ \cs_get_arg_count_from_signature:N #1 } {#2}
}

```

```

1327 \cs_set:Npn \cs_tmp:w #1#2#3
1328 {
1329 \cs_set_protected:cpx { cs_ #1 : #2 } ##1##2

```

In short, to define `\cs_set:Nn` we need just use `\cs_set:Npn`, everything else is the same for each variant. Therefore, we can make it simpler by temporarily defining a function to do this for us.

```

1330 {
1331   \exp_not:N \cs_generate_from_arg_count:NNnn ##1
1332   \exp_after:wN \exp_not:N \cs:w cs_#1 : #3 \cs_end:
1333   { \exp_not:N \cs_get_arg_count_from_signature:N ##1 }{##2}
1334 }
1335 }

```

Then we define the 32 variants beginning with N.

```

1336 \cs_tmp:w { set } { Nn } { Npn }
1337 \cs_tmp:w { set } { Nx } { Npx }
1338 \cs_tmp:w { set_nopar } { Nn } { Npn }
1339 \cs_tmp:w { set_nopar } { Nx } { Npx }
1340 \cs_tmp:w { set_protected } { Nn } { Npn }
1341 \cs_tmp:w { set_protected } { Nx } { Npx }
1342 \cs_tmp:w { set_protected_nopar } { Nn } { Npn }
1343 \cs_tmp:w { set_protected_nopar } { Nx } { Npx }
1344 \cs_tmp:w { gset } { Nn } { Npn }
1345 \cs_tmp:w { gset } { Nx } { Npx }
1346 \cs_tmp:w { gset_nopar } { Nn } { Npn }
1347 \cs_tmp:w { gset_nopar } { Nx } { Npx }
1348 \cs_tmp:w { gset_protected } { Nn } { Npn }
1349 \cs_tmp:w { gset_protected } { Nx } { Npx }
1350 \cs_tmp:w { gset_protected_nopar } { Nn } { Npn }
1351 \cs_tmp:w { gset_protected_nopar } { Nx } { Npx }

```

(End definition for \cs\_set:Nn. This function is documented on page ??.)

```

\cs_new:Nn
\cs_new:Nx
\cs_new_nopar:Nn
\cs_new_nopar:Nx
\cs_new_protected:Nn
\cs_new_protected:Nx
\cs_new_protected_nopar:Nn
\cs_new_protected_nopar:Nx
1352 \cs_tmp:w { new } { Nn } { Npn }
1353 \cs_tmp:w { new } { Nx } { Npx }
1354 \cs_tmp:w { new_nopar } { Nn } { Npn }
1355 \cs_tmp:w { new_nopar } { Nx } { Npx }
1356 \cs_tmp:w { new_protected } { Nn } { Npn }
1357 \cs_tmp:w { new_protected } { Nx } { Npx }
1358 \cs_tmp:w { new_protected_nopar } { Nn } { Npn }
1359 \cs_tmp:w { new_protected_nopar } { Nx } { Npx }

```

(End definition for \cs\_new:Nn. This function is documented on page ??.)

Then something similar for the c variants.

```

\cs_set_protected:Npn \cs_set:cn #1#2
{
  \cs_generate_from_arg_count:cNnn {#1} \cs_set:Npn
  { \cs_get_arg_count_from_signature:c {#1} } {#2}
}

1360 \cs_set:Npn \cs_tmp:w #1#2#3
1361 {
1362   \cs_set_protected:cpx {cs_#1:#2}##1##2{
1363     \exp_not:N \cs_generate_from_arg_count:cNnn {##1}
1364     \exp_after:wN \exp_not:N \cs:w cs_#1:#3 \cs_end:
1365     { \exp_not:N \cs_get_arg_count_from_signature:c {##1} } {##2}

```

```

1366     }
1367 }

```

The 32 c variants.

```

\cs_set:cn
\cs_set:cx
\cs_set_nopar:cn
\cs_set_nopar:cx
\cs_set_protected:cn
\cs_set_protected:cx
\cs_set_protected_nopar:cn
\cs_set_protected_nopar:cx
\cs_gset:cn
\cs_gset:cx
\cs_gset_nopar:cn
\cs_gset_nopar:cx
\cs_gset_protected:cn
\cs_gset_protected:cx
\cs_gset_protected_nopar:cn
\cs_gset_protected_nopar:cx
1368 \cs_tmp:w { set } { cn } { Npn }
1369 \cs_tmp:w { set } { cx } { Npx }
1370 \cs_tmp:w { set_nopar } { cn } { Npn }
1371 \cs_tmp:w { set_nopar } { cx } { Npx }
1372 \cs_tmp:w { set_protected } { cn } { Npn }
1373 \cs_tmp:w { set_protected } { cx } { Npx }
1374 \cs_tmp:w { set_protected_nopar } { cn } { Npn }
1375 \cs_tmp:w { set_protected_nopar } { cx } { Npx }
1376 \cs_tmp:w { gset } { cn } { Npn }
1377 \cs_tmp:w { gset } { cx } { Npx }
1378 \cs_tmp:w { gset_nopar } { cn } { Npn }
1379 \cs_tmp:w { gset_nopar } { cx } { Npx }
1380 \cs_tmp:w { gset_protected } { cn } { Npn }
1381 \cs_tmp:w { gset_protected } { cx } { Npx }
1382 \cs_tmp:w { gset_protected_nopar } { cn } { Npn }
1383 \cs_tmp:w { gset_protected_nopar } { cx } { Npx }

```

(End definition for \cs\_set:cn. This function is documented on page ??.)

```

\cs_new:cn
\cs_new:cx
\cs_new_nopar:cn
\cs_new_nopar:cx
\cs_new_protected:cn
\cs_new_protected:cx
\cs_new_protected_nopar:cn
\cs_new_protected_nopar:cx
1384 \cs_tmp:w { new } { cn } { Npn }
1385 \cs_tmp:w { new } { cx } { Npx }
1386 \cs_tmp:w { new_nopar } { cn } { Npn }
1387 \cs_tmp:w { new_nopar } { cx } { Npx }
1388 \cs_tmp:w { new_protected } { cn } { Npn }
1389 \cs_tmp:w { new_protected } { cx } { Npx }
1390 \cs_tmp:w { new_protected_nopar } { cn } { Npn }
1391 \cs_tmp:w { new_protected_nopar } { cx } { Npx }

```

(End definition for \cs\_new:cn. This function is documented on page ??.)

## 185.15 Checking control sequence equality

\cs\_if\_eq\_p:NN Check if two control sequences are identical.

```

\cs_if_eq_p:cn
\cs_if_eq_p:Nc
\cs_if_eq_p:cc
\cs_if_eq:NNTF
\cs_if_eq:cNTF
\cs_if_eq:NcTF
\cs_if_eq:ccTF
1392 \prg_new_conditional:Npnn \cs_if_eq:NN #1#2 { p , T , F , TF }
1393 {
1394   \if_meaning:w #1#2
1395     \prg_return_true: \else: \prg_return_false: \fi:
1396 }
1397 \cs_new_nopar:Npn \cs_if_eq_p:cn { \exp_args:Nc \cs_if_eq_p:NN }
1398 \cs_new_nopar:Npn \cs_if_eq:cNTF { \exp_args:Nc \cs_if_eq:NNTF }
1399 \cs_new_nopar:Npn \cs_if_eq:cNT { \exp_args:Nc \cs_if_eq:NNT }
1400 \cs_new_nopar:Npn \cs_if_eq:cNF { \exp_args:Nc \cs_if_eq:NNF }
1401 \cs_new_nopar:Npn \cs_if_eq_p:Nc { \exp_args:NNc \cs_if_eq_p:NN }
1402 \cs_new_nopar:Npn \cs_if_eq:NcTF { \exp_args:NNc \cs_if_eq:NNTF }
1403 \cs_new_nopar:Npn \cs_if_eq:NcT { \exp_args:NNc \cs_if_eq:NNT }
1404 \cs_new_nopar:Npn \cs_if_eq:NcF { \exp_args:NNc \cs_if_eq:NNF }

```

```

1405 \cs_new_nopar:Npn \cs_if_eq_p:cc { \exp_args:Ncc \cs_if_eq_p:NN }
1406 \cs_new_nopar:Npn \cs_if_eq:ccTF { \exp_args:Ncc \cs_if_eq:NNTF }
1407 \cs_new_nopar:Npn \cs_if_eq:ccT { \exp_args:Ncc \cs_if_eq:NNT }
1408 \cs_new_nopar:Npn \cs_if_eq:ccF { \exp_args:Ncc \cs_if_eq:NNF }
(End definition for \cs_if_eq:NN and others. These functions are documented on page ??.)

```

## 185.16 Diagnostic wrapper functions

```

\kernel_register_show:N
\kernel_register_show:c
1409 \cs_new:Npn \kernel_register_show:N #1
1410 {
1411   \cs_if_exist:NTF #1
1412   { \tex_showthe:D \use:n #1 }
1413   {
1414     \msg_kernel_error:nnx { kernel } { variable-not-defined }
1415     { \token_to_str:N #1 }
1416   }
1417 }
1418 \cs_new_nopar:Npn \kernel_register_show:c
1419 { \exp_args:Nc \kernel_register_show:N }
(End definition for \kernel_register_show:N and \kernel_register_show:c. These functions are documented on page ??.)

```

## 185.17 Engine specific definitions

\xetex\_if\_engine\_p: In some cases it will be useful to know which engine we're running. This can all be hard-coded for speed.

```

\luatex_if_engine_p:
\pdfTeX_if_engine_p:
\xetex_if_engine:TF
\luatex_if_engine:TF
\pdfTeX_if_engine:TF
1420 \cs_new_eq:NN \luatex_if_engine:T \use_none:n
1421 \cs_new_eq:NN \luatex_if_engine:F \use:n
1422 \cs_new_eq:NN \luatex_if_engine:TF \use_ii:nn
1423 \cs_new_eq:NN \pdfTeX_if_engine:T \use:n
1424 \cs_new_eq:NN \pdfTeX_if_engine:F \use_none:n
1425 \cs_new_eq:NN \pdfTeX_if_engine:TF \use_i:nn
1426 \cs_new_eq:NN \xetex_if_engine:T \use_none:n
1427 \cs_new_eq:NN \xetex_if_engine:F \use:n
1428 \cs_new_eq:NN \xetex_if_engine:TF \use_ii:nn
1429 \cs_new_eq:NN \luatex_if_engine_p: \c_false_bool
1430 \cs_new_eq:NN \pdfTeX_if_engine_p: \c_true_bool
1431 \cs_new_eq:NN \xetex_if_engine_p: \c_false_bool
1432 \cs_if_exist:NT \xetex_XeTeXversion:D
1433 {
1434   \cs_set_eq:NN \pdfTeX_if_engine:T \use_none:n
1435   \cs_set_eq:NN \pdfTeX_if_engine:F \use:n
1436   \cs_set_eq:NN \pdfTeX_if_engine:TF \use_ii:nn
1437   \cs_set_eq:NN \xetex_if_engine:T \use:n
1438   \cs_set_eq:NN \xetex_if_engine:F \use_none:n
1439   \cs_set_eq:NN \xetex_if_engine:TF \use_i:nn
1440   \cs_set_eq:NN \pdfTeX_if_engine_p: \c_false_bool
1441   \cs_set_eq:NN \xetex_if_engine_p: \c_true_bool

```

```

1442 }
1443 \cs_if_exist:NT \luatex_directlua:D
1444 {
1445   \cs_set_eq:NN \luatex_if_engine:T \use:n
1446   \cs_set_eq:NN \luatex_if_engine:F \use_none:n
1447   \cs_set_eq:NN \luatex_if_engine:TF \use_i:nn
1448   \cs_set_eq:NN \pdfTeX_if_engine:T \use_none:n
1449   \cs_set_eq:NN \pdfTeX_if_engine:F \use:n
1450   \cs_set_eq:NN \pdfTeX_if_engine:TF \use_ii:nn
1451   \cs_set_eq:NN \luatex_if_engine_p: \c_true_bool
1452   \cs_set_eq:NN \pdfTeX_if_engine_p: \c_false_bool
1453 }

```

(End definition for `\xetex_if_engine:`, `\luatex_if_engine:`, and `\pdfTeX_if_engine:`. These functions are documented on page ??.)

## 185.18 Doing nothing functions

`\prg_do_nothing:` This does not fit anywhere else!

```

1454 \cs_new_nopar:Npn \prg_do_nothing: { }

```

(End definition for `\prg_do_nothing:`. This function is documented on page ??.)

## 185.19 String comparisons

`\str_if_eq_p:nn` Modern engines provide a direct way of comparing two token lists, but returning a number. This set of conditionals therefore make life a bit clearer. The `nn` and `xx` versions are created directly as this is most efficient. These should eventually move somewhere else.

```

\str_if_eq:nnTF
\str_if_eq_p:xx
\str_if_eq:xxTF
1455 \prg_new_conditional:Npnn \str_if_eq:nn #1#2 { p , T , F , TF }
1456 {
1457   \if_int_compare:w \pdfTeX_strcmp:D { \exp_not:n {#1} } { \exp_not:n {#2} }
1458     = \c_zero
1459   \prg_return_true: \else: \prg_return_false: \fi:
1460 }
1461 \prg_new_conditional:Npnn \str_if_eq:xx #1#2 { p , T , F , TF }
1462 {
1463   \if_int_compare:w \pdfTeX_strcmp:D {#1} {#2} = \c_zero
1464   \prg_return_true: \else: \prg_return_false: \fi:
1465 }

```

(End definition for `\str_if_eq:nn`. These functions are documented on page ??.)

## 185.20 Breaking out of mapping functions

`\prg_break_point:n` In inline mappings, the nesting level must be reset at the end of the mapping, even when the user decides to break out. This is done by putting the code that must be performed as an argument of `\prg_break_point:n`. The breaking functions are then defined to jump to that point and perform the argument of `\prg_break_point:n`, before the user's code (if any).

```

1466 \cs_new_eq:NN \prg_break_point:n \use:n

```

```

1467 \cs_new:Npn \prg_map_break: #1 \prg_break_point:n #2 { #2 }
1468 \cs_new:Npn \prg_map_break:n #1 #2 \prg_break_point:n #3 { #3 #1 }
(End definition for \prg_break_point:n. This function is documented on page ??.)

```

## 185.21 Deprecated functions

Deprecated on 2011-05-27, for removal by 2011-08-31.

```

1469 <*deprecated>
1470 \cs_new_eq:NN \cs_gnew_nopar:Npn \cs_new_nopar:Npn
1471 \cs_new_eq:NN \cs_gnew:Npn \cs_new:Npn
1472 \cs_new_eq:NN \cs_gnew_protected_nopar:Npn \cs_new_protected_nopar:Npn
1473 \cs_new_eq:NN \cs_gnew_protected:Npn \cs_new_protected:Npn
1474 \cs_new_eq:NN \cs_gnew_nopar:Npx \cs_new_nopar:Npx
1475 \cs_new_eq:NN \cs_gnew:Npx \cs_new:Npx
1476 \cs_new_eq:NN \cs_gnew_protected_nopar:Npx \cs_new_protected_nopar:Npx
1477 \cs_new_eq:NN \cs_gnew_protected:Npx \cs_new_protected:Npx
1478 \cs_new_eq:NN \cs_gnew_nopar:cpn \cs_new_nopar:cpn
1479 \cs_new_eq:NN \cs_gnew:cpn \cs_new:cpn
1480 \cs_new_eq:NN \cs_gnew_protected_nopar:cpn \cs_new_protected_nopar:cpn
1481 \cs_new_eq:NN \cs_gnew_protected:cpn \cs_new_protected:cpn
1482 \cs_new_eq:NN \cs_gnew_nopar:cpx \cs_new_nopar:cpx
1483 \cs_new_eq:NN \cs_gnew:cpx \cs_new:cpx
1484 \cs_new_eq:NN \cs_gnew_protected_nopar:cpx \cs_new_protected_nopar:cpx
1485 \cs_new_eq:NN \cs_gnew_protected:cpx \cs_new_protected:cpx
1486 </deprecated>

1487 <*deprecated>
1488 \cs_new_eq:NN \cs_gnew_eq:NN \cs_new_eq:NN
1489 \cs_new_eq:NN \cs_gnew_eq:cN \cs_new_eq:cN
1490 \cs_new_eq:NN \cs_gnew_eq:Nc \cs_new_eq:Nc
1491 \cs_new_eq:NN \cs_gnew_eq:cc \cs_new_eq:cc
1492 </deprecated>

1493 <*deprecated>
1494 \cs_new_eq:NN \cs_gundefine:N \cs_undefine:N
1495 \cs_new_eq:NN \cs_gundefine:c \cs_undefine:c
1496 </deprecated>

1497 <*deprecated>
1498 \cs_new_eq:NN \group_execute_after:N \group_insert_after:N
1499 </deprecated>

```

Deprecated 2011-09-06, for removal by 2011-12-31.

```

\c_pdftex_is_engine_bool  Predicates are better
\c_luatex_is_engine_bool  1500 <*deprecated>
\c_xetex_is_engine_bool   1501 \cs_new_eq:NN \c_luatex_is_engine_bool \luatex_if_engine_p:
                          1502 \cs_new_eq:NN \c_pdftex_is_engine_bool \pdftex_if_engine_p:
                          1503 \cs_new_eq:NN \c_xetex_is_engine_bool \xetex_if_engine_p:
                          1504 </deprecated>

```

(End definition for `\c_pdftex_is_engine_bool`, `\c_luatex_is_engine_bool`, and `\c_xetex_is_engine_bool`. These functions are documented on page ??.)

`\use_i_after_fi:nw` These functions return the first argument after ending the conditional. This is rather specialized, and we want to de-emphasize the use of primitive T<sub>E</sub>X conditionals.  
`\use_i_after_else:nw`  
`\use_i_after_or:nw`  
`\use_i_after_orelse:nw`

```

1505 <*deprecated>
1506 \cs_set:Npn \use_i_after_fi:nw #1 \fi: { \fi: #1 }
1507 \cs_set:Npn \use_i_after_else:nw #1 \else: #2 \fi: { \fi: #1 }
1508 \cs_set:Npn \use_i_after_or:nw #1 \or: #2 \fi: { \fi: #1 }
1509 \cs_set:Npn \use_i_after_orelse:nw #1#2#3 \fi: { \fi: #1 }
1510 </deprecated>

```

(End definition for `\use_i_after_fi:nw`. This function is documented on page ??.)  
 Deprecated 2011-09-07, for removal by 2011-12-31.

`\cs_set_eq:NwN`

```

1511 <*deprecated>
1512 \tex_let:D \cs_set_eq:NwN \tex_let:D
1513 </deprecated>

```

(End definition for `\cs_set_eq:NwN`. This function is documented on page ??.)

```

1514 </initex | package>

```

## 186 l3expan implementation

```

1515 <*initex | package>

```

We start by ensuring that the required packages are loaded.

```

1516 <*package>
1517 \ProvidesExplPackage
1518   {\ExplFileName}{\ExplFileDate}{\ExplFileVersion}{\ExplFileDescription}
1519 \package_check_loaded_expl:
1520 </package>

```

`\exp_after:wN` These are defined in `l3basics`.  
`\exp_not:N` (End definition for `\exp_after:wN`. This function is documented on page 31.)  
`\exp_not:n`

### 186.1 General expansion

In this section a general mechanism for defining functions to handle argument handling is defined. These general expansion functions are expandable unless `x` is used. (Any version of `x` is going to have to use one of the L<sup>A</sup>T<sub>E</sub>X3 names for `\cs_set_nopar:Npx` at some point, and so is never going to be expandable.<sup>3</sup>)

The definition of expansion functions with this technique happens in section 186.3. In section 186.2 some common cases are coded by a more direct method for efficiency, typically using calls to `\exp_after:wN`.

---

<sup>3</sup>However, some primitives have certain characteristics that means that their arguments undergo an `x` type expansion but the primitive is in fact still expandable. We shall make it very clear when such a function is expandable.

`\l_exp_internal_tl` We need a scratch token list variable. We don't use `tl` methods so that `l3expan` can be loaded earlier.

```
1521 \cs_new_nopar:Npn \l_exp_internal_tl { }
```

(End definition for `\l_exp_internal_tl`. This variable is documented on page 32.)

This code uses internal functions with names that start with `\::` to perform the expansions. All macros are long as this turned out to be desirable since the tokens undergoing expansion may be arbitrary user input.

An argument manipulator `\::⟨Z⟩` always has signature `#1\:::#2#3` where `#1` holds the remaining argument manipulations to be performed, `\:::` serves as an end marker for the list of manipulations, `#2` is the carried over result of the previous expansion steps and `#3` is the argument about to be processed.

`\exp_arg_next:nnn`  
`\exp_arg_next:Nnn`

`#1` is the result of an expansion step, `#2` is the remaining argument manipulations and `#3` is the current result of the expansion chain. This auxiliary function moves `#1` back after `#3` in the input stream and checks if any expansion is left to be done by calling `#2`. In by far the most cases we will require to add a set of braces to the result of an argument manipulation so it is more effective to do it directly here. Actually, so far only the `c` of the final argument manipulation variants does not require a set of braces.

```
1522 \cs_new:Npn \exp_arg_next:nnn #1#2#3 { #2 \::: { #3 {#1} } }
```

```
1523 \cs_new:Npn \exp_arg_next:Nnn #1#2#3 { #2 \::: { #3 #1 } }
```

(End definition for `\exp_arg_next:nnn`. This function is documented on page 32.)

`\:::` The end marker is just another name for the identity function.

```
1524 \cs_new:Npn \::: #1 {#1}
```

(End definition for `\:::`. This function is documented on page 32.)

`\::n` This function is used to skip an argument that doesn't need to be expanded.

```
1525 \cs_new:Npn \::n #1 \::: #2#3 { #1 \::: { #2 {#3} } }
```

(End definition for `\::n`. This function is documented on page 32.)

`\::N` This function is used to skip an argument that consists of a single token and doesn't need to be expanded.

```
1526 \cs_new:Npn \::N #1 \::: #2#3 { #1 \::: {#2#3} }
```

(End definition for `\::N`. This function is documented on page 32.)

`\::c` This function is used to skip an argument that is turned into as control sequence without expansion.

```
1527 \cs_new:Npn \::c #1 \::: #2#3
```

```
1528 { \exp_after:wN \exp_arg_next:Nnn \cs:w #3 \cs_end: {#1} {#2} }
```

(End definition for `\::c`. This function is documented on page 32.)

`\::o` This function is used to expand an argument once.

```
1529 \cs_new:Npn \::o #1 \::: #2#3
```

```
1530 { \exp_after:wN \exp_arg_next:nnn \exp_after:wN {#3} {#1} {#2} }
```

(End definition for `\::o`. This function is documented on page 32.)

`\::f` This function is used to expand a token list until the first unexpandable token is found.

`\exp_stop_f:` The underlying `\romannumeral -'0` expands everything in its way to find something terminating the number and thereby expands the function in front of it. This scanning procedure is terminated once the expansion hits something non-expandable or a space. We introduce `\exp_stop_f:` to mark such an end of expansion marker; in case the scanner hits a number, this number also terminates the scanning and is left untouched. In the example shown earlier the scanning was stopped once TeX had fully expanded `\cs_set_eq:Nc \aaa { b \l_tmpa_tl b }` into `\cs_set_eq:NN \aaa = \blurb` which then turned out to contain the non-expandable token `\cs_set_eq:NN`. Since the expansion of `\romannumeral -'0` is  $\langle null \rangle$ , we wind up with a fully expanded list, only TeX has not tried to execute any of the non-expandable tokens. This is what differentiates this function from the `x` argument type.

```

1531 \cs_new:Npn \::f #1 \::: #2#3
1532 {
1533   \exp_after:wN \exp_arg_next:nnn
1534   \exp_after:wN { \tex_romannumeral:D -'0 #3 }
1535   {#1} {#2}
1536 }
1537 \use:nn { \cs_new_eq:NN \exp_stop_f: } { ~ }
(End definition for \::f. This function is documented on page ??.)

```

`\::x` This function is used to expand an argument fully.

```

1538 \cs_new_protected:Npn \::x #1 \::: #2#3
1539 {
1540   \cs_set_nopar:Npx \l_exp_internal_tl { {#3} }
1541   \exp_after:wN \exp_arg_next:nnn \l_exp_internal_tl {#1} {#2}
1542 }
(End definition for \::x. This function is documented on page 32.)

```

`\::v` These functions return the value of a register, i.e., one of `tl`, `clist`, `int`, `skip`, `dim` and `muskip`. The `V` version expects a single token whereas `v` like `c` creates a `csname` from its argument given in braces and then evaluates it as if it was a `V`. The primitive `\romannumeral` sets off an expansion similar to an `f` type expansion, which we will terminate using `\c_zero`. The argument is returned in braces.

```

1543 \cs_new:Npn \::V #1 \::: #2#3
1544 {
1545   \exp_after:wN \exp_arg_next:nnn
1546   \exp_after:wN { \tex_romannumeral:D \exp_eval_register:N #3 }
1547   {#1} {#2}
1548 }
1549 \cs_new:Npn \::v # 1\::: #2#3
1550 {
1551   \exp_after:wN \exp_arg_next:nnn
1552   \exp_after:wN { \tex_romannumeral:D \exp_eval_register:c {#3} }
1553   {#1} {#2}
1554 }
(End definition for \::v. This function is documented on page 32.)

```

`\exp_eval_register:N` This function evaluates a register. Now a register might exist as one of two things: A parameter-less macro or a built-in TeX register such as `\count`. For the TeX registers we have to utilize a `\the` whereas for the macros we merely have to expand them once. The trick is to find out when to use `\the` and when not to. What we do here is try to find out whether the token will expand to something else when hit with `\exp_after:wN`. The technique is to compare the meaning of the register in question when it has been prefixed with `\exp_not:N` and the register itself. If it is a macro, the prefixed `\exp_not:N` will temporarily turn it into the primitive `\scan_stop:`.

```

1555 \cs_new:Npn \exp_eval_register:N #1
1556 {
1557   \exp_after:wN \if_meaning:w \exp_not:N #1 #1

```

If the token was not a macro it may be a malformed variable from a `c` expansion in which case it is equal to the primitive `\scan_stop:`. In that case we throw an error. We could let TeX do it for us but that would result in the rather obscure

! You can't use '`\relax`' after `\the`.

which while quite true doesn't give many hints as to what actually went wrong. We provide something more sensible.

```

1558   \if_meaning:w \scan_stop: #1
1559   \exp_eval_error_msg:w
1560   \fi:

```

The next bit requires some explanation. The function must be initiated by the primitive `\romannumeral` and we want to terminate this expansion chain by inserting the `\c_zero` integer constant. However, we have to expand the register `#1` before we do that. If it is a TeX register, we need to execute the sequence `\exp_after:wN \c_zero \tex_the:D #1` and if it is a macro we need to execute `\exp_after:wN \c_zero #1`. We therefore issue the longer of the two sequences and if the register is a macro, we remove the `\tex_the:D`.

```

1561   \else:
1562     \exp_after:wN \use_i_ii:nnn
1563   \fi:
1564   \exp_after:wN \c_zero \tex_the:D #1
1565 }
1566 \cs_new:Npn \exp_eval_register:c #1
1567 { \exp_after:wN \exp_eval_register:N \cs:w #1 \cs_end: }

```

Clean up nicely, then call the undefined control sequence. The result is an error message looking like this:

```

! Undefined control sequence.
<argument> \LaTeX3 error:
                               Erroneous variable used!
1.55 \tl_set:Nv \l_tmpa_tl {undefined_tl}

```

```

1568 \cs_new:Npn \exp_eval_error_msg:w #1 \tex_the:D #2
1569 {
1570   \fi:
1571   \fi:

```

```

1572     \msg_expandable_kernel_error:nnn { kernel } { bad-var } {#2}
1573     \c_zero
1574 }

```

(End definition for `\exp_eval_register:N` and `\exp_eval_register:c`. These functions are documented on page ??.)

## 186.2 Hand-tuned definitions

One of the most important features of these functions is that they are fully expandable and therefore allow to prefix them with `\tex_global:D` for example.

`\exp_args:No` Those lovely runs of expansion!

```

\exp_args:NNo 1575 \cs_new:Npn \exp_args:No #1#2 { \exp_after:wN #1 \exp_after:wN {#2} }
\exp_args:NNNo 1576 \cs_new:Npn \exp_args:NNNo #1#2#3
1577 { \exp_after:wN #1 \exp_after:wN #2 \exp_after:wN {#3} }
1578 \cs_new:Npn \exp_args:NNNo #1#2#3#4
1579 { \exp_after:wN #1 \exp_after:wN#2 \exp_after:wN #3 \exp_after:wN {#4} }

```

(End definition for `\exp_args:No`. This function is documented on page 29.)

`\exp_args:Nc` In l3basics

(End definition for `\exp_args:Nc`. This function is documented on page 27.)

`\exp_args:cc` Here are the functions that turn their argument into csnames but are expandable.

```

\exp_args:NNc 1580 \cs_new:Npn \exp_args:cc #1#2
\exp_args:Ncc 1581 { \cs:w #1 \exp_after:wN \cs_end: \cs:w #2 \cs_end: }
\exp_args:Nccc 1582 \cs_new:Npn \exp_args:NNc #1#2#3
1583 { \exp_after:wN #1 \exp_after:wN #2 \cs:w # 3\cs_end: }
1584 \cs_new:Npn \exp_args:Ncc #1#2#3
1585 { \exp_after:wN #1 \cs:w #2 \exp_after:wN \cs_end: \cs:w #3 \cs_end: }
1586 \cs_new:Npn \exp_args:Nccc #1#2#3#4
1587 {
1588     \exp_after:wN #1
1589     \cs:w #2 \exp_after:wN \cs_end:
1590     \cs:w #3 \exp_after:wN \cs_end:
1591     \cs:w #4 \cs_end:
1592 }

```

(End definition for `\exp_args:cc` and others. These functions are documented on page ??.)

`\exp_args:Nf`

`\exp_args:Nv`

```

\exp_args:Nv 1593 \cs_new:Npn \exp_args:Nf #1#2
1594 { \exp_after:wN #1 \exp_after:wN { \tex_romannumeral:D -'0 #2 } }
1595 \cs_new:Npn \exp_args:Nv #1#2
1596 {
1597     \exp_after:wN #1 \exp_after:wN
1598     { \tex_romannumeral:D \exp_eval_register:c {#2} }
1599 }
1600 \cs_new:Npn \exp_args:Nv #1#2
1601 {
1602     \exp_after:wN #1 \exp_after:wN

```

```

1603     { \tex_romannumeral:D \exp_eval_register:N #2 }
1604   }

```

(End definition for `\exp_args:Nf`, `\exp_args:Nv`, and `\exp_args:Nv`. These functions are documented on page 28.)

`\exp_args:NNV` Some more hand-tuned function with three arguments. If we forced that an `o` argument always has braces, we could implement `\exp_args:Nco` with less tokens and only two arguments.

```

\exp_args:NNV
\exp_args:NNv
\exp_args:NNf
\exp_args:NVV
\exp_args:Ncf
\exp_args:Nco
1605 \cs_new:Npn \exp_args:NNf #1#2#3
1606 {
1607   \exp_after:wN #1
1608   \exp_after:wN #2
1609   \exp_after:wN { \tex_romannumeral:D -'0 #3 }
1610 }
1611 \cs_new:Npn \exp_args:NNv #1#2#3
1612 {
1613   \exp_after:wN #1
1614   \exp_after:wN #2
1615   \exp_after:wN { \tex_romannumeral:D \exp_eval_register:c {#3} }
1616 }
1617 \cs_new:Npn \exp_args:NNV #1#2#3
1618 {
1619   \exp_after:wN #1
1620   \exp_after:wN #2
1621   \exp_after:wN { \tex_romannumeral:D \exp_eval_register:N #3 }
1622 }
1623 \cs_new:Npn \exp_args:Nco #1#2#3
1624 {
1625   \exp_after:wN #1
1626   \cs:w #2 \exp_after:wN \cs_end:
1627   \exp_after:wN {#3}
1628 }
1629 \cs_new:Npn \exp_args:Ncf #1#2#3
1630 {
1631   \exp_after:wN #1
1632   \cs:w #2 \exp_after:wN \cs_end:
1633   \exp_after:wN { \tex_romannumeral:D -'0 #3 }
1634 }
1635 \cs_new:Npn \exp_args:NVV #1#2#3
1636 {
1637   \exp_after:wN #1
1638   \exp_after:wN { \tex_romannumeral:D \exp_after:wN
1639     \exp_eval_register:N \exp_after:wN #2 \exp_after:wN }
1640   \exp_after:wN { \tex_romannumeral:D \exp_eval_register:N #3 }
1641 }

```

(End definition for `\exp_args:NNV` and others. These functions are documented on page ??.)

`\exp_args:Ncco` A few more that we can hand-tune.

```

\exp_args:NcNc
\exp_args:NcNo
\exp_args:NNNV
1642 \cs_new:Npn \exp_args:NNNV #1#2#3#4

```

```

1643 {
1644   \exp_after:wN #1
1645   \exp_after:wN #2
1646   \exp_after:wN #3
1647   \exp_after:wN { \tex_romannumeral:D \exp_eval_register:N #4 }
1648 }
1649 \cs_new:Npn \exp_args:NcNc #1#2#3#4
1650 {
1651   \exp_after:wN #1
1652   \cs:w #2 \exp_after:wN \cs_end:
1653   \exp_after:wN #3
1654   \cs:w #4 \cs_end:
1655 }
1656 \cs_new:Npn \exp_args:NcNo #1#2#3#4
1657 {
1658   \exp_after:wN #1
1659   \cs:w #2 \exp_after:wN \cs_end:
1660   \exp_after:wN #3
1661   \exp_after:wN {#4}
1662 }
1663 \cs_new:Npn \exp_args:Ncco #1#2#3#4
1664 {
1665   \exp_after:wN #1
1666   \cs:w #2 \exp_after:wN \cs_end:
1667   \cs:w #3 \exp_after:wN \cs_end:
1668   \exp_after:wN {#4}
1669 }

```

(End definition for `\exp_args:Ncco` and others. These functions are documented on page ??.)

### 186.3 Definitions with the automated technique

Some of these could be done more efficiently, but the complexity of coding then becomes an issue. Notice that the auto-generated functions are all not long: they don't actually take any arguments themselves.

`\exp_args:Nx`

```
1670 \cs_new_protected_nopar:Npn \exp_args:Nx { \::x \::: }
```

(End definition for `\exp_args:Nx`. This function is documented on page 28.)

`\exp_args:Nnc` Here are the actual function definitions, using the helper functions above.

```

\exp_args:Nnc 1671 \cs_new_nopar:Npn \exp_args:Nnc { \::n \::c \::: }
\exp_args:Nfo 1672 \cs_new_nopar:Npn \exp_args:Nfo { \::f \::o \::: }
\exp_args:Nff 1673 \cs_new_nopar:Npn \exp_args:Nff { \::f \::f \::: }
\exp_args:Nnf 1674 \cs_new_nopar:Npn \exp_args:Nnf { \::n \::f \::: }
\exp_args:Nno 1675 \cs_new_nopar:Npn \exp_args:Nno { \::n \::o \::: }
\exp_args:NnV 1676 \cs_new_nopar:Npn \exp_args:NnV { \::n \::V \::: }
\exp_args:Noo 1677 \cs_new_nopar:Npn \exp_args:Noo { \::o \::o \::: }
\exp_args:Nof 1678 \cs_new_nopar:Npn \exp_args:Nof { \::o \::f \::: }
\exp_args:Noc 1679 \cs_new_nopar:Npn \exp_args:Noc { \::o \::c \::: }
\exp_args:NNx
\exp_args:Ncx
\exp_args:Nnx
\exp_args:Nox
\exp_args:Nxo
\exp_args:Nxx

```

```

1680 \cs_new_protected_nopar:Npn \exp_args:NNx { \::N \::x \:: }
1681 \cs_new_protected_nopar:Npn \exp_args:Ncx { \::c \::x \:: }
1682 \cs_new_protected_nopar:Npn \exp_args:Nnx { \::n \::x \:: }
1683 \cs_new_protected_nopar:Npn \exp_args:Nox { \::o \::x \:: }
1684 \cs_new_protected_nopar:Npn \exp_args:Nxo { \::x \::o \:: }
1685 \cs_new_protected_nopar:Npn \exp_args:Nxx { \::x \::x \:: }

```

(End definition for `\exp_args:Nnc` and others. These functions are documented on page ??.)

```

\exp_args:NNno
\exp_args:NNoo 1686 \cs_new_nopar:Npn \exp_args:NNno { \::N \::n \::o \:: }
\exp_args:Nnnc 1687 \cs_new_nopar:Npn \exp_args:NNoo { \::N \::o \::o \:: }
\exp_args:Nnno 1688 \cs_new_nopar:Npn \exp_args:Nnnc { \::n \::n \::c \:: }
\exp_args:Nooo 1689 \cs_new_nopar:Npn \exp_args:Nnno { \::n \::n \::o \:: }
\exp_args:NNnx 1690 \cs_new_nopar:Npn \exp_args:Nooo { \::o \::o \::o \:: }
\exp_args:NNox 1691 \cs_new_protected_nopar:Npn \exp_args:NNnx { \::N \::n \::x \:: }
\exp_args:Nnnx 1692 \cs_new_protected_nopar:Npn \exp_args:NNox { \::N \::o \::x \:: }
\exp_args:Nnox 1693 \cs_new_protected_nopar:Npn \exp_args:Nnnx { \::n \::n \::x \:: }
\exp_args:Nnox 1694 \cs_new_protected_nopar:Npn \exp_args:Nnox { \::n \::o \::x \:: }
\exp_args:Nccx 1695 \cs_new_protected_nopar:Npn \exp_args:Nccx { \::c \::c \::x \:: }
\exp_args:Ncnx 1696 \cs_new_protected_nopar:Npn \exp_args:Ncnx { \::c \::n \::x \:: }
\exp_args:Noox 1697 \cs_new_protected_nopar:Npn \exp_args:Noox { \::o \::o \::x \:: }

```

(End definition for `\exp_args:NNno` and others. These functions are documented on page ??.)

## 186.4 Last-unbraced versions

`\exp_arg_last_unbraced:nn` There are a few places where the last argument needs to be available unbraced. First some helper macros.

```

\::f_unbraced 1698 \cs_new:Npn \exp_arg_last_unbraced:nn #1#2 { #2#1 }
\::o_unbraced 1699 \cs_new:Npn \::f_unbraced \::: #1#2
\::V_unbraced 1700 {
\::v_unbraced 1701   \exp_after:wN \exp_arg_last_unbraced:nn
\::x_unbraced 1702   \exp_after:wN { \tex_romannumeral:D -'0 #2 } {#1}
1703 }
1704 \cs_new:Npn \::o_unbraced \::: #1#2
1705 { \exp_after:wN \exp_arg_last_unbraced:nn \exp_after:wN {#2} {#1} }
1706 \cs_new:Npn \::V_unbraced \::: #1#2
1707 {
1708   \exp_after:wN \exp_arg_last_unbraced:nn
1709   \exp_after:wN { \tex_romannumeral:D \exp_eval_register:N #2 } {#1}
1710 }
1711 \cs_new:Npn \::v_unbraced \::: #1#2
1712 {
1713   \exp_after:wN \exp_arg_last_unbraced:nn
1714   \exp_after:wN { \tex_romannumeral:D \exp_eval_register:c {#2} } {#1}
1715 }
1716 \cs_new_protected:Npn \::x_unbraced \::: #1#2
1717 {
1718   \cs_set_nopar:Npx \l_exp_internal_tl { \exp_not:n {#1} #2 }
1719   \l_exp_internal_tl

```

1720 }

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

`\exp_last_unbraced:NV` Now the business end: most of these are hand-tuned for speed, but the general system is in place.

```

\exp_last_unbraced:Nv
\exp_last_unbraced:Nf
\exp_last_unbraced:Nc
\exp_last_unbraced:Nco
\exp_last_unbraced:NcV
\exp_last_unbraced:NNV
\exp_last_unbraced:NNo
\exp_last_unbraced:NNNV
\exp_last_unbraced:NNNo
\exp_last_unbraced:Nno
\exp_last_unbraced:Noo
\exp_last_unbraced:Nfo
\exp_last_unbraced:NnNo
\exp_last_unbraced:Nx
1721 \cs_new:Npn \exp_last_unbraced:Nv #1#2
1722 { \exp_after:wN #1 \tex_romannumeral:D \exp_eval_register:N #2 }
1723 \cs_new:Npn \exp_last_unbraced:Nv #1#2
1724 { \exp_after:wN #1 \tex_romannumeral:D \exp_eval_register:c {#2} }
1725 \cs_new:Npn \exp_last_unbraced:Nc #1#2 { \exp_after:wN #1 #2 }
1726 \cs_new:Npn \exp_last_unbraced:Nf #1#2
1727 { \exp_after:wN #1 \tex_romannumeral:D -'0 #2 }
1728 \cs_new:Npn \exp_last_unbraced:Nco #1#2#3
1729 { \exp_after:wN #1 \cs:w #2 \exp_after:wN \cs_end: #3 }
1730 \cs_new:Npn \exp_last_unbraced:NcV #1#2#3
1731 {
1732   \exp_after:wN #1
1733   \cs:w #2 \exp_after:wN \cs_end:
1734   \tex_romannumeral:D \exp_eval_register:N #3
1735 }
1736 \cs_new:Npn \exp_last_unbraced:NNV #1#2#3
1737 {
1738   \exp_after:wN #1
1739   \exp_after:wN #2
1740   \tex_romannumeral:D \exp_eval_register:N #3
1741 }
1742 \cs_new:Npn \exp_last_unbraced:NNo #1#2#3
1743 { \exp_after:wN #1 \exp_after:wN #2 #3 }
1744 \cs_new:Npn \exp_last_unbraced:NNNV #1#2#3#4
1745 {
1746   \exp_after:wN #1
1747   \exp_after:wN #2
1748   \exp_after:wN #3
1749   \tex_romannumeral:D \exp_eval_register:N #4
1750 }
1751 \cs_new:Npn \exp_last_unbraced:NNNo #1#2#3#4
1752 { \exp_after:wN #1 \exp_after:wN #2 \exp_after:wN #3 #4 }
1753 \cs_new_nopar:Npn \exp_last_unbraced:Nno { \::n \::o_unbraced \:: }
1754 \cs_new_nopar:Npn \exp_last_unbraced:Noo { \::o \::o_unbraced \:: }
1755 \cs_new_nopar:Npn \exp_last_unbraced:Nfo { \::f \::o_unbraced \:: }
1756 \cs_new_nopar:Npn \exp_last_unbraced:NnNo { \::n \::N \::o_unbraced \:: }
1757 \cs_new_protected_nopar:Npn \exp_last_unbraced:Nx { \::x_unbraced \:: }

```

(End definition for `\exp_last_unbraced:NV`. This function is documented on page 30.)

`\exp_last_two_unbraced:Noo` If #2 is a single token then this can be implemented as

```

\cs_new:Npn \exp_last_two_unbraced:Noo #1 #2 #3
{ \exp_after:wN \exp_after:wN \exp_after:wN #1 \exp_after:wN #2 #3 }

```

However, for robustness this is not suitable. Instead, a bit of a shuffle is used to ensure that #2 can be multiple tokens.

```

1758 \cs_new:Npn \exp_last_two_unbraced:Noo #1#2#3
1759 { \exp_after:wN \exp_last_two_unbraced_aux:noN \exp_after:wN {#3} {#2} #1 }
1760 \cs_new:Npn \exp_last_two_unbraced_aux:noN #1#2#3
1761 { \exp_after:wN #3 #2 #1 }

```

(End definition for `\exp_last_two_unbraced:Noo`. This function is documented on page 30.)

## 186.5 Preventing expansion

```

\exp_not:o
\exp_not:c 1762 \cs_new:Npn \exp_not:o #1 { \etex_unexpanded:D \exp_after:wN {#1} }
\exp_not:f 1763 \cs_new:Npn \exp_not:c #1 { \exp_after:wN \exp_not:N \cs:w #1 \cs_end: }
\exp_not:V 1764 \cs_new:Npn \exp_not:f #1
\exp_not:v 1765 { \etex_unexpanded:D \exp_after:wN { \tex_romannumeral:D -'0 #1 } }
1766 \cs_new:Npn \exp_not:V #1
1767 {
1768   \etex_unexpanded:D \exp_after:wN
1769   { \tex_romannumeral:D \exp_eval_register:N #1 }
1770 }
1771 \cs_new:Npn \exp_not:v #1
1772 {
1773   \etex_unexpanded:D \exp_after:wN
1774   { \tex_romannumeral:D \exp_eval_register:c {#1} }
1775 }

```

(End definition for `\exp_not:o`. This function is documented on page 31.)

## 186.6 Defining function variants

```

\cs_generate_variant:Nn #1 : Base form of a function; e.g., \tl_set:Nn
\cs_generate_variant_aux:nnNNn #2 : One or more variant argument specifiers; e.g., {Nx,c,cx}
\cs_generate_variant_aux:Nnnw
\cs_generate_variant_aux:NNn

```

Test whether the base function is protected or not and define `\cs_tmp:w` as either `\cs_new_nopar:Npx` or `\cs_new_protected_nopar:Npx`, then used to define all the variants. Split up the original base function to grab its name and signature consisting of  $k$  letters. Then we wish to iterate through the list of variant argument specifiers, and for each one construct a new function name using the original base name, the variant signature consisting of  $l$  letters and the last  $k - l$  letters of the base signature. For example, for a base function `\tl_set:Nn` which needs a `c` variant form, we want the new signature to be `cn`.

```

1776 \cs_new_protected:Npn \cs_generate_variant:Nn #1
1777 {
1778   \chk_if_exist_cs:N #1
1779   \cs_generate_variant_aux:N #1
1780   \cs_split_function:NN #1 \cs_generate_variant_aux:nnNNn
1781   #1
1782 }

```

We discard the boolean #3 and then set off a loop through the desired variant forms. The original function is retained as #4 for efficiency.

```

1783 \cs_new_protected:Npn \cs_generate_variant_aux:nnNNn #1#2#3#4#5
1784 { \cs_generate_variant_aux:Nnnw #4 {#1}{#2} #5 , ? , \q_recursion_stop }

```

Next is the real work to be done. We now have 1: original function, 2: base name, 3: base signature, 4: beginning of variant signature. To construct the new csname and the \exp\_args:Ncc form, we need the variant signature. In our example, we wanted to discard the first two letters of the base signature because the variant form started with cc. This is the same as putting first cc in the signature and then \use\_none:nn followed by the base signature NNn. Depending on the number of characters in #4, the relevant \use\_none:n...n is called.

Firstly though, we check whether to terminate the loop. Then build the variant function once, to avoid repeating this relatively expensive operation. Then recurse.

```

1785 \cs_new_protected:Npn \cs_generate_variant_aux:Nnnw #1#2#3#4 ,
1786 {
1787   \if:w ? #4
1788     \exp_after:wN \use_none_delimit_by_q_recursion_stop:w
1789   \fi:
1790   \exp_args:NNc \cs_generate_variant_aux:NNn
1791   #1
1792   {
1793     #2 : #4
1794     \exp_after:wN \use_i_delimit_by_q_stop:nw
1795     \use_none:nnnnnnnnn #4
1796     \use_none:nnnnnnnnn
1797     \use_none:nnnnnnnnn
1798     \use_none:nnnnnnnn
1799     \use_none:nnnnnnn
1800     \use_none:nnnnnn
1801     \use_none:nnnn
1802     \use_none:nnn
1803     \use_none:nn
1804     \use_none:n
1805     { }
1806     \q_stop
1807     #3
1808   }
1809   {#4}
1810   \cs_generate_variant_aux:Nnnw #1 {#2} {#3}
1811 }

```

Check if the variant form has already been defined. If not, then define it and then additionally check if the \exp\_args:N form needed is defined. Otherwise tell that it was already defined.

```

1812 \cs_new_protected:Npn \cs_generate_variant_aux:NNn #1 #2 #3
1813 {
1814   \cs_if_free:NTF #2
1815   {

```

```

1816     \cs_tmp:w #2 { \exp_not:c { exp_args:N #3 } \exp_not:N #1 }
1817     \cs_generate_internal_variant:n {#3}
1818   }
1819   {
1820     \iow_log:x
1821     {
1822       Variant~\token_to_str:N #2~%
1823       already~defined;~ not~ changing~ it~on~line~%
1824       \tex_the:D \tex_inputlineno:D
1825     }
1826   }
1827 }

```

(End definition for `\cs_generate_variant:Nn`. This function is documented on page 26.)

`\cs_generate_variant_aux:N`  
`\cs_generate_variant_aux:w`

The idea here is to pick up protected parent functions, using the nature of the meaning string that they generate. The test here is almost the same as `\tl_if_empty:nTF`, but has to be hard-coded as that function is not yet available and because it has to match both long and short macros.

```

1828 \group_begin:
1829   \tex_lccode:D '\Z = '\d \scan_stop:
1830   \tex_lccode:D '\? ='\ \ \scan_stop:
1831   \tex_catcode:D '\P = 12 \scan_stop:
1832   \tex_catcode:D '\R = 12 \scan_stop:
1833   \tex_catcode:D '\O = 12 \scan_stop:
1834   \tex_catcode:D '\T = 12 \scan_stop:
1835   \tex_catcode:D '\E = 12 \scan_stop:
1836   \tex_catcode:D '\C = 12 \scan_stop:
1837   \tex_catcode:D '\Z = 12 \scan_stop:
1838   \tex_lowercase:D
1839   {
1840     \group_end:
1841     \cs_new_protected:Npn \cs_generate_variant_aux:N #1
1842     {
1843       \exp_after:wN \cs_generate_variant_aux:w
1844       \token_to_meaning:N #1
1845       \q_mark \cs_new_protected_nopar:Npx
1846       ? PROTECTEZ
1847       \q_mark \cs_new_nopar:Npx
1848       \q_stop
1849     }
1850     \cs_new_protected:Npn \cs_generate_variant_aux:w
1851     #1 ? PROTECTEZ #2 \q_mark #3 #4 \q_stop
1852     {
1853       \cs_set_eq:NN \cs_tmp:w #3
1854     }
1855   }

```

(End definition for `\cs_generate_variant_aux:N`. This function is documented on page 26.)

`\cs_generate_internal_variant:n`  
`\cs_generate_internal_variant_aux:N`

Test if `exp_args:N #1` is already defined and if not define it via the `\: :` commands using the chars in `#1`

```

1856 \cs_new_protected:Npn \cs_generate_internal_variant:n #1
1857 {
1858   \cs_if_free:cT { exp_args:N #1 }
1859   {
1860     \cs_new:cpx { exp_args:N #1 }
1861     { \cs_generate_internal_variant_aux:N #1 : }
1862   }
1863 }

```

This command grabs char by char outputting \::#1 (not expanded further) until we see a :. That colon is in fact also turned into \::: so that the required structure for \exp\_args... commands is correctly terminated.

```

1864 \cs_new:Npn \cs_generate_internal_variant_aux:N #1
1865 {
1866   \exp_not:c { :: #1 }
1867   \if_meaning:w : #1
1868   \exp_after:wN \use_none:n
1869   \fi:
1870   \cs_generate_internal_variant_aux:N
1871 }

```

(End definition for \cs\_generate\_internal\_variant:n. This function is documented on page 32.)

## 186.7 Variants which cannot be created earlier

\str\_if\_eq\_p:Vn These cannot come earlier as they need \cs\_generate\_variant:Nn.

```

\str_if_eq_p:on 1872 \cs_generate_variant:Nn \str_if_eq_p:nn { V , o }
\str_if_eq_p:nV 1873 \cs_generate_variant:Nn \str_if_eq_p:nn { nV , no , VV }
\str_if_eq_p:no 1874 \cs_generate_variant:Nn \str_if_eq:nnT { V , o }
\str_if_eq_p:VV 1875 \cs_generate_variant:Nn \str_if_eq:nnT { nV , no , VV }
\str_if_eq:VnTF 1876 \cs_generate_variant:Nn \str_if_eq:nnF { V , o }
\str_if_eq:onTF 1877 \cs_generate_variant:Nn \str_if_eq:nnF { nV , no , VV }
\str_if_eq:nVTF 1878 \cs_generate_variant:Nn \str_if_eq:nnTF { V , o }
\str_if_eq:noTF 1879 \cs_generate_variant:Nn \str_if_eq:nnTF { nV , no , VV }
\str_if_eq:VVTF

```

(End definition for \str\_if\_eq:Vn and others. These functions are documented on page ??.)

```

1880 </initex | package>

```

## 187 l3prg implementation

The following test files are used for this code: m3prg001.lvt,m3prg002.lvt,m3prg003.lvt.

```

1881 <*initex | package>
1882 <*package>
1883 \ProvidesExplPackage
1884   {\ExplFileName}{\ExplFileDate}{\ExplFileVersion}{\ExplFileDescription}
1885 \package_check_loaded_expl:
1886 </package>

```

## 187.1 Primitive conditionals

`\if_bool:N` Those two primitive TeX conditionals are synonyms. They should not be used outside the kernel code.

```
1887 \tex_let:D \if_bool:N          \tex_ifodd:D
1888 \tex_let:D \if_predicate:w      \tex_ifodd:D
```

(End definition for `\if_bool:N`. This function is documented on page 42.)

## 187.2 Defining a set of conditional functions

`\prg_set_conditional:Npnn` These are all defined in `l3basics`, as they are needed “early”. This is just a reminder that that is the case!  
`\prg_new_conditional:Npnn` (End definition for `\prg_set_conditional:Npnn` and others. These functions are documented on page ??.)  
`\prg_set_protected_conditional:Npnn`  
`\prg_new_protected_conditional:Npnn`

## 187.3 The boolean data type

Boolean variables have to be initiated when they are created. Other than that there is not much to say here.

```
\prg_set_conditional:Nnn
\prg_new_conditional:Nnn
\prg_set_protected_conditional:Nnn
\prg_new_protected_conditional:Nnn
\prg_set_eq_conditional:NNn
\prg_new_eq_conditional:NNn
\prg_return_true:
\prg_return_false:
\bool_set_true:N
\bool_set_true:c
\bool_gset_true:N
\bool_gset_true:c
\bool_set_false:N
\bool_set_false:c
\bool_gset_false:N
\bool_gset_false:c
1889 \cs_new_protected:Npn \bool_new:N #1 { \cs_new_eq:NN #1 \c_false_bool }
1890 \cs_generate_variant:Nn \bool_new:N { c }
```

(End definition for `\bool_new:N` and `\bool_new:c`. These functions are documented on page ??.)

Setting is already pretty easy.

```
1891 \cs_new_protected:Npn \bool_set_true:N #1
1892 { \cs_set_eq:NN #1 \c_true_bool }
1893 \cs_new_protected:Npn \bool_set_false:N #1
1894 { \cs_set_eq:NN #1 \c_false_bool }
1895 \cs_new_protected:Npn \bool_gset_true:N #1
1896 { \cs_gset_eq:NN #1 \c_true_bool }
1897 \cs_new_protected:Npn \bool_gset_false:N #1
1898 { \cs_gset_eq:NN #1 \c_false_bool }
1899 \cs_generate_variant:Nn \bool_set_true:N { c }
1900 \cs_generate_variant:Nn \bool_set_false:N { c }
1901 \cs_generate_variant:Nn \bool_gset_true:N { c }
1902 \cs_generate_variant:Nn \bool_gset_false:N { c }
```

(End definition for `\bool_set_true:N` and others. These functions are documented on page ??.)

`\bool_set_eq:NN` The usual copy code.  
`\bool_set_eq:cN` 1903 `\cs_new_eq:NN \bool_set_eq:NN \cs_set_eq:NN`  
`\bool_set_eq:Nc` 1904 `\cs_new_eq:NN \bool_set_eq:Nc \cs_set_eq:Nc`  
`\bool_set_eq:cN` 1905 `\cs_new_eq:NN \bool_set_eq:cN \cs_set_eq:cN`  
`\bool_gset_eq:NN` 1906 `\cs_new_eq:NN \bool_gset_eq:NN \cs_gset_eq:NN`  
`\bool_gset_eq:cN` 1907 `\cs_new_eq:NN \bool_gset_eq:cN \cs_gset_eq:cN`  
`\bool_gset_eq:Nc` 1908 `\cs_new_eq:NN \bool_gset_eq:Nc \cs_gset_eq:Nc`  
`\bool_gset_eq:cN` 1909 `\cs_new_eq:NN \bool_gset_eq:cN \cs_gset_eq:cN`  
`\bool_gset_eq:cc` 1910 `\cs_new_eq:NN \bool_gset_eq:cc \cs_gset_eq:cc`

(End definition for `\bool_set_eq:NN` and others. These functions are documented on page ??.)

`\bool_set:Nn` This function evaluates a boolean expression and assigns the first argument the meaning `\c_true_bool` or `\c_false_bool`.

`\bool_set:cn`

`\bool_gset:Nn` 1911 `\cs_new_protected:Npn \bool_set:Nn #1#2`

`\bool_gset:cn` 1912 `{ \tex_chardef:D #1 = \bool_if_p:n {#2} }`

1913 `\cs_new_protected:Npn \bool_gset:Nn #1#2`

1914 `{ \tex_global:D \tex_chardef:D #1 = \bool_if_p:n {#2} }`

1915 `\cs_generate_variant:Nn \bool_set:Nn { c }`

1916 `\cs_generate_variant:Nn \bool_gset:Nn { c }`

`\bool_if_p:N` Straight forward here. We could optimize here if we wanted to as the boolean can just be input directly.

`\bool_if_p:c`

`\bool_if:NTF` 1917 `\prg_new_conditional:Npnn \bool_if:N #1 { p , T , F , TF }`

`\bool_if:cTF` 1918 `{`

1919 `\if_meaning:w \c_true_bool #1`

1920 `\prg_return_true:`

1921 `\else:`

1922 `\prg_return_false:`

1923 `\fi:`

1924 `}`

1925 `\cs_generate_variant:Nn \bool_if_p:N { c }`

1926 `\cs_generate_variant:Nn \bool_if:NT { c }`

1927 `\cs_generate_variant:Nn \bool_if:NF { c }`

1928 `\cs_generate_variant:Nn \bool_if:NTF { c }`

(End definition for `\bool_set:Nn` and `\bool_set:cn`. These functions are documented on page ??.)

`\bool_show:N` Show the truth value of the boolean, as true or false. We use `\msg_aux_show:x` to get a better output; this function requires its argument to start with `>`.

`\bool_show:c`

`\bool_show:n` 1929 `\cs_new_protected:Npn \bool_show:N #1`

1930 `{`

1931 `\cs_if_exist:NTF #1`

1932 `{ \bool_show:n {#1} }`

1933 `{`

1934 `\msg_kernel_error:nnx { kernel } { variable-not-defined }`

1935 `{ \token_to_str:N #1 }`

1936 `}`

1937 `}`

1938 `\cs_new_protected:Npn \bool_show:n #1`

1939 `{`

1940 `\bool_if:nTF {#1}`

1941 `{ \msg_aux_show:x { > true } }`

1942 `{ \msg_aux_show:x { > false } }`

1943 `}`

1944 `\cs_generate_variant:Nn \bool_show:N { c }`

(End definition for `\bool_show:N`, `\bool_show:c`, and `\bool_show:n`. These functions are documented on page 36.)

`\l_tmpa_bool` A few booleans just if you need them.

`\g_tmpa_bool` 1945 `\bool_new:N \l_tmpa_bool`

1946 `\bool_new:N \g_tmpa_bool`

(End definition for `\l_tmpa_bool` and `\g_tmpa_bool`. These variables are documented on page 36.)

## 187.4 Boolean expressions

```

\bool_if_p:n
\bool_if:nTF
\bool_get_next:N
\bool_cleanup:N
\bool_choose:NN
  bool_!:w
\bool_Not:w
\bool_Not:w
  \bool_(w
    \bool_p:w
\bool_8_1:w
\bool_I_1:w
\bool_8_0:w
\bool_I_0:w
\bool_)_0:w
\bool_)_1:w
\bool_S_0:w
\bool_S_1:w
\bool_eval_skip_to_end:Nw
  \bool_eval_skip_to_end_aux:Nw
\bool_eval_skip_to_end_aux_ii:Nw

```

Evaluating the truth value of a list of predicates is done using an input syntax somewhat similar to the one found in other programming languages with ( and ) for grouping, ! for logical “Not”, && for logical “And” and || for logical “Or”. We shall use the terms Not, And, Or, Open and Close for these operations.

Any expression is terminated by a Close operation. Evaluation happens from left to right in the following manner using a GetNext function:

- If an Open is seen, start evaluating a new expression using the Eval function and call GetNext again.
- If a Not is seen, insert a negating function (if-even in this case) and call GetNext.
- If none of the above, start evaluating a new expression by reinserting the token found (this is supposed to be a predicate function) in front of Eval.

The Eval function then contains a post-processing operation which grabs the instruction following the predicate. This is either And, Or or Close. In each case the truth value is used to determine where to go next. The following situations can arise:

**$\langle true \rangle$ And** Current truth value is true, logical And seen, continue with GetNext to examine truth value of next boolean (sub-)expression.

**$\langle false \rangle$ And** Current truth value is false, logical And seen, stop evaluating the predicates within this sub-expression and break to the nearest Close. Then return  $\langle false \rangle$ .

**$\langle true \rangle$ Or** Current truth value is true, logical Or seen, stop evaluating the predicates within this sub-expression and break to the nearest Close. Then return  $\langle true \rangle$ .

**$\langle false \rangle$ Or** Current truth value is false, logical Or seen, continue with GetNext to examine truth value of next boolean (sub-)expression.

**$\langle true \rangle$ Close** Current truth value is true, Close seen, return  $\langle true \rangle$ .

**$\langle false \rangle$ Close** Current truth value is false, Close seen, return  $\langle false \rangle$ .

We introduce an additional Stop operation with the following semantics:

**$\langle true \rangle$ Stop** Current truth value is true, return  $\langle true \rangle$ .

**$\langle false \rangle$ Stop** Current truth value is false, return  $\langle false \rangle$ .

The reasons for this follow below.

Now for how these works in practice. The canonical true and false values have numerical values 1 and 0 respectively. We evaluate this using the primitive `\int_value:w:D` operation. First we issue a `\group_align_safe_begin:` as we are using && as syntax shorthand for the And operation and we need to hide it for T<sub>E</sub>X. We also need to finish this special group before finally returning a `\c_true_bool` or `\c_false_bool` as there might otherwise be something left in front in the input stream. For this we call the Stop operation, denoted simply by a S following the last Close operation.

```

1947 \prg_new_conditional:Npnn \bool_if:n #1 { T , F , TF }
1948 {
1949   \if_predicate:w \bool_if_p:n {#1}
1950   \prg_return_true:
1951   \else:
1952     \prg_return_false:
1953   \fi:
1954 }
1955 \cs_new:Npn \bool_if_p:n #1
1956 {
1957   \group_align_safe_begin:
1958   \bool_get_next:N ( #1 ) S
1959 }

```

The GetNext operation. We make it a switch: If not a ! or (, we assume it is a predicate.

```

1960 \cs_new:Npn \bool_get_next:N #1
1961 {
1962   \use:c
1963   {
1964     bool_
1965     \if_meaning:w !#1 ! \else: \if_meaning:w (#1 ( \else: p \fi: \fi:
1966     :w
1967   }
1968   #1
1969 }

```

This variant gets called when a Not has just been entered. It (eventually) results in a reversal of the logic of the directly following material.

```

1970 \cs_new:Npn \bool_get_not_next:N #1
1971 {
1972   \use:c
1973   {
1974     bool_not_
1975     \if_meaning:w !#1 ! \else: \if_meaning:w (#1 ( \else: p \fi: \fi:
1976     :w
1977   }
1978   #1
1979 }

```

We need these later on to nullify the unity operation !!.

```

1980 \cs_new:Npn \bool_get_next:NN #1#2 { \bool_get_next:N #2 }
1981 \cs_new:Npn \bool_get_not_next:NN #1#2 { \bool_get_not_next:N #2 }

```

The Not operation. Discard the token read and reverse the truth value of the next expression if there are brackets; otherwise if we're coming up to a ! then we don't need to reverse anything (but we then want to continue scanning ahead in case some fool has written !(...)); otherwise we have a boolean that we can reverse here and now.

```

1982 \cs_new:cpn { bool_!:w } #1#2
1983 {
1984   \if_meaning:w ( #2
1985     \exp_after:wN \bool_Not:w

```

```

1986     \else:
1987         \if_meaning:w ! #2
1988         \exp_after:wN \exp_after:wN \exp_after:wN \bool_get_next:NN
1989     \else:
1990         \exp_after:wN \exp_after:wN \exp_after:wN \bool_Not:N
1991     \fi:
1992 \fi:
1993 #2
1994 }

```

Variant called when already inside a Not. Essentially the opposite of the above.

```

1995 \cs_new:cpn { bool_not_!:w } #1#2
1996 {
1997     \if_meaning:w ( #2
1998     \exp_after:wN \bool_not_Not:w
1999 \else:
2000     \if_meaning:w ! #2
2001     \exp_after:wN \exp_after:wN \exp_after:wN \bool_get_not_next:NN
2002 \else:
2003     \exp_after:wN \exp_after:wN \exp_after:wN \bool_not_Not:N
2004 \fi:
2005 \fi:
2006 #2
2007 }

```

These occur when processing !(...). The idea is to use a variant of \bool\_get\_next:N that finishes its parsing with a logic reversal. Of course, the double logic reversal gets us back to where we started.

```

2008 \cs_new:Npn \bool_Not:w { \exp_after:wN \int_value:w \bool_get_not_next:N }
2009 \cs_new:Npn \bool_not_Not:w { \exp_after:wN \int_value:w \bool_get_next:N }

```

These occur when processing !<bool> and can be evaluated directly.

```

2010 \cs_new:Npn \bool_Not:N #1
2011 {
2012     \exp_after:wN \bool_p:w
2013     \if_meaning:w #1 \c_true_bool
2014     \c_false_bool
2015 \else:
2016     \c_true_bool
2017 \fi:
2018 }
2019 \cs_new:Npn \bool_not_Not:N #1
2020 {
2021     \exp_after:wN \bool_p:w
2022     \if_meaning:w #1 \c_true_bool
2023     \c_true_bool
2024 \else:
2025     \c_false_bool
2026 \fi:
2027 }

```

The Open operation. Discard the token read and start a sub-expression. `\bool_get_next:N` continues building up the logical expressions as usual; `\bool_not_cleanup:N` is what reverses the logic if we're inside `!(...)`.

```

2028 \cs_new:cpn { bool_( :w } #1
2029 { \exp_after:wN \bool_cleanup:N \int_value:w \bool_get_next:N }
2030 \cs_new:cpn { bool_not_( :w } #1
2031 { \exp_after:wN \bool_not_cleanup:N \int_value:w \bool_get_next:N }

```

Otherwise just evaluate the predicate and look for And, Or or Close afterwards.

```

2032 \cs_new:cpn { bool_p:w } { \exp_after:wN \bool_cleanup:N \int_value:w }
2033 \cs_new:cpn { bool_not_p:w } { \exp_after:wN \bool_not_cleanup:N \int_value:w }

```

This cleanup function can be omitted once predicates return their true/false booleans outside the conditionals.

```

2034 \cs_new:Npn \bool_cleanup:N #1
2035 {
2036   \exp_after:wN \bool_choose:NN \exp_after:wN #1
2037   \int_to_roman:w - '\q
2038 }
2039 \cs_new:Npn \bool_not_cleanup:N #1
2040 {
2041   \exp_after:wN \bool_not_choose:NN \exp_after:wN #1
2042   \int_to_roman:w - '\q
2043 }

```

Branching the six way switch. Reversals should be reasonably straightforward.

```

2044 \cs_new:Npn \bool_choose:NN #1#2 { \use:c { bool_ #2 _ #1 :w } }
2045 \cs_new:Npn \bool_not_choose:NN #1#2 { \use:c { bool_not_ #2 _ #1 :w } }

```

Continues scanning. Must remove the second `&` or `|`.

```

2046 \cs_new_nopar:cpn { bool_&_1:w } & { \bool_get_next:N }
2047 \cs_new_nopar:cpn { bool_|_0:w } | { \bool_get_next:N }
2048 \cs_new_nopar:cpn { bool_not_&_0:w } & { \bool_get_next:N }
2049 \cs_new_nopar:cpn { bool_not_|_1:w } | { \bool_get_next:N }

```

Closing a group is just about returning the result. The Stop operation is similar except it closes the special alignment group before returning the boolean.

```

2050 \cs_new_nopar:cpn { bool_)_0:w } { \c_false_bool }
2051 \cs_new_nopar:cpn { bool_)_1:w } { \c_true_bool }
2052 \cs_new_nopar:cpn { bool_not_)_0:w } { \c_true_bool }
2053 \cs_new_nopar:cpn { bool_not_)_1:w } { \c_false_bool }
2054 \cs_new_nopar:cpn { bool_S_0:w } { \group_align_safe_end: \c_false_bool }
2055 \cs_new_nopar:cpn { bool_S_1:w } { \group_align_safe_end: \c_true_bool }

```

When the truth value has already been decided, we have to throw away the remainder of the current group as we are doing minimal evaluation. This is slightly tricky as there are no braces so we have to play match the `()` manually.

```

2056 \cs_new_nopar:cpn { bool_&_0:w } & { \bool_eval_skip_to_end:Nw \c_false_bool }
2057 \cs_new_nopar:cpn { bool_|_1:w } | { \bool_eval_skip_to_end:Nw \c_true_bool }
2058 \cs_new_nopar:cpn { bool_not_&_1:w } &
2059 { \bool_eval_skip_to_end:Nw \c_false_bool }

```

```

2060 \cs_new_nopar:cpn { bool_not_|_0:w } |
2061 { \bool_eval_skip_to_end:Nw \c_true_bool }

```

There is always at least one ) waiting, namely the outer one. However, we are facing the problem that there may be more than one that need to be finished off and we have to detect the correct number of them. Here is a complicated example showing how this is done. After evaluating the following, we realize we must skip everything after the first And. Note the extra Close at the end.

```
\c_false_bool && ((abc) && xyz) && ((xyz) && (def)))
```

First read up to the first Close. This gives us the list we first read up until the first right parenthesis so we are looking at the token list

```
((abc
```

This contains two Open markers so we must remove two groups. Since no evaluation of the contents is to be carried out, it doesn't matter how we remove the groups as long as we wind up with the correct result. We therefore first remove a () pair and what preceded the Open – but leave the contents as it may contain Open tokens itself – leaving

```
(abc && xyz) && ((xyz) && (def)))
```

Another round of this gives us

```
(abc && xyz
```

which still contains an Open so we remove another () pair, giving us

```
abc && xyz && ((xyz) && (def)))
```

Again we read up to a Close and again find Open tokens:

```
abc && xyz && ((xyz
```

Further reduction gives us

```
(xyz && (def)))
```

and then

```
(xyz && (def
```

with reduction to

```
xyz && (def))
```

and ultimately we arrive at no Open tokens being skipped and we can finally close the group nicely.

```

2062 %% (
2063 \cs_new:Npn \bool_eval_skip_to_end:Nw #1#2 )
2064 {
2065   \bool_eval_skip_to_end_aux:Nw #1#2 ( % )
2066   \q_no_value \q_stop
2067   {#2}
2068 }

```

If no right parenthesis, then #3 is no\_value and we are done, return the boolean #1. If there is, we need to grab a ( ) pair and then recurse

```

2069 \cs_new:Npn \bool_eval_skip_to_end_aux:Nw #1#2 ( #3#4 \q_stop #5 % )
2070 {
2071   \quark_if_no_value:NTF #3
2072   {#1}
2073   { \bool_eval_skip_to_end_aux_ii:Nw #1 #5 }
2074 }

```

Keep the boolean, throw away anything up to the ( as it is irrelevant, remove a ( ) pair but remember to reinsert #3 as it may contain ( tokens!

```

2075 \cs_new:Npn \bool_eval_skip_to_end_aux_ii:Nw #1#2 ( #3 )
2076 { % (
2077   \bool_eval_skip_to_end:Nw #1#3 )
2078 }

```

`\bool_not_p:n` The Not variant just reverses the outcome of `\bool_if_p:n`. Can be optimized but this is nice and simple and according to the implementation plan. Not even particularly useful to have it when the infix notation is easier to use.

```

2079 \cs_new:Npn \bool_not_p:n #1 { \bool_if_p:n { ! ( #1 ) } }

```

`\bool_xor_p:nn` Exclusive or. If the boolean expressions have same truth value, return false, otherwise return true.

```

2080 \cs_new:Npn \bool_xor_p:nn #1#2
2081 {
2082   \int_compare:nNnTF { \bool_if_p:n {#1} } = { \bool_if_p:n {#2} }
2083   \c_false_bool
2084   \c_true_bool
2085 }

```

## 187.5 Logical loops

`\bool_while_do:Nn` A while loop where the boolean is tested before executing the statement. The “while” version executes the code as long as the boolean is true; the “until” version executes the code as long as the boolean is false.

`\bool_while_do:cn`

`\bool_until_do:Nn`

`\bool_until_do:cn`

```

2086 \cs_new:Npn \bool_while_do:Nn #1#2
2087 { \bool_if:NT #1 { #2 \bool_while_do:Nn #1 {#2} } }
2088 \cs_new:Npn \bool_until_do:Nn #1#2
2089 { \bool_if:NF #1 { #2 \bool_until_do:Nn #1 {#2} } }
2090 \cs_generate_variant:Nn \bool_while_do:Nn { c }
2091 \cs_generate_variant:Nn \bool_until_do:Nn { c }

```

`\bool_do_while:Nn` A do-while loop where the body is performed at least once and the boolean is tested after executing the body. Otherwise identical to the above functions.

`\bool_do_while:cn`

`\bool_do_until:Nn`

`\bool_do_until:cn`

```

2092 \cs_new:Npn \bool_do_while:Nn #1#2
2093 { #2 \bool_if:NT #1 { \bool_do_while:Nn #1 {#2} } }
2094 \cs_new:Npn \bool_do_until:Nn #1#2
2095 { #2 \bool_if:NF #1 { \bool_do_until:Nn #1 {#2} } }

```

```

2096 \cs_generate_variant:Nn \bool_do_while:Nn { c }
2097 \cs_generate_variant:Nn \bool_do_until:Nn { c }

\bool_while_do:nn Loop functions with the test either before or after the first body expansion.
\bool_do_while:nn
\bool_until_do:nn
\bool_do_until:nn
2098 \cs_new:Npn \bool_while_do:nn #1#2
2099 {
2100     \bool_if:nT {#1}
2101     {
2102         #2
2103         \bool_while_do:nn {#1} {#2}
2104     }
2105 }
2106 \cs_new:Npn \bool_do_while:nn #1#2
2107 {
2108     #2
2109     \bool_if:nT {#1} { \bool_do_while:nn {#1} {#2} }
2110 }
2111 \cs_new:Npn \bool_until_do:nn #1#2
2112 {
2113     \bool_if:nF {#1}
2114     {
2115         #2
2116         \bool_until_do:nn {#1} {#2}
2117     }
2118 }
2119 \cs_new:Npn \bool_do_until:nn #1#2
2120 {
2121     #2
2122     \bool_if:nF {#1} { \bool_do_until:nn {#1} {#2} }
2123 }

```

## 187.6 Switching by case

A family of functions to select one case of a number: the same ideas are used for a number of different situations.

`\prg_case_end:nw` In all cases the end statement is the same. Here, `#1` will be the code needed, `#2` the other cases to throw away, including the “else” case. The `\c_zero` marker stops the expansion of `\romannumeral` which begins each `\prg_case_...` function.

```

2124 \cs_new:Npn \prg_case_end:nw #1 #2 \q_recursion_stop { \c_zero #1 }

```

`\prg_case_int:nnn` For integer cases, the first task is to fully expand the check condition. After that, a loop is started to compare each possible value and stop if the test is true. The tested value is put at the end to ensure that there is necessarily a match, which will fire the “else” pathway. The leading `\romannumeral` triggers an expansion which is then stopped in `\prg_case_end:nw`.

```

2125 \cs_new:Npn \prg_case_int:nnn #1
2126 {

```

```

2127 \tex_romannumeral:D
2128 \exp_args:Nf \prg_case_int_aux:nnn { \int_eval:n {#1} }
2129 }
2130 \cs_new:Npn \prg_case_int_aux:nnn #1 #2 #3
2131 { \prg_case_int_aux:nw {#1} #2 {#1} {#3} \q_recursion_stop }
2132 \cs_new:Npn \prg_case_int_aux:nw #1#2#3
2133 {
2134 \int_compare:nNnTF {#1} = {#2}
2135 { \prg_case_end:nw {#3} }
2136 { \prg_case_int_aux:nw {#1} }
2137 }

```

\prg\_case\_dim:nnn The dimension function is the same, just a change of calculation method.

```

\prg_case_dim_aux:nnn 2138 \cs_new:Npn \prg_case_dim:nnn #1
\prg_case_dim_aux:nw 2139 {
2140 \tex_romannumeral:D
2141 \exp_args:Nf \prg_case_dim_aux:nnn { \dim_eval:n {#1} }
2142 }
2143 \cs_new:Npn \prg_case_dim_aux:nnn #1 #2 #3
2144 { \prg_case_dim_aux:nw {#1} #2 {#1} {#3} \q_recursion_stop }
2145 \cs_new:Npn \prg_case_dim_aux:nw #1#2#3
2146 {
2147 \dim_compare:nNnTF {#1} = {#2}
2148 { \prg_case_end:nw {#3} }
2149 { \prg_case_dim_aux:nw {#1} }
2150 }

```

\prg\_case\_str:nnn No calculations for strings, otherwise no surprises.

```

\prg_case_str:onn 2151 \cs_new:Npn \prg_case_str:nnn #1#2#3
\prg_case_str:xxn 2152 {
\prg_case_str_aux:nw 2153 \tex_romannumeral:D
\prg_case_str_x_aux:nw 2154 \prg_case_str_aux:nw {#1} #2 {#1} {#3} \q_recursion_stop
2155 }
2156 \cs_new:Npn \prg_case_str_aux:nw #1#2#3
2157 {
2158 \str_if_eq:nnTF {#1} {#2}
2159 { \prg_case_end:nw {#3} }
2160 { \prg_case_str_aux:nw {#1} }
2161 }
2162 \cs_generate_variant:Nn \prg_case_str:nnn { o }
2163 \cs_new:Npn \prg_case_str:xxn #1#2#3
2164 {
2165 \tex_romannumeral:D
2166 \prg_case_str_x_aux:nw {#1} #2 {#1} {#3} \q_recursion_stop
2167 }
2168 \cs_new:Npn \prg_case_str_x_aux:nw #1#2#3
2169 {
2170 \str_if_eq:xxTF {#1} {#2}
2171 { \prg_case_end:nw {#3} }

```

```

2172     { \prg_case_str_x_aux:nw {#1} }
2173 }

```

`\prg_case_tl:Nnn` Similar again, but this time with some variants.

```

\prg_case_tl:cnn
\prg_case_tl_aux:Nw
2174 \cs_new:Npn \prg_case_tl:Nnn #1#2#3
2175 {
2176   \tex_romannumeral:D
2177   \prg_case_tl_aux:Nw #1 #2 #1 {#3} \q_recursion_stop
2178 }
2179 \cs_new:Npn \prg_case_tl_aux:Nw #1#2#3
2180 {
2181   \tl_if_eq:NNTF #1 #2
2182   { \prg_case_end:nw {#3} }
2183   { \prg_case_tl_aux:Nw #1 }
2184 }
2185 \cs_generate_variant:Nn \prg_case_tl:Nnn { c }

```

## 187.7 Producing $n$ copies

`\prg_replicate:nn` This function uses a cascading csname technique by David Kastrup (who else :-)

`\prg_replicate_aux:N` The idea is to make the input 25 result in first adding five, and then 20 copies of  
`\prg_replicate_first_aux:N` the code to be replicated. The technique uses cascading csnames which means that we  
`\prg_replicate_` start building several csnames so we end up with a list of functions to be called in reverse  
`\prg_replicate_0:n` order. This is important here (and other places) because it means that we can for instance  
`\prg_replicate_1:n` make the function that inserts five copies of something to also hand down ten to the next  
`\prg_replicate_2:n` function in line. This is exactly what happens here: in the example with 25 then the  
`\prg_replicate_3:n` next function is the one that inserts two copies but it sees the ten copies handed down by  
`\prg_replicate_4:n` the previous function. In order to avoid the last function to insert say, 100 copies of the  
`\prg_replicate_5:n` original argument just to gobble them again we define separate functions to be inserted  
`\prg_replicate_6:n` first. These functions also close the expansion of `\int_to_roman:w`, which ensures that  
`\prg_replicate_7:n` `\prg_replicate:nn` only requires two steps of expansion.  
`\prg_replicate_8:n`  
`\prg_replicate_9:n`

This function has one flaw though: Since it constantly passes down ten copies of its previous argument it will severely affect the main memory once you start demanding hundreds of thousands of copies. Now I don't think this is a real limitation for any ordinary use, and if necessary, it is possible to write `\prg_replicate:nn{1000}{\prg_replicate:nn{1000}{\code}}`. An alternative approach is to create a string of m's with `\int_to_roman:w` which can be done with just four macros but that method has its own problems since it can exhaust the string pool. Also, it is considerably slower than what we use here so the few extra csnames are well spent I would say.

```

\prg_replicate_first_-:n
\prg_replicate_first_0:n
\prg_replicate_first_1:n
\prg_replicate_first_2:n
\prg_replicate_first_3:n
\prg_replicate_first_4:n
\prg_replicate_first_5:n
\prg_replicate_first_6:n
\prg_replicate_first_7:n
\prg_replicate_first_8:n
\prg_replicate_first_9:n
2186 \cs_new:Npn \prg_replicate:nn #1
2187 {
2188   \int_to_roman:w
2189   \exp_after:wN \prg_replicate_first_aux:N
2190   \int_value:w \int_eval:w #1 \int_eval_end:
2191   \cs_end:
2192 }
2193 \cs_new:Npn \prg_replicate_aux:N #1

```

```

2194 { \cs:w prg_replicate_#1 :n \prg_replicate_aux:N }
2195 \cs_new:Npn \prg_replicate_first_aux:N #1
2196 { \cs:w prg_replicate_first_#1 :n \prg_replicate_aux:N }

```

Then comes all the functions that do the hard work of inserting all the copies.

```

2197 \cs_new:Npn \prg_replicate_ :n #1 { \cs_end: }
2198 \cs_new:cpn { prg_replicate_0:n } #1 { \cs_end: {#1#1#1#1#1#1#1#1#1#1 } }
2199 \cs_new:cpn { prg_replicate_1:n } #1 { \cs_end: {#1#1#1#1#1#1#1#1#1#1 } #1 }
2200 \cs_new:cpn { prg_replicate_2:n } #1 { \cs_end: {#1#1#1#1#1#1#1#1#1#1 } #1#1 }
2201 \cs_new:cpn { prg_replicate_3:n } #1
2202 { \cs_end: {#1#1#1#1#1#1#1#1#1#1 } #1#1#1 }
2203 \cs_new:cpn { prg_replicate_4:n } #1
2204 { \cs_end: {#1#1#1#1#1#1#1#1#1#1 } #1#1#1#1 }
2205 \cs_new:cpn { prg_replicate_5:n } #1
2206 { \cs_end: {#1#1#1#1#1#1#1#1#1#1 } #1#1#1#1#1 }
2207 \cs_new:cpn { prg_replicate_6:n } #1
2208 { \cs_end: {#1#1#1#1#1#1#1#1#1#1 } #1#1#1#1#1#1 }
2209 \cs_new:cpn { prg_replicate_7:n } #1
2210 { \cs_end: {#1#1#1#1#1#1#1#1#1#1 } #1#1#1#1#1#1#1 }
2211 \cs_new:cpn { prg_replicate_8:n } #1
2212 { \cs_end: {#1#1#1#1#1#1#1#1#1#1 } #1#1#1#1#1#1#1#1 }
2213 \cs_new:cpn { prg_replicate_9:n } #1
2214 { \cs_end: {#1#1#1#1#1#1#1#1#1#1 } #1#1#1#1#1#1#1#1#1 }

```

Users shouldn't ask for something to be replicated once or even not at all but...

```

2215 \cs_new:cpn { prg_replicate_first_--:n } #1
2216 { \c_zero \msg_expandable_kernel_error:nn { prg } { replicate-neg } }
2217 \cs_new:cpn { prg_replicate_first_0:n } #1 { \c_zero }
2218 \cs_new:cpn { prg_replicate_first_1:n } #1 { \c_zero #1 }
2219 \cs_new:cpn { prg_replicate_first_2:n } #1 { \c_zero #1#1 }
2220 \cs_new:cpn { prg_replicate_first_3:n } #1 { \c_zero #1#1#1 }
2221 \cs_new:cpn { prg_replicate_first_4:n } #1 { \c_zero #1#1#1#1 }
2222 \cs_new:cpn { prg_replicate_first_5:n } #1 { \c_zero #1#1#1#1#1 }
2223 \cs_new:cpn { prg_replicate_first_6:n } #1 { \c_zero #1#1#1#1#1#1 }
2224 \cs_new:cpn { prg_replicate_first_7:n } #1 { \c_zero #1#1#1#1#1#1#1 }
2225 \cs_new:cpn { prg_replicate_first_8:n } #1 { \c_zero #1#1#1#1#1#1#1#1 }
2226 \cs_new:cpn { prg_replicate_first_9:n } #1 { \c_zero #1#1#1#1#1#1#1#1#1 }

```

(End definition for \bool\_if:n. These functions are documented on page 40.)

```

\prg_stepwise_function:nnnN
  \prg_stepwise_aux:nnnN
  \prg_stepwise_aux:NnnnN

```

Repeating a function by steps first needs a check on the direction of the steps. After that, do the function for the start value then step and loop around. It would be more symmetrical to test for a step size of zero before checking the sign, but we optimize for the most frequent case (positive step).

```

2227 \cs_new:Npn \prg_stepwise_function:nnnN #1#2#3#4
2228 {
2229   \prg_stepwise_aux:nnnN {#1} {#2} {#3} #4
2230   \prg_break_point:n { }
2231 }
2232 \cs_new:Npn \prg_stepwise_aux:nnnN #1#2#3#4
2233 {

```

```

2234 \int_compare:nNnTF {#2} > \c_zero
2235 { \exp_args:NNf \prg_stepwise_aux:NnnnN > }
2236 {
2237   \int_compare:nNnTF {#2} = \c_zero
2238   {
2239     \msg_expandable_kernel_error:nnn { prg } { zero-step } {#4}
2240     \prg_map_break:
2241   }
2242   { \exp_args:NNf \prg_stepwise_aux:NnnnN < }
2243 }
2244 { \int_eval:n {#1} } {#2} {#3} #4
2245 }
2246 \cs_new:Npn \prg_stepwise_aux:NnnnN #1#2#3#4#5
2247 {
2248   \int_compare:nNnF {#2} #1 {#4}
2249   {
2250     #5 {#2}
2251     \exp_args:NNf \prg_stepwise_aux:NnnnN
2252     #1 { \int_eval:n { #2 + #3 } } {#3} {#4} #5
2253   }
2254 }

```

(End definition for \prg\_stepwise\_function:nnnN. This function is documented on page 40.)

```

\prg_stepwise_inline:nnnn
\prg_stepwise_variable:nnnNn
\prg_stepwise_aux:NNnnnn

```

The approach here is to build a function, with a global integer required to make the nesting safe (as seen in other in line functions), and map that function using \prg\_stepwise\_function:nnnN.

```

2255 \cs_new_protected:Npn \prg_stepwise_inline:nnnn
2256 {
2257   \exp_args:NNc \prg_stepwise_aux:NNnnnn
2258   \cs_gset_nopar:Npn
2259   { g_prg_stepwise_ \int_use:N \g_prg_map_int :n }
2260 }
2261 \cs_new_protected:Npn \prg_stepwise_variable:nnnNn #1#2#3#4#5
2262 {
2263   \exp_args:NNc \prg_stepwise_aux:NNnnnn
2264   \cs_gset_nopar:Npx
2265   { g_prg_stepwise_ \int_use:N \g_prg_map_int :n }
2266   {#1}{#2}{#3}
2267   {
2268     \tl_set:Nn \exp_not:N #4 {##1}
2269     \exp_not:n {#5}
2270   }
2271 }
2272 \cs_new_protected:Npn \prg_stepwise_aux:NNnnnn #1#2#3#4#5#6
2273 {
2274   #1 #2 ##1 {#6}
2275   \int_gincr:N \g_prg_map_int
2276   \prg_stepwise_aux:nnnN {#3} {#4} {#5} #2
2277   \prg_break_point:n { \int_gdecr:N \g_prg_map_int }

```

```
2278 }
```

(End definition for `\prg_stepwise_inline:nnnn`. This function is documented on page 40.)

## 187.8 Detecting TeX's mode

`\mode_if_vertical_p:` For testing vertical mode. Strikes me here on the bus with David, that as long as we are just talking about returning true and false states, we can just use the primitive conditionals for this and gobbling the `\c_zero` in the input stream. However this requires knowledge of the implementation so we keep things nice and clean and use the return statements.

```
2279 \prg_new_conditional:Npnn \mode_if_vertical: { p , T , F , TF }
2280 { \if_mode_vertical: \prg_return_true: \else: \prg_return_false: \fi: }
```

(End definition for `\mode_if_vertical:..` These functions are documented on page ??.)

`\mode_if_horizontal_p:` For testing horizontal mode.

```
\mode_if_horizontal:TF
2281 \prg_new_conditional:Npnn \mode_if_horizontal: { p , T , F , TF }
2282 { \if_mode_horizontal: \prg_return_true: \else: \prg_return_false: \fi: }
```

(End definition for `\mode_if_horizontal:..` These functions are documented on page ??.)

`\mode_if_inner_p:` For testing inner mode.

```
\mode_if_inner:TF
2283 \prg_new_conditional:Npnn \mode_if_inner: { p , T , F , TF }
2284 { \if_mode_inner: \prg_return_true: \else: \prg_return_false: \fi: }
```

(End definition for `\mode_if_inner:..` These functions are documented on page ??.)

`\mode_if_math_p:` For testing math mode. At the beginning of an alignment cell, the programmer should insert `\scan_align_safe_stop:` before the test.

```
\mode_if_math:TF
2285 \prg_new_conditional:Npnn \mode_if_math: { p , T , F , TF }
2286 { \if_mode_math: \prg_return_true: \else: \prg_return_false: \fi: }
```

(End definition for `\mode_if_math:..` These functions are documented on page ??.)

## 187.9 Internal programming functions

`\group_align_safe_begin:` TeX's alignment structures present many problems. As Knuth says himself in *TeX: The Program*: "It's sort of a miracle whenever `\halign` or `\valign` work, [...]" One problem relates to commands that internally issues a `\cr` but also peek ahead for the next character for use in, say, an optional argument. If the next token happens to be a `&` with category code 4 we will get some sort of weird error message because the underlying `\futurelet` will store the token at the end of the alignment template. This could be a `&_4` giving a message like `! Misplaced \cr.` or even worse: it could be the `\endtemplate` token causing even more trouble! To solve this we have to open a special group so that TeX still thinks it's on safe ground but at the same time we don't want to introduce any brace group that may find its way to the output. The following functions help with this by using code documented only in Appendix D of *The TeXbook*... We place the `\if_false: { \fi: }` part at that place so that the successive expansions of `\group_align_safe_begin/end:` are always brace balanced.

```
2287 \cs_new_nopar:Npn \group_align_safe_begin:
```

```

2288 { \if_int_compare:w \if_false: { \fi: ' } = \c_zero \fi: }
2289 \cs_new_nopar:Npn \group_align_safe_end:
2290 { \if_int_compare:w '{ = \c_zero } \fi: }

```

(End definition for `\group_align_safe_begin:` and `\group_align_safe_end:`. These functions are documented on page ??.)

`\scan_align_safe_stop:` When TeX is in the beginning of an align cell (right after the `\cr`) it is in a somewhat strange mode as it is looking ahead to find an `\omit` or `\noalign` and hasn't looked at the preamble yet. Thus an `\ifmmode` test will always fail unless we insert `\scan_stop:` to stop TeX's scanning ahead. On the other hand we don't want to insert a `\scan_stop:` every time as that will destroy kerning between letters<sup>4</sup>. Unfortunately there is no way to detect if we're in the beginning of an alignment cell as they have different characteristics depending on column number, *etc.* However we *can* detect if we're in an alignment cell by checking the current group type and we can also check if the previous node was a character or ligature. What is done here is that `\scan_stop:` is only inserted if an only if a) we're in the outer part of an alignment cell and b) the last node *wasn't* a char node or a ligature node. Thus an older definition here was

```

\cs_new_nopar:Npn \scan_align_safe_stop:
{
  \int_compare:nNnT \etex_currentgrouptype:D = \c_six
  {
    \int_compare:nNnF \etex_lastnodetype:D = \c_zero
    {
      \int_compare:nNnF \etex_lastnodetype:D = \c_seven
      { \scan_stop: }
    }
  }
}

```

However, this is not truly expandable, as there are places where the `\scan_stop:` ends up in the result. A simpler alternative, which can be used selectively, is therefore defined.

```

2291 \cs_new_protected_nopar:Npn \scan_align_safe_stop: { }

```

(End definition for `\scan_align_safe_stop:`. This function is documented on page ??.)

`\prg_variable_get_scope:N` Expandable functions to find the type of a variable, and to return `g` if the variable is global. The trick for `\prg_variable_get_scope:N` is the same as that in `\cs_split_function:NN`, but it can be simplified as the requirements here are less complex.

```

\prg_variable_get_scope:N
\prg_variable_get_type:N
\prg_variable_get_type:w
2292 \group_begin:
2293 \tex_lccode:D '\& = '\g \scan_stop:
2294 \tex_catcode:D '\& = \c_twelve
2295 \tl_to_lowercase:n
2296 {
2297   \group_end:
2298   \cs_new:Npn \prg_variable_get_scope:N #1
2299   {

```

---

<sup>4</sup>Unless we enforce an extra pass with an appropriate value of `\pretolerance`.

```

2300         \exp_after:wN \exp_after:wN
2301         \exp_after:wN \prg_variable_get_scope_aux:w
2302         \cs_to_str:N #1 \exp_stop_f: \q_stop
2303     }
2304     \cs_new:Npn \prg_variable_get_scope_aux:w #1#2 \q_stop
2305     { \token_if_eq_meaning:NNT & #1 { g } }
2306 }
2307 \group_begin:
2308 \tex_lccode:D '\& = '\_ \scan_stop:
2309 \tex_catcode:D '\& = \c_twelve
2310 \tl_to_lowercase:n
2311 {
2312     \group_end:
2313     \cs_new:Npn \prg_variable_get_type:N #1
2314     {
2315         \exp_after:wN \prg_variable_get_type_aux:w
2316         \token_to_str:N #1 & a \q_stop
2317     }
2318     \cs_new:Npn \prg_variable_get_type_aux:w #1 & #2#3 \q_stop
2319     {
2320         \token_if_eq_meaning:NNTF a #2
2321         {#1}
2322         { \prg_variable_get_type_aux:w #2#3 \q_stop }
2323     }
2324 }

```

(End definition for `\prg_variable_get_scope:N`. This function is documented on page 42.)

`\g_prg_map_int` A nesting counter for mapping.

```
2325 \int_new:N \g_prg_map_int
```

(End definition for `\g_prg_map_int`. This variable is documented on page ??.)

`\prg_break_point:n` These are all defined in `l3basics`, as they are needed “early”. This is just a reminder that  
`\prg_map_break:` that is the case!

`\prg_map_break:n` (End definition for `\prg_break_point:n`. This function is documented on page ??.)

## 187.10 Deprecated functions

These were deprecated on 2012-02-08, and will be removed entirely by 2012-05-31.

`\prg_define_quicksort:nnn` **#1** is the name, **#2** and **#3** are the tokens enclosing the argument. For the somewhat strange `<clist>` type which doesn’t enclose the items but uses a separator we define it by hand afterwards. When doing the first pass, the algorithm wraps all elements in braces and then uses a generic quicksort which works on token lists.

As an example

```
\prg_define_quicksort:nnn{seq}{\seq_elt:w}{\seq_elt_end:w}
```

defines the user function `\seq_quicksort:n` and furthermore expects to use the two functions `\seq_quicksort_compare:nnTF` which compares the items and `\seq_quicksort_function:n` which is placed before each sorted item. It is up to the programmer to define these functions when needed. For the `seq` type a sequence is a token list variable, so one additionally has to define

```
\cs_set_nopar:Npn \seq_quicksort:N{\exp_args:No\seq_quicksort:n}
```

For details on the implementation see “Sorting in T<sub>E</sub>X’s Mouth” by Bernd Raichle. Firstly we define the function for parsing the initial list and then the braced list afterwards.

```
2326 \cs_new_protected:Npn \prg_define_quicksort:nnn #1#2#3 {
2327   \cs_set:cpx{#1_quicksort:n}##1{
2328     \exp_not:c{#1_quicksort_start_partition:w} ##1
2329     \exp_not:n{#2\q_nil#3\q_stop}
2330   }
2331   \cs_set:cpx{#1_quicksort_braced:n}##1{
2332     \exp_not:c{#1_quicksort_start_partition_braced:n} ##1
2333     \exp_not:N\q_nil\exp_not:N\q_stop
2334   }
2335   \cs_set:cpx {#1_quicksort_start_partition:w} #2 ##1 #3{
2336     \exp_not:N \quark_if_nil:nT {##1}\exp_not:N \use_none_delimit_by_q_stop:w
2337     \exp_not:c{#1_quicksort_do_partition_i:nnnw} {##1}{-}{-}
2338   }
2339   \cs_set:cpx {#1_quicksort_start_partition_braced:n} ##1 {
2340     \exp_not:N \quark_if_nil:nT {##1}\exp_not:N \use_none_delimit_by_q_stop:w
2341     \exp_not:c{#1_quicksort_do_partition_i_braced:nnnn} {##1}{-}{-}
2342   }
```

Now for doing the partitions.

```
2343 \cs_set:cpx {#1_quicksort_do_partition_i:nnnw} ##1##2##3 #2 ##4 #3 {
2344   \exp_not:N \quark_if_nil:nTF {##4} \exp_not:c {#1_do_quicksort_braced:nnnw}
2345   {
2346     \exp_not:c{#1_quicksort_compare:nnTF}{##1}{##4}
2347     \exp_not:c{#1_quicksort_partition_greater_ii:nnnn}
2348     \exp_not:c{#1_quicksort_partition_less_ii:nnnn}
2349   }
2350   {##1}{##2}{##3}{##4}
2351 }
2352 \cs_set:cpx {#1_quicksort_do_partition_i_braced:nnnn} ##1##2##3##4 {
2353   \exp_not:N \quark_if_nil:nTF {##4} \exp_not:c {#1_do_quicksort_braced:nnnw}
2354   {
2355     \exp_not:c{#1_quicksort_compare:nnTF}{##1}{##4}
2356     \exp_not:c{#1_quicksort_partition_greater_ii_braced:nnnn}
2357     \exp_not:c{#1_quicksort_partition_less_ii_braced:nnnn}
2358   }
2359   {##1}{##2}{##3}{##4}
2360 }
2361 \cs_set:cpx {#1_quicksort_do_partition_ii:nnnw} ##1##2##3 #2 ##4 #3 {
2362   \exp_not:N \quark_if_nil:nTF {##4} \exp_not:c {#1_do_quicksort_braced:nnnw}
```

```

2363 {
2364   \exp_not:c{#1_quicksort_compare:nnTF}{##4}{##1}
2365   \exp_not:c{#1_quicksort_partition_less_i:nnnn}
2366   \exp_not:c{#1_quicksort_partition_greater_i:nnnn}
2367 }
2368 {##1}{##2}{##3}{##4}
2369 }
2370 \cs_set:cpx {#1_quicksort_do_partition_ii_braced:nnnn} ##1##2##3##4 {
2371   \exp_not:N \quark_if_nil:nTF {##4} \exp_not:c {#1_do_quicksort_braced:nnnnw}
2372   {
2373     \exp_not:c{#1_quicksort_compare:nnTF}{##4}{##1}
2374     \exp_not:c{#1_quicksort_partition_less_i_braced:nnnn}
2375     \exp_not:c{#1_quicksort_partition_greater_i_braced:nnnn}
2376   }
2377   {##1}{##2}{##3}{##4}
2378 }

```

This part of the code handles the two branches in each sorting. Again we will also have to do it braced.

```

2379 \cs_set:cpx {#1_quicksort_partition_less_i:nnnn} ##1##2##3##4{
2380   \exp_not:c{#1_quicksort_do_partition_i:nnnw}{##1}{##2}{##4}{##3}}
2381 \cs_set:cpx {#1_quicksort_partition_less_ii:nnnn} ##1##2##3##4{
2382   \exp_not:c{#1_quicksort_do_partition_ii:nnnw}{##1}{##2}{##3}{##4}}
2383 \cs_set:cpx {#1_quicksort_partition_greater_i:nnnn} ##1##2##3##4{
2384   \exp_not:c{#1_quicksort_do_partition_i:nnnw}{##1}{##4}{##2}{##3}}
2385 \cs_set:cpx {#1_quicksort_partition_greater_ii:nnnn} ##1##2##3##4{
2386   \exp_not:c{#1_quicksort_do_partition_ii:nnnw}{##1}{##2}{##4}{##3}}
2387 \cs_set:cpx {#1_quicksort_partition_less_i_braced:nnnn} ##1##2##3##4{
2388   \exp_not:c{#1_quicksort_do_partition_i_braced:nnnn}{##1}{##2}{##4}{##3}}
2389 \cs_set:cpx {#1_quicksort_partition_less_ii_braced:nnnn} ##1##2##3##4{
2390   \exp_not:c{#1_quicksort_do_partition_ii_braced:nnnn}{##1}{##2}{##3}{##4}}
2391 \cs_set:cpx {#1_quicksort_partition_greater_i_braced:nnnn} ##1##2##3##4{
2392   \exp_not:c{#1_quicksort_do_partition_i_braced:nnnn}{##1}{##4}{##2}{##3}}
2393 \cs_set:cpx {#1_quicksort_partition_greater_ii_braced:nnnn} ##1##2##3##4{
2394   \exp_not:c{#1_quicksort_do_partition_ii_braced:nnnn}{##1}{##2}{##4}{##3}}

```

Finally, the big kahuna! This is where the sub-lists are sorted.

```

2395 \cs_set:cpx {#1_do_quicksort_braced:nnnnw} ##1##2##3##4\q_stop {
2396   \exp_not:c{#1_quicksort_braced:n}{##2}
2397   \exp_not:c{#1_quicksort_function:n}{##1}
2398   \exp_not:c{#1_quicksort_braced:n}{##3}
2399 }
2400 }

```

(End definition for \prg\_define\_quicksort:nnn.)

\prg\_quicksort:n A simple version. Sorts a list of tokens, uses the function \prg\_quicksort\_compare:nnTF to compare items, and places the function \prg\_quicksort\_function:n in front of each of them.

```

2401 \prg_define_quicksort:nnn {prg}{-}{-}

```

(End definition for \prg\_quicksort:n. This function is documented on page ??.)

```

\prg_quicksort_function:n
\prg_quicksort_compare:nnTF
2402 \cs_set:Npn \prg_quicksort_function:n {\ERROR}
2403 \cs_set:Npn \prg_quicksort_compare:nnTF {\ERROR}
(End definition for \prg_quicksort_function:n. This function is documented on page ??.)
These were deprecated on 2011-05-27 and will be removed entirely by 2011-08-31.

\prg_new_map_functions:Nn
\prg_set_map_functions:Nn
2404 <*deprecated>
2405 \cs_new_protected:Npn \prg_new_map_functions:Nn #1#2 { \deprecated }
2406 \cs_new_protected:Npn \prg_set_map_functions:Nn #1#2 { \deprecated }
2407 </deprecated>
(End definition for \prg_new_map_functions:Nn. This function is documented on page ??.)
2408 </initex | package>

```

## 188 l3quark implementation

The following test files are used for this code: *m3quark001.lvt*.

```

2409 <*initex | package>
2410 <*package>
2411 \ProvidesExplPackage
2412 {\ExplFileName}{\ExplFileDate}{\ExplFileVersion}{\ExplFileDescription}
2413 \package_check_loaded_expl:
2414 </package>

```

### 188.1 Quarks

```

\quark_new:N Allocate a new quark.
2415 \cs_new_protected:Npn \quark_new:N #1 { \tl_const:Nn #1 {#1} }
(End definition for \quark_new:N. This function is documented on page 44.)

\q_nil Some “public” quarks. \q_stop is an “end of argument” marker, \q_nil is a empty value
\q_mark and \q_no_value marks an empty argument.
\q_no_value
\q_stop
2416 \quark_new:N \q_nil
2417 \quark_new:N \q_mark
2418 \quark_new:N \q_no_value
2419 \quark_new:N \q_stop
(End definition for \q_nil and others. These variables are documented on page 44.)

\q_recursion_tail Quarks for ending recursions. Only ever used there! \q_recursion_tail is appended to
\q_recursion_stop whatever list structure we are doing recursion on, meaning it is added as a proper list
item with whatever list separator is in use. \q_recursion_stop is placed directly after
the list.
2420 \quark_new:N \q_recursion_tail
2421 \quark_new:N \q_recursion_stop

```

(End definition for `\q_recursion_tail` and `\q_recursion_stop`. These variables are documented on page 45.)

`\quark_if_recursion_tail_stop:N`  
`\quark_if_recursion_tail_stop_do:Nn`

When doing recursions, it is easy to spend a lot of time testing if the end marker has been found. To avoid this, a dedicated end marker is used each time a recursion is set up. Thus if the marker is found everything can be wrapper up and finished off. The simple case is when the test can guarantee that only a single token is being tested. In this case, there is just a dedicated copy of the standard quark test. Both a gobbling version and one inserting end code are provided.

```

2422 \cs_new:Npn \quark_if_recursion_tail_stop:N #1
2423 {
2424   \if_meaning:w \q_recursion_tail #1
2425   \exp_after:wN \use_none_delimit_by_q_recursion_stop:w
2426   \fi:
2427 }
2428 \cs_new:Npn \quark_if_recursion_tail_stop_do:Nn #1
2429 {
2430   \if_meaning:w \q_recursion_tail #1
2431   \exp_after:wN \use_i_delimit_by_q_recursion_stop:nw
2432   \else:
2433   \exp_after:wN \use_none:n
2434   \fi:
2435 }
```

(End definition for `\quark_if_recursion_tail_stop:N`. This function is documented on page 45.)

`\quark_if_recursion_tail_stop:n`  
`\quark_if_recursion_tail_stop:o`  
`\quark_if_recursion_tail_stop_do:nn`  
`\quark_if_recursion_tail_stop_do:on`

The same idea applies when testing multiple tokens, but here we just compare the token list to `\q_recursion_tail` as a string.

```

2436 \cs_new:Npn \quark_if_recursion_tail_stop:n #1
2437 {
2438   \if_int_compare:w \pdfTeX_strcmp:D
2439   { \exp_not:N \q_recursion_tail } { \exp_not:n {#1} } = \c_zero
2440   \exp_after:wN \use_none_delimit_by_q_recursion_stop:w
2441   \fi:
2442 }
2443 \cs_new:Npn \quark_if_recursion_tail_stop_do:nn #1
2444 {
2445   \if_int_compare:w \pdfTeX_strcmp:D
2446   { \exp_not:N \q_recursion_tail } { \exp_not:n {#1} } = \c_zero
2447   \exp_after:wN \use_i_delimit_by_q_recursion_stop:nw
2448   \else:
2449   \exp_after:wN \use_none:n
2450   \fi:
2451 }
2452 \cs_generate_variant:Nn \quark_if_recursion_tail_stop:n { o }
2453 \cs_generate_variant:Nn \quark_if_recursion_tail_stop_do:nn { o }
```

(End definition for `\quark_if_recursion_tail_stop:n` and `\quark_if_recursion_tail_stop:o`. These functions are documented on page ??.)

`\quark_if_recursion_tail_break:N` Analogs of the `\quark_if_recursion_tail_stop...` functions. Break the mapping  
`\quark_if_recursion_tail_break:n` using `\prg_map_break:`.

```

2454 \cs_new:Npn \quark_if_recursion_tail_break:N #1
2455 {
2456   \if_meaning:w \q_recursion_tail #1
2457   \exp_after:wN \prg_map_break:
2458   \fi:
2459 }
2460 \cs_new:Npn \quark_if_recursion_tail_break:n #1
2461 {
2462   \if_int_compare:w \pdfTeX_strcmp:D
2463   { \exp_not:N \q_recursion_tail } { \exp_not:n {#1} } = \c_zero
2464   \exp_after:wN \prg_map_break:
2465   \fi:
2466 }

```

*(End definition for \quark\_if\_recursion\_tail\_break:N. This function is documented on page ??.)*

`\quark_if_nil_p:N` Here we test if we found a special quark as the first argument. We better start with  
`\quark_if_nil:NTF` `\q_no_value` as the first argument since the whole thing may otherwise loop if #1 is  
`\quark_if_no_value_p:N` wrongly given a string like aabc instead of a single token.<sup>5</sup>

```

\quark_if_no_value_p:c
\quark_if_no_value:N.TF
\quark_if_no_value:cTF
2467 \prg_new_conditional:Nnn \quark_if_nil:N { p , T , F , TF }
2468 {
2469   \if_meaning:w \q_nil #1
2470   \prg_return_true:
2471   \else:
2472     \prg_return_false:
2473   \fi:
2474 }
2475 \prg_new_conditional:Nnn \quark_if_no_value:N { p , T , F , TF }
2476 {
2477   \if_meaning:w \q_no_value #1
2478   \prg_return_true:
2479   \else:
2480     \prg_return_false:
2481   \fi:
2482 }
2483 \cs_generate_variant:Nn \quark_if_no_value_p:N { c }
2484 \cs_generate_variant:Nn \quark_if_no_value:NT { c }
2485 \cs_generate_variant:Nn \quark_if_no_value:NF { c }
2486 \cs_generate_variant:Nn \quark_if_no_value:NTF { c }

```

*(End definition for \quark\_if\_nil:N. These functions are documented on page ??.)*

`\quark_if_nil_p:n` These are essentially `\str_if_eq:nn` tests but done directly.  
`\quark_if_nil_p:V` `\prg_new_conditional:Nnn \quark_if_nil:n { p , T , F , TF }`  
`\quark_if_nil_p:o` `\if_int_compare:w \pdfTeX_strcmp:D`  
`\quark_if_nil:nTF` `{ \exp_not:N \q_nil } { \exp_not:n {#1} } = \c_zero`  
`\quark_if_nil:VTF`  
`\quark_if_nil:oTF`  
`\quark_if_no_value_p:n`  
`\quark_if_no_value:nTF`

<sup>5</sup>It may still loop in special circumstances however!

```

2491     \prg_return_true:
2492   \else:
2493     \prg_return_false:
2494   \fi:
2495 }
2496 \prg_new_conditional:Nnn \quark_if_no_value:n { p, T , F , TF }
2497 {
2498   \if_int_compare:w \pdfTeX_strcmp:D
2499     { \exp_not:N \q_no_value } { \exp_not:n {#1} } = \c_zero
2500     \prg_return_true:
2501   \else:
2502     \prg_return_false:
2503   \fi:
2504 }
2505 \cs_generate_variant:Nn \quark_if_nil_p:n { V , o }
2506 \cs_generate_variant:Nn \quark_if_nil:nTF { V , o }
2507 \cs_generate_variant:Nn \quark_if_nil:nT { V , o }
2508 \cs_generate_variant:Nn \quark_if_nil:nF { V , o }

```

(End definition for `\quark_if_nil:n`, `\quark_if_nil:V`, and `\quark_if_nil:o`. These functions are documented on page 45.)

`\q_tl_act_mark` These private quarks are needed by `l3tl`, but that is loaded before the quark module, hence their definition is deferred.

```

2509 \quark_new:N \q_tl_act_mark
2510 \quark_new:N \q_tl_act_stop

```

(End definition for `\q_tl_act_mark` and `\q_tl_act_stop`. These variables are documented on page 97.)

## 188.2 Scan marks

`\g_scan_marks_tl` The list of all scan marks currently declared.

```

2511 \tl_new:N \g_scan_marks_tl

```

(End definition for `\g_scan_marks_tl`. This variable is documented on page ??.)

`\scan_new:N` Check whether the variable is already a scan mark, then declare it to be equal to `\scan_stop`: globally.

```

2512 \cs_new_protected:Npn \scan_new:N #1
2513 {
2514   \tl_if_in:NnTF \g_scan_marks_tl { #1 }
2515   {
2516     \msg_kernel_error:nnx { scan } { already-defined }
2517     { \token_to_str:N #1 }
2518   }
2519   {
2520     \tl_gput_right:Nn \g_scan_marks_tl {#1}
2521     \cs_new_eq:NN #1 \scan_stop:
2522   }
2523 }

```

(End definition for `\scan_new:N`. This function is documented on page 46.)

`\s_stop` We only declare one scan mark here, more can be defined by specific modules.

```
2524 \scan_new:N \s_stop
(End definition for \s_stop. This variable is documented on page 46.)
```

`\use_none_delimit_by_s_stop:w` Similar to `\use_none_delimit_by_q_stop:w`.

```
2525 \cs_new:Npn \use_none_delimit_by_s_stop:w #1 \s_stop { }
(End definition for \use_none_delimit_by_s_stop:w. This function is documented on page 46.)
2526 </initex | package>
```

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```
2527 <*initex | package>
2528 <*package>
2529 \ProvidesExplPackage
2530 { \ExplFileName } { \ExplFileDate } { \ExplFileVersion } { \ExplFileDescription }
2531 \package_check_loaded_expl:
2532 </package>
```

### 189.1 Character tokens

`\char_set_catcode:nn` Category code changes.

```
\char_value_catcode:n
\char_show_value_catcode:n
2533 \cs_new_protected:Npn \char_set_catcode:nn #1#2
2534 { \tex_catcode:D #1 = \int_eval:w #2 \int_eval_end: }
2535 \cs_new:Npn \char_value_catcode:n #1
2536 { \tex_the:D \tex_catcode:D \int_eval:w #1 \int_eval_end: }
2537 \cs_new_protected:Npn \char_show_value_catcode:n #1
2538 { \tex_showthe:D \tex_catcode:D \int_eval:w #1 \int_eval_end: }
(End definition for \char_set_catcode:nn. This function is documented on page 49.)
```

```
\char_set_catcode_escape:N
\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
2539 \cs_new_protected:Npn \char_set_catcode_escape:N #1
2540 { \char_set_catcode:nn { '#1 } \c_zero }
2541 \cs_new_protected:Npn \char_set_catcode_group_begin:N #1
2542 { \char_set_catcode:nn { '#1 } \c_one }
2543 \cs_new_protected:Npn \char_set_catcode_group_end:N #1
2544 { \char_set_catcode:nn { '#1 } \c_two }
2545 \cs_new_protected:Npn \char_set_catcode_math_toggle:N #1
2546 { \char_set_catcode:nn { '#1 } \c_three }
2547 \cs_new_protected:Npn \char_set_catcode_alignment:N #1
2548 { \char_set_catcode:nn { '#1 } \c_four }
2549 \cs_new_protected:Npn \char_set_catcode_end_line:N #1
2550 { \char_set_catcode:nn { '#1 } \c_five }
2551 \cs_new_protected:Npn \char_set_catcode_parameter:N #1
2552 { \char_set_catcode:nn { '#1 } \c_six }
2553 \cs_new_protected:Npn \char_set_catcode_math_superscript:N #1
2554 { \char_set_catcode:nn { '#1 } \c_seven }
2555 \cs_new_protected:Npn \char_set_catcode_math_subscript:N #1
```

```

2556 { \char_set_catcode:nn { '#1 } \c_eight }
2557 \cs_new_protected:Npn \char_set_catcode_ignore:N #1
2558 { \char_set_catcode:nn { '#1 } \c_nine }
2559 \cs_new_protected:Npn \char_set_catcode_space:N #1
2560 { \char_set_catcode:nn { '#1 } \c_ten }
2561 \cs_new_protected:Npn \char_set_catcode_letter:N #1
2562 { \char_set_catcode:nn { '#1 } \c_eleven }
2563 \cs_new_protected:Npn \char_set_catcode_other:N #1
2564 { \char_set_catcode:nn { '#1 } \c_twelve }
2565 \cs_new_protected:Npn \char_set_catcode_active:N #1
2566 { \char_set_catcode:nn { '#1 } \c_thirteen }
2567 \cs_new_protected:Npn \char_set_catcode_comment:N #1
2568 { \char_set_catcode:nn { '#1 } \c_fourteen }
2569 \cs_new_protected:Npn \char_set_catcode_invalid:N #1
2570 { \char_set_catcode:nn { '#1 } \c_fifteen }

```

(End definition for `\char_set_catcode_escape:N` and others. These functions are documented on page 48.)

```

\char_set_catcode_escape:n
  \char_set_catcode_group_begin:n 2571 \cs_new_protected:Npn \char_set_catcode_escape:n #1
    \char_set_catcode_group_end:n 2572 { \char_set_catcode:nn {#1} \c_zero }
  \char_set_catcode_math_toggle:n 2573 \cs_new_protected:Npn \char_set_catcode_group_begin:n #1
    \char_set_catcode_alignment:n 2574 { \char_set_catcode:nn {#1} \c_one }
\char_set_catcode_end_line:n 2575 \cs_new_protected:Npn \char_set_catcode_group_end:n #1
  \char_set_catcode_parameter:n 2576 { \char_set_catcode:nn {#1} \c_two }
  \char_set_catcode_math_superscript:n 2577 \cs_new_protected:Npn \char_set_catcode_math_toggle:n #1
  \char_set_catcode_math_subscript:n 2578 { \char_set_catcode:nn {#1} \c_three }
  \char_set_catcode_ignore:n 2579 \cs_new_protected:Npn \char_set_catcode_alignment:n #1
  \char_set_catcode_space:n 2580 { \char_set_catcode:nn {#1} \c_four }
  \char_set_catcode_letter:n 2581 \cs_new_protected:Npn \char_set_catcode_end_line:n #1
  \char_set_catcode_other:n 2582 { \char_set_catcode:nn {#1} \c_five }
  \char_set_catcode_active:n 2583 \cs_new_protected:Npn \char_set_catcode_parameter:n #1
  \char_set_catcode_comment:n 2584 { \char_set_catcode:nn {#1} \c_six }
  \char_set_catcode_invalid:n 2585 \cs_new_protected:Npn \char_set_catcode_math_superscript:n #1
    2586 { \char_set_catcode:nn {#1} \c_seven }
    2587 \cs_new_protected:Npn \char_set_catcode_math_subscript:n #1
    2588 { \char_set_catcode:nn {#1} \c_eight }
    2589 \cs_new_protected:Npn \char_set_catcode_ignore:n #1
    2590 { \char_set_catcode:nn {#1} \c_nine }
    2591 \cs_new_protected:Npn \char_set_catcode_space:n #1
    2592 { \char_set_catcode:nn {#1} \c_ten }
    2593 \cs_new_protected:Npn \char_set_catcode_letter:n #1
    2594 { \char_set_catcode:nn {#1} \c_eleven }
    2595 \cs_new_protected:Npn \char_set_catcode_other:n #1
    2596 { \char_set_catcode:nn {#1} \c_twelve }
    2597 \cs_new_protected:Npn \char_set_catcode_active:n #1
    2598 { \char_set_catcode:nn {#1} \c_thirteen }
    2599 \cs_new_protected:Npn \char_set_catcode_comment:n #1
    2600 { \char_set_catcode:nn {#1} \c_fourteen }
    2601 \cs_new_protected:Npn \char_set_catcode_invalid:n #1

```

```

2602 { \char_set_catcode:nn {#1} \c_fifteen }
(End definition for \char_set_catcode_escape:n and others. These functions are documented on page
48.)

```

```

\char_set_mathcode:nn Pretty repetitive, but necessary!
\char_value_mathcode:n 2603 \cs_new_protected:Npn \char_set_mathcode:nn #1#2
\char_show_value_mathcode:n 2604 { \tex_mathcode:D #1 = \int_eval:w #2 \int_eval_end: }
\char_set_lccode:nn 2605 \cs_new:Npn \char_value_mathcode:n #1
\char_value_lccode:n 2606 { \tex_the:D \tex_mathcode:D \int_eval:w #1\int_eval_end: }
\char_show_value_lccode:n 2607 \cs_new_protected:Npn \char_show_value_mathcode:n #1
\char_set_uccode:nn 2608 { \tex_showthe:D \tex_mathcode:D \int_eval:w #1 \int_eval_end: }
\char_value_uccode:n 2609 \cs_new_protected:Npn \char_set_lccode:nn #1#2
\char_show_value_uccode:n 2610 { \tex_lccode:D #1 = \int_eval:w #2 \int_eval_end: }
\char_set_sfcode:nn 2611 \cs_new:Npn \char_value_lccode:n #1
\char_value_sfcode:n 2612 { \tex_the:D \tex_lccode:D \int_eval:w #1\int_eval_end: }
\char_show_value_sfcode:n 2613 \cs_new_protected:Npn \char_show_value_lccode:n #1
2614 { \tex_showthe:D \tex_lccode:D \int_eval:w #1 \int_eval_end: }
2615 \cs_new_protected:Npn \char_set_uccode:nn #1#2
2616 { \tex_uccode:D #1 = \int_eval:w #2 \int_eval_end: }
2617 \cs_new:Npn \char_value_uccode:n #1
2618 { \tex_the:D \tex_uccode:D \int_eval:w #1\int_eval_end: }
2619 \cs_new_protected:Npn \char_show_value_uccode:n #1
2620 { \tex_showthe:D \tex_uccode:D \int_eval:w #1 \int_eval_end: }
2621 \cs_new_protected:Npn \char_set_sfcode:nn #1#2
2622 { \tex_sfcode:D #1 = \int_eval:w #2 \int_eval_end: }
2623 \cs_new:Npn \char_value_sfcode:n #1
2624 { \tex_the:D \tex_sfcode:D \int_eval:w #1\int_eval_end: }
2625 \cs_new_protected:Npn \char_show_value_sfcode:n #1
2626 { \tex_showthe:D \tex_sfcode:D \int_eval:w #1 \int_eval_end: }
(End definition for \char_set_mathcode:nn. This function is documented on page 51.)

```

## 189.2 Generic tokens

`\token_new:Nn` Creates a new token.

```

2627 \cs_new_protected:Npn \token_new:Nn #1#2 { \cs_new_eq:NN #1 #2 }
(End definition for \token_new:Nn. This function is documented on page 51.)

```

```

\c_group_begin_token We define these useful tokens. We have to do it by hand with the brace tokens for obvious
\c_group_end_token reasons.
\c_math_toggle_token 2628 \cs_new_eq:NN \c_group_begin_token {
\c_alignment_token 2629 \cs_new_eq:NN \c_group_end_token }
\c_parameter_token 2630 \group_begin:
\c_math_superscript_token 2631 \char_set_catcode_math_toggle:N \*
\c_math_subscript_token 2632 \token_new:Nn \c_math_toggle_token { * }
\c_space_token 2633 \char_set_catcode_alignment:N \*
\c_catcode_letter_token 2634 \token_new:Nn \c_alignment_token { * }
\c_catcode_other_token 2635 \token_new:Nn \c_parameter_token { # }
2636 \token_new:Nn \c_math_superscript_token { ^ }
2637 \char_set_catcode_math_subscript:N \*

```

```

2638 \token_new:Nn \c_math_subscript_token { * }
2639 \token_new:Nn \c_space_token { ~ }
2640 \token_new:Nn \c_catcode_letter_token { a }
2641 \token_new:Nn \c_catcode_other_token { 1 }
2642 \group_end:

```

(End definition for `\c_group_begin_token` and others. These functions are documented on page 51.)

`\c_catcode_active_tl` Not an implicit token!

```

2643 \group_begin:
2644 \char_set_catcode_active:N \*
2645 \tl_const:Nn \c_catcode_active_tl { \exp_not:N * }
2646 \group_end:

```

(End definition for `\c_catcode_active_tl`. This variable is documented on page 51.)

`\l_char_active_seq` Two sequences for dealing with special characters. The first is characters which may be active, and contains the active characters themselves to allow easy redefinition. The second longer list is for “special” characters more generally, and these are escaped so that for example bulk code assignments can be carried out. In both cases, the order is by ASCII character code (as is done in for example `\ExplSyntaxOn`). The only complication is dealing with `_`, which requires the use of `\use:n` and `\use:nn`.

```

2647 \seq_new:N \l_char_active_seq
2648 \use:n
2649 {
2650   \group_begin:
2651   \char_set_catcode_active:N \"
2652   \char_set_catcode_active:N \$
2653   \char_set_catcode_active:N &
2654   \char_set_catcode_active:N ^
2655   \char_set_catcode_active:N _
2656   \char_set_catcode_active:N ~
2657   \use:nn
2658   {
2659     \group_end:
2660     \seq_set_from_clist:Nn \l_char_active_seq
2661   }
2662 }
2663 { { " , $ , & , ^ , _ , ~ } } %$
2664 \seq_new:N \l_char_special_seq
2665 \seq_set_from_clist:Nn \l_char_special_seq
2666 { \ , \" , \# , \$ , \% , \& , \\ , \^ , \_ , \{ , \} , \~ }

```

(End definition for `\l_char_active_seq` and `\l_char_special_seq`. These variables are documented on page 51.)

### 189.3 Token conditionals

`\token_if_group_begin_p:N` Check if token is a begin group token. We use the constant `\c_group_begin_token` for this.  
`\token_if_group_begin:NTF`

```

2667 \prg_new_conditional:Npnn \token_if_group_begin:N #1 { p , T , F , TF }

```

```

2668 {
2669   \if_catcode:w \exp_not:N #1 \c_group_begin_token
2670   \prg_return_true: \else: \prg_return_false: \fi:
2671 }

```

(End definition for `\token_if_group_begin:N`. These functions are documented on page 52.)

`\token_if_group_end_p:N` Check if token is a end group token. We use the constant `\c_group_end_token` for this.

```

\token_if_group_end:N $\textcolor{red}{TF}$ 
2672 \prg_new_conditional:Npnn \token_if_group_end:N #1 { p , T , F , TF }
2673 {
2674   \if_catcode:w \exp_not:N #1 \c_group_end_token
2675   \prg_return_true: \else: \prg_return_false: \fi:
2676 }

```

(End definition for `\token_if_group_end:N`. These functions are documented on page 52.)

`\token_if_math_toggle_p:N` Check if token is a math shift token. We use the constant `\c_math_toggle_token` for this.

```

\token_if_math_toggle:N $\textcolor{red}{TF}$ 
2677 \prg_new_conditional:Npnn \token_if_math_toggle:N #1 { p , T , F , TF }
2678 {
2679   \if_catcode:w \exp_not:N #1 \c_math_toggle_token
2680   \prg_return_true: \else: \prg_return_false: \fi:
2681 }

```

(End definition for `\token_if_math_toggle:N`. These functions are documented on page 52.)

`\token_if_alignment_p:N` Check if token is an alignment tab token. We use the constant `\c_alignment_tab_token` for this.

```

\token_if_alignment:N $\textcolor{red}{TF}$ 
2682 \prg_new_conditional:Npnn \token_if_alignment:N #1 { p , T , F , TF }
2683 {
2684   \if_catcode:w \exp_not:N #1 \c_alignment_token
2685   \prg_return_true: \else: \prg_return_false: \fi:
2686 }

```

(End definition for `\token_if_alignment:N`. These functions are documented on page 52.)

`\token_if_parameter_p:N` Check if token is a parameter token. We use the constant `\c_parameter_token` for this.

`\token_if_parameter:N $\textcolor{red}{TF}$`  We have to trick  $\text{T}_{\text{E}}\text{X}$  a bit to avoid an error message: within a group we prevent `\c_parameter_token` from behaving like a macro parameter character. The definitions of `\prg_new_conditional:Npnn` are global, so they will remain after the group.

```

2687 \group_begin:
2688 \cs_set_eq:NN \c_parameter_token \scan_stop:
2689 \prg_new_conditional:Npnn \token_if_parameter:N #1 { p , T , F , TF }
2690 {
2691   \if_catcode:w \exp_not:N #1 \c_parameter_token
2692   \prg_return_true: \else: \prg_return_false: \fi:
2693 }
2694 \group_end:

```

(End definition for `\token_if_parameter:N`. These functions are documented on page 53.)

`\token_if_math_superscript_p:N` Check if token is a math superscript token. We use the constant `\c_superscript_token`  
`\token_if_math_superscript:NTF` for this.

```

2695 \prg_new_conditional:Npnn \token_if_math_superscript:N #1 { p , T , F , TF }
2696 {
2697   \if_catcode:w \exp_not:N #1 \c_math_superscript_token
2698   \prg_return_true: \else: \prg_return_false: \fi:
2699 }

```

*(End definition for \token\_if\_math\_superscript:N. These functions are documented on page 53.)*

`\token_if_math_subscript_p:N` Check if token is a math subscript token. We use the constant `\c_subscript_token` for  
`\token_if_math_subscript:NTF` this.

```

2700 \prg_new_conditional:Npnn \token_if_math_subscript:N #1 { p , T , F , TF }
2701 {
2702   \if_catcode:w \exp_not:N #1 \c_math_subscript_token
2703   \prg_return_true: \else: \prg_return_false: \fi:
2704 }

```

*(End definition for \token\_if\_math\_subscript:N. These functions are documented on page 53.)*

`\token_if_space_p:N` Check if token is a space token. We use the constant `\c_space_token` for this.  
`\token_if_space:NTF`

```

2705 \prg_new_conditional:Npnn \token_if_space:N #1 { p , T , F , TF }
2706 {
2707   \if_catcode:w \exp_not:N #1 \c_space_token
2708   \prg_return_true: \else: \prg_return_false: \fi:
2709 }

```

*(End definition for \token\_if\_space:N. These functions are documented on page 53.)*

`\token_if_letter_p:N` Check if token is a letter token. We use the constant `\c_letter_token` for this.  
`\token_if_letter:NTF`

```

2710 \prg_new_conditional:Npnn \token_if_letter:N #1 { p , T , F , TF }
2711 {
2712   \if_catcode:w \exp_not:N #1 \c_catcode_letter_token
2713   \prg_return_true: \else: \prg_return_false: \fi:
2714 }

```

*(End definition for \token\_if\_letter:N. These functions are documented on page 53.)*

`\token_if_other_p:N` Check if token is an other char token. We use the constant `\c_other_char_token` for  
`\token_if_other:NTF` this.

```

2715 \prg_new_conditional:Npnn \token_if_other:N #1 { p , T , F , TF }
2716 {
2717   \if_catcode:w \exp_not:N #1 \c_catcode_other_token
2718   \prg_return_true: \else: \prg_return_false: \fi:
2719 }

```

*(End definition for \token\_if\_other:N. These functions are documented on page 53.)*

`\token_if_active_p:N` Check if token is an active char token. We use the constant `\c_active_char_tl` for  
`\token_if_active:NTF` this. A technical point is that `\c_active_char_tl` is in fact a macro expanding to  
`\exp_not:N *`, where `*` is active.

```

2720 \prg_new_conditional:Npnn \token_if_active:N #1 { p , T , F , TF }
2721 {

```

```

2722 \if_catcode:w \exp_not:N #1 \c_catcode_active_tl
2723 \prg_return_true: \else: \prg_return_false: \fi:
2724 }

```

(End definition for `\token_if_active:N`. These functions are documented on page 53.)

`\token_if_eq_meaning_p:NN` Check if the tokens #1 and #2 have same meaning.

```

\token_if_eq_meaning:NNTF 2725 \prg_new_conditional:Npnn \token_if_eq_meaning:NN #1#2 { p , T , F , TF }
2726 {
2727   \if_meaning:w #1 #2
2728   \prg_return_true: \else: \prg_return_false: \fi:
2729 }

```

(End definition for `\token_if_eq_meaning:NN`. These functions are documented on page 54.)

`\token_if_eq_catcode_p:NN` Check if the tokens #1 and #2 have same category code.

```

\token_if_eq_catcode:NNTF 2730 \prg_new_conditional:Npnn \token_if_eq_catcode:NN #1#2 { p , T , F , TF }
2731 {
2732   \if_catcode:w \exp_not:N #1 \exp_not:N #2
2733   \prg_return_true: \else: \prg_return_false: \fi:
2734 }

```

(End definition for `\token_if_eq_catcode:NN`. These functions are documented on page 53.)

`\token_if_eq_charcode_p:NN` Check if the tokens #1 and #2 have same character code.

```

\token_if_eq_charcode:NNTF 2735 \prg_new_conditional:Npnn \token_if_eq_charcode:NN #1#2 { p , T , F , TF }
2736 {
2737   \if_charcode:w \exp_not:N #1 \exp_not:N #2
2738   \prg_return_true: \else: \prg_return_false: \fi:
2739 }

```

(End definition for `\token_if_eq_charcode:NN`. These functions are documented on page 53.)

`\token_if_macro_p:N` When a token is a macro, `\token_to_meaning:N` will always output something like  
`\token_if_macro:NNTF` `\long macro:#1->#1` so we could naively check to see if the meaning contains `->`.  
`\token_if_macro_p_aux:w` However, this can fail the five `\...mark` primitives, whose meaning has the form  
`\...mark:<user material>`. The problem is that the `<user material>` can contain `->`.

However, only characters, macros, and marks can contain the colon character. The idea is thus to grab until the first `:`, and analyse what is left. However, macros can have any combination of `\long`, `\protected` or `\outer` (not used in  $\text{\LaTeX}3$ ) before the string `macro:.` We thus only select the part of the meaning between the first `ma` and the first following `:`. If this string is `cro`, then we have a macro. If the string is `rk`, then we have a mark. The string can also be `cro parameter character` for a colon with a weird category code (namely the usual category code of `#`). Otherwise, it is empty.

This relies on the fact that `\long`, `\protected`, `\outer` cannot contain `ma`, regardless of the escape character, even if the escape character is `m...`

Both `ma` and `:` must be of category code 12 (other), and we achieve using the standard lowercasing technique.

```

2740 \group_begin:
2741 \char_set_catcode_other:N \M
2742 \char_set_catcode_other:N \A

```

```

2743 \char_set_lccode:nn { '\; } { '\: }
2744 \char_set_lccode:nn { '\T } { '\T }
2745 \char_set_lccode:nn { '\F } { '\F }
2746 \tl_to_lowercase:n
2747 {
2748   \group_end:
2749   \prg_new_conditional:Npnn \token_if_macro:N #1 { p , T , F , TF }
2750   {
2751     \exp_after:wN \token_if_macro_p_aux:w
2752     \token_to_meaning:N #1 MA; \q_stop
2753   }
2754   \cs_new:Npn \token_if_macro_p_aux:w #1 MA #2 ; #3 \q_stop
2755   {
2756     \if_int_compare:w \pdfTeX_strcmp:D { #2 } { cro } = \c_zero
2757     \prg_return_true:
2758   \else:
2759     \prg_return_false:
2760   \fi:
2761   }
2762 }

```

(End definition for `\token_if_macro:N`. These functions are documented on page 54.)

`\token_if_cs_p:N` Check if token has same catcode as a control sequence. This follows the same pattern as  
`\token_if_cs:N`NTF for `\token_if_letter:N` etc. We use `\scan_stop:` for this.

```

2763 \prg_new_conditional:Npnn \token_if_cs:N #1 { p , T , F , TF }
2764 {
2765   \if_catcode:w \exp_not:N #1 \scan_stop:
2766   \prg_return_true: \else: \prg_return_false: \fi:
2767 }

```

(End definition for `\token_if_cs:N`. These functions are documented on page 54.)

`\token_if_expandable_p:N` Check if token is expandable. We use the fact that T<sub>E</sub>X will temporarily convert  
`\token_if_expandable:N`NTF `\exp_not:N` *(token)* into `\scan_stop:` if *(token)* is expandable.

```

2768 \prg_new_conditional:Npnn \token_if_expandable:N #1 { p , T , F , TF }
2769 {
2770   \cs_if_exist:NTF #1
2771   {
2772     \exp_after:wN \if_meaning:w \exp_not:N #1 #1
2773     \prg_return_false: \else: \prg_return_true: \fi:
2774   }
2775   { \prg_return_false: }
2776 }

```

(End definition for `\token_if_expandable:N`. These functions are documented on page 54.)

`\token_if_chardef_p:N` Most of these functions have to check the meaning of the token in question so we need to  
`\token_if_mathchardef_p:N` do some checkups on which characters are output by `\token_to_meaning:N`. As usual,  
`\token_if_dim_register_p:N` these characters have catcode 12 so we must do some serious substitutions in the code  
`\token_if_int_register_p:N` below...

```

\token_if_muskip_register_p:N
\token_if_skip_register_p:N
\token_if_toks_register_p:N
\token_if_long_macro_p:N
\token_if_protected_macro_p:N
\token_if_protected_long_macro_p:N
\token_if_chardef:NTF
\token_if_mathchardef:NTF
\token_if_dim_register:NTF
\token_if_int_register:NTF
\token_if_muskip_register:NTF

```

```

2777 \group_begin:
2778   \char_set_lccode:nn { 'T } { 'T }
2779   \char_set_lccode:nn { 'F } { 'F }
2780   \char_set_lccode:nn { 'X } { 'n }
2781   \char_set_lccode:nn { 'Y } { 't }
2782   \char_set_lccode:nn { 'Z } { 'd }
2783   \tl_map_inline:nn { A C E G H I K L M O P R S U X Y Z R " }
2784     { \char_set_catcode:nn { '#1 } \c_twelve }

```

We convert the token list to lower case and restore the catcode and lowercase code changes.

```

2785 \tl_to_lowercase:n
2786 {
2787   \group_end:

```

First up is checking if something has been defined with `\chardef` or `\mathchardef`. This is easy since  $\TeX$  thinks of such tokens as hexadecimal so it stores them as `\char"<hex number>` or `\mathchar"<hex number>`. Grab until the first occurrence of `char"`, and compare what precedes with `\` or `\math`. In fact, the escape character may not be a backslash, so we compare with the result of converting some other control sequence to a string, namely `\char` or `\mathchar` (the auxiliary adds the `char` back).

```

2788   \prg_new_conditional:Npnn \token_if_chardef:N #1 { p , T , F , TF }
2789   {
2790     \str_if_eq_return:xx
2791     {
2792       \exp_after:wN \token_if_chardef_aux:w
2793       \token_to_meaning:N #1 CHAR" \q_stop
2794     }
2795     { \token_to_str:N \char }
2796   }
2797   \prg_new_conditional:Npnn \token_if_mathchardef:N #1 { p , T , F , TF }
2798   {
2799     \str_if_eq_return:xx
2800     {
2801       \exp_after:wN \token_if_chardef_aux:w
2802       \token_to_meaning:N #1 CHAR" \q_stop
2803     }
2804     { \token_to_str:N \mathchar }
2805   }
2806   \cs_new:Npn \token_if_chardef_aux:w #1 CHAR" #2 \q_stop { #1 CHAR }

```

Dim registers are a little more difficult since their `\meaning` has the form `\dimen<number>`, and we must take care of the two primitives `\dimen` and `\dimendef`.

```

2807   \prg_new_conditional:Npnn \token_if_dim_register:N #1 { p , T , F , TF }
2808   {
2809     \if_meaning:w \tex_dimen:D #1
2810     \prg_return_false:
2811   \else:
2812     \if_meaning:w \tex_dimendef:D #1
2813     \prg_return_false:

```

```

2814         \else:
2815             \str_if_eq_return:xx
2816             {
2817                 \exp_after:wN \token_if_dim_register_aux:w
2818                 \token_to_meaning:N #1 ZIMEX \q_stop
2819             }
2820             { \token_to_str:N \ }
2821         \fi:
2822     \fi:
2823 }
2824 \cs_new:Npn \token_if_dim_register_aux:w #1 ZIMEX #2 \q_stop { #1 ~ }

```

Integer registers are one step harder since constants are implemented differently from variables, and we also have to take care of the primitives `\count` and `\countdef`.

```

2825 \prg_new_conditional:Npnn \token_if_int_register:N #1 { p , T , F , TF }
2826 {
2827     % \token_if_chardef:NTF #1 { \prg_return_true: }
2828     % {
2829     %     \token_if_mathchardef:NTF #1 { \prg_return_true: }
2830     % {
2831     \if_meaning:w \tex_count:D #1
2832     \prg_return_false:
2833     \else:
2834     \if_meaning:w \tex_countdef:D #1
2835     \prg_return_false:
2836     \else:
2837     \str_if_eq_return:xx
2838     {
2839         \exp_after:wN \token_if_int_register_aux:w
2840         \token_to_meaning:N #1 COUXY \q_stop
2841     }
2842     { \token_to_str:N \ }
2843     \fi:
2844     \fi:
2845     % }
2846     % }
2847 }
2848 \cs_new:Npn \token_if_int_register_aux:w #1 COUXY #2 \q_stop { #1 ~ }

```

Muskip registers are done the same way as the dimension registers.

```

2849 \prg_new_conditional:Npnn \token_if_muskip_register:N #1 { p , T , F , TF }
2850 {
2851     \if_meaning:w \tex_muskip:D #1
2852     \prg_return_false:
2853     \else:
2854     \if_meaning:w \tex_muskipdef:D #1
2855     \prg_return_false:
2856     \else:
2857     \str_if_eq_return:xx
2858     {

```

```

2859         \exp_after:wN \token_if_muskip_register_aux:w
2860         \token_to_meaning:N #1 MUSKIP \q_stop
2861     }
2862     { \token_to_str:N \ }
2863     \fi:
2864     \fi:
2865 }
2866 \cs_new:Npn \token_if_muskip_register_aux:w #1 MUSKIP #2 \q_stop { #1 ~ }

```

Skip registers.

```

2867 \prg_new_conditional:Npnn \token_if_skip_register:N #1 { p , T , F , TF }
2868 {
2869     \if_meaning:w \tex_skip:D #1
2870     \prg_return_false:
2871     \else:
2872     \if_meaning:w \tex_skipdef:D #1
2873     \prg_return_false:
2874     \else:
2875     \str_if_eq_return:xx
2876     {
2877         \exp_after:wN \token_if_skip_register_aux:w
2878         \token_to_meaning:N #1 SKIP \q_stop
2879     }
2880     { \token_to_str:N \ }
2881     \fi:
2882     \fi:
2883 }
2884 \cs_new:Npn \token_if_skip_register_aux:w #1 SKIP #2 \q_stop { #1 ~ }

```

Toks registers.

```

2885 \prg_new_conditional:Npnn \token_if_toks_register:N #1 { p , T , F , TF }
2886 {
2887     \if_meaning:w \tex_toks:D #1
2888     \prg_return_false:
2889     \else:
2890     \if_meaning:w \tex_toksdef:D #1
2891     \prg_return_false:
2892     \else:
2893     \str_if_eq_return:xx
2894     {
2895         \exp_after:wN \token_if_toks_register_aux:w
2896         \token_to_meaning:N #1 YOKS \q_stop
2897     }
2898     { \token_to_str:N \ }
2899     \fi:
2900     \fi:
2901 }
2902 \cs_new:Npn \token_if_toks_register_aux:w #1 YOKS #2 \q_stop { #1 ~ }

```

Protected macros.

```

2903 \prg_new_conditional:Npnn \token_if_protected_macro:N #1

```

```

2904 { p , T , F , TF }
2905 {
2906   \str_if_eq_return:xx
2907   {
2908     \exp_after:wN \token_if_protected_macro_aux:w
2909     \token_to_meaning:N #1 PROYECY EZ~MACRO \q_stop
2910   }
2911   { \token_to_str:N \ }
2912 }
2913 \cs_new:Npn \token_if_protected_macro_aux:w
2914 #1 PROYECY EZ~MACRO #2 \q_stop { #1 ~ }

```

Long macros and protected long macros share an auxiliary.

```

2915 \prg_new_conditional:Npnn \token_if_long_macro:N #1 { p , T , F , TF }
2916 {
2917   \str_if_eq_return:xx
2918   {
2919     \exp_after:wN \token_if_long_macro_aux:w
2920     \token_to_meaning:N #1 LOXG~MACRO \q_stop
2921   }
2922   { \token_to_str:N \ }
2923 }
2924 \prg_new_conditional:Npnn \token_if_protected_long_macro:N #1
2925 { p , T , F , TF }
2926 {
2927   \str_if_eq_return:xx
2928   {
2929     \exp_after:wN \token_if_long_macro_aux:w
2930     \token_to_meaning:N #1 LOXG~MACRO \q_stop
2931   }
2932   { \token_to_str:N \protected \token_to_str:N \ }
2933 }
2934 \cs_new:Npn \token_if_long_macro_aux:w #1 LOXG~MACRO #2 \q_stop { #1 ~ }

```

Finally the `\tl_to_lowercase:n` ends!

```

2935 }

```

(End definition for `\token_if_chardef:N` and others. These functions are documented on page 54.)

```

\token_if_primitive_p:N
\token_if_primitive:NTF
\token_if_primitive_aux:NNw
  \token_if_primitive_aux_space:w
  \token_if_primitive_aux_nullfont:N
  \token_if_primitive_aux_loop:N
\token_if_primitive_auxii:Nw
\token_if_primitive_aux_undefined:N

```

We filter out macros first, because they cause endless trouble later otherwise.

Primitives are almost distinguished by the fact that the result of `\token_to_meaning:N` is formed from letters only. Every other token has either a space (e.g., the letter A), a digit (e.g., `\count123`) or a double quote (e.g., `\char"A`).

Ten exceptions: on the one hand, `\c_undefined:D` is not a primitive, but its meaning is undefined, only letters; on the other hand, `\space`, `\italiccorr`, `\hyphen`, `\firstmark`, `\topmark`, `\botmark`, `\splitfirstmark`, `\splitbotmark`, and `\nullfont` are primitives, but have non-letters in their meaning.

We start by removing the two first (non-space) characters from the meaning. This removes the escape character (which may be inexistent depending on `\endlinechar`), and takes care of three of the exceptions: `\space`, `\italiccorr` and `\hyphen`, whose meaning is at most two characters. This leaves a string terminated by some `:`, and `\q_stop`.

The meaning of each one of the five `\...mark` primitives has the form  $\langle letters \rangle : \langle user\ material \rangle$ . In other words, the first non-letter is a colon. We remove everything after the first colon.

We are now left with a string, which we must analyze. For primitives, it contains only letters. For non-primitives, it contains either " , or a space, or a digit. Two exceptions remain: `\c_undefined:D`, which is not a primitive, and `\nullfont`, which is a primitive.

Spaces cannot be grabbed in an undelimited way, so we check them separately. If there is a space, we test for `\nullfont`. Otherwise, we go through characters one by one, and stop at the first character less than 'A (this is not quite a test for "only letters", but is close enough to work in this context). If this first character is : then we have a primitive, or `\c_undefined:D`, and if it is " or a digit, then the token is not a primitive.

```

2936 \tex_chardef:D \c_token_A_int = 'A ~ %
2937 \group_begin:
2938 \char_set_catcode_other:N \;
2939 \char_set_lccode:nn { '\; } { '\: }
2940 \char_set_lccode:nn { '\T } { '\T }
2941 \char_set_lccode:nn { '\F } { '\F }
2942 \tl_to_lowercase:n {
2943   \group_end:
2944   \prg_new_conditional:Npnn \token_if_primitive:N #1 { p , T , F , TF }
2945   {
2946     \token_if_macro:NTF #1
2947     \prg_return_false:
2948     {
2949       \exp_after:wN \token_if_primitive_aux:NNw
2950       \token_to_meaning:N #1 ; ; ; \q_stop #1
2951     }
2952   }
2953   \cs_new:Npn \token_if_primitive_aux:NNw #1#2 #3 ; #4 \q_stop
2954   {
2955     \tl_if_empty:oTF { \token_if_primitive_aux_space:w #3 ~ }
2956     { \token_if_primitive_aux_loop:N #3 ; \q_stop }
2957     { \token_if_primitive_aux_nullfont:N }
2958   }
2959 }
2960 \cs_new:Npn \token_if_primitive_aux_space:w #1 ~ { }
2961 \cs_new:Npn \token_if_primitive_aux_nullfont:N #1
2962 {
2963   \if_meaning:w \tex_nullfont:D #1
2964   \prg_return_true:
2965   \else:
2966     \prg_return_false:
2967   \fi:
2968 }
2969 \cs_new:Npn \token_if_primitive_aux_loop:N #1
2970 {
2971   \if_num:w '#1 < \c_token_A_int %
2972   \exp_after:wN \token_if_primitive_auxii:Nw

```

```

2973     \exp_after:wN #1
2974   \else:
2975     \exp_after:wN \token_if_primitive_aux_loop:N
2976   \fi:
2977 }
2978 \cs_new:Npn \token_if_primitive_auxii:Nw #1 #2 \q_stop
2979 {
2980   \if:w : #1
2981     \exp_after:wN \token_if_primitive_aux_undefined:N
2982   \else:
2983     \prg_return_false:
2984     \exp_after:wN \use_none:n
2985   \fi:
2986 }
2987 \cs_new:Npn \token_if_primitive_aux_undefined:N #1
2988 {
2989   \if_cs_exist:N #1
2990     \prg_return_true:
2991   \else:
2992     \prg_return_false:
2993   \fi:
2994 }

```

(End definition for `\token_if_primitive:N`. These functions are documented on page 55.)

## 189.4 Peeking ahead at the next token

Peeking ahead is implemented using a two part mechanism. The outer level provides a defined interface to the lower level material. This allows a large amount of code to be shared. There are four cases:

1. peek at the next token;
2. peek at the next non-space token;
3. peek at the next token and remove it;
4. peek at the next non-space token and remove it.

`\l_peek_token` Storage tokens which are publicly documented: the token peeked.

`\g_peek_token` 2995 `\cs_new_eq:NN \l_peek_token ?`

2996 `\cs_new_eq:NN \g_peek_token ?`

(End definition for `\l_peek_token`. This function is documented on page 56.)

`\l_peek_search_token` The token to search for as an implicit token: cf. `\l_peek_search_tl`.

2997 `\cs_new_eq:NN \l_peek_search_token ?`

(End definition for `\l_peek_search_token`. This variable is documented on page ??.)

`\l_peek_search_tl` The token to search for as an explicit token: cf. `\l_peek_search_token`.

2998 `\tl_new:N \l_peek_search_tl`

(End definition for `\l_peek_search_tl`. This variable is documented on page ??.)

`\peek_true:w` Functions used by the branching and space-stripping code.  
`\peek_true_aux:w` 2999 `\cs_new_nopar:Npn \peek_true:w { }`  
`\peek_false:w` 3000 `\cs_new_nopar:Npn \peek_true_aux:w { }`  
`\peek_tmp:w` 3001 `\cs_new_nopar:Npn \peek_false:w { }`  
3002 `\cs_new:Npn \peek_tmp:w { }`  
(End definition for `\peek_true:w` and others.)

`\peek_after:Nw` Simple wrappers for `\futurelet`: no arguments absorbed here.  
`\peek_after:Nw` 3003 `\cs_new_protected_nopar:Npn \peek_after:Nw`  
3004 `{ \tex_futurelet:D \l_peek_token }`  
3005 `\cs_new_protected_nopar:Npn \peek_gafter:Nw`  
3006 `{ \tex_global:D \tex_futurelet:D \g_peek_token }`  
(End definition for `\peek_after:Nw`. This function is documented on page 56.)

`\peek_true_remove:w` A function to remove the next token and then regain control.  
3007 `\cs_new_protected:Npn \peek_true_remove:w`  
3008 `{`  
3009 `\group_align_safe_end:`  
3010 `\tex_afterassignment:D \peek_true_aux:w`  
3011 `\cs_set_eq:NN \peek_tmp:w`  
3012 `}`  
(End definition for `\peek_true_remove:w`.)

`\peek_token_generic:NNTF` The generic function stores the test token in both implicit and explicit modes, and the **true** and **false** code as token lists, more or less. The two branches have to be absorbed here as the input stream needs to be cleared for the peek function itself.

3013 `\cs_new_protected:Npn \peek_token_generic:NNTF #1#2#3#4`  
3014 `{`  
3015 `\cs_set_eq:NN \l_peek_search_token #2`  
3016 `\tl_set:Nn \l_peek_search_tl {#2}`  
3017 `\cs_set_nopar:Npx \peek_true:w`  
3018 `{`  
3019 `\exp_not:N \group_align_safe_end:`  
3020 `\exp_not:n {#3}`  
3021 `}`  
3022 `\cs_set_nopar:Npx \peek_false:w`  
3023 `{`  
3024 `\exp_not:N \group_align_safe_end:`  
3025 `\exp_not:n {#4}`  
3026 `}`  
3027 `\group_align_safe_begin:`  
3028 `\peek_after:Nw #1`  
3029 `}`  
3030 `\cs_new_protected:Npn \peek_token_generic:NNT #1#2#3`  
3031 `{ \peek_token_generic:NNTF #1 #2 {#3} { } }`  
3032 `\cs_new_protected:Npn \peek_token_generic:NNF #1#2#3`  
3033 `{ \peek_token_generic:NNTF #1 #2 { } {#3} }`

(End definition for `\peek_token_generic:NNTF`. This function is documented on page ??.)

`\peek_token_remove_generic:NNTF` For token removal there needs to be a call to the auxiliary function which does the work.

```

3034 \cs_new_protected:Npn \peek_token_remove_generic:NNTF #1#2#3#4
3035 {
3036   \cs_set_eq:NN \l_peek_search_token #2
3037   \tl_set:Nn \l_peek_search_tl {#2}
3038   \cs_set_eq:NN \peek_true:w \peek_true_remove:w
3039   \cs_set_nopar:Npx \peek_true_aux:w { \exp_not:n {#3} }
3040   \cs_set_nopar:Npx \peek_false:w
3041   {
3042     \exp_not:N \group_align_safe_end:
3043     \exp_not:n {#4}
3044   }
3045   \group_align_safe_begin:
3046   \peek_after:Nw #1
3047 }
3048 \cs_new_protected:Npn \peek_token_remove_generic:NNT #1#2#3
3049 { \peek_token_remove_generic:NNTF #1 #2 {#3} { } }
3050 \cs_new_protected:Npn \peek_token_remove_generic:NNTF #1#2#3
3051 { \peek_token_remove_generic:NNTF #1 #2 { } {#3} }

```

(End definition for `\peek_token_remove_generic:NNTF`. This function is documented on page ??.)

`\peek_execute_branches_catcode:` The category code and meaning tests are straight forward.

```

\peek_execute_branches_meaning:
3052 \cs_new_nopar:Npn \peek_execute_branches_catcode:
3053 {
3054   \if_catcode:w
3055     \exp_not:N \l_peek_token \exp_not:N \l_peek_search_token
3056     \exp_after:wN \peek_true:w
3057   \else:
3058     \exp_after:wN \peek_false:w
3059   \fi:
3060 }
3061 \cs_new_nopar:Npn \peek_execute_branches_meaning:
3062 {
3063   \if_meaning:w \l_peek_token \l_peek_search_token
3064     \exp_after:wN \peek_true:w
3065   \else:
3066     \exp_after:wN \peek_false:w
3067   \fi:
3068 }

```

(End definition for `\peek_execute_branches_catcode:` and `\peek_execute_branches_meaning:`. These functions are documented on page ??.)

`\peek_execute_branches_charcode:` First the character code test there is a need to worry about  $\TeX$  grabbing brace group or skipping spaces. These are all tested for using a category code check before grabbing what must be a real single token and doing the comparison.

```

3069 \cs_new_nopar:Npn \peek_execute_branches_charcode:
3070 {

```

```

3071 \bool_if:nTF
3072 {
3073     \token_if_eq_catcode_p:NN \l_peek_token \c_group_begin_token
3074     || \token_if_eq_catcode_p:NN \l_peek_token \c_group_end_token
3075     || \token_if_eq_meaning_p:NN \l_peek_token \c_space_token
3076 }
3077 { \peek_false:w }
3078 {
3079     \exp_after:wN \peek_execute_branches_charcode_aux:NN
3080     \l_peek_search_tl
3081 }
3082 }
3083 \cs_new:Npn \peek_execute_branches_charcode_aux:NN #1#2
3084 {
3085     \if:w \exp_not:N #1 \exp_not:N #2
3086     \exp_after:wN \peek_true:w
3087     \else:
3088     \exp_after:wN \peek_false:w
3089     \fi:
3090     #2
3091 }

```

(End definition for \peek\_execute\_branches\_charcode:. This function is documented on page ??.)

\peek\_ignore\_spaces\_execute\_branches: This function removes one token at a time with a mechanism that can be applied to  
\peek\_ignore\_spaces\_execute\_branches\_aux: things other than spaces.

```

3092 \cs_new_protected_nopar:Npn \peek_ignore_spaces_execute_branches:
3093 {
3094     \token_if_eq_meaning:NNTF \l_peek_token \c_space_token
3095     {
3096         \tex_afterassignment:D \peek_ignore_spaces_execute_branches_aux:
3097         \cs_set_eq:NN \peek_tmp:w
3098     }
3099     { \peek_execute_branches: }
3100 }
3101 \cs_new_protected_nopar:Npn \peek_ignore_spaces_execute_branches_aux:
3102 { \peek_after:Nw \peek_ignore_spaces_execute_branches: }

```

(End definition for \peek\_ignore\_spaces\_execute\_branches:. This function is documented on page ??.)

\peek\_def:nnnn The public functions themselves cannot be defined using \prg\_new\_conditional:Npnn  
\peek\_def\_aux:nnnnn and so a couple of auxiliary functions are used. As a result, everything is done inside a  
group. As a result things are a bit complicated.

```

3103 \group_begin:
3104 \cs_set:Npn \peek_def:nnnn #1#2#3#4
3105 {
3106     \peek_def_aux:nnnnn {#1} {#2} {#3} {#4} { TF }
3107     \peek_def_aux:nnnnn {#1} {#2} {#3} {#4} { T }
3108     \peek_def_aux:nnnnn {#1} {#2} {#3} {#4} { F }
3109 }
3110 \cs_set:Npn \peek_def_aux:nnnnn #1#2#3#4#5

```

```

3111     {
3112         \cs_gset_nopar:cpx { #1 #5 }
3113         {
3114             \tl_if_empty:nF {#2}
3115             { \exp_not:n { \cs_set_eq:NN \peek_execute_branches: #2 } }
3116             \exp_not:c { #3 #5 }
3117             \exp_not:n {#4}
3118         }
3119     }

```

(End definition for \peek\_def:nnnn. This function is documented on page ??.)

\peek\_catcode:NTF With everything in place the definitions can take place. First for category codes.

```

\peek_catcode_ignore_spaces:NTF 3120 \peek_def:nnnn { peek_catcode:N }
\peek_catcode_remove:NTF        3121 { }
\peek_catcode_remove_ignore_spaces:NTF 3122 { peek_token_generic:NN }
                                    3123 { \peek_execute_branches_catcode: }

```

```

3124 \peek_def:nnnn { peek_catcode_ignore_spaces:N }
3125 { \peek_execute_branches_catcode: }
3126 { peek_token_generic:NN }
3127 { \peek_ignore_spaces_execute_branches: }
3128 \peek_def:nnnn { peek_catcode_remove:N }
3129 { }
3130 { peek_token_remove_generic:NN }
3131 { \peek_execute_branches_catcode: }
3132 \peek_def:nnnn { peek_catcode_remove_ignore_spaces:N }
3133 { \peek_execute_branches_catcode: }
3134 { peek_token_remove_generic:NN }
3135 { \peek_ignore_spaces_execute_branches: }

```

(End definition for \peek\_catcode:NTF and others. These functions are documented on page 57.)

\peek\_charcode:NTF Then for character codes.

```

\peek_charcode_ignore_spaces:NTF 3136 \peek_def:nnnn { peek_charcode:N }
\peek_charcode_remove:NTF        3137 { }
\peek_charcode_remove_ignore_spaces:NTF 3138 { peek_token_generic:NN }
                                    3139 { \peek_execute_branches_charcode: }
3140 \peek_def:nnnn { peek_charcode_ignore_spaces:N }
3141 { \peek_execute_branches_charcode: }
3142 { peek_token_generic:NN }
3143 { \peek_ignore_spaces_execute_branches: }
3144 \peek_def:nnnn { peek_charcode_remove:N }
3145 { }
3146 { peek_token_remove_generic:NN }
3147 { \peek_execute_branches_charcode: }
3148 \peek_def:nnnn { peek_charcode_remove_ignore_spaces:N }
3149 { \peek_execute_branches_charcode: }
3150 { peek_token_remove_generic:NN }
3151 { \peek_ignore_spaces_execute_branches: }

```

(End definition for \peek\_charcode:NTF and others. These functions are documented on page 57.)

`\peek_meaning:N`TF Finally for meaning, with the group closed to remove the temporary definition functions.  
`\peek_meaning_ignore_spaces:N`TF  
`\peek_meaning_remove:N`TF  
`\peek_meaning_remove_ignore_spaces:N`TF

```

3152 \peek_def:nnnn { peek_meaning:N }
3153 { }
3154 { peek_token_generic:NN }
3155 { \peek_execute_branches_meaning: }
3156 \peek_def:nnnn { peek_meaning_ignore_spaces:N }
3157 { \peek_execute_branches_meaning: }
3158 { peek_token_generic:NN }
3159 { \peek_ignore_spaces_execute_branches: }
3160 \peek_def:nnnn { peek_meaning_remove:N }
3161 { }
3162 { peek_token_remove_generic:NN }
3163 { \peek_execute_branches_meaning: }
3164 \peek_def:nnnn { peek_meaning_remove_ignore_spaces:N }
3165 { \peek_execute_branches_meaning: }
3166 { peek_token_remove_generic:NN }
3167 { \peek_ignore_spaces_execute_branches: }
3168 \group_end:

```

(End definition for `\peek_meaning:N`TF and others. These functions are documented on page 58.)

## 189.5 Decomposing a macro definition

`\token_get_prefix_spec:N`  
`\token_get_arg_spec:N`  
`\token_get_replacement_spec:N`  
`\token_get_prefix_arg_replacement_aux:wN`

We sometimes want to test if a control sequence can be expanded to reveal a hidden value. However, we cannot just expand the macro blindly as it may have arguments and none might be present. Therefore we define these functions to pick either the prefix(es), the argument specification, or the replacement text from a macro. All of this information is returned as characters with catcode 12. If the token in question isn't a macro, the token `\scan_stop:` is returned instead.

```

3169 \exp_args:Nno \use:nn
3170 { \cs_new:Npn \token_get_prefix_arg_replacement_aux:wN #1 }
3171 { \tl_to_str:n { macro : } #2 -> #3 \q_stop #4 }
3172 { #4 {#1} {#2} {#3} }
3173 \cs_new:Npn \token_get_prefix_spec:N #1
3174 {
3175   \token_if_macro:NTF #1
3176   {
3177     \exp_after:wN \token_get_prefix_arg_replacement_aux:wN
3178     \token_to_meaning:N #1 \q_stop \use_i:nnn
3179   }
3180   { \scan_stop: }
3181 }
3182 \cs_new:Npn \token_get_arg_spec:N #1
3183 {
3184   \token_if_macro:NTF #1
3185   {
3186     \exp_after:wN \token_get_prefix_arg_replacement_aux:wN
3187     \token_to_meaning:N #1 \q_stop \use_ii:nnn
3188   }

```

```

3189     { \scan_stop: }
3190   }
3191   \cs_new:Npn \token_get_replacement_spec:N #1
3192   {
3193     \token_if_macro:NTF #1
3194     {
3195       \exp_after:wN \token_get_prefix_arg_replacement_aux:wN
3196       \token_to_meaning:N #1 \q_stop \use_iii:nnn
3197     }
3198     { \scan_stop: }
3199   }

```

(End definition for \token\_get\_prefix\_spec:N. This function is documented on page 59.)

## 189.6 Experimental token functions

```

\char_set_active:Npn
\char_set_active:Npx
\char_set_active:Npn
\char_set_active:Npx
\char_set_active_eq:NN
\char_gset_active_eq:NN
3200 \group_begin:
3201   \char_set_catcode_active:N \^^@
3202   \cs_set:Npn \char_tmp:NN #1#2
3203   {
3204     \cs_new:Npn #1 ##1
3205     {
3206       \char_set_catcode_active:n { '##1 }
3207       \group_begin:
3208       \char_set_lccode:nn { '\^^@ } { '##1 }
3209       \tl_to_lowercase:n { \group_end: #2 ^^@ }
3210     }
3211   }
3212   \char_tmp:NN \char_set_active:Npn   \cs_set:Npn
3213   \char_tmp:NN \char_set_active:Npx   \cs_set:Npx
3214   \char_tmp:NN \char_gset_active:Npn  \cs_gset:Npn
3215   \char_tmp:NN \char_gset_active:Npx  \cs_gset:Npx
3216   \char_tmp:NN \char_set_active_eq:NN \cs_set_eq:NN
3217   \char_tmp:NN \char_gset_active_eq:NN \cs_gset_eq:NN
3218 \group_end:

```

(End definition for \char\_set\_active:Npn and \char\_set\_active:Npx. These functions are documented on page 60.)

**\peek\_N\_type:TF** The next token is normal if it is neither a begin-group token, nor an end-group token, nor a charcode-32 space token. Note that implicit begin-group tokens, end-group tokens, and spaces are also recognized as non-N-type. Here, there is no *<search token>*, so we feed a dummy \scan\_stop: to the \peek\_token\_generic::NN functions.

**\peek\_execute\_branches\_N\_type:**

```

3219 \cs_new_protected_nopar:Npn \peek_execute_branches_N_type:
3220 {
3221   \bool_if:nTF
3222   {
3223     \token_if_eq_catcode_p:NN \l_peek_token \c_group_begin_token ||
3224     \token_if_eq_catcode_p:NN \l_peek_token \c_group_end_token   ||
3225     \token_if_eq_meaning_p:NN \l_peek_token \c_space_token

```

```

3226     }
3227     { \peek_false:w }
3228     { \peek_true:w }
3229   }
3230   \cs_new_protected_nopar:Npn \peek_N_type:TF
3231     { \peek_token_generic:NNTF \peek_execute_branches_N_type: \scan_stop: }
3232   \cs_new_protected_nopar:Npn \peek_N_type:T
3233     { \peek_token_generic:NNT \peek_execute_branches_N_type: \scan_stop: }
3234   \cs_new_protected_nopar:Npn \peek_N_type:F
3235     { \peek_token_generic:NNF \peek_execute_branches_N_type: \scan_stop: }
(End definition for \peek_N_type:. This function is documented on page ??.)

```

## 189.7 Deprecated functions

Deprecated on 2011-05-27, for removal by 2011-08-31.

```

\char_set_catcode:w Primitives renamed.
\char_set_mathcode:w 3236 { *deprecated }
\char_set_lccode:w    3237 \cs_new_eq:NN \char_set_catcode:w \tex_catcode:D
\char_set_uccode:w    3238 \cs_new_eq:NN \char_set_mathcode:w \tex_mathcode:D
\char_set_sfcode:w    3239 \cs_new_eq:NN \char_set_lccode:w \tex_lccode:D
                     3240 \cs_new_eq:NN \char_set_uccode:w \tex_uccode:D
                     3241 \cs_new_eq:NN \char_set_sfcode:w \tex_sfcode:D
                     3242 { /deprecated }
(End definition for \char_set_catcode:w. This function is documented on page ??.)

\char_value_catcode:w More w functions we should not have.
\char_show_value_catcode:w 3243 { *deprecated }
\char_value_mathcode:w    3244 \cs_new_nopar:Npn \char_value_catcode:w { \tex_the:D \char_set_catcode:w }
\char_show_value_mathcode:w 3245 \cs_new_nopar:Npn \char_show_value_catcode:w
\char_value_lccode:w      3246 { \tex_showthe:D \char_set_catcode:w }
\char_show_value_lccode:w 3247 \cs_new_nopar:Npn \char_value_mathcode:w { \tex_the:D \char_set_mathcode:w }
\char_value_uccode:w      3248 \cs_new_nopar:Npn \char_show_value_mathcode:w
\char_show_value_uccode:w 3249 { \tex_showthe:D \char_set_mathcode:w }
\char_value_sfcode:w      3250 \cs_new_nopar:Npn \char_value_lccode:w { \tex_the:D \char_set_lccode:w }
\char_show_value_sfcode:w 3251 \cs_new_nopar:Npn \char_show_value_lccode:w
                     3252 { \tex_showthe:D \char_set_lccode:w }
                     3253 \cs_new_nopar:Npn \char_value_uccode:w { \tex_the:D \char_set_uccode:w }
                     3254 \cs_new_nopar:Npn \char_show_value_uccode:w
                     3255 { \tex_showthe:D \char_set_uccode:w }
                     3256 \cs_new_nopar:Npn \char_value_sfcode:w { \tex_the:D \char_set_sfcode:w }
                     3257 \cs_new_nopar:Npn \char_show_value_sfcode:w
                     3258 { \tex_showthe:D \char_set_sfcode:w }
                     3259 { /deprecated }
(End definition for \char_value_catcode:w. This function is documented on page ??.)

\peek_after:NN The second argument here must be w.
\peek_gafter:NN 3260 { *deprecated }
                 3261 \cs_new_eq:NN \peek_after:NN \peek_after:Nw

```

```

3262 \cs_new_eq:NN \peek_gafter:NN \peek_gafter:Nw
3263 \deprecated
(End definition for \peek_after:NN. This function is documented on page ??.)
Functions deprecated 2011-05-28 for removal by 2011-08-31.

```

```

\c_alignment_tab_token
\c_math_shift_token 3264 \*deprecated
\c_letter_token      3265 \cs_new_eq:NN \c_alignment_tab_token \c_alignment_token
\c_other_char_token  3266 \cs_new_eq:NN \c_math_shift_token \c_math_toggle_token
                     3267 \cs_new_eq:NN \c_letter_token \c_catcode_letter_token
                     3268 \cs_new_eq:NN \c_other_char_token \c_catcode_other_token
                     3269 \deprecated
(End definition for \c_alignment_tab_token. This function is documented on page ??.)

```

```

\c_active_char_token An odd one: this was never a token!
                     3270 \*deprecated
                     3271 \cs_new_eq:NN \c_active_char_token \c_catcode_active_tl
                     3272 \deprecated
(End definition for \c_active_char_token. This function is documented on page ??.)

```

```

\char_make_escape:N Two renames in one block!
\char_make_group_begin:N 3273 \*deprecated
\char_make_group_end:N   3274 \cs_new_eq:NN \char_make_escape:N \char_set_catcode_escape:N
\char_make_math_toggle:N 3275 \cs_new_eq:NN \char_make_begin_group:N \char_set_catcode_group_begin:N
\char_make_alignment:N   3276 \cs_new_eq:NN \char_make_end_group:N \char_set_catcode_group_end:N
\char_make_end_line:N    3277 \cs_new_eq:NN \char_make_math_shift:N \char_set_catcode_math_toggle:N
\char_make_parameter:N   3278 \cs_new_eq:NN \char_make_alignment_tab:N \char_set_catcode_alignment:N
\char_make_math_superscript:N 3279 \cs_new_eq:NN \char_make_end_line:N \char_set_catcode_end_line:N
\char_make_math_subscript:N 3280 \cs_new_eq:NN \char_make_parameter:N \char_set_catcode_parameter:N
\char_make_ignore:N      3281 \cs_new_eq:NN \char_make_math_superscript:N
\char_make_space:N       3282 \char_set_catcode_math_superscript:N
\char_make_letter:N      3283 \cs_new_eq:NN \char_make_math_subscript:N
\char_make_other:N       3284 \char_set_catcode_math_subscript:N
\char_make_active:N      3285 \cs_new_eq:NN \char_make_ignore:N \char_set_catcode_ignore:N
\char_make_comment:N     3286 \cs_new_eq:NN \char_make_space:N \char_set_catcode_space:N
\char_make_invalid:N     3287 \cs_new_eq:NN \char_make_letter:N \char_set_catcode_letter:N
\char_make_escape:n      3288 \cs_new_eq:NN \char_make_other:N \char_set_catcode_other:N
\char_make_group_begin:n 3289 \cs_new_eq:NN \char_make_active:N \char_set_catcode_active:N
\char_make_group_end:n   3290 \cs_new_eq:NN \char_make_comment:N \char_set_catcode_comment:N
\char_make_math_toggle:n 3291 \cs_new_eq:NN \char_make_invalid:N \char_set_catcode_invalid:N
\char_make_alignment:n   3292 \cs_new_eq:NN \char_make_escape:n \char_set_catcode_escape:n
\char_make_end_line:n    3293 \cs_new_eq:NN \char_make_begin_group:n \char_set_catcode_group_begin:n
\char_make_parameter:n   3294 \cs_new_eq:NN \char_make_end_group:n \char_set_catcode_group_end:n
\char_make_math_superscript:n 3295 \cs_new_eq:NN \char_make_math_shift:n \char_set_catcode_math_toggle:n
\char_make_math_subscript:n 3296 \cs_new_eq:NN \char_make_alignment_tab:n \char_set_catcode_alignment:n
\char_make_ignore:n      3297 \cs_new_eq:NN \char_make_end_line:n \char_set_catcode_end_line:n
\char_make_space:n       3298 \cs_new_eq:NN \char_make_parameter:n \char_set_catcode_parameter:n
\char_make_letter:n      3299 \cs_new_eq:NN \char_make_math_superscript:n
\char_make_other:n       3300 \char_set_catcode_math_superscript:n
\char_make_active:n
\char_make_comment:n
\char_make_invalid:n

```

```

3301 \cs_new_eq:NN \char_make_math_subscript:n
3302   \char_set_catcode_math_subscript:n
3303 \cs_new_eq:NN \char_make_ignore:n          \char_set_catcode_ignore:n
3304 \cs_new_eq:NN \char_make_space:n          \char_set_catcode_space:n
3305 \cs_new_eq:NN \char_make_letter:n         \char_set_catcode_letter:n
3306 \cs_new_eq:NN \char_make_other:n          \char_set_catcode_other:n
3307 \cs_new_eq:NN \char_make_active:n         \char_set_catcode_active:n
3308 \cs_new_eq:NN \char_make_comment:n        \char_set_catcode_comment:n
3309 \cs_new_eq:NN \char_make_invalid:n        \char_set_catcode_invalid:n
3310 </deprecated>
(End definition for \char_make_escape:N and others. These functions are documented on page ??.)

```

```

\token_if_alignment_tab_p:N
\token_if_alignment_tab:NTF
  \token_if_math_shift_p:N
  \token_if_math_shift:NTF
  \token_if_other_char_p:N
  \token_if_other_char:NTF
  \token_if_active_char_p:N
  \token_if_active_char:NTF

```

```

3311 <*deprecated>
3312 \cs_new_eq:NN \token_if_alignment_tab_p:N \token_if_alignment_p:N
3313 \cs_new_eq:NN \token_if_alignment_tab:NT \token_if_alignment:NT
3314 \cs_new_eq:NN \token_if_alignment_tab:NF \token_if_alignment:NF
3315 \cs_new_eq:NN \token_if_alignment_tab:NTF \token_if_alignment:NTF
3316 \cs_new_eq:NN \token_if_math_shift_p:N \token_if_math_toggle_p:N
3317 \cs_new_eq:NN \token_if_math_shift:NT \token_if_math_toggle:NT
3318 \cs_new_eq:NN \token_if_math_shift:NF \token_if_math_toggle:NF
3319 \cs_new_eq:NN \token_if_math_shift:NTF \token_if_math_toggle:NTF
3320 \cs_new_eq:NN \token_if_other_char_p:N \token_if_other_p:N
3321 \cs_new_eq:NN \token_if_other_char:NT \token_if_other:NT
3322 \cs_new_eq:NN \token_if_other_char:NF \token_if_other:NF
3323 \cs_new_eq:NN \token_if_other_char:NTF \token_if_other:NTF
3324 \cs_new_eq:NN \token_if_active_char_p:N \token_if_active_p:N
3325 \cs_new_eq:NN \token_if_active_char:NT \token_if_active:NT
3326 \cs_new_eq:NN \token_if_active_char:NF \token_if_active:NF
3327 \cs_new_eq:NN \token_if_active_char:NTF \token_if_active:NTF
3328 </deprecated>

```

(End definition for \token\_if\_alignment\_tab:N. These functions are documented on page ??.)

```

3329 </initex | package>

```

## 190 l3int implementation

```

3330 <*initex | package>

```

The following test files are used for this code: m3int001,m3int002,m3int03.

```

3331 <*package>
3332 \ProvidesExplPackage
3333   {\ExplFileName}{\ExplFileDate}{\ExplFileVersion}{\ExplFileDescription}
3334 \package_check_loaded_expl:
3335 </package>

```

```

\int_to_roman:w Done in l3basics.
\if_int_compare:w (End definition for \int_to_roman:w. This function is documented on page 71.)

```

`\int_value:w` Here are the remaining primitives for number comparisons and expressions.

```

\int_eval:w      3336 \cs_new_eq:NN \int_value:w \tex_number:D
\int_eval_end:   3337 \cs_new_eq:NN \int_eval:w \etex_numexpr:D
\if_num:w        3338 \cs_new_eq:NN \int_eval_end: \tex_relax:D
\if_int_odd:w    3339 \cs_new_eq:NN \if_num:w \tex_ifnum:D
\if_case:w       3340 \cs_new_eq:NN \if_int_odd:w \tex_ifodd:D
                 3341 \cs_new_eq:NN \if_case:w \tex_ifcase:D

```

*(End definition for `\int_value:w`. This function is documented on page 71.)*

## 190.1 Integer expressions

`\int_eval:n` Wrapper for `\int_eval:w`. Can be used in an integer expression or directly in the input stream. In format mode, there is already a definition in `l3alloc` for bookstrapping, which is therefore corrected to the “real” version here.

```

3342 \*initex>
3343 \cs_set:Npn \int_eval:n #1 { \int_value:w \int_eval:w #1 \int_eval_end: }
3344 \*initex>
3345 \*package>
3346 \cs_new:Npn \int_eval:n #1 { \int_value:w \int_eval:w #1 \int_eval_end: }
3347 \*package>

```

*(End definition for `\int_eval:n`. This function is documented on page 61.)*

`\int_max:nn` Functions for min, max, and absolute value.

```

\int_min:nn      3348 \cs_new:Npn \int_abs:n #1
\int_abs:n       3349 {
3350     \int_value:w
3351     \if_int_compare:w \int_eval:w #1 < \c_zero
3352     -
3353     \fi:
3354     \int_eval:w #1 \int_eval_end:
3355 }
3356 \cs_new:Npn \int_max:nn #1#2
3357 {
3358     \int_value:w \int_eval:w
3359     \if_int_compare:w
3360     \int_eval:w #1 > \int_eval:w #2 \int_eval_end:
3361     #1
3362     \else:
3363     #2
3364     \fi:
3365     \int_eval_end:
3366 }
3367 \cs_new:Npn \int_min:nn #1#2
3368 {
3369     \int_value:w \int_eval:w
3370     \if_int_compare:w
3371     \int_eval:w #1 < \int_eval:w #2 \int_eval_end:
3372     #1

```

```

3373     \else:
3374         #2
3375     \fi:
3376     \int_eval_end:
3377 }

```

(End definition for `\int_max:nn`. This function is documented on page 61.)

`\int_div_truncate:nn` As `\int_eval:w` rounds the result of a division we also provide a version that truncates the result. We use an auxiliary to make sure numerator and denominator are only evaluated once: this comes in handy when those are more expressions are expensive to evaluate (e.g., `\tl_length:n`). If the numerator `#1#2` is 0, then we divide 0 by the denominator (this ensures that 0/0 is correctly reported as an error). Otherwise, shift the numerator `#1#2` towards 0 by  $(| \#3\#4 | - 1)/2$ , which we round away from zero. It turns out that this quantity exactly compensates the difference between  $\varepsilon$ -TeX's rounding and the truncating behaviour that we want. The details are thanks to Heiko Oberdiek: getting things right in all cases is not so easy.

```

3378 \cs_new:Npn \int_div_truncate:nn #1#2
3379 {
3380     \int_use:N \int_eval:w
3381     \exp_after:wN \int_div_truncate_aux:NwNw
3382     \int_use:N \int_eval:w #1 \exp_after:wN ;
3383     \int_use:N \int_eval:w #2 ;
3384     \int_eval_end:
3385 }
3386 \cs_new:Npn \int_div_truncate_aux:NwNw #1#2; #3#4;
3387 {
3388     \if_meaning:w 0 #1
3389     \c_zero
3390     \else:
3391     (
3392         #1#2
3393         \if_meaning:w - #1 + \else: - \fi:
3394         ( \if_meaning:w - #3 - \fi: #3#4 - \c_one ) / \c_two
3395     )
3396     \fi:
3397     / #3#4
3398 }

```

For the sake of completeness:

```

3399 \cs_new:Npn \int_div_round:nn #1#2 { \int_eval:n { ( #1 ) / ( #2 ) } }

```

Finally there's the modulus operation.

```

3400 \cs_new:Npn \int_mod:nn #1#2
3401 {
3402     \int_value:w \int_eval:w
3403     #1 - \int_div_truncate:nn {#1} {#2} * ( #2 )
3404     \int_eval_end:
3405 }

```

(End definition for `\int_div_truncate:nn`. This function is documented on page 62.)

## 190.2 Creating and initialising integers

`\int_new:N` Two ways to do this: one for the format and one for the L<sup>A</sup>T<sub>E</sub>X 2<sub>ε</sub> package.

```
\int_new:c 3406 <*package>
3407 \cs_new_protected:Npn \int_new:N #1
3408 {
3409     \chk_if_free_cs:N #1
3410     \newcount #1
3411 }
3412 </package>
3413 \cs_generate_variant:Nn \int_new:N { c }
```

(End definition for `\int_new:N` and `\int_new:c`. These functions are documented on page ??.)

`\int_const:Nn` As stated, most constants can be defined as `\chardef` or `\mathchardef` but that's engine dependent. As a result, there is some set up code to determine what can be done.

```
\int_const:cn
\int_constdef:Nw 3414 \cs_new_protected:Npn \int_const:Nn #1#2
\c_max_const_int 3415 {
3416     \int_compare:nNnTF {#2} > \c_minus_one
3417     {
3418         \int_compare:nNnTF {#2} > \c_max_const_int
3419         {
3420             \int_new:N #1
3421             \int_gset:Nn #1 {#2}
3422         }
3423         {
3424             \chk_if_free_cs:N #1
3425             \tex_global:D \int_constdef:Nw #1 =
3426             \int_eval:w #2 \int_eval_end:
3427         }
3428     }
3429     {
3430         \int_new:N #1
3431         \int_gset:Nn #1 {#2}
3432     }
3433 }
3434 \cs_generate_variant:Nn \int_const:Nn { c }
3435 \pdfTeX_if_engine:TF
3436 {
3437     \cs_new_eq:NN \int_constdef:Nw \tex_mathchardef:D
3438     \tex_mathchardef:D \c_max_const_int 32 767 ~
3439 }
3440 {
3441     \cs_new_eq:NN \int_constdef:Nw \tex_chardef:D
3442     \tex_chardef:D \c_max_const_int 1 114 111 ~
3443 }
```

(End definition for `\int_const:Nn` and `\int_const:cn`. These functions are documented on page ??.)

`\int_zero:N` Functions that reset an *<integer>* register to zero.

```
\int_zero:c 3444 \cs_new_protected:Npn \int_zero:N #1 { #1 = \c_zero }
\int_gzero:N
\int_gzero:c
```

```

3445 \cs_new_protected:Npn \int_gzero:N #1 { \tex_global:D #1 = \c_zero }
3446 \cs_generate_variant:Nn \int_zero:N { c }
3447 \cs_generate_variant:Nn \int_gzero:N { c }

```

(End definition for `\int_zero:N` and `\int_zero:c`. These functions are documented on page ??.)

`\int_zero_new:N` Create a register if needed, otherwise clear it.

```

\int_zero_new:c
\int_gzero_new:N
\int_gzero_new:c
3448 \cs_new_protected:Npn \int_zero_new:N #1
3449 { \cs_if_exist:NTF #1 { \int_zero:N #1 } { \int_new:N #1 } }
3450 \cs_new_protected:Npn \int_gzero_new:N #1
3451 { \cs_if_exist:NTF #1 { \int_gzero:N #1 } { \int_new:N #1 } }
3452 \cs_generate_variant:Nn \int_zero_new:N { c }
3453 \cs_generate_variant:Nn \int_gzero_new:N { c }

```

(End definition for `\int_zero_new:N` and others. These functions are documented on page ??.)

`\int_set_eq:NN` Setting equal means using one integer inside the set function of another.

```

\int_set_eq:cN
\int_set_eq:Nc
\int_set_eq:cc
3454 \cs_new_protected:Npn \int_set_eq:NN #1#2 { #1 = #2 }
3455 \cs_generate_variant:Nn \int_set_eq:NN { c }
3456 \cs_generate_variant:Nn \int_set_eq:NN { Nc , cc }
3457 \cs_new_protected:Npn \int_gset_eq:NN #1#2 { \tex_global:D #1 = #2 }
3458 \cs_generate_variant:Nn \int_gset_eq:NN { c }
3459 \cs_generate_variant:Nn \int_gset_eq:NN { Nc , cc }

```

(End definition for `\int_set_eq:NN` and others. These functions are documented on page ??.)

### 190.3 Setting and incrementing integers

`\int_add:Nn` Adding and subtracting to and from a counter ...

```

\int_add:cn
3460 \cs_new_protected:Npn \int_add:Nn #1#2
\int_gadd:Nn
3461 { \tex_advance:D #1 by \int_eval:w #2 \int_eval_end: }
\int_gadd:cn
3462 \cs_new_protected:Npn \int_sub:Nn #1#2
\int_sub:Nn
3463 { \tex_advance:D #1 by - \int_eval:w #2 \int_eval_end: }
\int_sub:cn
3464 \cs_new_protected_nopar:Npn \int_gadd:Nn
\int_gsub:Nn
3465 { \tex_global:D \int_add:Nn }
\int_gsub:cn
3466 \cs_new_protected_nopar:Npn \int_gsub:Nn
3467 { \tex_global:D \int_sub:Nn }
3468 \cs_generate_variant:Nn \int_add:Nn { c }
3469 \cs_generate_variant:Nn \int_gadd:Nn { c }
3470 \cs_generate_variant:Nn \int_sub:Nn { c }
3471 \cs_generate_variant:Nn \int_gsub:Nn { c }

```

(End definition for `\int_add:Nn` and `\int_add:cn`. These functions are documented on page ??.)

`\int_incr:N` Incrementing and decrementing of integer registers is done with the following functions.

```

\int_incr:c
3472 \cs_new_protected:Npn \int_incr:N #1
\int_gincr:N
3473 { \tex_advance:D #1 \c_one }
\int_gincr:c
3474 \cs_new_protected:Npn \int_decr:N #1
\int_decr:N
3475 { \tex_advance:D #1 \c_minus_one }
\int_decr:c
3476 \cs_new_protected_nopar:Npn \int_gincr:N
\int_gdecr:N
3477 { \tex_global:D \int_incr:N }
\int_gdecr:c
3478 \cs_new_protected_nopar:Npn \int_gdecr:N

```

```

3479 { \tex_global:D \int_decr:N }
3480 \cs_generate_variant:Nn \int_incr:N { c }
3481 \cs_generate_variant:Nn \int_decr:N { c }
3482 \cs_generate_variant:Nn \int_gincr:N { c }
3483 \cs_generate_variant:Nn \int_gdecr:N { c }

```

(End definition for `\int_incr:N` and `\int_decr:c`. These functions are documented on page ??.)

`\int_set:Nn` As integers are register-based TeX will issue an error if they are not defined. Thus there is no need for the checking code seen with token list variables.

```

\int_set:cn
\int_gset:Nn
\int_gset:cn
3484 \cs_new_protected:Npn \int_set:Nn #1#2
3485 { #1 ~ \int_eval:w #2\int_eval_end: }
3486 \cs_new_protected_nopar:Npn \int_gset:Nn { \tex_global:D \int_set:Nn }
3487 \cs_generate_variant:Nn \int_set:Nn { c }
3488 \cs_generate_variant:Nn \int_gset:Nn { c }

```

(End definition for `\int_set:Nn` and `\int_set:cn`. These functions are documented on page ??.)

## 190.4 Using integers

`\int_use:N` Here is how counters are accessed:

```

\int_use:c
3489 \cs_new_eq:NN \int_use:N \tex_the:D
3490 \cs_new:Npn \int_use:c #1 { \int_use:N \cs:w #1 \cs_end: }

```

(End definition for `\int_use:N` and `\int_use:c`. These functions are documented on page ??.)

## 190.5 Integer expression conditionals

`\int_compare_p:n` Comparison tests using a simple syntax where only one set of braces is required and additional operators such as `!=` and `>=` are supported. First some notes on the idea behind this. We wish to support writing code like

```

\int_compare_aux:nw
\int_compare_aux:Nw
int_compare_=:w
int_compare_=:w
int_compare_!=:w
int_compare_<:w
int_compare_>:w
int_compare_<=:w
int_compare_>=:w

```

`\int_compare_p:n { 5 + \l_tmpa_int != 4 - \l_tmpb_int }`

In other words, we want to somehow add the missing `\int_eval:w` where required. We can start evaluating from the left using `\int_eval:w`, and we know that since the relation symbols `<`, `>`, `=` and `!` are not allowed in such expressions, they will terminate the expression. Therefore, we first let TeX evaluate this left hand side of the (in)equality.

```

3491 \prg_new_conditional:Npnn \int_compare:n #1 { p , T , F , TF }
3492 { \exp_after:wN \int_compare_aux:nw \int_value:w \int_eval:w #1 \q_stop }

```

Then the next step is to figure out which relation we should use, so we have to somehow get rid of the first evaluation so that we can see what stopped it. `\int_to_roman:w` is handy here since its expansion given a non-positive number is `<null>`. We therefore simply check if the first token of the left hand side evaluation is a minus. If not, we insert it and issue `\int_to_roman:w`, thereby ridding us of the left hand side evaluation. We do however save it for later.

```

3493 \cs_new:Npn \int_compare_aux:nw #1#2 \q_stop
3494 {
3495   \exp_after:wN \int_compare_aux:Nw
3496   \int_to_roman:w

```

```

3497         \if:w #1 -
3498         \else:
3499         -
3500         \fi:
3501         #1#2 \q_mark #1#2 \q_stop
3502     }

```

This leaves the first relation symbol in front and assuming the right hand side has been input, at least one other token as well. We support the following forms: =, <, > and the extended !=, ==, <= and >=. All the extended forms have an extra = so we check if that is present as well. Then use specific function to perform the test.

```

3503 \cs_new:Npn \int_compare_aux:Nw #1#2#3 \q_mark
3504 { \use:c { int_compare_ #1 \if_meaning:w = #2 = \fi: :w } }

```

The actual comparisons are then simple function calls, using the relation as delimiter for a delimited argument. Equality is easy:

```

3505 \cs_new:cpn { int_compare_=:w } #1 = #2 \q_stop
3506 {
3507     \if_int_compare:w #1 = \int_eval:w #2 \int_eval_end:
3508     \prg_return_true:
3509     \else:
3510     \prg_return_false:
3511     \fi:
3512 }

```

So is the one using == we just have to use == in the parameter text.

```

3513 \cs_new:cpn { int_compare_==:w } #1 == #2 \q_stop
3514 {
3515     \if_int_compare:w #1 = \int_eval:w #2 \int_eval_end:
3516     \prg_return_true:
3517     \else:
3518     \prg_return_false:
3519     \fi:
3520 }

```

Not equal is just about reversing the truth value.

```

3521 \cs_new:cpn { int_compare_!=:w } #1 != #2 \q_stop
3522 {
3523     \if_int_compare:w #1 = \int_eval:w #2 \int_eval_end:
3524     \prg_return_false:
3525     \else:
3526     \prg_return_true:
3527     \fi:
3528 }

```

Less than and greater than are also straight forward.

```

3529 \cs_new:cpn { int_compare_<:w } #1 < #2 \q_stop
3530 {
3531     \if_int_compare:w #1 < \int_eval:w #2 \int_eval_end:
3532     \prg_return_true:
3533     \else:

```

```

3534     \prg_return_false:
3535     \fi:
3536   }
3537   \cs_new:cpn { int_compare_>:w } #1 > #2 \q_stop
3538   {
3539     \if_int_compare:w #1 > \int_eval:w #2 \int_eval_end:
3540     \prg_return_true:
3541     \else:
3542     \prg_return_false:
3543     \fi:
3544   }

```

The less than or equal operation is just the opposite of the greater than operation. *Vice versa* for less than or equal.

```

3545   \cs_new:cpn { int_compare_<=:w } #1 <= #2 \q_stop
3546   {
3547     \if_int_compare:w #1 > \int_eval:w #2 \int_eval_end:
3548     \prg_return_false:
3549     \else:
3550     \prg_return_true:
3551     \fi:
3552   }
3553   \cs_new:cpn { int_compare_>=:w } #1 >= #2 \q_stop
3554   {
3555     \if_int_compare:w #1 < \int_eval:w #2 \int_eval_end:
3556     \prg_return_false:
3557     \else:
3558     \prg_return_true:
3559     \fi:
3560   }

```

(End definition for `\int_compare:n`. These functions are documented on page 64.)

`\int_compare_p:nNn` More efficient but less natural in typing.

```

\int_compare:nNnTF
3561   \prg_new_conditional:Npnn \int_compare:nNn #1#2#3 { p , T , F , TF}
3562   {
3563     \if_int_compare:w \int_eval:w #1 #2 \int_eval:w #3 \int_eval_end:
3564     \prg_return_true:
3565     \else:
3566     \prg_return_false:
3567     \fi:
3568   }

```

(End definition for `\int_compare:nNn`. These functions are documented on page 64.)

`\int_if_odd_p:n` A predicate function.

```

\int_if_odd:nTF
\int_if_even_p:n
\int_if_even:nTF
3569   \prg_new_conditional:Npnn \int_if_odd:n #1 { p , T , F , TF}
3570   {
3571     \if_int_odd:w \int_eval:w #1 \int_eval_end:
3572     \prg_return_true:
3573     \else:

```

```

3574     \prg_return_false:
3575     \fi:
3576   }
3577   \prg_new_conditional:Npnn \int_if_even:n #1 { p , T , F , TF}
3578   {
3579     \if_int_odd:w \int_eval:w #1 \int_eval_end:
3580     \prg_return_false:
3581     \else:
3582     \prg_return_true:
3583     \fi:
3584   }

```

(End definition for `\int_if_odd:n`. These functions are documented on page 64.)

## 190.6 Integer expression loops

`\int_while_do:nn` These are quite easy given the above functions. The `while` versions test first and then execute the body. The `do_while` does it the other way round.

```

\int_until_do:nn
\int_do_while:nn
\int_do_until:nn
3585   \cs_new:Npn \int_while_do:nn #1#2
3586   {
3587     \int_compare:nT {#1}
3588     {
3589       #2
3590       \int_while_do:nn {#1} {#2}
3591     }
3592   }
3593   \cs_new:Npn \int_until_do:nn #1#2
3594   {
3595     \int_compare:nF {#1}
3596     {
3597       #2
3598       \int_until_do:nn {#1} {#2}
3599     }
3600   }
3601   \cs_new:Npn \int_do_while:nn #1#2
3602   {
3603     #2
3604     \int_compare:nT {#1}
3605     { \int_do_while:nn {#1} {#2} }
3606   }
3607   \cs_new:Npn \int_do_until:nn #1#2
3608   {
3609     #2
3610     \int_compare:nF {#1}
3611     { \int_do_until:nn {#1} {#2} }
3612   }

```

(End definition for `\int_while_do:nn`. This function is documented on page 65.)

`\int_while_do:nNnn` As above but not using the more natural syntax.

```

\int_until_do:nNnn
\int_do_while:nNnn
\int_do_until:nNnn
3613   \cs_new:Npn \int_while_do:nNnn #1#2#3#4

```

```

3614 {
3615   \int_compare:nNnT {#1} #2 {#3}
3616   {
3617     #4
3618     \int_while_do:nNnn {#1} #2 {#3} {#4}
3619   }
3620 }
3621 \cs_new:Npn \int_until_do:nNnn #1#2#3#4
3622 {
3623   \int_compare:nNnF {#1} #2 {#3}
3624   {
3625     #4
3626     \int_until_do:nNnn {#1} #2 {#3} {#4}
3627   }
3628 }
3629 \cs_new:Npn \int_do_while:nNnn #1#2#3#4
3630 {
3631   #4
3632   \int_compare:nNnT {#1} #2 {#3}
3633   { \int_do_while:nNnn {#1} #2 {#3} {#4} }
3634 }
3635 \cs_new:Npn \int_do_until:nNnn #1#2#3#4
3636 {
3637   #4
3638   \int_compare:nNnF {#1} #2 {#3}
3639   { \int_do_until:nNnn {#1} #2 {#3} {#4} }
3640 }

```

(End definition for `\int_while_do:nNnn`. This function is documented on page 65.)

## 190.7 Formatting integers

`\int_to_arabic:n` Nothing exciting here.

```

3641 \cs_new:Npn \int_to_arabic:n #1 { \int_eval:n {#1} }

```

(End definition for `\int_to_arabic:n`. This function is documented on page 66.)

`\int_to_symbols:nnn` For conversion of integers to arbitrary symbols the method is in general as follows. The input number (#1) is compared to the total number of symbols available at each place (#2). If the input is larger than the total number of symbols available then the modulus is needed, with one added so that the positions don't have to number from zero. Using an f-type expansion, this is done so that the system is recursive. The actual conversion function therefore gets a 'nice' number at each stage. Of course, if the initial input was small enough then there is no problem and everything is easy.

```

3642 \cs_new:Npn \int_to_symbols:nnn #1#2#3
3643 {
3644   \int_compare:nNnTF {#1} > {#2}
3645   {
3646     \exp_args:NNo \exp_args:No \int_to_symbols_aux:nnnn
3647     {

```

```

3648         \prg_case_int:nnn
3649         { 1 + \int_mod:nn { #1 - 1 } {#2} }
3650         {#3} { }
3651     }
3652     {#1} {#2} {#3}
3653 }
3654 { \prg_case_int:nnn {#1} {#3} { } }
3655 }
3656 \cs_new:Npn \int_to_symbols_aux:nnnn #1#2#3#4
3657 {
3658     \exp_args:Nf \int_to_symbols:nnn
3659     { \int_div_truncate:nn { #2 - 1 } {#3} } {#3} {#4}
3660     #1
3661 }

```

(End definition for `\int_to_symbols:nnn`. This function is documented on page 67.)

`\int_to_alph:n` These both use the above function with input functions that make sense for the alphabet  
`\int_to_Alph:n` in English.

```

3662 \cs_new:Npn \int_to_alph:n #1
3663 {
3664     \int_to_symbols:nnn {#1} { 26 }
3665     {
3666         { 1 } { a }
3667         { 2 } { b }
3668         { 3 } { c }
3669         { 4 } { d }
3670         { 5 } { e }
3671         { 6 } { f }
3672         { 7 } { g }
3673         { 8 } { h }
3674         { 9 } { i }
3675         { 10 } { j }
3676         { 11 } { k }
3677         { 12 } { l }
3678         { 13 } { m }
3679         { 14 } { n }
3680         { 15 } { o }
3681         { 16 } { p }
3682         { 17 } { q }
3683         { 18 } { r }
3684         { 19 } { s }
3685         { 20 } { t }
3686         { 21 } { u }
3687         { 22 } { v }
3688         { 23 } { w }
3689         { 24 } { x }
3690         { 25 } { y }
3691         { 26 } { z }
3692     }

```

```

3693 }
3694 \cs_new:Npn \int_to_Alph:n #1
3695 {
3696   \int_to_symbols:nnn {#1} { 26 }
3697   {
3698     { 1 } { A }
3699     { 2 } { B }
3700     { 3 } { C }
3701     { 4 } { D }
3702     { 5 } { E }
3703     { 6 } { F }
3704     { 7 } { G }
3705     { 8 } { H }
3706     { 9 } { I }
3707     { 10 } { J }
3708     { 11 } { K }
3709     { 12 } { L }
3710     { 13 } { M }
3711     { 14 } { N }
3712     { 15 } { O }
3713     { 16 } { P }
3714     { 17 } { Q }
3715     { 18 } { R }
3716     { 19 } { S }
3717     { 20 } { T }
3718     { 21 } { U }
3719     { 22 } { V }
3720     { 23 } { W }
3721     { 24 } { X }
3722     { 25 } { Y }
3723     { 26 } { Z }
3724   }
3725 }

```

(End definition for `\int_to_alph:n` and `\int_to_Alph:n`. These functions are documented on page 66.)

```

\int_to_base:nn Converting from base ten (#1) to a second base (#2) starts with computing #1: if it is
\int_to_base_aux_i:nn a complicated calculation, we shouldn't perform it twice. Then check the sign, store it,
\int_to_base_aux_ii:nnN either - or \c_empty_tl, and feed the absolute value to the next auxiliary function.
\int_to_base_aux_iii:nnnN
\int_to_letter:n
3726 \cs_new:Npn \int_to_base:nn #1
3727 { \exp_args:Nf \int_to_base_aux_i:nn { \int_eval:n {#1} } }
3728 \cs_new:Npn \int_to_base_aux_i:nn #1#2
3729 {
3730   \int_compare:nNnTF {#1} < \c_zero
3731     { \exp_args:No \int_to_base_aux_ii:nnN { \use_none:n #1 } {#2} - }
3732     { \int_to_base_aux_ii:nnN {#1} {#2} \c_empty_tl }
3733 }

```

Here, the idea is to provide a recursive system to deal with the input. The output is built up after the end of the function. At each pass, the value in `#1` is checked to see if it is less than the new base (`#2`). If it is, then it is converted directly, putting the sign back

in front. On the other hand, if the value to convert is greater than or equal to the new base then the modulus and remainder values are found. The modulus is converted to a symbol and put on the right, and the remainder is carried forward to the next round.

```

3734 \cs_new:Npn \int_to_base_aux_ii:nnN #1#2#3
3735 {
3736   \int_compare:nNnTF {#1} < {#2}
3737   { \exp_last_unbraced:Nf #3 { \int_to_letter:n {#1} } }
3738   {
3739     \exp_args:Nf \int_to_base_aux_iii:nnnN
3740     { \int_to_letter:n { \int_mod:nn {#1} {#2} } }
3741     {#1}
3742     {#2}
3743     #3
3744   }
3745 }
3746 \cs_new:Npn \int_to_base_aux_iii:nnnN #1#2#3#4
3747 {
3748   \exp_args:Nf \int_to_base_aux_ii:nnN
3749   { \int_div_truncate:nn {#2} {#3} }
3750   {#3}
3751   #4
3752   #1
3753 }

```

Convert to a letter only if necessary, otherwise simply return the value unchanged. It would be cleaner to use `\prg_case_int:nnn`, but in our case, the cases are contiguous, so it is forty times faster to use the `\if_case:w` primitive. The first `\exp_after:wN` expands the conditional, jumping to the correct case, the second one expands after the resulting character to close the conditional. Since `#1` might be an expression, and not directly a single digit, we need to evaluate it properly, and expand the trailing `\fi:`.

```

3754 \cs_new:Npn \int_to_letter:n #1
3755 {
3756   \exp_after:wN \exp_after:wN
3757   \if_case:w \int_eval:w #1 - \c_ten \int_eval_end:
3758   A
3759   \or: B
3760   \or: C
3761   \or: D
3762   \or: E
3763   \or: F
3764   \or: G
3765   \or: H
3766   \or: I
3767   \or: J
3768   \or: K
3769   \or: L
3770   \or: M
3771   \or: N
3772   \or: O

```

```

3773     \or: P
3774     \or: Q
3775     \or: R
3776     \or: S
3777     \or: T
3778     \or: U
3779     \or: V
3780     \or: W
3781     \or: X
3782     \or: Y
3783     \or: Z
3784     \else: \int_value:w \int_eval:w #1 \exp_after:wN \int_eval_end:
3785     \fi:
3786 }

```

(End definition for `\int_to_base:nn`. This function is documented on page 70.)

```

\int_to_binary:n    Wrappers around the generic function.
\int_to_hexadecimal:n 3787 \cs_new:Npn \int_to_binary:n #1
\int_to_octal:n     3788 { \int_to_base:nn {#1} { 2 } }
                    3789 \cs_new:Npn \int_to_hexadecimal:n #1
                    3790 { \int_to_base:nn {#1} { 16 } }
                    3791 \cs_new:Npn \int_to_octal:n #1
                    3792 { \int_to_base:nn {#1} { 8 } }

```

(End definition for `\int_to_binary:n`, `\int_to_hexadecimal:n`, and `\int_to_octal:n`. These functions are documented on page 67.)

```

\int_to_roman:n    The \int_to_roman:w primitive creates tokens of category code 12 (other). Usually,
\int_to_Roman:n    what is actually wanted is letters. The approach here is to convert the output of the
\int_to_roman_aux:N primitive into letters using appropriate control sequence names. That keeps everything
\int_to_roman_aux:N expandable. The loop will be terminated by the conversion of the Q.
\int_to_roman_i:w  3793 \cs_new:Npn \int_to_roman:n #1
\int_to_roman_v:w  3794 {
\int_to_roman_x:w  3795     \exp_after:wN \int_to_roman_aux:N
\int_to_roman_l:w  3796     \int_to_roman:w \int_eval:n {#1} Q
\int_to_roman_c:w  3797 }
\int_to_roman_c:w  3798 \cs_new:Npn \int_to_roman_aux:N #1
\int_to_roman_d:w  3799 {
\int_to_roman_m:w  3800     \use:c { int_to_roman_ #1 :w }
\int_to_roman_Q:w  3801     \int_to_roman_aux:N
\int_to_Roman_i:w  3802 }
\int_to_Roman_v:w  3803 \cs_new:Npn \int_to_Roman:n #1
\int_to_Roman_x:w  3804 {
\int_to_Roman_l:w  3805     \exp_after:wN \int_to_Roman_aux:N
\int_to_Roman_c:w  3806     \int_to_roman:w \int_eval:n {#1} Q
\int_to_Roman_d:w  3807 }
\int_to_Roman_m:w  3808 \cs_new:Npn \int_to_Roman_aux:N #1
\int_to_Roman_Q:w  3809 {
3810     \use:c { int_to_Roman_ #1 :w }
3811     \int_to_Roman_aux:N

```

```

3812 }
3813 \cs_new_nopar:Npn \int_to_roman_i:w { i }
3814 \cs_new_nopar:Npn \int_to_roman_v:w { v }
3815 \cs_new_nopar:Npn \int_to_roman_x:w { x }
3816 \cs_new_nopar:Npn \int_to_roman_l:w { l }
3817 \cs_new_nopar:Npn \int_to_roman_c:w { c }
3818 \cs_new_nopar:Npn \int_to_roman_d:w { d }
3819 \cs_new_nopar:Npn \int_to_roman_m:w { m }
3820 \cs_new_nopar:Npn \int_to_roman_Q:w #1 { }
3821 \cs_new_nopar:Npn \int_to_Roman_i:w { I }
3822 \cs_new_nopar:Npn \int_to_Roman_v:w { V }
3823 \cs_new_nopar:Npn \int_to_Roman_x:w { X }
3824 \cs_new_nopar:Npn \int_to_Roman_l:w { L }
3825 \cs_new_nopar:Npn \int_to_Roman_c:w { C }
3826 \cs_new_nopar:Npn \int_to_Roman_d:w { D }
3827 \cs_new_nopar:Npn \int_to_Roman_m:w { M }
3828 \cs_new:Npn \int_to_Roman_Q:w #1 { }

```

(End definition for `\int_to_roman:n` and `\int_to_Roman:n`. These functions are documented on page 68.)

## 190.8 Converting from other formats to integers

`\int_get_sign:n` Finding a number and its sign requires dealing with an arbitrary list of + and – symbols. This is done by working through token by token until there is something else at the start of the input. The sign of the input is tracked by the first Boolean used by the auxiliary function.

`\int_get_digits:n`  
`\int_get_sign_and_digits_aux:nNNN`  
`\int_get_sign_and_digits_aux:oNNN`

```

3829 \cs_new:Npn \int_get_sign:n #1
3830 {
3831   \int_get_sign_and_digits_aux:nNNN {#1}
3832   \c_true_bool \c_true_bool \c_false_bool
3833 }
3834 \cs_new:Npn \int_get_digits:n #1
3835 {
3836   \int_get_sign_and_digits_aux:nNNN {#1}
3837   \c_true_bool \c_false_bool \c_true_bool
3838 }

```

The auxiliary loops through, finding sign tokens and removing them. The sign itself is carried through as a flag.

```

3839 \cs_new:Npn \int_get_sign_and_digits_aux:nNNN #1#2#3#4
3840 {
3841   \exp_args:Nf \tl_if_head_eq_charcode:nNTF {#1} -
3842   {
3843     \bool_if:NTF #2
3844     {
3845       \int_get_sign_and_digits_aux:oNNN
3846       { \use_none:n #1 } \c_false_bool #3#4
3847     }
3848     {

```

```

3849         \int_get_sign_and_digits_aux:oNNN
3850         { \use_none:n #1 } \c_true_bool #3#4
3851     }
3852 }
3853 {
3854     \exp_args:Nf \tl_if_head_eq_charcode:nNTF {#1} +
3855     { \int_get_sign_and_digits_aux:oNNN { \use_none:n #1 } #2#3#4 }
3856     {
3857         \bool_if:NT #3 { \bool_if:NF #2 - }
3858         \bool_if:NT #4 {#1}
3859     }
3860 }
3861 }
3862 \cs_generate_variant:Nn \int_get_sign_and_digits_aux:nNNN { o }

```

(End definition for `\int_get_sign:n`. This function is documented on page 70.)

```

\int_from_alph:n
\int_from_alph_aux:n
\int_from_alph_aux:nN
\int_from_alph_aux:N

```

The aim here is to iterate through the input, converting one letter at a time to a number. The same approach is also used for base conversion, but this needs a different final auxiliary.

```

3863 \cs_new:Npn \int_from_alph:n #1
3864 {
3865     \int_eval:n
3866     {
3867         \int_get_sign:n {#1}
3868         \exp_args:Nf \int_from_alph_aux:n { \int_get_digits:n {#1} }
3869     }
3870 }
3871 \cs_new:Npn \int_from_alph_aux:n #1
3872 { \int_from_alph_aux:nN { 0 } #1 \q_nil }
3873 \cs_new:Npn \int_from_alph_aux:nN #1#2
3874 {
3875     \quark_if_nil:NTF #2
3876     {#1}
3877     {
3878         \exp_args:Nf \int_from_alph_aux:nN
3879         { \int_eval:n { #1 * 26 + \int_from_alph_aux:N #2 } }
3880     }
3881 }
3882 \cs_new:Npn \int_from_alph_aux:N #1
3883 { \int_eval:n { '#1 - \int_compare:nNnTF { '#1 } < { 91 } { 64 } { 96 } } }

```

(End definition for `\int_from_alph:n`. This function is documented on page 68.)

```

\int_from_base:nn
\int_from_base_aux:nn
\int_from_base_aux:nnN
\int_from_base_aux:N

```

Conversion to base ten means stripping off the sign then iterating through the input one token at a time. The total number is then added up as the code loops.

```

3884 \cs_new:Npn \int_from_base:nn #1#2
3885 {
3886     \int_eval:n
3887     {
3888         \int_get_sign:n {#1}

```

```

3889         \exp_args:Nf \int_from_base_aux:nn
3890         { \int_get_digits:n {#1} } {#2}
3891     }
3892 }
3893 \cs_new:Npn \int_from_base_aux:nn #1#2
3894 { \int_from_base_aux:nnN { 0 } { #2 } #1 \q_nil }
3895 \cs_new:Npn \int_from_base_aux:nnN #1#2#3
3896 {
3897     \quark_if_nil:NTF #3
3898     {#1}
3899     {
3900         \exp_args:Nf \int_from_base_aux:nnN
3901         { \int_eval:n { #1 * #2 + \int_from_base_aux:N #3 } }
3902         {#2}
3903     }
3904 }

```

The conversion here will take lower or upper case letters and turn them into the appropriate number, hence the two-part nature of the function.

```

3905 \cs_new:Npn \int_from_base_aux:N #1
3906 {
3907     \int_compare:nNnTF { '#1 } < { 58 }
3908     {#1}
3909     {
3910         \int_eval:n
3911         { '#1 - \int_compare:nNnTF { '#1 } < { 91 } { 55 } { 87 } }
3912     }
3913 }

```

(End definition for `\int_from_base:nn`. This function is documented on page 68.)

```

\int_from_binary:n
\int_from_hexadecimal:n
\int_from_octal:n

```

Wrappers around the generic function.

```

3914 \cs_new:Npn \int_from_binary:n #1
3915 { \int_from_base:nn {#1} \c_two }
3916 \cs_new:Npn \int_from_hexadecimal:n #1
3917 { \int_from_base:nn {#1} \c_sixteen }
3918 \cs_new:Npn \int_from_octal:n #1
3919 { \int_from_base:nn {#1} \c_eight }

```

(End definition for `\int_from_binary:n`, `\int_from_hexadecimal:n`, and `\int_from_octal:n`. These functions are documented on page 68.)

```

\c_int_from_roman_i_int
\c_int_from_roman_v_int
\c_int_from_roman_x_int
\c_int_from_roman_l_int
\c_int_from_roman_c_int
\c_int_from_roman_d_int
\c_int_from_roman_m_int
\c_int_from_roman_I_int
\c_int_from_roman_V_int
\c_int_from_roman_X_int
\c_int_from_roman_L_int
\c_int_from_roman_C_int
\c_int_from_roman_D_int
\c_int_from_roman_M_int

```

Constants used to convert from Roman numerals to integers.

```

3920 \int_const:cn { c_int_from_roman_i_int } { 1 }
3921 \int_const:cn { c_int_from_roman_v_int } { 5 }
3922 \int_const:cn { c_int_from_roman_x_int } { 10 }
3923 \int_const:cn { c_int_from_roman_l_int } { 50 }
3924 \int_const:cn { c_int_from_roman_c_int } { 100 }
3925 \int_const:cn { c_int_from_roman_d_int } { 500 }
3926 \int_const:cn { c_int_from_roman_m_int } { 1000 }
3927 \int_const:cn { c_int_from_roman_I_int } { 1 }
3928 \int_const:cn { c_int_from_roman_V_int } { 5 }

```

```

3929 \int_const:cn { c_int_from_roman_X_int } { 10 }
3930 \int_const:cn { c_int_from_roman_L_int } { 50 }
3931 \int_const:cn { c_int_from_roman_C_int } { 100 }
3932 \int_const:cn { c_int_from_roman_D_int } { 500 }
3933 \int_const:cn { c_int_from_roman_M_int } { 1000 }

```

(End definition for `\c_int_from_roman_i_int` and others. These variables are documented on page ??.)

```

\int_from_roman:n
\int_from_roman_aux:NN
\int_from_roman_end:w
\int_from_roman_clean_up:w

```

The method here is to iterate through the input, finding the appropriate value for each letter and building up a sum. This is then evaluated by  $\text{\TeX}$ .

```

3934 \cs_new:Npn \int_from_roman:n #1
3935 {
3936   \tl_if_blank:nF {#1}
3937   {
3938     \exp_after:wN \int_from_roman_end:w
3939     \int_value:w \int_eval:w
3940     \int_from_roman_aux:NN #1 Q \q_stop
3941   }
3942 }
3943 \cs_new:Npn \int_from_roman_aux:NN #1#2
3944 {
3945   \str_if_eq:nnTF {#1} { Q }
3946   {#1#2}
3947   {
3948     \str_if_eq:nnTF {#2} { Q }
3949     {
3950       \cs_if_exist:cF { c_int_from_roman_ #1 _int }
3951       { \int_from_roman_clean_up:w }
3952       +
3953       \use:c { c_int_from_roman_ #1 _int }
3954       #2
3955     }
3956     {
3957       \cs_if_exist:cF { c_int_from_roman_ #1 _int }
3958       { \int_from_roman_clean_up:w }
3959       \cs_if_exist:cF { c_int_from_roman_ #2 _int }
3960       { \int_from_roman_clean_up:w }
3961       \int_compare:nNnTF
3962       { \use:c { c_int_from_roman_ #1 _int } }
3963       <
3964       { \use:c { c_int_from_roman_ #2 _int } }
3965       {
3966         + \use:c { c_int_from_roman_ #2 _int }
3967         - \use:c { c_int_from_roman_ #1 _int }
3968         \int_from_roman_aux:NN
3969       }
3970       {
3971         + \use:c { c_int_from_roman_ #1 _int }
3972         \int_from_roman_aux:NN #2
3973       }

```

```

3974         }
3975     }
3976 }
3977 \cs_new:Npn \int_from_roman_end:w #1 Q #2 \q_stop
3978 { \tl_if_empty:nTF {#2} {#1} {#2} }
3979 \cs_new:Npn \int_from_roman_clean_up:w #1 Q { + 0 Q -1 }

```

(End definition for `\int_from_roman:n`. This function is documented on page 68.)

## 190.9 Viewing integer

```

\int_show:N
\int_show:c 3980 \cs_new_eq:NN \int_show:N \kernel_register_show:N
3981 \cs_new_eq:NN \int_show:c \kernel_register_show:c

```

(End definition for `\int_show:N` and `\int_show:c`. These functions are documented on page ??.)

```

\int_show:n
3982 \cs_new_protected:Npn \int_show:n #1
3983 { \tex_showthe:D \int_eval:w #1 \int_eval_end: }

```

(End definition for `\int_show:n`. This function is documented on page 69.)

## 190.10 Constant integers

`\c_minus_one` This is needed early, and so is in `l3basics`  
 (End definition for `\c_minus_one`. This variable is documented on page 69.)

`\c_zero` Again, one in `l3basics` for obvious reasons.  
 (End definition for `\c_zero`. This variable is documented on page 69.)

`\c_six` Once again, in `l3basics`.  
`\c_seven` (End definition for `\c_six` and `\c_seven`. These functions are documented on page 69.)

`\c_twelve`  
`\c_one` Low-number values not previously defined.  
`\c_sixteen`  
`\c_two`

```

3984 \int_const:Nn \c_one { 1 }
3985 \int_const:Nn \c_two { 2 }
3986 \int_const:Nn \c_three { 3 }
3987 \int_const:Nn \c_four { 4 }
3988 \int_const:Nn \c_five { 5 }
3989 \int_const:Nn \c_eight { 8 }
3990 \int_const:Nn \c_nine { 9 }
3991 \int_const:Nn \c_ten { 10 }
3992 \int_const:Nn \c_eleven { 11 }
3993 \int_const:Nn \c_thirteen { 13 }
3994 \int_const:Nn \c_fourteen { 14 }
3995 \int_const:Nn \c_fifteen { 15 }

```

(End definition for `\c_one` and others. These variables are documented on page 69.)

`\c_thirty_two` One middling value.  
 3996 \int\_const:Nn \c\_thirty\_two { 32 }

(End definition for `\c_thirty_two`. This variable is documented on page 69.)

`\c_two_hundred_fifty_five` Two classic mid-range integer constants.

```
\c_two_hundred_fifty_six 3997 \int_const:Nn \c_two_hundred_fifty_five { 255 }
                          3998 \int_const:Nn \c_two_hundred_fifty_six { 256 }
```

(End definition for `\c_two_hundred_fifty_five` and `\c_two_hundred_fifty_six`. These variables are documented on page 69.)

`\c_one_hundred` Simple runs of powers of ten.

```
\c_one_thousand 3999 \int_const:Nn \c_one_hundred { 100 }
\c_ten_thousand 4000 \int_const:Nn \c_one_thousand { 1000 }
                  4001 \int_const:Nn \c_ten_thousand { 10000 }
```

(End definition for `\c_one_hundred`, `\c_one_thousand`, and `\c_ten_thousand`. These variables are documented on page 69.)

`\c_max_int` The largest number allowed is  $2^{31} - 1$

```
4002 \int_const:Nn \c_max_int { 2 147 483 647 }
```

(End definition for `\c_max_int`. This variable is documented on page 69.)

## 190.11 Scratch integers

`\l_tmpa_int` We provide three local and two global scratch counters, maybe we need more or less.

```
\l_tmpb_int 4003 \int_new:N \l_tmpa_int
\l_tmpc_int 4004 \int_new:N \l_tmpb_int
\g_tmpa_int 4005 \int_new:N \l_tmpc_int
\g_tmpb_int 4006 \int_new:N \g_tmpa_int
              4007 \int_new:N \g_tmpb_int
```

(End definition for `\l_tmpa_int`, `\l_tmpb_int`, and `\l_tmpc_int`. These functions are documented on page 70.)

## 190.12 Deprecated functions

Deprecated on 2011-05-27, for removal by 2011-08-31.

`\int_convert_from_base_ten:nn` Some simple renames.

```
\int_convert_to_symbols:nnn 4008 {*deprecated}
\int_convert_to_base_ten:nn 4009 \cs_new_eq:NN \int_convert_from_base_ten:nn \int_to_base:nn
                             4010 \cs_new_eq:NN \int_convert_to_symbols:nnn \int_to_symbols:nnn
                             4011 \cs_new_eq:NN \int_convert_to_base_ten:nn \int_from_base:nn
                             4012 {/deprecated}
```

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

`\int_to_symbol:n` This is rather too tied to L<sup>A</sup>T<sub>E</sub>X 2<sub>ε</sub>.

```
\int_to_symbol_math:n 4013 {*deprecated}
\int_to_symbol_text:n 4014 \cs_new_nopar:Npn \int_to_symbol:n
                      4015 {
                      4016   \scan_align_safe_stop:
                      4017   \mode_if_math:TF
```

```

4018     { \int_to_symbol_math:n }
4019     { \int_to_symbol_text:n }
4020   }
4021   \cs_new:Npn \int_to_symbol_math:n #1
4022   {
4023     \int_to_symbols:nnn {#1} { 9 }
4024     {
4025       { 1 } {          * }
4026       { 2 } {          \dagger }
4027       { 3 } {          \ddagger }
4028       { 4 } {          \mathsection }
4029       { 5 } {          \mathparagraph }
4030       { 6 } {          \| }
4031       { 7 } {          ** }
4032       { 8 } {          \dagger \dagger }
4033       { 9 } {          \ddagger \ddagger }
4034     }
4035   }
4036   \cs_new:Npn \int_to_symbol_text:n #1
4037   {
4038     \int_to_symbols:nnn {#1} { 9 }
4039     {
4040       { 1 } {          \textasteriskcentered }
4041       { 2 } {          \textdagger }
4042       { 3 } {          \textdaggerdbl }
4043       { 4 } {          \textsection }
4044       { 5 } {          \textparagraph }
4045       { 6 } {          \textbardbl }
4046       { 7 } { \textasteriskcentered \textasteriskcentered }
4047       { 8 } {          \textdagger \textdagger }
4048       { 9 } {          \textdaggerdbl \textdaggerdbl }
4049     }
4050   }
4051   \</deprecated>
(End definition for \int_to_symbol:n. This function is documented on page ??.)
4052   \</initex | package>

```

## 191 l3skip implementation

```

4053   \<*initex | package>
4054   \<*package>
4055   \ProvidesExplPackage
4056     { \ExplFileName } { \ExplFileDate } { \ExplFileVersion } { \ExplFileDescription }
4057   \package_check_loaded_expl:
4058   \</package>

```

## 191.1 Length primitives renamed

```
\if_dim:w Primitives renamed.
\dim_eval:w 4059 \cs_new_eq:NN \if_dim:w \tex_ifdim:D
\dim_eval_end: 4060 \cs_new_eq:NN \dim_eval:w \etex_dimexpr:D
4061 \cs_new_eq:NN \dim_eval_end: \tex_relax:D
(End definition for \if_dim:w. This function is documented on page ??.)
```

## 191.2 Creating and initialising dim variables

```
\dim_new:N Allocating  $\langle dim \rangle$  registers ...
\dim_new:c 4062 <*package>
4063 \cs_new_protected:Npn \dim_new:N #1
4064 {
4065     \chk_if_free_cs:N #1
4066     \newdimen #1
4067 }
4068 </package>
4069 \cs_generate_variant:Nn \dim_new:N { c }
(End definition for \dim_new:N and \dim_new:c. These functions are documented on page ??.)

\dim_zero:N Reset the register to zero.
\dim_zero:c 4070 \cs_new_protected:Npn \dim_zero:N #1 { #1 \c_zero_dim }
\dim_gzero:N 4071 \cs_new_protected:Npn \dim_gzero:N { \tex_global:D \dim_zero:N }
\dim_gzero:c 4072 \cs_generate_variant:Nn \dim_zero:N { c }
4073 \cs_generate_variant:Nn \dim_gzero:N { c }
(End definition for \dim_zero:N and \dim_zero:c. These functions are documented on page ??.)

\dim_zero_new:N Create a register if needed, otherwise clear it.
\dim_zero_new:c 4074 \cs_new_protected:Npn \dim_zero_new:N #1
\dim_gzero_new:N 4075 { \cs_if_exist:NTF #1 { \dim_zero:N #1 } { \dim_new:N #1 } }
\dim_gzero_new:c 4076 \cs_new_protected:Npn \dim_gzero_new:N #1
4077 { \cs_if_exist:NTF #1 { \dim_gzero:N #1 } { \dim_new:N #1 } }
4078 \cs_generate_variant:Nn \dim_zero_new:N { c }
4079 \cs_generate_variant:Nn \dim_gzero_new:N { c }
(End definition for \dim_zero_new:N and others. These functions are documented on page ??.)
```

## 191.3 Setting dim variables

```
\dim_set:Nn Setting dimensions is easy enough.
\dim_set:cn 4080 \cs_new_protected:Npn \dim_set:Nn #1#2
\dim_gset:Nn 4081 { #1 ~ \dim_eval:w #2 \dim_eval_end: }
\dim_gset:cn 4082 \cs_new_protected:Npn \dim_gset:Nn { \tex_global:D \dim_set:Nn }
4083 \cs_generate_variant:Nn \dim_set:Nn { c }
4084 \cs_generate_variant:Nn \dim_gset:Nn { c }
(End definition for \dim_set:Nn and \dim_set:cn. These functions are documented on page ??.)
```

```

\dim_set_eq:NN All straightforward.
\dim_set_eq:cN 4085 \cs_new_protected:Npn \dim_set_eq:NN #1#2 { #1 = #2 }
\dim_set_eq:Nc 4086 \cs_generate_variant:Nn \dim_set_eq:NN { c }
\dim_set_eq:cc 4087 \cs_generate_variant:Nn \dim_set_eq:NN { Nc , cc }
\dim_gset_eq:NN 4088 \cs_new_protected:Npn \dim_gset_eq:NN #1#2 { \tex_global:D #1 = #2 }
\dim_gset_eq:cN 4089 \cs_generate_variant:Nn \dim_gset_eq:NN { c }
\dim_gset_eq:Nc 4090 \cs_generate_variant:Nn \dim_gset_eq:NN { Nc , cc }
\dim_gset_eq:cc (End definition for \dim_set_eq:NN and others. These functions are documented on page ??.)

```

```

\dim_set_max:Nn Setting maximum and minimum values is simply a case of so build-in comparison. This
\dim_set_max:cn only applies to dimensions as skips are not ordered.
\dim_set_min:Nn 4091 \cs_new_protected_nopar:Npn \dim_set_max:Nn
\dim_set_min:cn 4092 { \dim_set_max_aux:NNNn < \dim_set:Nn }
\dim_gset_max:Nn 4093 \cs_new_protected_nopar:Npn \dim_gset_max:Nn
\dim_gset_max:cn 4094 { \dim_set_max_aux:NNNn < \dim_gset:Nn }
\dim_gset_min:Nn 4095 \cs_new_protected_nopar:Npn \dim_set_min:Nn
\dim_gset_min:cn 4096 { \dim_set_max_aux:NNNn > \dim_set:Nn }
\dim_set_max_aux:NNNn 4097 \cs_new_protected_nopar:Npn \dim_gset_min:Nn
4098 { \dim_set_max_aux:NNNn > \dim_gset:Nn }
4099 \cs_new_protected:Npn \dim_set_max_aux:NNNn #1#2#3#4
4100 { \dim_compare:nNnT {#3} #1 {#4} { #2 #3 {#4} } }
4101 \cs_generate_variant:Nn \dim_set_max:Nn { c }
4102 \cs_generate_variant:Nn \dim_gset_max:Nn { c }
4103 \cs_generate_variant:Nn \dim_set_min:Nn { c }
4104 \cs_generate_variant:Nn \dim_gset_min:Nn { c }
(End definition for \dim_set_max:Nn and \dim_set_max:cn. These functions are documented on page ??.)

```

```

\dim_add:Nn Using by here deals with the (incorrect) case \dimen123.
\dim_add:cn 4105 \cs_new_protected:Npn \dim_add:Nn #1#2
\dim_gadd:Nn 4106 { \tex_advance:D #1 by \dim_eval:w #2 \dim_eval_end: }
\dim_gadd:cn 4107 \cs_new_protected:Npn \dim_gadd:Nn { \tex_global:D \dim_add:Nn }
\dim_sub:Nn 4108 \cs_generate_variant:Nn \dim_add:Nn { c }
\dim_sub:cn 4109 \cs_generate_variant:Nn \dim_gadd:Nn { c }
\dim_gsub:Nn 4110 \cs_new_protected:Npn \dim_sub:Nn #1#2
\dim_gsub:cn 4111 { \tex_advance:D #1 by - \dim_eval:w #2 \dim_eval_end: }
4112 \cs_new_protected:Npn \dim_gsub:Nn { \tex_global:D \dim_sub:Nn }
4113 \cs_generate_variant:Nn \dim_sub:Nn { c }
4114 \cs_generate_variant:Nn \dim_gsub:Nn { c }
(End definition for \dim_add:Nn and \dim_add:cn. These functions are documented on page ??.)

```

## 191.4 Utilities for dimension calculations

`\dim_abs:n` Similar to the `\int_abs:n` function, but here an additional  $\langle dimexpr \rangle$  is needed as  $\text{\TeX}$  won't simply tidy up an additional – for us.

```

4115 \cs_new:Npn \dim_abs:n #1
4116 {
4117   \dim_use:N

```

```

4118     \dim_eval:w
4119     \if_dim:w \dim_eval:w #1 < \c_zero_dim
4120     -
4121     \fi:
4122     \dim_eval:w #1 \dim_eval_end:
4123     \dim_eval_end:
4124 }

```

(End definition for `\dim_abs:n`. This function is documented on page 73.)

`\dim_ratio:nn` With dimension expressions, something like `10 pt * ( 5 pt / 10 pt )` will not work. `\dim_ratio_aux:n` Instead, the ratio part needs to be converted to an integer expression. Using `\int_value:w` forces everything into `sp`, avoiding any decimal parts.

```

4125 \cs_new:Npn \dim_ratio:nn #1#2
4126 { \dim_ratio_aux:n {#1} / \dim_ratio_aux:n {#2} }
4127 \cs_new:Npn \dim_ratio_aux:n #1
4128 { \int_value:w \dim_eval:w #1 \dim_eval_end: }

```

(End definition for `\dim_ratio:nn`. This function is documented on page 74.)

## 191.5 Dimension expression conditionals

```

\dim_compare_p:nNn
\dim_compare:nNnTF
4129 \prg_new_conditional:Npnn \dim_compare:nNn #1#2#3 { p , T , F , TF }
4130 {
4131     \if_dim:w \dim_eval:w #1 #2 \dim_eval:w #3 \dim_eval_end:
4132     \prg_return_true: \else: \prg_return_false: \fi:
4133 }

```

(End definition for `\dim_compare_p:nNn`. This function is documented on page 74.)

`\dim_compare_p:n` [This code plus comments are adapted from the `\int_compare:nTF` function.] Comparison tests using a simple syntax where only one set of braces is required and additional operators such as `!=` and `>=` are supported. First some notes on the idea behind this. We wish to support writing code like

```

\dim_compare_<:nw
\dim_compare_=:nw
\dim_compare_>:nw
\dim_compare_==:nw
\dim_compare_<=:nw
\dim_compare_!=:nw
\dim_compare_>=:nw

```

`\dim_compare_p:n { 5mm + \l_tmpa_dim >= 4pt - \l_tmpb_dim }`

In other words, we want to somehow add the missing `\dim_eval:w` where required. We can start evaluating from the left using `\dim_use:N \dim_eval:w`, and we know that since the relation symbols `<`, `>`, `=` and `!` are not allowed in such expressions, they will terminate the expression. Therefore, we first let `TEX` evaluate this left hand side of the (in)equality.

Eventually, we will convert the relation symbol to the appropriate version of `\if_dim:w`, and add `\dim_eval:w` after it. We optimize by placing the end-code already here: this avoids needless grabbing of arguments later.

```

4134 \prg_new_conditional:Npnn \dim_compare:n #1 { p , T , F , TF }
4135 {
4136     \exp_after:wN \dim_compare_aux:wNN \dim_use:N \dim_eval:w #1
4137     \dim_eval_end:
4138     \prg_return_true:

```

```

4139     \else:
4140       \prg_return_false:
4141     \fi:
4142   }

```

Contrarily to the case of integers, where we have to remove the result in order to access the relation, `\dim_use:N` nicely produces a result which ends in `pt`. We can thus use a delimited argument to find the relation. `\tl_to_str:n` is needed to convert `pt` to “other” characters.

The relation might be one character, `#2`, or two characters `#2#3`. We support the following forms: `=`, `<`, `>` and the extended `!=`, `==`, `<=` and `>=`. All the extended forms have an extra `=` so we check if that is present as well. Then use specific function to perform the (unbalanced) test.

```

4143 \exp_args:Nno \use:nn
4144 { \cs_new:Npn \dim_compare_aux:wNN #1 }
4145 { \tl_to_str:n { pt } }
4146 #2 #3
4147 {
4148   \use:c
4149   {
4150     dim_compare_ #2
4151     \if_meaning:w = #3 = \fi:
4152     :nw
4153   }
4154   { #1 pt } #3
4155 }

```

Here, `\dim_eval:w` will begin the right hand side of a dimension comparison (with `\if_dim:w`), closed cleanly by the trailing tokens we put in the definition of `\dim_compare:n`.

The actual comparisons take as a first argument the left-hand side of the comparison (a length). In the case of normal comparisons, just place the relevant `\if_dim:w`, with a trailing `\dim_eval:w` to evaluate the right hand side. For extended comparisons, remove the trailing `=` that we left, before evaluating with `\dim_eval:w`. In both cases, the expansion of `\dim_eval:w` is stopped properly, and the conditional ended correctly by the tokens we put in the definition of `\dim_compare:n`.

Equal, less than and greater than are straightforward.

```

4156 \cs_new:cpn { dim_compare_<:nw } #1 { \if_dim:w #1 < \dim_eval:w }
4157 \cs_new:cpn { dim_compare_=:nw } #1 { \if_dim:w #1 = \dim_eval:w }
4158 \cs_new:cpn { dim_compare_>:nw } #1 { \if_dim:w #1 > \dim_eval:w }

```

For the extended syntax `==`, we remove `#2`, trailing `=` sign, and otherwise act as for `=`.

```

4159 \cs_new:cpn { dim_compare_==:nw } #1#2 { \if_dim:w #1 = \dim_eval:w }

```

Not equal, greater than or equal, less than or equal follow the same scheme as the extended equality syntax, with an additional `\reverse_if:N` to get the opposite of their “simple” analog.

```

4160 \cs_new:cpn { dim_compare_<=:nw } #1#2 { \reverse_if:N \if_dim:w #1 > \dim_eval:w }
4161 \cs_new:cpn { dim_compare_!=:nw } #1#2 { \reverse_if:N \if_dim:w #1 = \dim_eval:w }
4162 \cs_new:cpn { dim_compare_>=:nw } #1#2 { \reverse_if:N \if_dim:w #1 < \dim_eval:w }

```

(End definition for `\dim_compare:n`. These functions are documented on page 74.)

## 191.6 Dimension expression loops

`\dim_while_do:nn` `while_do` and `do_while` functions for dimensions. Same as for the `int` type only the names have changed.

```

\dim_until_do:nn
\dim_do_while:nn
\dim_do_until:nn
4163 \cs_set:Npn \dim_while_do:nn #1#2
4164 {
4165   \dim_compare:nT {#1}
4166   {
4167     #2
4168     \dim_while_do:nn {#1} {#2}
4169   }
4170 }
4171 \cs_set:Npn \dim_until_do:nn #1#2
4172 {
4173   \dim_compare:nF {#1}
4174   {
4175     #2
4176     \dim_until_do:nn {#1} {#2}
4177   }
4178 }
4179 \cs_set:Npn \dim_do_while:nn #1#2
4180 {
4181   #2
4182   \dim_compare:nT {#1}
4183   { \dim_do_while:nn {#1} {#2} }
4184 }
4185 \cs_set:Npn \dim_do_until:nn #1#2
4186 {
4187   #2
4188   \dim_compare:nF {#1}
4189   { \dim_do_until:nn {#1} {#2} }
4190 }

```

(End definition for `\dim_while_do:nn`. This function is documented on page 75.)

`\dim_while_do:nNnn` `while_do` and `do_while` functions for dimensions. Same as for the `int` type only the names have changed.

```

\dim_until_do:nNnn
\dim_do_while:nNnn
\dim_do_until:nNnn
4191 \cs_set:Npn \dim_while_do:nNnn #1#2#3#4
4192 {
4193   \dim_compare:nNnT {#1} #2 {#3}
4194   {
4195     #4
4196     \dim_while_do:nNnn {#1} #2 {#3} {#4}
4197   }
4198 }
4199 \cs_set:Npn \dim_until_do:nNnn #1#2#3#4
4200 {
4201   \dim_compare:nNnF {#1} #2 {#3}
4202   {
4203     #4

```

```

4204     \dim_until_do:nNnn {#1} #2 {#3} {#4}
4205   }
4206 }
4207 \cs_set:Npn \dim_do_while:nNnn #1#2#3#4
4208 {
4209   #4
4210   \dim_compare:nNnT {#1} #2 {#3}
4211   { \dim_do_while:nNnn {#1} #2 {#3} {#4} }
4212 }
4213 \cs_set:Npn \dim_do_until:nNnn #1#2#3#4
4214 {
4215   #4
4216   \dim_compare:nNnF {#1} #2 {#3}
4217   { \dim_do_until:nNnn {#1} #2 {#3} {#4} }
4218 }

```

(End definition for `\dim_while_do:nNnn`. This function is documented on page 75.)

## 191.7 Using dim expressions and variables

`\dim_eval:n` Evaluating a dimension expression expandably.

```

4219 \cs_new:Npn \dim_eval:n #1
4220 { \dim_use:N \dim_eval:w #1 \dim_eval_end: }

```

(End definition for `\dim_eval:n`. This function is documented on page 76.)

`\dim_strip_bp:n`

```

4221 \cs_new:Npn \dim_strip_bp:n #1
4222 { \dim_strip_pt:n { 0.996 26 \dim_eval:w #1 \dim_eval_end: } }

```

(End definition for `\dim_strip_bp:n`. This function is documented on page 83.)

`\dim_strip_pt:n` A function which comes up often enough to deserve a place in the kernel. The idea here is that the input is assumed to be in `pt`, but can be given in other units, while the output is the value of the dimension in `pt` but with no units given. This is used a lot by low-level manipulations.

`\dim_strip_pt:w`

```

4223 \cs_new:Npn \dim_strip_pt:n #1
4224 {
4225   \exp_after:wN
4226   \dim_strip_pt:w \dim_use:N \dim_eval:w #1 \dim_eval_end: \q_stop
4227 }
4228 \use:x
4229 {
4230   \cs_new:Npn \exp_not:N \dim_strip_pt:w
4231   ##1 . ##2 \tl_to_str:n { pt } ##3 \exp_not:N \q_stop
4232   {
4233     ##1
4234     \exp_not:N \int_compare:nNnT {##2} > \c_zero
4235     { . ##2 }
4236   }
4237 }

```

(End definition for `\dim_strip_pt:n`. This function is documented on page 83.)

`\dim_use:N` Accessing a  $\langle dim \rangle$ .

`\dim_use:c` 4238 `\cs_new_eq:NN \dim_use:N \tex_the:D`  
 4239 `\cs_generate_variant:Nn \dim_use:N { c }`

(End definition for `\dim_use:N` and `\dim_use:c`. These functions are documented on page ??.)

## 191.8 Viewing dim variables

`\dim_show:N` Diagnostics.

`\dim_show:c` 4240 `\cs_new_eq:NN \dim_show:N \kernel_register_show:N`  
 4241 `\cs_generate_variant:Nn \dim_show:N { c }`

(End definition for `\dim_show:N` and `\dim_show:c`. These functions are documented on page ??.)

`\dim_show:n` Diagnostics.

4242 `\cs_new_protected:Npn \dim_show:n #1`  
 4243 `{ \tex_showthe:D \dim_eval:w #1 \dim_eval_end: }`

(End definition for `\dim_show:n`. This function is documented on page 76.)

## 191.9 Constant dimensions

`\c_zero_dim` The source for these depends on whether we are in package mode.

`\c_max_dim` 4244  $\langle *initex \rangle$   
 4245 `\dim_new:N \c_zero_dim`  
 4246 `\dim_new:N \c_max_dim`  
 4247 `\dim_set:Nn \c_max_dim { 16383.99999 pt }`  
 4248  $\langle /initex \rangle$   
 4249  $\langle *package \rangle$   
 4250 `\cs_new_eq:NN \c_zero_dim \z@`  
 4251 `\cs_new_eq:NN \c_max_dim \maxdimen`  
 4252  $\langle /package \rangle$

(End definition for `\c_zero_dim`. This function is documented on page 76.)

## 191.10 Scratch dimensions

`\l_tmpa_dim` We provide three local and two global scratch registers, maybe we need more or less.

`\l_tmpb_dim` 4253 `\dim_new:N \l_tmpa_dim`  
`\l_tmpc_dim` 4254 `\dim_new:N \l_tmpb_dim`  
`\g_tmpa_dim` 4255 `\dim_new:N \l_tmpc_dim`  
`\g_tmpb_dim` 4256 `\dim_new:N \g_tmpa_dim`  
 4257 `\dim_new:N \g_tmpb_dim`

(End definition for `\l_tmpa_dim`, `\l_tmpb_dim`, and `\l_tmpc_dim`. These functions are documented on page 77.)

## 191.11 Creating and initialising skip variables

`\skip_new:N` Allocation of a new internal registers.

```
\skip_new:c 4258 \*package>
4259 \cs_new_protected:Npn \skip_new:N #1
4260 {
4261   \chk_if_free_cs:N #1
4262   \newskip #1
4263 }
4264 \</package>
4265 \cs_generate_variant:Nn \skip_new:N { c }
```

*(End definition for \skip\_new:N and \skip\_new:c. These functions are documented on page ??.)*

`\skip_zero:N` Reset the register to zero.

```
\skip_zero:c 4266 \cs_new_protected:Npn \skip_zero:N #1 { #1 \c_zero_skip }
\skip_gzero:N 4267 \cs_new_protected:Npn \skip_gzero:N { \tex_global:D \skip_zero:N }
\skip_gzero:c 4268 \cs_generate_variant:Nn \skip_zero:N { c }
4269 \cs_generate_variant:Nn \skip_gzero:N { c }
```

*(End definition for \skip\_zero:N and \skip\_zero:c. These functions are documented on page ??.)*

`\skip_zero_new:N` Create a register if needed, otherwise clear it.

```
\skip_zero_new:c 4270 \cs_new_protected:Npn \skip_zero_new:N #1
\skip_gzero_new:N 4271 { \cs_if_exist:NTF #1 { \skip_zero:N #1 } { \skip_new:N #1 } }
\skip_gzero_new:c 4272 \cs_new_protected:Npn \skip_gzero_new:N #1
4273 { \cs_if_exist:NTF #1 { \skip_gzero:N #1 } { \skip_new:N #1 } }
4274 \cs_generate_variant:Nn \skip_zero_new:N { c }
4275 \cs_generate_variant:Nn \skip_gzero_new:N { c }
```

*(End definition for \skip\_zero\_new:N and others. These functions are documented on page ??.)*

## 191.12 Setting skip variables

`\skip_set:Nn` Much the same as for dimensions.

```
\skip_set:cn 4276 \cs_new_protected:Npn \skip_set:Nn #1#2
\skip_gset:Nn 4277 { #1 ~ \etex_glueexpr:D #2 \scan_stop: }
\skip_gset:cn 4278 \cs_new_protected:Npn \skip_gset:Nn { \tex_global:D \skip_set:Nn }
4279 \cs_generate_variant:Nn \skip_set:Nn { c }
4280 \cs_generate_variant:Nn \skip_gset:Nn { c }
```

*(End definition for \skip\_set:Nn and \skip\_set:cn. These functions are documented on page ??.)*

`\skip_set_eq:NN` All straightforward.

```
\skip_set_eq:cN 4281 \cs_new_protected:Npn \skip_set_eq:NN #1#2 { #1 = #2 }
\skip_set_eq:Nc 4282 \cs_generate_variant:Nn \skip_set_eq:NN { c }
\skip_set_eq:cc 4283 \cs_generate_variant:Nn \skip_set_eq:NN { Nc , cc }
\skip_gset_eq:NN 4284 \cs_new_protected:Npn \skip_gset_eq:NN #1#2 { \tex_global:D #1 = #2 }
\skip_gset_eq:cN 4285 \cs_generate_variant:Nn \skip_gset_eq:NN { c }
\skip_gset_eq:Nc 4286 \cs_generate_variant:Nn \skip_gset_eq:NN { Nc , cc }
\skip_gset_eq:cc
```

*(End definition for \skip\_set\_eq:NN and others. These functions are documented on page ??.)*

```

\skip_add:Nn Using by here deals with the (incorrect) case \skip123.
\skip_add:cn 4287 \cs_new_protected:Npn \skip_add:Nn #1#2
\skip_gadd:Nn 4288 { \tex_advance:D #1 by \etex_glueexpr:D #2 \scan_stop: }
\skip_gadd:cn 4289 \cs_new_protected:Npn \skip_gadd:Nn { \tex_global:D \skip_add:Nn }
\skip_sub:Nn 4290 \cs_generate_variant:Nn \skip_add:Nn { c }
\skip_sub:cn 4291 \cs_generate_variant:Nn \skip_gadd:Nn { c }
\skip_gsub:Nn 4292 \cs_new_protected:Npn \skip_sub:Nn #1#2
\skip_gsub:cn 4293 { \tex_advance:D #1 by - \etex_glueexpr:D #2 \scan_stop: }
4294 \cs_new_protected:Npn \skip_gsub:Nn { \tex_global:D \skip_sub:Nn }
4295 \cs_generate_variant:Nn \skip_sub:Nn { c }
4296 \cs_generate_variant:Nn \skip_gsub:Nn { c }

```

(End definition for `\skip_add:Nn` and `\skip_add:cn`. These functions are documented on page ??.)

### 191.13 Skip expression conditionals

`\skip_if_eq_p:nn` Comparing skips means doing two expansions to make strings, and then testing them.  
`\skip_if_eq:nnTF` As a result, only equality is tested.

```

4297 \prg_new_conditional:Npnn \skip_if_eq:nn #1#2 { p , T , F , TF }
4298 {
4299   \if_int_compare:w
4300     \pdfTeX_strcmp:D { \skip_eval:n { #1 } } { \skip_eval:n { #2 } }
4301     = \c_zero
4302     \prg_return_true:
4303   \else:
4304     \prg_return_false:
4305   \fi:
4306 }

```

(End definition for `\skip_if_eq:nn`. These functions are documented on page 78.)

`\skip_if_infinite_glue_p:n` With  $\varepsilon$ -TeX we all of a sudden get access to a lot information we should otherwise consider  
`\skip_if_infinite_glue:nTF` ourselves lucky to get. One is the stretch and shrink components of a skip register and the order or those components. `\csskip_if_infinite_glue:nTF` tests it directly by looking at the stretch and shrink order. If either of the predicate functions return *(true)*, `\bool_if:nTF` will return *(true)* and the logic test will take the true branch.

```

4307 \prg_new_conditional:Npnn \skip_if_infinite_glue:n #1 { p , T , F , TF }
4308 {
4309   \bool_if:nTF
4310   {
4311     \int_compare_p:nNn { \etex_gluestretchorder:D #1 } > \c_zero ||
4312     \int_compare_p:nNn { \etex_glueshrinkorder:D #1 } > \c_zero
4313   }
4314   { \prg_return_true: }
4315   { \prg_return_false: }
4316 }

```

(End definition for `\skip_if_infinite_glue:n`. These functions are documented on page 78.)

## 191.14 Using skip expressions and variables

`\skip_eval:n` Evaluating a skip expression expandably.

```
4317 \cs_new:Npn \skip_eval:n #1
4318 { \skip_use:N \etex_glueexpr:D #1 \scan_stop: }
```

(End definition for `\skip_eval:n`. This function is documented on page 78.)

`\skip_use:N` Accessing a  $\langle skip \rangle$ .

```
\skip_use:c 4319 \cs_new_eq:NN \skip_use:N \tex_the:D
4320 \cs_generate_variant:Nn \skip_use:N { c }
```

(End definition for `\skip_use:N` and `\skip_use:c`. These functions are documented on page ??.)

## 191.15 Inserting skips into the output

`\skip_horizontal:N` Inserting skips.

```
\skip_horizontal:c 4321 \cs_new_eq:NN \skip_horizontal:N \tex_hskip:D
\skip_horizontal:n 4322 \cs_new:Npn \skip_horizontal:n #1
\skip_vertical:N 4323 { \skip_horizontal:N \etex_glueexpr:D #1 \scan_stop: }
\skip_vertical:c 4324 \cs_new_eq:NN \skip_vertical:N \tex_vskip:D
\skip_vertical:n 4325 \cs_new:Npn \skip_vertical:n #1
4326 { \skip_vertical:N \etex_glueexpr:D #1 \scan_stop: }
4327 \cs_generate_variant:Nn \skip_horizontal:N { c }
4328 \cs_generate_variant:Nn \skip_vertical:N { c }
```

(End definition for `\skip_horizontal:N`, `\skip_horizontal:c`, and `\skip_horizontal:n`. These functions are documented on page ??.)

## 191.16 Viewing skip variables

`\skip_show:N` Diagnostics.

```
\skip_show:c 4329 \cs_new_eq:NN \skip_show:N \kernel_register_show:N
4330 \cs_generate_variant:Nn \skip_show:N { c }
```

(End definition for `\skip_show:N` and `\skip_show:c`. These functions are documented on page ??.)

`\skip_show:n` Diagnostics.

```
4331 \cs_new_protected:Npn \skip_show:n #1
4332 { \tex_showthe:D \etex_glueexpr:D #1 \scan_stop: }
```

(End definition for `\skip_show:n`. This function is documented on page 79.)

## 191.17 Constant skips

`\c_zero_skip` Skips with no rubber component are just dimensions

```
\c_max_skip 4333 \cs_new_eq:NN \c_zero_skip \c_zero_dim
4334 \cs_new_eq:NN \c_max_skip \c_max_dim
```

(End definition for `\c_zero_skip`. This function is documented on page 79.)

## 191.18 Scratch skips

We provide three local and two global scratch registers, maybe we need more or less.

```

\l_tmpa_skip
\l_tmpb_skip 4335 \skip_new:N \l_tmpa_skip
\l_tmpc_skip 4336 \skip_new:N \l_tmpb_skip
\g_tmpa_skip 4337 \skip_new:N \l_tmpc_skip
\g_tmpb_skip 4338 \skip_new:N \g_tmpa_skip
4339 \skip_new:N \g_tmpb_skip

```

*(End definition for \l\_tmpa\_skip, \l\_tmpb\_skip, and \l\_tmpc\_skip. These functions are documented on page 79.)*

## 191.19 Creating and initialising muskip variables

And then we add muskips.

```

\muskip_new:N
\muskip_new:c 4340 <*package>
4341 \cs_new_protected:Npn \muskip_new:N #1
4342 {
4343   \chk_if_free_cs:N #1
4344   \newmuskip #1
4345 }
4346 </package>
4347 \cs_generate_variant:Nn \muskip_new:N { c }

```

*(End definition for \muskip\_new:N and \muskip\_new:c. These functions are documented on page ??.)*

Reset the register to zero.

```

\muskip_zero:N
\muskip_zero:c 4348 \cs_new_protected:Npn \muskip_zero:N #1
\muskip_gzero:N 4349 { #1 \c_zero_muskip }
\muskip_gzero:c 4350 \cs_new_protected:Npn \muskip_gzero:N { \tex_global:D \muskip_zero:N }
4351 \cs_generate_variant:Nn \muskip_zero:N { c }
4352 \cs_generate_variant:Nn \muskip_gzero:N { c }

```

*(End definition for \muskip\_zero:N and \muskip\_zero:c. These functions are documented on page ??.)*

Create a register if needed, otherwise clear it.

```

\muskip_zero_new:N
\muskip_zero_new:c 4353 \cs_new_protected:Npn \muskip_zero_new:N #1
\muskip_gzero_new:N 4354 { \cs_if_exist:NTF #1 { \muskip_zero:N #1 } { \muskip_new:N #1 } }
\muskip_gzero_new:c 4355 \cs_new_protected:Npn \muskip_gzero_new:N #1
4356 { \cs_if_exist:NTF #1 { \muskip_gzero:N #1 } { \muskip_new:N #1 } }
4357 \cs_generate_variant:Nn \muskip_zero_new:N { c }
4358 \cs_generate_variant:Nn \muskip_gzero_new:N { c }

```

*(End definition for \muskip\_zero\_new:N and others. These functions are documented on page ??.)*

## 191.20 Setting muskip variables

This should be pretty familiar.

```

\muskip_set:Nn
\muskip_set:cn 4359 \cs_new_protected:Npn \muskip_set:Nn #1#2
\muskip_gset:Nn 4360 { #1 ~ \etex_muexpr:D #2 \scan_stop: }
\muskip_gset:cn 4361 \cs_new_protected:Npn \muskip_gset:Nn { \tex_global:D \muskip_set:Nn }
4362 \cs_generate_variant:Nn \muskip_set:Nn { c }
4363 \cs_generate_variant:Nn \muskip_gset:Nn { c }

```

(End definition for `\muskip_set:Nn` and `\muskip_set:cn`. These functions are documented on page ??.)

`\muskip_set_eq:NN` All straightforward.  
`\muskip_set_eq:cN` 4364 `\cs_new_protected:Npn \muskip_set_eq:NN #1#2 { #1 = #2 }`  
`\muskip_set_eq:Nc` 4365 `\cs_generate_variant:Nn \muskip_set_eq:NN { c }`  
`\muskip_set_eq:cc` 4366 `\cs_generate_variant:Nn \muskip_set_eq:NN { Nc , cc }`  
`\muskip_gset_eq:NN` 4367 `\cs_new_protected:Npn \muskip_gset_eq:NN #1#2 { \tex_global:D #1 = #2 }`  
`\muskip_gset_eq:cN` 4368 `\cs_generate_variant:Nn \muskip_gset_eq:NN { c }`  
`\muskip_gset_eq:Nc` 4369 `\cs_generate_variant:Nn \muskip_gset_eq:NN { Nc , cc }`  
`\muskip_gset_eq:cc` (End definition for `\muskip_set_eq:NN` and others. These functions are documented on page ??.)

`\muskip_add:Nn` Using by here deals with the (incorrect) case `\muskip123`.  
`\muskip_add:cn` 4370 `\cs_new_protected:Npn \muskip_add:Nn #1#2`  
`\muskip_gadd:Nn` 4371 `{ \tex_advance:D #1 by \etex_muexpr:D #2 \scan_stop: }`  
`\muskip_gadd:cn` 4372 `\cs_new_protected:Npn \muskip_gadd:Nn { \tex_global:D \muskip_add:Nn }`  
`\muskip_sub:Nn` 4373 `\cs_generate_variant:Nn \muskip_add:Nn { c }`  
`\muskip_sub:cn` 4374 `\cs_generate_variant:Nn \muskip_gadd:Nn { c }`  
`\muskip_gsub:Nn` 4375 `\cs_new_protected:Npn \muskip_sub:Nn #1#2`  
`\muskip_gsub:cn` 4376 `{ \tex_advance:D #1 by - \etex_muexpr:D #2 \scan_stop: }`  
4377 `\cs_new_protected:Npn \muskip_gsub:Nn { \tex_global:D \muskip_sub:Nn }`  
4378 `\cs_generate_variant:Nn \muskip_sub:Nn { c }`  
4379 `\cs_generate_variant:Nn \muskip_gsub:Nn { c }`  
(End definition for `\muskip_add:Nn` and `\muskip_add:cn`. These functions are documented on page ??.)

## 191.21 Using muskip expressions and variables

`\muskip_eval:n` Evaluating a muskip expression expandably.  
4380 `\cs_new:Npn \muskip_eval:n #1`  
4381 `{ \muskip_use:N \etex_muexpr:D #1 \scan_stop: }`  
(End definition for `\muskip_eval:n`. This function is documented on page 81.)

`\muskip_use:N` Accessing a  $\langle muskip \rangle$ .  
`\muskip_use:c` 4382 `\cs_new_eq:NN \muskip_use:N \tex_the:D`  
4383 `\cs_generate_variant:Nn \muskip_use:N { c }`  
(End definition for `\muskip_use:N` and `\muskip_use:c`. These functions are documented on page ??.)

## 191.22 Viewing muskip variables

`\muskip_show:N` Diagnostics.  
`\muskip_show:c` 4384 `\cs_new_eq:NN \muskip_show:N \kernel_register_show:N`  
4385 `\cs_generate_variant:Nn \muskip_show:N { c }`  
(End definition for `\muskip_show:N` and `\muskip_show:c`. These functions are documented on page ??.)

`\muskip_show:n` Diagnostics.  
4386 `\cs_new_protected:Npn \muskip_show:n #1`  
4387 `{ \tex_showthe:D \etex_muexpr:D #1 \scan_stop: }`  
(End definition for `\muskip_show:n`. This function is documented on page 81.)

## 191.23 Experimental skip functions

`\skip_split_finite_else_action:nnNN` This macro is useful when performing error checking in certain circumstances. If the `\skip` register holds finite glue it sets #3 and #4 to the stretch and shrink component, resp. If it holds infinite glue set #3 and #4 to zero and issue the special action #2 which is probably an error message. Assignments are local.

```

4388 \cs_new:Npn \skip_split_finite_else_action:nnNN #1#2#3#4
4389 {
4390   \skip_if_infinite_glue:nTF {#1}
4391   {
4392     #3 = \c_zero_skip
4393     #4 = \c_zero_skip
4394     #2
4395   }
4396   {
4397     #3 = \etex_gluestretch:D #1 \scan_stop:
4398     #4 = \etex_glueshrink:D #1 \scan_stop:
4399   }
4400 }
```

(End definition for `\skip_split_finite_else_action:nnNN`. This function is documented on page 82.)

```

4401 \</initex | package>
```

## 192 l3tl implementation

```

4402 \<*initex | package>
4403 \<*package>
4404 \ProvidesExplPackage
4405   {\ExplFileName}{\ExplFileDate}{\ExplFileVersion}{\ExplFileDescription}
4406   \package_check_loaded_expl:
4407 \</package>
```

A token list variable is a  $\text{\TeX}$  macro that holds tokens. By using the  $\varepsilon\text{-TeX}$  primitive `\unexpanded` inside a  $\text{\TeX}$  `\edef` it is possible to store any tokens, including #, in this way.

### 192.1 Functions

`\tl_new:N` Creating new token list variables is a case of checking for an existing definition and if free doing the definition.

`\tl_new:c`

```

4408 \cs_new_protected:Npn \tl_new:N #1
4409 {
4410   \chk_if_free_cs:N #1
4411   \cs_gset_eq:NN #1 \c_empty_tl
4412 }
4413 \cs_generate_variant:Nn \tl_new:N { c }
```

(End definition for `\tl_new:N` and `\tl_new:c`. These functions are documented on page ??.)

`\tl_const:Nn` Constants are also easy to generate.

```

\tl_const:Nx 4414 \cs_new_protected:Npn \tl_const:Nn #1#2
\tl_const:cn 4415 {
\tl_const:cx 4416   \chk_if_free_cs:N #1
               4417   \cs_gset_nopar:Npx #1 { \exp_not:n {#2} }
               4418 }
               4419 \cs_new_protected:Npn \tl_const:Nx #1#2
               4420 {
               4421   \chk_if_free_cs:N #1
               4422   \cs_gset_nopar:Npx #1 {#2}
               4423 }
               4424 \cs_generate_variant:Nn \tl_const:Nn { c }
               4425 \cs_generate_variant:Nn \tl_const:Nx { c }

```

*(End definition for `\tl_const:Nn` and others. These functions are documented on page ??.)*

`\c_empty_tl` Never full. We need to define that constant early for `\tl_new:N` to work properly.

```
4426 \tl_const:Nn \c_empty_tl { }
```

*(End definition for `\c_empty_tl`. This variable is documented on page 95.)*

`\tl_clear:N` Clearing a token list variable means setting it to an empty value. Error checking will be sorted out by the parent function.

```

\tl_clear:c 4427 \cs_new_protected:Npn \tl_clear:N #1
\tl_gclear:N 4428 { \tl_set_eq:NN #1 \c_empty_tl }
\tl_gclear:c 4429 \cs_new_protected:Npn \tl_gclear:N #1
               4430 { \tl_gset_eq:NN #1 \c_empty_tl }
               4431 \cs_generate_variant:Nn \tl_clear:N { c }
               4432 \cs_generate_variant:Nn \tl_gclear:N { c }

```

*(End definition for `\tl_clear:N` and `\tl_gclear:N`. These functions are documented on page ??.)*

`\tl_clear_new:N` Clearing a token list variable means setting it to an empty value. Error checking will be sorted out by the parent function.

```

\tl_clear_new:c 4433 \cs_new_protected:Npn \tl_clear_new:N #1
\tl_gclear_new:N 4434 { \cs_if_exist:NTF #1 { \tl_clear:N #1 } { \tl_new:N #1 } }
\tl_gclear_new:c 4435 \cs_new_protected:Npn \tl_gclear_new:N #1
               4436 { \cs_if_exist:NTF #1 { \tl_gclear:N #1 } { \tl_new:N #1 } }
               4437 \cs_generate_variant:Nn \tl_clear_new:N { c }
               4438 \cs_generate_variant:Nn \tl_gclear_new:N { c }

```

*(End definition for `\tl_clear_new:N` and `\tl_gclear_new:N`. These functions are documented on page ??.)*

`\tl_set_eq:NN` For setting token list variables equal to each other.

```

\tl_set_eq:Nc 4439 \cs_new_eq:NN \tl_set_eq:NN \cs_set_eq:NN
\tl_set_eq:cN 4440 \cs_new_eq:NN \tl_set_eq:cN \cs_set_eq:cN
\tl_set_eq:cc 4441 \cs_new_eq:NN \tl_set_eq:Nc \cs_set_eq:Nc
\tl_gset_eq:NN 4442 \cs_new_eq:NN \tl_set_eq:cc \cs_set_eq:cc
\tl_gset_eq:Nc 4443 \cs_new_eq:NN \tl_gset_eq:NN \cs_gset_eq:NN
\tl_gset_eq:cN 4444 \cs_new_eq:NN \tl_gset_eq:cN \cs_gset_eq:cN
\tl_gset_eq:Nc 4445 \cs_new_eq:NN \tl_gset_eq:Nc \cs_gset_eq:Nc
\tl_gset_eq:cc 4446 \cs_new_eq:NN \tl_gset_eq:cc \cs_gset_eq:cc

```

*(End definition for `\tl_set_eq:NN` and others. These functions are documented on page ??.)*

## 192.2 Adding to token list variables

By using `\exp_not:n` token list variables can contain # tokens, which makes the token list registers provided by `TEX` more or less redundant. The `\tl_set:No` version is done “by hand” as it is used quite a lot.

```

\tl_set:Nn 4447 \cs_new_protected:Npn \tl_set:Nn #1#2
\tl_set:NV 4448 { \cs_set_nopar:Npx #1 { \exp_not:n {#2} } }
\tl_set:Nv 4449 \cs_new_protected:Npn \tl_set:Nv #1#2
\tl_set:No 4450 { \cs_set_nopar:Npx #1 { \exp_not:o {#2} } }
\tl_set:Nf 4451 \cs_new_protected:Npn \tl_set:Nf #1#2
\tl_set:Nx 4452 { \cs_set_nopar:Npx #1 {#2} }
\tl_set:cn 4453 \cs_new_protected:Npn \tl_set:cn #1#2
\tl_set:NV 4454 { \cs_gset_nopar:Npx #1 { \exp_not:n {#2} } }
\tl_set:Nv 4455 \cs_new_protected:Npn \tl_set:Nv #1#2
\tl_set:co 4456 { \cs_gset_nopar:Npx #1 { \exp_not:o {#2} } }
\tl_set:cf 4457 \cs_new_protected:Npn \tl_set:cf #1#2
\tl_set:cx 4458 { \cs_gset_nopar:Npx #1 {#2} }
\tl_gset:Nn 4459 \cs_generate_variant:Nn \tl_set:Nn { NV , Nv , Nf }
\tl_gset:NV 4460 \cs_generate_variant:Nn \tl_set:Nx { c }
\tl_gset:Nv 4461 \cs_generate_variant:Nn \tl_set:Nn { c , co , cV , cv , cf }
\tl_gset:cn 4462 \cs_generate_variant:Nn \tl_gset:Nn { NV , Nv , Nf }
\tl_gset:Nx 4463 \cs_generate_variant:Nn \tl_gset:Nx { c }
\tl_gset:cn 4464 \cs_generate_variant:Nn \tl_gset:Nx { c }
\tl_gset:NV 4464 \cs_generate_variant:Nn \tl_gset:Nn { c , co , cV , cv , cf }
\tl_gset:Nv (End definition for \tl_set:Nn and others. These functions are documented on page ??.)
\tl_gset:co
\tl_gset:cf
\tl_gset:cx

```

Adding to the left is done directly to gain a little performance.

```

\tl_put_left:Nn 4465 \cs_new_protected:Npn \tl_put_left:Nn #1#2
\tl_put_left:NV 4466 { \cs_set_nopar:Npx #1 { \exp_not:n {#2} \exp_not:o #1 } }
\tl_put_left:Nv 4467 \cs_new_protected:Npn \tl_put_left:Nv #1#2
\tl_put_left:cn 4468 { \cs_set_nopar:Npx #1 { \exp_not:n {#2} \exp_not:o #1 } }
\tl_put_left:cV 4469 \cs_new_protected:Npn \tl_put_left:cV #1#2
\tl_put_left:co 4470 { \cs_set_nopar:Npx #1 { \exp_not:o {#2} \exp_not:o #1 } }
\tl_put_left:cx 4471 \cs_new_protected:Npn \tl_put_left:cx #1#2
\tl_gput_left:Nn 4472 { \cs_set_nopar:Npx #1 { #2 \exp_not:o #1 } }
\tl_gput_left:NV 4473 \cs_new_protected:Npn \tl_gput_left:Nn #1#2
\tl_gput_left:Nv 4474 { \cs_gset_nopar:Npx #1 { \exp_not:n {#2} \exp_not:o #1 } }
\tl_gput_left:cn 4475 \cs_new_protected:Npn \tl_gput_left:Nv #1#2
\tl_gput_left:cV 4476 { \cs_gset_nopar:Npx #1 { \exp_not:n {#2} \exp_not:o #1 } }
\tl_gput_left:co 4477 \cs_new_protected:Npn \tl_gput_left:co #1#2
\tl_gput_left:cx 4478 { \cs_gset_nopar:Npx #1 { #2 \exp_not:o {#1} } }
\tl_gput_left:cx 4480 { \cs_gset_nopar:Npx #1 { #2 \exp_not:o {#1} } }
\tl_gput_left:cx 4481 \cs_generate_variant:Nn \tl_put_left:Nn { c }
\tl_gput_left:cx 4482 \cs_generate_variant:Nn \tl_put_left:Nv { c }
\tl_gput_left:cx 4483 \cs_generate_variant:Nn \tl_put_left:No { c }
\tl_gput_left:cx 4484 \cs_generate_variant:Nn \tl_put_left:Nx { c }
\tl_gput_left:cx 4485 \cs_generate_variant:Nn \tl_gput_left:Nn { c }
\tl_gput_left:cx 4486 \cs_generate_variant:Nn \tl_gput_left:Nv { c }
\tl_gput_left:cx 4487 \cs_generate_variant:Nn \tl_gput_left:No { c }
\tl_gput_left:cx 4488 \cs_generate_variant:Nn \tl_gput_left:Nx { c }

```

(End definition for `\tl_put_left:Nn` and others. These functions are documented on page ??.)

```

\tl_put_right:Nn The same on the right.
\tl_put_right:NV 4489 \cs_new_protected:Npn \tl_put_right:Nn #1#2
\tl_put_right:No 4490 { \cs_set_nopar:Npx #1 { \exp_not:o #1 \exp_not:n {#2} } }
\tl_put_right:Nx 4491 \cs_new_protected:Npn \tl_put_right:NV #1#2
\tl_put_right:cn 4492 { \cs_set_nopar:Npx #1 { \exp_not:o #1 \exp_not:V #2 } }
\tl_put_right:cV 4493 \cs_new_protected:Npn \tl_put_right:No #1#2
\tl_put_right:co 4494 { \cs_set_nopar:Npx #1 { \exp_not:o #1 \exp_not:o {#2} } }
\tl_put_right:cx 4495 \cs_new_protected:Npn \tl_put_right:Nx #1#2
\tl_gput_right:Nn 4496 { \cs_set_nopar:Npx #1 { \exp_not:o #1 #2 } }
\tl_gput_right:NV 4497 \cs_new_protected:Npn \tl_gput_right:Nn #1#2
\tl_gput_right:No 4498 { \cs_gset_nopar:Npx #1 { \exp_not:o #1 \exp_not:n {#2} } }
\tl_gput_right:Nx 4499 \cs_new_protected:Npn \tl_gput_right:NV #1#2
\tl_gput_right:cn 4500 { \cs_gset_nopar:Npx #1 { \exp_not:o #1 \exp_not:V #2 } }
\tl_gput_right:cV 4501 \cs_new_protected:Npn \tl_gput_right:No #1#2
\tl_gput_right:co 4502 { \cs_gset_nopar:Npx #1 { \exp_not:o #1 \exp_not:o {#2} } }
\tl_gput_right:cx 4503 \cs_new_protected:Npn \tl_gput_right:Nx #1#2
4504 { \cs_gset_nopar:Npx #1 { \exp_not:o {#1} #2 } }
4505 \cs_generate_variant:Nn \tl_put_right:Nn { c }
4506 \cs_generate_variant:Nn \tl_put_right:NV { c }
4507 \cs_generate_variant:Nn \tl_put_right:No { c }
4508 \cs_generate_variant:Nn \tl_put_right:Nx { c }
4509 \cs_generate_variant:Nn \tl_gput_right:Nn { c }
4510 \cs_generate_variant:Nn \tl_gput_right:NV { c }
4511 \cs_generate_variant:Nn \tl_gput_right:No { c }
4512 \cs_generate_variant:Nn \tl_gput_right:Nx { c }

```

(End definition for `\tl_put_right:Nn` and others. These functions are documented on page ??.)

### 192.3 Reassigning token list category codes

`\c_tl_rescan_marker_tl` The rescanning code needs a special token list containing the same character with two different category codes. This is set up here, while the detail is described below.

```

4513 \group_begin:
4514 \tex_lccode:D '\A = '\@ \scan_stop:
4515 \tex_lccode:D '\B = '\@ \scan_stop:
4516 \tex_catcode:D '\A = 8 \scan_stop:
4517 \tex_catcode:D '\B = 3 \scan_stop:
4518 \tex_lowercase:D
4519 {
4520 \group_end:
4521 \tl_const:Nn \c_tl_rescan_marker_tl { A B }
4522 }

```

(End definition for `\c_tl_rescan_marker_tl`. This variable is documented on page ??.)

`\tl_set_rescan:Nnn` The idea here is to deal cleanly with the problem that `\scantokens` treats the argument as a file, and without the correct settings a TeX error occurs:

! File ended while scanning definition of ...

```

\tl_set_rescan:Nno
\tl_set_rescan:Nnx
\tl_set_rescan:cn
\tl_set_rescan:cno
\tl_set_rescan:cnx
\tl_gset_rescan:Nnn
\tl_gset_rescan:Nno
\tl_gset_rescan:Nnx
\tl_gset_rescan:cn
\tl_gset_rescan:cno
\tl_gset_rescan:cnx
\tl_rescan:nn

```

When expanding a token list this can be handled using `\exp_not:N` but this fails if the token list is not being expanded. So instead a delimited argument is used with an end marker which cannot appear within the token list which is scanned: two `@` symbols with different category codes. The rescanned token list cannot contain the end marker, because all `@` present in the token list are read with the same category code. As every character with charcode `\newlinechar` is replaced by the `\endlinechar`, and an extra `\endlinechar` is added at the end, we need to set both of those to `-1`, “unprintable”.

```

4523 \cs_new_protected_nopar:Npn \tl_set_rescan:Nnn
4524 { \tl_set_rescan_aux:NNnn \tl_set:Nn }
4525 \cs_new_protected_nopar:Npn \tl_gset_rescan:Nnn
4526 { \tl_set_rescan_aux:NNnn \tl_gset:Nn }
4527 \cs_new_protected_nopar:Npn \tl_rescan:nn
4528 { \tl_set_rescan_aux:NNnn \prg_do_nothing: \use:n }
4529 \cs_new_protected:Npn \tl_set_rescan_aux:NNnn #1#2#3#4
4530 {
4531   \group_begin:
4532   \exp_args:No \etex_veryeof:D { \c_tl_rescan_marker_tl \exp_not:N }
4533   \tex_endlinechar:D \c_minus_one
4534   \tex_newlinechar:D \c_minus_one
4535   #3
4536   \use:x
4537   {
4538     \group_end:
4539     #1 \exp_not:N #2
4540     {
4541       \exp_after:wN \tl_rescan_aux:w
4542       \exp_after:wN \prg_do_nothing:
4543       \etex_scantokens:D {#4}
4544     }
4545   }
4546 }
4547 \use:x
4548 {
4549   \cs_new:Npn \exp_not:N \tl_rescan_aux:w ##1
4550   \c_tl_rescan_marker_tl
4551   { \exp_not:N \exp_not:o { ##1 } }
4552 }
4553 \cs_generate_variant:Nn \tl_set_rescan:Nnn { Nno , Nnx }
4554 \cs_generate_variant:Nn \tl_set_rescan:Nnn { c , cno , cnx }
4555 \cs_generate_variant:Nn \tl_gset_rescan:Nnn { Nno , Nnx }
4556 \cs_generate_variant:Nn \tl_gset_rescan:Nnn { c , cno }

```

(End definition for `\tl_set_rescan:Nnn` and others. These functions are documented on page 86.)

## 192.4 Reassigning token list character codes

`\tl_to_lowercase:n` Just some names for a few primitives.

```

\tl_to_uppercase:n 4557 \cs_new_eq:NN \tl_to_lowercase:n \tex_lowercase:D
4558 \cs_new_eq:NN \tl_to_uppercase:n \tex_uppercase:D

```

(End definition for `\tl_to_lowercase:n`. This function is documented on page 87.)

## 192.5 Modifying token list variables

`\tl_replace_all:Nnn` All of the replace functions are based on `\tl_replace_aux:NNNnn`, whose arguments are:  
`\tl_replace_all:cnn`  $\langle function \rangle$ ,  $\tl\_ (g) set:Nx$ ,  $\langle tl\ var \rangle$ ,  $\langle search\ tokens \rangle$ ,  $\langle replacement\ tokens \rangle$ .  
`\tl_greplace_all:Nnn` 4559 `\cs_new_protected_nopar:Npn \tl_replace_once:Nnn`  
`\tl_greplace_all:cnn` 4560 `{ \tl_replace_aux:NNNnn \tl_replace_once_aux: \tl_set:Nx }`  
`\tl_replace_once:Nnn` 4561 `\cs_new_protected_nopar:Npn \tl_greplace_once:Nnn`  
`\tl_replace_once:cnn` 4562 `{ \tl_replace_aux:NNNnn \tl_replace_once_aux: \tl_gset:Nx }`  
`\tl_greplace_once:Nnn` 4563 `\cs_new_protected_nopar:Npn \tl_replace_all:Nnn`  
`\tl_greplace_once:cnn` 4564 `{ \tl_replace_aux:NNNnn \tl_replace_all_aux: \tl_set:Nx }`  
`\tl_replace_aux:NNNnn` 4565 `\cs_new_protected_nopar:Npn \tl_greplace_all:Nnn`  
`\tl_replace_aux:ii:w` 4566 `{ \tl_replace_aux:NNNnn \tl_replace_all_aux: \tl_gset:Nx }`  
`\tl_replace_all_aux:` 4567 `\cs_generate_variant:Nn \tl_replace_once:Nnn { c }`  
`\tl_replace_once_aux:` 4568 `\cs_generate_variant:Nn \tl_greplace_once:Nnn { c }`  
`\tl_replace_once_aux_end:w` 4569 `\cs_generate_variant:Nn \tl_replace_all:Nnn { c }`  
4570 `\cs_generate_variant:Nn \tl_greplace_all:Nnn { c }`

The idea is easier to understand by considering the case of `\tl_replace_all:Nnn`. The replacement happens within an x-type expansion. We use an auxiliary function `\tl_tmp:w`, which essentially replaces the next  $\langle search\ tokens \rangle$  by  $\langle replacement\ tokens \rangle$ . To avoid runaway arguments, we expand something like `\tl_tmp:w  $\langle token\ list \rangle$  \q_mark  $\langle search\ tokens \rangle$  \q_stop`, repeating until the end. How do we detect that we have reached the last occurrence of  $\langle search\ tokens \rangle$ ? The last replacement is characterized by the fact that the argument of `\tl_tmp:w` contains `\q_mark`. In the code below, `\tl_replace_aux:ii:w` takes an argument delimited by `\q_mark`, and removes the following token. Before we reach the end, this gobbles `\q_mark \use_none_delimit_by_q_stop:w` which appear in the definition of `\tl_tmp:w`, and leaves the  $\langle replacement\ tokens \rangle$ , passed to `\exp_not:n`, to be included in the x-expanding definition. At the end, the first `\q_mark` is within the argument of `\tl_tmp:w`, and `\tl_replace_aux:ii:w` gobbles the second `\q_mark` as well, leaving `\use_none_delimit_by_q_stop:w`, which ends the recursion cleanly.

```

4571 \cs_new_protected:Npn \tl_replace_aux:NNNnn #1#2#3#4#5
4572 {
4573   \tl_if_empty:nTF {#4}
4574   {
4575     \msg_kernel_error:nnx { tl } { empty-search-pattern }
4576     { \tl_to_str:n {#5} }
4577   }
4578   {
4579     \group_align_safe_begin:
4580     \cs_set:Npx \tl_tmp:w ##1##2 #4
4581     {
4582       ##2
4583       \exp_not:N \q_mark
4584       \exp_not:N \use_none_delimit_by_q_stop:w
4585       \exp_not:n { \exp_not:n {#5} }

```

```

4586         ##1
4587     }
4588     \group_align_safe_end:
4589     #2 #3
4590     {
4591         \exp_after:wN #1
4592         #3 \q_mark #4 \q_stop
4593     }
4594 }
4595 }
4596 \cs_new:Npn \tl_replace_aux_ii:w #1 \q_mark #2 { \exp_not:o {#1} }

```

The first argument of `\tl_tmp:w` is responsible for repeating the replacement in the case of `replace_all`, and stopping it early for `replace_once`. Note also that we build `\tl_tmp:w` within an x-expansion so that the *replacement tokens* can contain `#`. The second `\exp_not:n` ensures that the *replacement tokens* are not expanded by `\tl_(g)set:Nx`.

Now on to the difference between “once” and “all”. The `\prg_do_nothing:` and accompanying o-expansion ensure that we don’t lose braces in case the tokens between two occurrences of the *search tokens* form a brace group.

```

4597 \cs_new:Npn \tl_replace_all_aux:
4598 {
4599     \exp_after:wN \tl_replace_aux_ii:w
4600     \tl_tmp:w \tl_replace_all_aux: \prg_do_nothing:
4601 }
4602 \cs_new_nopar:Npn \tl_replace_once_aux:
4603 {
4604     \exp_after:wN \tl_replace_aux_ii:w
4605     \tl_tmp:w { \tl_replace_once_aux_end:w \prg_do_nothing: } \prg_do_nothing:
4606 }
4607 \cs_new:Npn \tl_replace_once_aux_end:w #1 \q_mark #2 \q_stop
4608 { \exp_not:o {#1} }

```

(End definition for `\tl_replace_all:Nnn` and `\tl_replace_all:cn`. These functions are documented on page ??.)

`\tl_remove_once:Nn` Removal is just a special case of replacement.

```

\tl_remove_once:cn 4609 \cs_new_protected:Npn \tl_remove_once:Nn #1#2
\tl_gremove_once:Nn 4610 { \tl_replace_once:Nnn #1 {#2} { } }
\tl_gremove_once:cn 4611 \cs_new_protected:Npn \tl_gremove_once:Nn #1#2
4612 { \tl_greplace_once:Nnn #1 {#2} { } }
4613 \cs_generate_variant:Nn \tl_remove_once:Nn { c }
4614 \cs_generate_variant:Nn \tl_gremove_once:Nn { c }

```

(End definition for `\tl_remove_once:Nn` and `\tl_remove_once:cn`. These functions are documented on page ??.)

`\tl_remove_all:Nn` Removal is just a special case of replacement.

```

\tl_remove_all:cn 4615 \cs_new_protected:Npn \tl_remove_all:Nn #1#2
\tl_gremove_all:Nn 4616 { \tl_replace_all:Nnn #1 {#2} { } }
\tl_gremove_all:cn 4617 \cs_new_protected:Npn \tl_gremove_all:Nn #1#2
4618 { \tl_greplace_all:Nnn #1 {#2} { } }

```

```

4619 \cs_generate_variant:Nn \tl_remove_all:Nn { c }
4620 \cs_generate_variant:Nn \tl_gremove_all:Nn { c }

```

## 192.6 Token list conditionals

`\tl_if_blank_p:n` TeX skips spaces when reading a non-delimited arguments. Thus, a  $\langle token\ list \rangle$  is blank if and only if `\use_none:n  $\langle token\ list \rangle$  ?` is empty. For performance reasons, we hard-code the emptiness test done in `\tl_if_empty:n(TF)`: convert to harmless characters with `\tl_to_str:n`, and then use `\if_meaning:w \q_nil ... \q_nil`. Note that converting to a string is done after reading the delimited argument for `\use_none:n`. The similar construction `\exp_after:wN \use_none:n \tl_to_str:n { $\langle token\ list \rangle$ } ?` would fail if the token list contains the control sequence `\`, while `\escapechar` is a space or is unprintable.

```

4621 \prg_new_conditional:Npnn \tl_if_blank:n #1 { p , T , F , TF }
4622 { \tl_if_empty_return:o { \use_none:n #1 ? } }
4623 \cs_generate_variant:Nn \tl_if_blank_p:n { V }
4624 \cs_generate_variant:Nn \tl_if_blank:nT { V }
4625 \cs_generate_variant:Nn \tl_if_blank:nF { V }
4626 \cs_generate_variant:Nn \tl_if_blank:nTF { V }
4627 \cs_generate_variant:Nn \tl_if_blank_p:n { o }
4628 \cs_generate_variant:Nn \tl_if_blank:nT { o }
4629 \cs_generate_variant:Nn \tl_if_blank:nF { o }
4630 \cs_generate_variant:Nn \tl_if_blank:nTF { o }

```

(End definition for `\tl_remove_all:Nn` and `\tl_remove_all:cn`. These functions are documented on page ??.)

`\tl_if_empty_p:N` These functions check whether the token list in the argument is empty and execute the proper code from their argument(s).

```

\tl_if_empty_p:c
\tl_if_empty:NTF
\tl_if_empty:cTF
4631 \prg_new_conditional:Npnn \tl_if_empty:N #1 { p , T , F , TF }
4632 {
4633   \if_meaning:w #1 \c_empty_tl
4634     \prg_return_true:
4635   \else:
4636     \prg_return_false:
4637   \fi:
4638 }
4639 \cs_generate_variant:Nn \tl_if_empty_p:N { c }
4640 \cs_generate_variant:Nn \tl_if_empty:NT { c }
4641 \cs_generate_variant:Nn \tl_if_empty:NF { c }
4642 \cs_generate_variant:Nn \tl_if_empty:NTF { c }

```

(End definition for `\tl_if_empty:N` and `\tl_if_empty:c`. These functions are documented on page ??.)

`\tl_if_empty_p:n` It would be tempting to just use `\if_meaning:w \q_nil #1 \q_nil` as a test since this works really well. However, it fails on a token list starting with `\q_nil` of course but more troubling is the case where argument is a complete conditional such as `\if_true: a \else: b \fi:` because then `\if_true:` is used by `\if_meaning:w`, the test turns out false, the `\else:` executes the false branch, the `\fi:` ends it and the `\q_nil` at the end starts executing... A safer route is to convert the entire token list into harmless

characters first and then compare that. This way the test will even accept `\q_nil` as the first token.

```

4643 \prg_new_conditional:Npnn \tl_if_empty:n #1 { p , TF , T , F }
4644 {
4645   \exp_after:wN \if_meaning:w \exp_after:wN \q_nil \tl_to_str:n {#1} \q_nil
4646   \prg_return_true:
4647   \else:
4648     \prg_return_false:
4649   \fi:
4650 }
4651 \cs_generate_variant:Nn \tl_if_empty_p:n { V }
4652 \cs_generate_variant:Nn \tl_if_empty:nTF { V }
4653 \cs_generate_variant:Nn \tl_if_empty:nT { V }
4654 \cs_generate_variant:Nn \tl_if_empty:nF { V }

```

(End definition for `\tl_if_empty:n` and `\tl_if_empty:V`. These functions are documented on page ??.)

`\tl_if_empty_p:o` The auxiliary function `\tl_if_empty_return:o` is for use in conditionals on token lists, which mostly reduce to testing if a given token list is empty after applying a simple function to it. The test for emptiness is based on `\tl_if_empty:n(TF)`, but the expansion is hard-coded for efficiency, as this auxiliary function is used in many places. Note that this works because `\tl_to_str:n` expands tokens that follow until reading a catcode 1 (begin-group) token.

```

4655 \cs_new:Npn \tl_if_empty_return:o #1
4656 {
4657   \exp_after:wN \if_meaning:w \exp_after:wN \q_nil
4658   \tl_to_str:n \exp_after:wN {#1} \q_nil
4659   \prg_return_true:
4660   \else:
4661     \prg_return_false:
4662   \fi:
4663 }
4664 \prg_new_conditional:Npnn \tl_if_empty:o #1 { p , TF , T , F }
4665 { \tl_if_empty_return:o {#1} }

```

(End definition for `\tl_if_empty:o`. These functions are documented on page ??.)

`\tl_if_eq_p:NN` Returns `\c_true_bool` if and only if the two token list variables are equal.

```

\tl_if_eq_p:Nc
\tl_if_eq_p:cN
\tl_if_eq_p:cc
\tl_if_eq:NNTF
\tl_if_eq:NcTF
\tl_if_eq:cNTF
\tl_if_eq:ccTF
4666 \prg_new_conditional:Npnn \tl_if_eq:NN #1#2 { p , T , F , TF }
4667 {
4668   \if_meaning:w #1 #2
4669   \prg_return_true:
4670   \else:
4671     \prg_return_false:
4672   \fi:
4673 }
4674 \cs_generate_variant:Nn \tl_if_eq_p:NN { Nc , c , cc }
4675 \cs_generate_variant:Nn \tl_if_eq:NNTF { Nc , c , cc }
4676 \cs_generate_variant:Nn \tl_if_eq:NNT { Nc , c , cc }
4677 \cs_generate_variant:Nn \tl_if_eq:NNF { Nc , c , cc }

```

(End definition for `\tl_if_eq:nn` and others. These functions are documented on page ??.)

`\tl_if_eq:nnTF` A simple store and compare routine.  
`\l_tl_internal_a_tl` 4678 `\prg_new_protected_conditional:Npnn \tl_if_eq:nn #1#2 { T , F , TF }`  
`\l_tl_internal_b_tl` 4679 `{`  
4680 `\group_begin:`  
4681 `\tl_set:Nn \l_tl_internal_a_tl {#1}`  
4682 `\tl_set:Nn \l_tl_internal_b_tl {#2}`  
4683 `\if_meaning:w \l_tl_internal_a_tl \l_tl_internal_b_tl`  
4684 `\group_end:`  
4685 `\prg_return_true:`  
4686 `\else:`  
4687 `\group_end:`  
4688 `\prg_return_false:`  
4689 `\fi:`  
4690 `}`  
4691 `\tl_new:N \l_tl_internal_a_tl`  
4692 `\tl_new:N \l_tl_internal_b_tl`

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

`\tl_if_in:NnTF` See `\tl_if_in:nn(TF)` for further comments. Here we simply expand the token list  
`\tl_if_in:cnTF` variable and pass it to `\tl_if_in:nn(TF)`.

4693 `\cs_new_protected_nopar:Npn \tl_if_in:NnT { \exp_args:No \tl_if_in:nnT }`  
4694 `\cs_new_protected_nopar:Npn \tl_if_in:NnF { \exp_args:No \tl_if_in:nnF }`  
4695 `\cs_new_protected_nopar:Npn \tl_if_in:NnTF { \exp_args:No \tl_if_in:nnTF }`  
4696 `\cs_generate_variant:Nn \tl_if_in:NnT { c }`  
4697 `\cs_generate_variant:Nn \tl_if_in:NnF { c }`  
4698 `\cs_generate_variant:Nn \tl_if_in:NnTF { c }`

(End definition for `\tl_if_in:NnTF` and `\tl_if_in:cnTF`. These functions are documented on page ??.)

`\tl_if_in:nnTF` Once more, the test relies on `\tl_to_str:n` for robustness. The function `\tl_tmp:w`  
`\tl_if_in:VnTF` removes tokens until the first occurrence of #2. If this does not appear in #1, then the  
`\tl_if_in:onTF` final #2 is removed, leaving an empty token list. Otherwise some tokens remain, and the  
`\tl_if_in:noTF` test is false. See `\tl_if_empty:n(TF)` for details on the emptiness test.

Special care is needed to treat correctly cases like `\tl_if_in:nnTF {a state}{states}`, where #1#2 contains #2 before the end. To cater for this case, we insert `{}``{}` between the two token lists. This marker may not appear in #2 because of TeX limitations on what can delimit a parameter, hence we are safe. Using two brace groups makes the test work also for empty arguments.

4699 `\prg_new_protected_conditional:Npnn \tl_if_in:nn #1#2 { T , F , TF }`  
4700 `{`  
4701 `\cs_set:Npn \tl_tmp:w ##1 #2 { }`  
4702 `\tl_if_empty:oTF { \tl_tmp:w #1 {} {} #2 }`  
4703 `{ \prg_return_false: } { \prg_return_true: }`  
4704 `}`  
4705 `\cs_generate_variant:Nn \tl_if_in:nnT { V , o , no }`  
4706 `\cs_generate_variant:Nn \tl_if_in:nnF { V , o , no }`  
4707 `\cs_generate_variant:Nn \tl_if_in:nnTF { V , o , no }`

(End definition for `\tl_if_in:nnTF` and others. These functions are documented on page ??.)

## 192.7 Mapping to token lists

`\tl_map_function:nN` Expandable loop macro for token lists. These have the advantage of not needing to test if the argument is empty, because if it is, the stop marker will be read immediately and the loop terminated.

```
\tl_map_function:cN
\tl_map_function_aux:Nn
4708 \cs_new:Npn \tl_map_function:nN #1#2
4709 {
4710     \tl_map_function_aux:Nn #2 #1
4711     \q_recursion_tail
4712     \prg_break_point:n { }
4713 }
4714 \cs_new_nopar:Npn \tl_map_function:NN
4715 { \exp_args:No \tl_map_function:nN }
4716 \cs_new:Npn \tl_map_function_aux:Nn #1#2
4717 {
4718     \quark_if_recursion_tail_break:n {#2}
4719     #1 {#2} \tl_map_function_aux:Nn #1
4720 }
4721 \cs_generate_variant:Nn \tl_map_function:NN { c }
(End definition for \tl_map_function:nN. This function is documented on page ??.)
```

`\tl_map_inline:nn` The inline functions are straight forward by now. We use a little trick with the counter `\g_prg_map_int` to make them nestable. We can also make use of `\tl_map_function_aux:Nn` from before.

```
4722 \cs_new_protected:Npn \tl_map_inline:nn #1#2
4723 {
4724     \int_gincr:N \g_prg_map_int
4725     \cs_gset:cpn { tl_map_inline_ \int_use:N \g_prg_map_int :n }
4726     ##1 {#2}
4727     \exp_args:Nc \tl_map_function_aux:Nn
4728     { tl_map_inline_ \int_use:N \g_prg_map_int :n }
4729     #1 \q_recursion_tail
4730     \prg_break_point:n { \int_gdecr:N \g_prg_map_int }
4731 }
4732 \cs_new_protected:Npn \tl_map_inline:Nn
4733 { \exp_args:No \tl_map_inline:nn }
4734 \cs_generate_variant:Nn \tl_map_inline:Nn { c }
(End definition for \tl_map_inline:nn. This function is documented on page ??.)
```

`\tl_map_variable:nNn` `\tl_map_variable:nNn`  $\langle token\ list \rangle$   $\langle temp \rangle$   $\langle action \rangle$  assigns  $\langle temp \rangle$  to each element and executes  $\langle action \rangle$ .

```
\tl_map_variable:cNn
\tl_map_variable_aux:Nnn
4735 \cs_new_protected:Npn \tl_map_variable:nNn #1#2#3
4736 {
4737     \tl_map_variable_aux:Nnn #2 {#3} #1
4738     \q_recursion_tail
4739     \prg_break_point:n { }
4740 }
4741 \cs_new_protected_nopar:Npn \tl_map_variable:NNn
4742 { \exp_args:No \tl_map_variable:nNn }
```

```

4743 \cs_new_protected:Npn \tl_map_variable_aux:Nnn #1#2#3
4744 {
4745   \tl_set:Nn #1 {#3}
4746   \quark_if_recursion_tail_break:N #1
4747   \use:n {#2}
4748   \tl_map_variable_aux:Nnn #1 {#2}
4749 }
4750 \cs_generate_variant:Nn \tl_map_variable:NNn { c }
(End definition for \tl_map_variable:nNn. This function is documented on page ??.)

```

`\tl_map_break:` The break statements are simply copies.

`\tl_map_break:n`

```

4751 \cs_new_eq:NN \tl_map_break: \prg_map_break:
4752 \cs_new_eq:NN \tl_map_break:n \prg_map_break:n
(End definition for \tl_map_break:. This function is documented on page ??.)

```

## 192.8 Using token lists

`\tl_to_str:n` Another name for a primitive.

```

4753 \cs_new_eq:NN \tl_to_str:n \etex_detokenize:D
(End definition for \tl_to_str:n. This function is documented on page 90.)

```

`\tl_to_str:N` These functions return the replacement text of a token list as a string.

`\tl_to_str:c`

```

4754 \cs_new:Npn \tl_to_str:N #1 { \etex_detokenize:D \exp_after:wN {#1} }
4755 \cs_generate_variant:Nn \tl_to_str:N { c }
(End definition for \tl_to_str:N and \tl_to_str:c. These functions are documented on page ??.)

```

`\tl_use:N` Token lists which are simply not defined will give a clear T<sub>E</sub>X error here. No such luck for ones equal to `\scan_stop:` so instead a test is made and if there is an issue an error is forced.

`\tl_use:c`

```

4756 \cs_new:Npn \tl_use:N #1
4757 {
4758   \cs_if_exist:NTF #1 {#1}
4759   { \msg_expandable_kernel_error:nnn { kernel } { bad-var } {#1} }
4760 }
4761 \cs_generate_variant:Nn \tl_use:N { c }
(End definition for \tl_use:N and \tl_use:c. These functions are documented on page ??.)

```

## 192.9 Working with the contents of token lists

`\tl_length:n` Count number of elements within a token list or token list variable. Brace groups within the list are read as a single element. Spaces are ignored. `\tl_length_aux:n` grabs the element and replaces it by +1. The 0 to ensure it works on an empty list.

`\tl_length:V`

`\tl_length:o`

`\tl_length:N`

`\tl_length:c`

`\tl_length_aux:n`

```

4762 \cs_new:Npn \tl_length:n #1
4763 {
4764   \int_eval:n
4765   { 0 \tl_map_function:nN {#1} \tl_length_aux:n }
4766 }

```

```

4767 \cs_new:Npn \tl_length:N #1
4768 {
4769   \int_eval:n
4770   { 0 \tl_map_function:NN #1 \tl_length_aux:n }
4771 }
4772 \cs_new:Npn \tl_length_aux:n #1 { + \c_one }
4773 \cs_generate_variant:Nn \tl_length:n { V , o }
4774 \cs_generate_variant:Nn \tl_length:N { c }

```

(End definition for `\tl_length:n`, `\tl_length:V`, and `\tl_length:o`. These functions are documented on page ??.)

`\tl_reverse_items:n` Reversal of a token list is done by taking one item at a time and putting it after `\q_stop`.

```

\tl_reverse_items_aux:nwNwn
\tl_reverse_items_aux:wn
4775 \cs_new:Npn \tl_reverse_items:n #1
4776 {
4777   \tl_reverse_items_aux:nwNwn #1 ?
4778   \q_mark \tl_reverse_items_aux:nwNwn
4779   \q_mark \tl_reverse_items_aux:wn
4780   \q_stop { }
4781 }
4782 \cs_new:Npn \tl_reverse_items_aux:nwNwn #1 #2 \q_mark #3 #4 \q_stop #5
4783 {
4784   #3 #2
4785   \q_mark \tl_reverse_items_aux:nwNwn
4786   \q_mark \tl_reverse_items_aux:wn
4787   \q_stop { {#1} #5 }
4788 }
4789 \cs_new:Npn \tl_reverse_items_aux:wn #1 \q_stop #2
4790 { \exp_not:o { \use_none:nn #2 } }

```

(End definition for `\tl_reverse_items:n`. This function is documented on page 91.)

`\tl_trim_spaces:n` Trimming spaces from around the input is done using delimited arguments and quarks, and to get spaces at odd places in the definitions, we nest those in `\tl_tmp:w`, which then receives a single space as its argument: `#1` is `␣`. Removing leading spaces is done with `\tl_trim_spaces_aux_i:w`, which loops until `\q_mark␣` matches the end of the token list: then `##1` is the token list and `##3` is `\tl_trim_spaces_aux_ii:w`. This hands the relevant tokens to the loop `\tl_trim_spaces_aux_iii:w`, responsible for trimming trailing spaces. The end is reached when `␣ \q_nil` matches the one present in the definition of `\tl_trim_spaces:n`. Then `\tl_trim_spaces_aux_iv:w` puts the token list into a group, as the argument of the initial `\unexpanded`. The `\unexpanded` here is used so that space trimming will behave correctly within an x-type expansion.

Some of the auxiliaries used in this code are also used in the `l3clist` module. Change with care.

```

4791 \cs_set:Npn \tl_tmp:w #1
4792 {
4793   \cs_new:Npn \tl_trim_spaces:n ##1
4794   {
4795     \etex_unexpanded:D
4796     \tl_trim_spaces_aux_i:w

```

```

4797         \q_mark
4798         ##1
4799         \q_nil
4800         \q_mark #1 { }
4801         \q_mark \tl_trim_spaces_aux_ii:w
4802         \tl_trim_spaces_aux_iii:w
4803         #1 \q_nil
4804         \tl_trim_spaces_aux_iv:w
4805         \q_stop
4806     }
4807     \cs_new:Npn \tl_trim_spaces_aux_i:w ##1 \q_mark #1 ##2 \q_mark ##3
4808     {
4809         ##3
4810         \tl_trim_spaces_aux_i:w
4811         \q_mark
4812         ##2
4813         \q_mark #1 {##1}
4814     }
4815     \cs_new:Npn \tl_trim_spaces_aux_ii:w ##1 \q_mark \q_mark ##2
4816     {
4817         \tl_trim_spaces_aux_iii:w
4818         ##2
4819     }
4820     \cs_new:Npn \tl_trim_spaces_aux_iii:w ##1 #1 \q_nil ##2
4821     {
4822         ##2
4823         ##1 \q_nil
4824         \tl_trim_spaces_aux_iii:w
4825     }
4826     \cs_new:Npn \tl_trim_spaces_aux_iv:w ##1 \q_nil ##2 \q_stop
4827     { \exp_after:wN { \use_none:n ##1 } }
4828 }
4829 \tl_tmp:w { ~ }
4830 \cs_new_protected:Npn \tl_trim_spaces:N #1
4831 { \tl_set:Nx #1 { \exp_after:wN \tl_trim_spaces:n \exp_after:wN {#1} } }
4832 \cs_new_protected:Npn \tl_gtrim_spaces:N #1
4833 { \tl_gset:Nx #1 { \exp_after:wN \tl_trim_spaces:n \exp_after:wN {#1} } }
4834 \cs_generate_variant:Nn \tl_trim_spaces:N { c }
4835 \cs_generate_variant:Nn \tl_gtrim_spaces:N { c }

```

(End definition for `\tl_trim_spaces:n`. This function is documented on page ??.)

## 192.10 The first token from a token list

`\tl_head:N` These functions pick up either the head or the tail of a list. The empty brace groups in `\tl_head:n` and `\tl_tail:n` ensure that a blank argument gives an empty result. The result is returned within the `\unexpanded` primitive.

```

\tl_head:v 4836 \cs_new:Npn \tl_head:w #1#2 \q_stop {#1}
\tl_head:f 4837 \cs_new:Npn \tl_tail:w #1#2 \q_stop {#2}
\tl_head:w 4838 \cs_new:Npn \tl_head:n #1
\tl_tail:N
\tl_tail:n
\tl_tail:V
\tl_tail:v
\tl_tail:f
\tl_tail:w

```

```

4839 { \etex_unexpanded:D \exp_after:wN { \tl_head:w #1 { } \q_stop } }
4840 \cs_new:Npn \tl_tail:n #1
4841 { \etex_unexpanded:D \tl_tail_aux:w #1 \q_mark { } \q_mark \q_stop }
4842 \cs_new:Npn \tl_tail_aux:w #1 #2 \q_mark #3 \q_stop { {#2} }
4843 \cs_new_nopar:Npn \tl_head:N { \exp_args:No \tl_head:n }
4844 \cs_generate_variant:Nn \tl_head:n { V , v , f }
4845 \cs_new_nopar:Npn \tl_tail:N { \exp_args:No \tl_tail:n }
4846 \cs_generate_variant:Nn \tl_tail:n { V , v , f }

```

(End definition for `\tl_head:N` and others. These functions are documented on page 93.)

`\str_head:n` After `\tl_to_str:n`, we have a list of character tokens, all with category code 12, except the space, which has category code 10. Directly using `\tl_head:w` would thus lose leading spaces. Instead, we take an argument delimited by an explicit space, and then only use `\str_head_aux:w` `\tl_head:w`. If the string started with a space, then the argument of `\str_head_aux:w` is empty, and the function correctly returns a space character. Otherwise, it returns the first token of `#1`, which is the first token of the string. If the string is empty, we return an empty result.

To remove the first character of `\tl_to_str:n {#1}`, we test it using `\if_charcode:w \scan_stop:`, always false for characters. If the argument was non-empty, then `\str_tail_aux:w` returns everything until the first X (with category code letter, no risk of confusing with the user input). If the argument was empty, the first X is taken by `\if_charcode:w`, and nothing is returned. We use X as a *marker*, rather than a quark because the test `\if_charcode:w \scan_stop: <marker>` has to be false.

```

4847 \cs_new:Npn \str_head:n #1
4848 {
4849   \exp_after:wN \str_head_aux:w
4850   \tl_to_str:n {#1}
4851   { { } } ~ \q_stop
4852 }
4853 \cs_new:Npn \str_head_aux:w #1 ~ %
4854 { \tl_head:w #1 { ~ } }
4855 \cs_new:Npn \str_tail:n #1
4856 {
4857   \exp_after:wN \str_tail_aux:w
4858   \reverse_if:N \if_charcode:w
4859   \scan_stop: \tl_to_str:n {#1} X X \q_stop
4860 }
4861 \cs_new:Npn \str_tail_aux:w #1 X #2 \q_stop { \fi: #1 }

```

(End definition for `\str_head:n` and `\str_tail:n`. These functions are documented on page 93.)

`\tl_if_head_eq_meaning_p:nN` Accessing the first token of a token list is tricky in two cases: when it has category code 1 (begin-group token), or when it is an explicit space, with category code 10 and character code 32.

`\tl_if_head_eq_charcode_p:nN` Forgetting temporarily about this issue we would use the following test in `\tl_if_head_eq_charcode_p:nN`. Here, an empty `#1` argument yields `\q_nil`, otherwise the first token of the token list.

`\tl_if_head_eq_catcode_p:nN`  
`\tl_if_head_eq_catcode:nNTF`

```

\if_charcode:w
  \exp_after:wN \exp_not:N \tl_head:w #1 \q_nil \q_stop
  \exp_not:N #2

```

The special cases are detected using `\tl_if_head_N_type:n` (the extra ? takes care of empty arguments). In those cases, the first token is a character, and since we only care about its character code, we can use `\str_head:n` to access it (this works even if it is a space character).

```

4862 \prg_new_conditional:Npnn \tl_if_head_eq_charcode:nN #1#2 { p , T , F , TF }
4863 {
4864   \if_charcode:w
4865     \exp_not:N #2
4866     \tl_if_head_N_type:nTF { #1 ? }
4867     { \exp_after:wN \exp_not:N \tl_head:w #1 \q_nil \q_stop }
4868     { \str_head:n {#1} }
4869     \prg_return_true:
4870   \else:
4871     \prg_return_false:
4872   \fi:
4873 }
4874 \cs_generate_variant:Nn \tl_if_head_eq_charcode_p:nN { f }
4875 \cs_generate_variant:Nn \tl_if_head_eq_charcode:nNTF { f }
4876 \cs_generate_variant:Nn \tl_if_head_eq_charcode:nNT { f }
4877 \cs_generate_variant:Nn \tl_if_head_eq_charcode:nNF { f }

```

For `\tl_if_head_eq_catcode:nN`, again we detect special cases with a `\tl_if_head_N_type`. Then we need to test if the first token is a begin-group token or an explicit space token, and produce the relevant token, either `\c_group_begin_token` or `\c_space_token`.

```

4878 \prg_new_conditional:Npnn \tl_if_head_eq_catcode:nN #1 #2 { p , T , F , TF }
4879 {
4880   \if_catcode:w
4881     \exp_not:N #2
4882     \tl_if_head_N_type:nTF { #1 ? }
4883     { \exp_after:wN \exp_not:N \tl_head:w #1 \q_nil \q_stop }
4884     {
4885       \tl_if_head_group:nTF {#1}
4886       { \c_group_begin_token }
4887       { \c_space_token }
4888     }
4889     \prg_return_true:
4890   \else:
4891     \prg_return_false:
4892   \fi:
4893 }

```

For `\tl_if_head_eq_meaning:nN`, again, detect special cases. In the normal case, use `\tl_head:w`, with no `\exp_not:N` this time, since `\if_meaning:w` causes no expansion. In the special cases, we know that the first token is a character, hence `\if_charcode:w`

and `\if_catcode:w` together are enough. We combine them in some order, hopefully faster than the reverse.

```

4894 \prg_new_conditional:Npnn \tl_if_head_eq_meaning:nN #1#2 { p , T , F , TF }
4895 {
4896   \tl_if_head_N_type:nTF { #1 ? }
4897   { \tl_if_head_eq_meaning_aux_normal:nN }
4898   { \tl_if_head_eq_meaning_aux_special:nN }
4899   {#1} #2
4900 }
4901 \cs_new:Npn \tl_if_head_eq_meaning_aux_normal:nN #1 #2
4902 {
4903   \exp_after:wN \if_meaning:w \tl_head:w #1 \q_nil \q_stop #2
4904   \prg_return_true:
4905   \else:
4906   \prg_return_false:
4907   \fi:
4908 }
4909 \cs_new:Npn \tl_if_head_eq_meaning_aux_special:nN #1 #2
4910 {
4911   \if_charcode:w \str_head:n {#1} \exp_not:N #2
4912   \exp_after:wN \use:n
4913   \else:
4914   \prg_return_false:
4915   \exp_after:wN \use_none:n
4916   \fi:
4917   {
4918     \if_catcode:w \exp_not:N #2
4919     \tl_if_head_group:nTF {#1}
4920     { \c_group_begin_token }
4921     { \c_space_token }
4922     \prg_return_true:
4923     \else:
4924     \prg_return_false:
4925     \fi:
4926   }
4927 }

```

(End definition for `\tl_if_head_eq_meaning:nN`. These functions are documented on page 93.)

`\tl_if_head_N_type_p:n` The first token of a token list can be either an N-type argument, a begin-group token (catcode 1), or an explicit space token (catcode 10 and charcode 32). These two cases are characterized by the fact that `\use:n` removes some tokens from `#1`, hence changing its string representation (no token can have an empty string representation). The extra brace group covers the case of an empty argument, whose head is not “normal”.

```

4928 \prg_new_conditional:Npnn \tl_if_head_N_type:n #1 { p , T , F , TF }
4929 {
4930   \str_if_eq_return:xx
4931   { \exp_not:o { \use:n #1 { } } }
4932   { \exp_not:n { #1 { } } }
4933 }

```

(End definition for `\tl_if_head_N_type:n`. These functions are documented on page 94.)

`\tl_if_head_group_p:n` Pass the first token of #1 through `\token_to_str:N`, then check for the brace balance.  
`\tl_if_head_group:nTF` The extra ? caters for an empty argument.<sup>6</sup>

```

4934 \prg_new_conditional:Npnn \tl_if_head_group:n #1 { p , T , F , TF }
4935 {
4936   \if_catcode:w *
4937     \exp_after:wN \use_none:n
4938     \exp_after:wN {
4939       \exp_after:wN {
4940         \token_to_str:N #1 ?
4941       }
4942     }
4943   *
4944   \prg_return_false:
4945   \else:
4946     \prg_return_true:
4947   \fi:
4948 }

```

(End definition for `\tl_if_head_group:n`. These functions are documented on page 94.)

`\tl_if_head_space_p:n` If the first token of the token list is an explicit space, i.e., a character token with character code 32 and category code 10, then this test will be `<true>`. It is `<false>` if the token list is empty, if the first token is an implicit space token, such as `\c_space_token`, or any token other than an explicit space. The slightly convoluted approach with `\romannumeral` ensures that each expansion step gives a balanced token list.

```

4949 \prg_new_conditional:Npnn \tl_if_head_space:n #1 { p , T , F , TF }
4950 {
4951   \tex_romannumeral:D \if_false: { \fi:
4952     \tl_if_head_space_aux:w ? #1 ? ~ }
4953 }
4954 \cs_new:Npn \tl_if_head_space_aux:w #1 ~
4955 {
4956   \tl_if_empty:oTF { \use_none:n #1 }
4957   { \exp_after:wN \c_zero \exp_after:wN \prg_return_true: }
4958   { \exp_after:wN \c_zero \exp_after:wN \prg_return_false: }
4959   \exp_after:wN \use_none:n \exp_after:wN { \if_false: } \fi:
4960 }

```

(End definition for `\tl_if_head_space:n`. These functions are documented on page 94.)

## 192.11 Viewing token lists

`\tl_show:N` Showing token list variables is done directly: at the moment do not worry if they are defined.  
`\tl_show:c`

```

4961 \cs_new_protected:Npn \tl_show:N #1 { \cs_show:N #1 }
4962 \cs_generate_variant:Nn \tl_show:N { c }

```

<sup>6</sup>Bruno: this could be made faster, but we don't: if we hope to ever have an e-type argument, we need all brace "tricks" to happen in one step of expansion, keeping the token list brace balanced at all times.

(End definition for `\tl_show:N` and `\tl_show:c`. These functions are documented on page ??.)

`\tl_show:n` For literal token lists, life is easy.

```
4963 \cs_new_eq:NN \tl_show:n \etex_showtokens:D
```

(End definition for `\tl_show:n`. This function is documented on page 95.)

## 192.12 Constant token lists

`\c_job_name_tl` Inherited from the L<sup>A</sup>T<sub>E</sub>X3 name for the primitive: this needs to actually contain the text of the job name rather than the name of the primitive, of course. Lua<sub>T</sub><sub>E</sub>X does not quote file names containing spaces, whereas pdf<sub>T</sub><sub>E</sub>X and X<sub>T</sub><sub>E</sub>X do. So there may be a correction to make in the Lua<sub>T</sub><sub>E</sub>X case.

```
4964 <*initex>
4965 \tex_everyjob:D \exp_after:wN
4966 {
4967   \tex_the:D \tex_everyjob:D
4968   \luatex_if_engine:T
4969   {
4970     \lua_now:x
4971     { dofile ( assert ( kpse.find_file ("lualatexquotejobname.lua" ) ) ) }
4972   }
4973 }
4974 </initex>
4975 \tl_const:Nx \c_job_name_tl { \tex_jobname:D }
```

(End definition for `\c_job_name_tl`. This variable is documented on page 95.)

`\c_space_tl` A space as a token list (as opposed to as a character).

```
4976 \tl_const:Nn \c_space_tl { ~ }
```

(End definition for `\c_space_tl`. This variable is documented on page 95.)

## 192.13 Scratch token lists

`\g_tmpa_tl` Global temporary token list variables. They are supposed to be set and used immediately, with no delay between the definition and the use because you can't count on other macros not to redefine them from under you.

```
4977 \tl_new:N \g_tmpa_tl
4978 \tl_new:N \g_tmpb_tl
```

(End definition for `\g_tmpa_tl` and `\g_tmpb_tl`. These variables are documented on page 95.)

`\l_tmpa_tl` These are local temporary token list variables. Be sure not to assume that the value you put into them will survive for long—see discussion above.

```
4979 \tl_new:N \l_tmpa_tl
4980 \tl_new:N \l_tmpb_tl
```

(End definition for `\l_tmpa_tl` and `\l_tmpb_tl`. These variables are documented on page 95.)

## 192.14 Experimental functions

`\str_if_eq_return:xx` It turns out that we often need to compare a token list with the result of applying some function to it, and return with `\prg_return_true/false:.` This test is similar to `\str_if_eq:nnTF`, but hard-coded for speed.

```

4981 \cs_new:Npn \str_if_eq_return:xx #1 #2
4982 {
4983   \if_int_compare:w \pdfTeX_strcmp:D {#1} {#2} = \c_zero
4984     \prg_return_true:
4985   \else:
4986     \prg_return_false:
4987   \fi:
4988 }

```

*(End definition for \str\_if\_eq\_return:xx. This function is documented on page ??.)*

`\tl_if_single_p:N` Expand the token list and feed it to `\tl_if_single:n`.

```

\tl_if_single:NTF
4989 \cs_new:Npn \tl_if_single_p:N { \exp_args:No \tl_if_single_p:n }
4990 \cs_new:Npn \tl_if_single:NT { \exp_args:No \tl_if_single:nT }
4991 \cs_new:Npn \tl_if_single:NF { \exp_args:No \tl_if_single:nF }
4992 \cs_new:Npn \tl_if_single:NTF { \exp_args:No \tl_if_single:nTF }

```

*(End definition for \tl\_if\_single:N. These functions are documented on page 88.)*

`\tl_if_single_p:n` A token list has exactly one item if it is either a single token surrounded by optional explicit spaces, or a single brace group surrounded by optional explicit spaces. The naive version of this test would do `\use_none:n #1`, and test if the result is empty. However, this will fail when the token list is empty. Furthermore, it does not allow optional trailing spaces.

```

\tl_if_single:nTF
4993 \prg_new_conditional:Npnn \tl_if_single:n #1 { p , T , F , TF }
4994 { \str_if_eq_return:xx { \exp_not:o { \use_none:nn #1 ?? } } { ? } }

```

*(End definition for \tl\_if\_single:n. These functions are documented on page 88.)*

`\tl_if_single_token_p:n` There are four cases: empty token list, token list starting with a normal token, with a brace group, or with a space token. If the token list starts with a normal token, remove it and check for emptiness. Otherwise, compare with a single space, only case where we have a single token.

```

\tl_if_single_token:nTF
4995 \prg_new_conditional:Npnn \tl_if_single_token:n #1 { p , T , F , TF }
4996 {
4997   \tl_if_head_N_type:nTF {#1}
4998     { \str_if_eq_return:xx { \exp_not:o { \use_none:n #1 } } { } }
4999     { \str_if_eq_return:xx { \exp_not:n {#1} } { ~ } }
5000 }

```

*(End definition for \tl\_if\_single\_token:n. These functions are documented on page 88.)*

`\q_tl_act_mark` The `\tl_act` functions may be applied to any token list. Hence, we use two private quarks, to allow any token, even quarks, in the token list. Only `\q_tl_act_mark` and `\q_tl_act_stop` may not appear in the token lists manipulated by `\tl_act` functions. The quarks are effectively defined in `l3quark`.

*(End definition for \q\_tl\_act\_mark and \q\_tl\_act\_stop. These variables are documented on page 97.)*

`\tl_act:NNNnn` To help control the expansion, `\tl_act:NNNnn` starts with `\romannumeral` and ends by  
`\tl_act_aux:NNNnn` producing `\c_zero` once the result has been obtained. Then loop over tokens, groups,  
`\tl_act_output:n` and spaces in #5. The marker `\q_tl_act_mark` is used both to avoid losing outer braces  
`\tl_act_reverse_output:n` and to detect the end of the token list more easily. The result is stored as an argument  
`\tl_act_group_recurse:Nnn` for the dummy function `\tl_act_result:n`.

```

5001 \cs_new:Npn \tl_act:NNNnn { \tex_romannumeral:D \tl_act_aux:NNNnn }
5002 \cs_new:Npn \tl_act_aux:NNNnn #1 #2 #3 #4 #5
5003 {
5004   \group_align_safe_begin:
5005   \tl_act_loop:w #5 \q_tl_act_mark \q_tl_act_stop
5006   {#4} #1 #2 #3
5007   \tl_act_result:n { }
5008 }

```

In the loop, we check how the token list begins and act accordingly. In the “normal” case, we may have reached `\q_tl_act_mark`, the end of the list. Then leave `\c_zero` and the result in the input stream, to terminate the expansion of `\romannumeral`. Otherwise, apply the relevant function to the “arguments”, #3 and to the head of the token list. Then repeat the loop. The scheme is the same if the token list starts with a group or with a space. Some extra work is needed to make `\tl_act_space:wnnNNN` gobble the space.

```

5009 \cs_new:Npn \tl_act_loop:w #1 \q_tl_act_stop
5010 {
5011   \tl_if_head_N_type:nTF {#1}
5012   { \tl_act_normal:NnnNNN }
5013   {
5014     \tl_if_head_group:nTF {#1}
5015     { \tl_act_group:wnnNNN }
5016     { \tl_act_space:wnnNNN }
5017   }
5018   #1 \q_tl_act_stop
5019 }
5020 \cs_new:Npn \tl_act_normal:NnnNNN #1 #2 \q_tl_act_stop #3#4
5021 {
5022   \if_meaning:w \q_tl_act_mark #1
5023   \exp_after:wN \tl_act_end:wn
5024   \fi:
5025   #4 {#3} #1
5026   \tl_act_loop:w #2 \q_tl_act_stop
5027   {#3} #4
5028 }
5029 \cs_new:Npn \tl_act_end:wn #1 \tl_act_result:n #2
5030 { \group_align_safe_end: \c_zero #2 }
5031 \cs_new:Npn \tl_act_group:wnnNNN #1 #2 \q_tl_act_stop #3#4#5
5032 {
5033   #5 {#3} {#1}
5034   \tl_act_loop:w #2 \q_tl_act_stop
5035   {#3} #4 #5
5036 }

```

```

5037 \exp_last_unbraced:NNo
5038 \cs_new:Npn \tl_act_space:wwnNNN \c_space_tl #1 \q_tl_act_stop #2#3#4#5
5039 {
5040     #5 {#2}
5041     \tl_act_loop:w #1 \q_tl_act_stop
5042     {#2} #3 #4 #5
5043 }

```

Typically, the output is done to the right of what was already output, using `\tl_act_output:n`, but for the `\tl_act_reverse` functions, it should be done to the left.

```

5044 \cs_new:Npn \tl_act_output:n #1 #2 \tl_act_result:n #3
5045 { #2 \tl_act_result:n { #3 #1 } }
5046 \cs_new:Npn \tl_act_reverse_output:n #1 #2 \tl_act_result:n #3
5047 { #2 \tl_act_result:n { #1 #3 } }

```

In many applications of `\tl_act:NNNnn`, we need to recursively apply some transformation within brace groups, then output. In this code, `#1` is the output function, `#2` is the transformation, which should expand in two steps, and `#3` is the group.

```

5048 \cs_new:Npn \tl_act_group_recurse:Nnn #1#2#3
5049 {
5050     \exp_args:Nf #1
5051     { \exp_after:wN \exp_after:wN \exp_after:wN { #2 {#3} } }
5052 }

```

(End definition for `\tl_act:NNNnn` and `\tl_act_aux:NNNnn`. These functions are documented on page ??.)

```

\tl_reverse_tokens:n
\tl_act_reverse_normal:nN
\tl_act_reverse_group:nn
\tl_act_reverse_space:n

```

The goal is to reverse a token list. This is done by feeding `\tl_act_aux:NNNnn` three functions, an empty fourth argument (we don't use it for `\tl_act_reverse_tokens:n`), and as a fifth argument the token list to be reversed. Spaces and normal tokens are output to the left of the current output. For groups, we must recursively apply `\tl_act_reverse_tokens:n` to the group, and output, still on the left. Note that in all three cases, we throw one argument away: this *parameter* is where for instance the upper/lowercasing action stores the information of whether it is uppercasing or lowercasing.

```

5053 \cs_new:Npn \tl_reverse_tokens:n #1
5054 {
5055     \etex_unexpanded:D \exp_after:wN
5056     {
5057         \tex_romannumeral:D
5058         \tl_act_aux:NNNnn
5059         \tl_act_reverse_normal:nN
5060         \tl_act_reverse_group:nn
5061         \tl_act_reverse_space:n
5062         { }
5063         {#1}
5064     }
5065 }
5066 \cs_new:Npn \tl_act_reverse_space:n #1
5067 { \tl_act_reverse_output:n {~} }
5068 \cs_new:Npn \tl_act_reverse_normal:nN #1 #2
5069 { \tl_act_reverse_output:n {#2} }

```

```
\tl_reverse:n The goal here is to reverse without losing spaces nor braces. The only difference with
\tl_reverse:o \tl_reverse_tokens:n is that we now simply output groups without entering them.
\tl_reverse:V 5076 \cs_new:Npp \tl_reverse:n #1
```

```

\tl_reverse:V
rse_group_preserve:nn
5076 \cs_new:Npn \tl_reverse:n #1
5077 {
5078   \etex_unexpanded:D \exp_after:wN
5079   {
5080     \tex_romannumeral:D
5081     \tl_act_aux:NNNnn
5082     \tl_act_reverse_normal:nN
5083     \tl_act_reverse_group_preserve:nn
5084     \tl_act_reverse_space:n
5085     { }
5086     {#1}
5087   }
5088 }
5089 \cs_new:Npn \tl_act_reverse_group_preserve:nn #1 #2
5090 { \tl_act_reverse_output:n { {#2} } }
5091 \cs_generate_variant:Nn \tl_reverse:n { o , V }

```

`\tl_reverse:N` This reverses the list, leaving `\exp stop f:` in front, which stops the f-expansion.

```

\tl_reverse:c      5092 \cs_new_protected:Npn \tl_reverse:N #1
\tl_greverse:N     5093 { \tl_set:Nx #1 { \exp_args:No \tl_reverse:n { #1 } } }
\tl_greverse:c     5094 \cs_new_protected:Npn \tl_greverse:N #1
                    5095 { \tl_gset:Nx #1 { \exp_args:No \tl_reverse:n { #1 } } }
                    5096 \cs_generate_variant:Nn \tl_reverse:N { c }
                    5097 \cs_generate_variant:Nn \tl_greverse:N { c }

```

length\_tokens:n The length is computed through an `\int_eval:n` construction. Each 1+ is output to  
length\_normal:nN the *left*, into the integer expression, and the sum is ended by the `\c_zero` inserted by  
length\_group:nn `\tl_act_end:wn`. Somewhat a hack.

```
\tl_act_length_normal:nN
\tl_act_length_group:nn
\tl_act_length_space:n
```

```

5106         { }
5107         {#1}
5108     }
5109 }
5110 \cs_new:Npn \tl_act_length_normal:nN #1 #2 { 1 + }
5111 \cs_new:Npn \tl_act_length_space:n #1 { 1 + }
5112 \cs_new:Npn \tl_act_length_group:nn #1 #2
5113 { 2 + \tl_length_tokens:n {#2} + }

```

(End definition for `\tl_length_tokens:n`. This function is documented on page 96.)

`\c_tl_act_uppercase_tl` These constants contain the correspondance between lowercase and uppercase letters, in the form `aAbBcC...` and `AaBbCc...` respectively.

`\c_tl_act_lowercase_tl`

```

5114 \tl_const:Nn \c_tl_act_uppercase_tl
5115 {
5116     aA bB cC dD eE fF gG hH iI jJ kK lL mM
5117     nN oO pP qQ rR sS tT uU vV wW xX yY zZ
5118 }
5119 \tl_const:Nn \c_tl_act_lowercase_tl
5120 {
5121     Aa Bb Cc Dd Ee Ff Gg Hh Ii Jj Kk Ll Mm
5122     Nn Oo Pp Qq Rr Ss Tt Uu Vv Ww Xx Yy Zz
5123 }

```

(End definition for `\c_tl_act_uppercase_tl` and `\c_tl_act_lowercase_tl`. These variables are documented on page ??.)

`\tl_expandable_uppercase:n`

`\tl_expandable_lowercase:n`

`\tl_act_case_normal:nN`

`\tl_act_case_group:nn`

`\tl_act_case_space:n`

The only difference between uppercasing and lowercasing is the table of correspondance that is used. As for other token list actions, we feed `\tl_act_aux:NNNnn` three functions, and this time, we use the *parameters* argument to carry which case-changing we are applying. A space is simply output. A normal token is compared to each letter in the alphabet using `\str_if_eq:nn` tests, and converted if necessary to upper/lowercase, before being output. For a group, we must perform the conversion within the group (the `\exp_after:wN` trigger `\romannumeral`, which expands fully to give the converted group), then output.

```

5124 \cs_new:Npn \tl_expandable_uppercase:n #1
5125 {
5126     \etex_unexpanded:D \exp_after:wN
5127     {
5128         \tex_romannumeral:D
5129         \tl_act_case_aux:nn { \c_tl_act_uppercase_tl } {#1}
5130     }
5131 }
5132 \cs_new:Npn \tl_expandable_lowercase:n #1
5133 {
5134     \etex_unexpanded:D \exp_after:wN
5135     {
5136         \tex_romannumeral:D
5137         \tl_act_case_aux:nn { \c_tl_act_lowercase_tl } {#1}
5138     }
5139 }

```

```

5140 \cs_new:Npn \tl_act_case_aux:nn
5141 {
5142   \tl_act_aux:NNNnn
5143   \tl_act_case_normal:nN
5144   \tl_act_case_group:nn
5145   \tl_act_case_space:n
5146 }
5147 \cs_new:Npn \tl_act_case_space:n #1 { \tl_act_output:n {~} }
5148 \cs_new:Npn \tl_act_case_normal:nN #1 #2
5149 {
5150   \exp_args:Nf \tl_act_output:n
5151   {
5152     \exp_args:NNo \prg_case_str:nnn #2 {#1}
5153     { \exp_stop_f: #2 }
5154   }
5155 }
5156 \cs_new:Npn \tl_act_case_group:nn #1 #2
5157 {
5158   \exp_after:wN \tl_act_output:n \exp_after:wN
5159   { \exp_after:wN { \tex_romannumeral:D \tl_act_case_aux:nn {#1} {#2} } }
5160 }

```

(End definition for `\tl_expandable_uppercase:n` and `\tl_expandable_lowercase:n`. These functions are documented on page 96.)

`\tl_item:nn` The idea here is to find the offset of the item from the left, then use a loop to grab  
`\tl_item:Nn` the correct item. If the resulting offset is too large, then `\quark_if_recursion_tail_`  
`\tl_item:cn` `stop:n` terminates the loop, and returns nothing at all.

```

\tl_item_aux:nn 5161 \cs_new:Npn \tl_item:nn #1#2
5162 {
5163   \exp_args:Nf \tl_item_aux:nn
5164   {
5165     \int_eval:n
5166     {
5167       \int_compare:nNnT {#2} < \c_zero
5168       { \tl_length:n {#1} + }
5169       #2
5170     }
5171   }
5172   #1
5173   \q_recursion_tail
5174   \prg_break_point:n { }
5175 }
5176 \cs_new:Npn \tl_item_aux:nn #1#2
5177 {
5178   \quark_if_recursion_tail_break:n {#2}
5179   \int_compare:nNnTF {#1} = \c_zero
5180   { \tl_map_break:n { \exp_not:n {#2} } }
5181   { \exp_args:Nf \tl_item_aux:nn { \int_eval:n { #1 - 1 } } }
5182 }

```

```

5183 \cs_new_nopar:Npn \tl_item:Nn { \exp_args:No \tl_item:nn }
5184 \cs_generate_variant:Nn \tl_item:Nn { c }

```

(End definition for \tl\_item:nn, \tl\_item:Nn, and \tl\_item:cn. These functions are documented on page ??.)

\tl\_if\_empty\_p:x We can test expandably the emptiness of an expanded token list thanks to the primitive  
\tl\_if\_empty:x $\overline{TF}$  \pdfstrcmp which expands its argument: a token list is empty if and only if its string representation is empty.

```

5185 \prg_new_conditional:Npnn \tl_if_empty:x #1 { p , T , F , TF }
5186 { \str_if_eq_return:xx { } {#1} }

```

(End definition for \tl\_if\_empty:x. These functions are documented on page ??.)

## 192.15 Deprecated functions

\tl\_new:Nn Use either \tl\_const:Nn or \tl\_new:N.

```

\tl_new:cn 5187 \*deprecated
\tl_new:Nx 5188 \cs_new_protected:Npn \tl_new:Nn #1#2
           5189 {
           5190     \tl_new:N #1
           5191     \tl_gset:Nn #1 {#2}
           5192 }
           5193 \cs_generate_variant:Nn \tl_new:Nn { c }
           5194 \cs_generate_variant:Nn \tl_new:Nn { Nx }
           5195 \</deprecated>

```

(End definition for \tl\_new:Nn, \tl\_new:cn, and \tl\_new:Nx. These functions are documented on page ??.)

\tl\_gset:Nc This was useful once, but nowadays does not make much sense.

```

\tl_set:Nc 5196 \*deprecated
           5197 \cs_new_protected_nopar:Npn \tl_gset:Nc
           5198 { \tex_global:D \tl_set:Nc }
           5199 \cs_new_protected:Npn \tl_set:Nc #1#2
           5200 { \tl_set:No #1 { \cs:w #2 \cs_end: } }
           5201 \</deprecated>

```

(End definition for \tl\_gset:Nc. This function is documented on page ??.)

\tl\_replace\_in:Nnn These are renamed.

```

\tl_replace_in:cn 5202 \*deprecated
\tl_replace_in:Nnn 5203 \cs_new_eq:NN \tl_replace_in:Nnn \tl_replace_once:Nnn
\tl_greplace_in:Nnn 5204 \cs_new_eq:NN \tl_replace_in:cn \tl_replace_once:cn
\tl_greplace_in:cn 5205 \cs_new_eq:NN \tl_greplace_in:Nnn \tl_greplace_once:Nnn
\tl_replace_all_in:Nnn 5206 \cs_new_eq:NN \tl_greplace_in:cn \tl_greplace_once:cn
\tl_replace_all_in:cn 5207 \cs_new_eq:NN \tl_replace_all_in:Nnn \tl_replace_all:Nnn
\tl_greplace_all_in:Nnn 5208 \cs_new_eq:NN \tl_replace_all_in:cn \tl_replace_all:cn
\tl_greplace_all_in:cn 5209 \cs_new_eq:NN \tl_greplace_all_in:Nnn \tl_greplace_all:Nnn
                    5210 \cs_new_eq:NN \tl_greplace_all_in:cn \tl_greplace_all:cn
                    5211 \</deprecated>

```

(End definition for \tl\_replace\_in:Nnn and \tl\_replace\_in:cn. These functions are documented on page ??.)

```

\tl_remove_in:Nn Also renamed.
\tl_remove_in:cn 5212 <*deprecated>
\tl_gremove_in:Nn 5213 \cs_new_eq:NN \tl_remove_in:Nn \tl_remove_once:Nn
\tl_gremove_in:cn 5214 \cs_new_eq:NN \tl_remove_in:cn \tl_remove_once:cn
\tl_remove_all_in:Nn 5215 \cs_new_eq:NN \tl_gremove_in:Nn \tl_gremove_once:Nn
\tl_remove_all_in:cn 5216 \cs_new_eq:NN \tl_gremove_in:cn \tl_gremove_once:cn
\tl_gremove_all_in:Nn 5217 \cs_new_eq:NN \tl_remove_all_in:Nn \tl_remove_all:Nn
\tl_gremove_all_in:cn 5218 \cs_new_eq:NN \tl_remove_all_in:cn \tl_remove_all:cn
\tl_gremove_all:Nn 5219 \cs_new_eq:NN \tl_gremove_all_in:Nn \tl_gremove_all:Nn
\tl_gremove_all:cn 5220 \cs_new_eq:NN \tl_gremove_all_in:cn \tl_gremove_all:cn
5221 </deprecated>
(End definition for \tl_remove_in:Nn and \tl_remove_in:cn. These functions are documented on page ??.)

```

```

\tl_elt_count:n Another renaming job.
\tl_elt_count:V 5222 <*deprecated>
\tl_elt_count:o 5223 \cs_new_eq:NN \tl_elt_count:n \tl_length:n
\tl_elt_count:N 5224 \cs_new_eq:NN \tl_elt_count:V \tl_length:V
\tl_elt_count:c 5225 \cs_new_eq:NN \tl_elt_count:o \tl_length:o
5226 \cs_new_eq:NN \tl_elt_count:N \tl_length:N
5227 \cs_new_eq:NN \tl_elt_count:c \tl_length:c
5228 </deprecated>
(End definition for \tl_elt_count:n, \tl_elt_count:V, and \tl_elt_count:o. These functions are documented on page ??.)

```

```

\tl_head_i:n Two renames, and a few that are rather too specialised.
\tl_head_i:w 5229 <*deprecated>
\tl_head_iii:n 5230 \cs_new_eq:NN \tl_head_i:n \tl_head:n
\tl_head_iii:f 5231 \cs_new_eq:NN \tl_head_i:w \tl_head:w
\tl_head_iii:w 5232 \cs_new:Npn \tl_head_iii:n #1 { \tl_head_iii:w #1 \q_stop }
5233 \cs_generate_variant:Nn \tl_head_iii:n { f }
5234 \cs_new:Npn \tl_head_iii:w #1#2#3#4 \q_stop {#1#2#3}
5235 </deprecated>
(End definition for \tl_head_i:n. This function is documented on page ??.)
5236 </initex | package>

```

## 193 l3seq implementation

The following test files are used for this code: m3seq002,m3seq003.

```

5237 <*initex | package>
5238 <*package>
5239 \ProvidesExplPackage
5240 { \ExplFileName } { \ExplFileDate } { \ExplFileVersion } { \ExplFileDescription }
5241 \package_check_loaded_expl:
5242 </package>

```

A sequence is a control sequence whose top-level expansion is of the form “`\seq_item:n {⟨item0⟩} ... \seq_item:n {⟨itemn-1⟩}`”. An earlier implementation used the structure “`\seq_elt:w ⟨item1⟩ \seq_elt_end: ... \seq_elt:w ⟨itemn⟩ \seq_elt_end:`”. This allows rapid searching using a delimited function, but is not suitable for items containing `{`, `}` and `#` tokens, and also leads to the loss of surrounding braces around items.

`\seq_item:n` The delimiter is always defined, but when used incorrectly simply removes its argument and hits an undefined control sequence to raise an error.

```
5243 \cs_new:Npn \seq_item:n
5244 {
5245   \msg_expandable_kernel_error:nn { seq } { misused }
5246   \use_none:n
5247 }
```

*(End definition for `\seq_item:n`. This function is documented on page 105.)*

`\l_seq_internal_a_tl` Scratch space for various internal uses.

```
\l_seq_internal_b_tl 5248 \tl_new:N \l_seq_internal_a_tl
5249 \tl_new:N \l_seq_internal_b_tl
```

*(End definition for `\l_seq_internal_a_tl` and `\l_seq_internal_b_tl`. These variables are documented on page ??.)*

## 193.1 Allocation and initialisation

`\seq_new:N` Internally, sequences are just token lists.

```
\seq_new:c 5250 \cs_new_eq:NN \seq_new:N \tl_new:N
5251 \cs_new_eq:NN \seq_new:c \tl_new:c
```

*(End definition for `\seq_new:N` and `\seq_new:c`. These functions are documented on page ??.)*

`\seq_clear:N` Clearing sequences is just the same as clearing token lists.

```
\seq_clear:c 5252 \cs_new_eq:NN \seq_clear:N \tl_clear:N
\seq_gclear:N 5253 \cs_new_eq:NN \seq_clear:c \tl_clear:c
\seq_gclear:c 5254 \cs_new_eq:NN \seq_gclear:N \tl_gclear:N
5255 \cs_new_eq:NN \seq_gclear:c \tl_gclear:c
```

*(End definition for `\seq_clear:N` and `\seq_clear:c`. These functions are documented on page ??.)*

`\seq_clear_new:N` Once again a copy from the token list functions.

```
\seq_clear_new:c 5256 \cs_new_eq:NN \seq_clear_new:N \tl_clear_new:N
\seq_gclear_new:N 5257 \cs_new_eq:NN \seq_clear_new:c \tl_clear_new:c
\seq_gclear_new:c 5258 \cs_new_eq:NN \seq_gclear_new:N \tl_gclear_new:N
5259 \cs_new_eq:NN \seq_gclear_new:c \tl_gclear_new:c
```

*(End definition for `\seq_clear_new:N` and `\seq_clear_new:c`. These functions are documented on page ??.)*

\seq\_set\_eq:NN Once again, these are simple copies from the token list functions.

```

\seq_set_eq:cN 5260 \cs_new_eq:NN \seq_set_eq:NN \tl_set_eq:NN
\seq_set_eq:Nc 5261 \cs_new_eq:NN \seq_set_eq:Nc \tl_set_eq:Nc
\seq_set_eq:cc 5262 \cs_new_eq:NN \seq_set_eq:cN \tl_set_eq:cN
\seq_gset_eq:NN 5263 \cs_new_eq:NN \seq_set_eq:cc \tl_set_eq:cc
\seq_gset_eq:cN 5264 \cs_new_eq:NN \seq_gset_eq:NN \tl_gset_eq:NN
\seq_gset_eq:Nc 5265 \cs_new_eq:NN \seq_gset_eq:Nc \tl_gset_eq:Nc
\seq_gset_eq:cN 5266 \cs_new_eq:NN \seq_gset_eq:cN \tl_gset_eq:cN
\seq_gset_eq:cc 5267 \cs_new_eq:NN \seq_gset_eq:cc \tl_gset_eq:cc

```

(End definition for \seq\_set\_eq:NN and others. These functions are documented on page ??.)

\seq\_set\_split:Nnn The goal is to split a given token list at a marker, strip spaces from each item, and  
\seq\_gset\_split:Nnn remove one set of outer braces if after removing leading and trailing spaces the item is  
\seq\_set\_split\_aux:NNnn enclosed within braces. After \tl\_replace\_all:Nnn, the token list \l\_seq\_internal\_  
\seq\_set\_split\_aux\_i:w a\_tl is a repetition of the pattern \seq\_set\_split\_aux\_i:w \prg\_do\_nothing: *<item*  
\seq\_set\_split\_aux\_ii:w *with spaces>* \seq\_set\_split\_aux\_end:. Then, x-expansion causes \seq\_set\_split\_  
\seq\_set\_split\_aux\_end: aux\_i:w to trim spaces, and leaves its result as \seq\_set\_split\_aux\_ii:w *<trimmed*  
*item>* \seq\_set\_split\_aux\_end:. This is then converted to the l3seq internal structure  
by another x-expansion. In the first step, we insert \prg\_do\_nothing: to avoid losing  
braces too early: that would cause space trimming to act within those lost braces. The  
second step is solely there to strip braces which are outermost after space trimming.

```

5268 \cs_new_protected_nopar:Npn \seq_set_split:Nnn
5269 { \seq_set_split_aux:NNnn \tl_set:Nx }
5270 \cs_new_protected_nopar:Npn \seq_gset_split:Nnn
5271 { \seq_set_split_aux:NNnn \tl_gset:Nx }
5272 \cs_new_protected:Npn \seq_set_split_aux:NNnn #1 #2 #3 #4
5273 {
5274   \tl_if_empty:nTF {#3}
5275   { #1 #2 { \tl_map_function:nN {#4} \seq_wrap_item:n } }
5276   {
5277     \tl_set:Nn \l_seq_internal_a_tl
5278     {
5279       \seq_set_split_aux_i:w \prg_do_nothing:
5280       #4
5281       \seq_set_split_aux_end:
5282     }
5283     \tl_replace_all:Nnn \l_seq_internal_a_tl { #3 }
5284     {
5285       \seq_set_split_aux_end:
5286       \seq_set_split_aux_i:w \prg_do_nothing:
5287     }
5288     \tl_set:Nx \l_seq_internal_a_tl { \l_seq_internal_a_tl }
5289     #1 #2 { \l_seq_internal_a_tl }
5290   }
5291 }
5292 \cs_new:Npn \seq_set_split_aux_i:w #1 \seq_set_split_aux_end:
5293 {
5294   \exp_not:N \seq_set_split_aux_ii:w

```

```

5295 \exp_args:No \tl_trim_spaces:n {#1}
5296 \exp_not:N \seq_set_split_aux_end:
5297 }
5298 \cs_new:Npn \seq_set_split_aux_ii:w #1 \seq_set_split_aux_end:
5299 { \seq_wrap_item:n {#1} }

```

(End definition for `\seq_set_split:Nnn` and `\seq_gset_split:Nnn`. These functions are documented on page 98.)

```

\seq_concat:NNN Concatenating sequences is easy.
\seq_concat:ccc 5300 \cs_new_protected:Npn \seq_concat:NNN #1#2#3
\seq_gconcat:NNN 5301 { \tl_set:Nx #1 { \exp_not:o {#2} \exp_not:o {#3} } }
\seq_gconcat:ccc 5302 \cs_new_protected:Npn \seq_gconcat:NNN #1#2#3
5303 { \tl_gset:Nx #1 { \exp_not:o {#2} \exp_not:o {#3} } }
5304 \cs_generate_variant:Nn \seq_concat:NNN { ccc }
5305 \cs_generate_variant:Nn \seq_gconcat:NNN { ccc }

```

(End definition for `\seq_concat:NNN` and `\seq_concat:ccc`. These functions are documented on page ??.)

## 193.2 Appending data to either end

```

\seq_put_left:Nn The code here is just a wrapper for adding to token lists.
\seq_put_left:NV 5306 \cs_new_protected:Npn \seq_put_left:Nn #1#2
\seq_put_left:Nv 5307 { \tl_put_left:Nn #1 { \seq_item:n {#2} } }
\seq_put_left:No 5308 \cs_new_protected:Npn \seq_put_right:Nn #1#2
\seq_put_left:Nx 5309 { \tl_put_right:Nn #1 { \seq_item:n {#2} } }
\seq_put_left:cn 5310 \cs_generate_variant:Nn \seq_put_left:Nn { NV , Nv , No , Nx }
\seq_put_left:cV 5311 \cs_generate_variant:Nn \seq_put_left:Nn { c , cV , cv , co , cx }
\seq_put_left:cv 5312 \cs_generate_variant:Nn \seq_put_right:Nn { NV , Nv , No , Nx }
\seq_put_left:co 5313 \cs_generate_variant:Nn \seq_put_right:Nn { c , cV , cv , co , cx }
\seq_put_left:cx

```

(End definition for `\seq_put_left:Nn` and others. These functions are documented on page ??.)

```

\seq_put_right:Nn The same for global addition.
\seq_gput_left:Nn 5314 \cs_new_protected:Npn \seq_gput_left:Nn #1#2
\seq_gput_right:NV 5315 { \tl_gput_left:Nn #1 { \seq_item:n {#2} } }
\seq_gput_left:Nv 5316 \cs_new_protected:Npn \seq_gput_right:Nn #1#2
\seq_gput_right:Nv 5317 { \tl_gput_right:Nn #1 { \seq_item:n {#2} } }
\seq_gput_left:No 5318 \cs_generate_variant:Nn \seq_gput_left:Nn { NV , Nv , No , Nx }
\seq_gput_right:Nx 5319 \cs_generate_variant:Nn \seq_gput_left:Nn { c , cV , cv , co , cx }
\seq_gput_left:cn 5320 \cs_generate_variant:Nn \seq_gput_right:Nn { NV , Nv , No , Nx }
\seq_gput_right:cn 5321 \cs_generate_variant:Nn \seq_gput_right:Nn { c , cV , cv , co , cx }
\seq_gput_left:cV
\seq_gput_right:cV
\seq_gput_left:cv
\seq_gput_right:cv
\seq_gput_left:co
\seq_gput_right:co
\seq_gput_left:cx
\seq_gput_right:cx

```

(End definition for `\seq_gput_left:Nn` and others. These functions are documented on page ??.)

## 193.3 Modifying sequences

```

\seq_gput_right:Nv This function converts its argument to a proper sequence item in an x-expansion context.
\seq_wrap_item:n 5322 \cs_new:Npn \seq_wrap_item:n #1 { \exp_not:n { \seq_item:n {#1} } }
\seq_gput_right:No
\seq_gput_right:Nx
\seq_gput_right:cn
\seq_gput_right:cV
\seq_gput_right:cv
\seq_gput_right:co
\seq_gput_right:cx

```

(End definition for `\seq_wrap_item:n`.)

`\l_seq_internal_remove_seq` An internal sequence for the removal routines.

```

5323 \seq_new:N \l_seq_internal_remove_seq
(End definition for \l_seq_internal_remove_seq. This variable is documented on page ??.)

```

`\seq_remove_duplicates:N` Removing duplicates means making a new list then copying it.

```

\seq_remove_duplicates:c
\seq_gremove_duplicates:N
\seq_gremove_duplicates:c
\seq_remove_duplicates_aux:NN
5324 \cs_new_protected:Npn \seq_remove_duplicates:N
5325 { \seq_remove_duplicates_aux:NN \seq_set_eq:NN }
5326 \cs_new_protected:Npn \seq_gremove_duplicates:N
5327 { \seq_remove_duplicates_aux:NN \seq_gset_eq:NN }
5328 \cs_new_protected:Npn \seq_remove_duplicates_aux:NN #1#2
5329 {
5330   \seq_clear:N \l_seq_internal_remove_seq
5331   \seq_map_inline:Nn #2
5332   {
5333     \seq_if_in:NnF \l_seq_internal_remove_seq {##1}
5334     { \seq_put_right:Nn \l_seq_internal_remove_seq {##1} }
5335   }
5336   #1 #2 \l_seq_internal_remove_seq
5337 }
5338 \cs_generate_variant:Nn \seq_remove_duplicates:N { c }
5339 \cs_generate_variant:Nn \seq_gremove_duplicates:N { c }
(End definition for \seq_remove_duplicates:N and \seq_remove_duplicates:c. These functions are
documented on page ??.)

```

`\seq_remove_all:Nn` The idea of the code here is to avoid a relatively expensive addition of items one at a time  
`\seq_remove_all:cn` to an intermediate sequence. The approach taken is therefore similar to that in `\seq_`  
`\seq_gremove_all:Nn` `pop_right_aux_ii:NNN`, using a “flexible” x-type expansion to do most of the work.  
`\seq_gremove_all:cn` As `\tl_if_eq:nnT` is not expandable, a two-part strategy is needed. First, the x-type  
`\seq_remove_all_aux:NNn` expansion uses `\str_if_eq:nnT` to find potential matches. If one is found, the expansion  
is halted and the necessary set up takes place to use the `\tl_if_eq:NNT` test. The x-type  
is started again, including all of the items copied already. This will happen repeatedly  
until the entire sequence has been scanned. The code is set up to avoid needing and  
intermediate scratch list: the lead-off x-type expansion (`#1 #2 {#2}`) will ensure that  
nothing is lost.

```

5340 \cs_new_protected:Npn \seq_remove_all:Nn
5341 { \seq_remove_all_aux:NNn \tl_set:Nx }
5342 \cs_new_protected:Npn \seq_gremove_all:Nn
5343 { \seq_remove_all_aux:NNn \tl_gset:Nx }
5344 \cs_new_protected:Npn \seq_remove_all_aux:NNn #1#2#3
5345 {
5346   \seq_push_item_def:n
5347   {
5348     \str_if_eq:nnT {##1} {#3}
5349     {
5350       \if_false: { \fi: }
5351       \tl_set:Nn \l_seq_internal_b_tl {##1}
5352       #1 #2
5353       { \if_false: } \fi:

```

```

5354         \exp_not:o {#2}
5355         \tl_if_eq:NNT \l_seq_internal_a_tl \l_seq_internal_b_tl
5356         { \use_none:nn }
5357     }
5358     \seq_wrap_item:n {##1}
5359 }
5360 \tl_set:Nn \l_seq_internal_a_tl {#3}
5361 #1 #2 {#2}
5362 \seq_pop_item_def:
5363 }
5364 \cs_generate_variant:Nn \seq_remove_all:Nn { c }
5365 \cs_generate_variant:Nn \seq_gremove_all:Nn { c }

```

(End definition for `\seq_remove_all:Nn` and `\seq_remove_all:cn`. These functions are documented on page ??.)

## 193.4 Sequence conditionals

`\seq_if_empty_p:N` Simple copies from the token list variable material.

```

\seq_if_empty_p:c 5366 \prg_new_eq_conditional:NNn \seq_if_empty:N \tl_if_empty:N
\seq_if_empty:N $\overline{TF}$  5367 { p , T , F , TF }
\seq_if_empty:c $\overline{TF}$  5368 \prg_new_eq_conditional:NNn \seq_if_empty:c \tl_if_empty:c
5369 { p , T , F , TF }

```

(End definition for `\seq_if_empty:N` and `\seq_if_empty:c`. These functions are documented on page ??.)

`\seq_if_in:Nn $\overline{TF}$`  The approach here is to define `\seq_item:n` to compare its argument with the test sequence. If the two items are equal, the mapping is terminated and `\prg_return_true:` is inserted. On the other hand, if there is no match then the loop will break returning `\prg_return_false:`. In either case, `\prg_break_point:n` ensures that the group ends before the logical value is returned. Everything is inside a group so that `\seq_item:n` is preserved in nested situations.

```

\seq_if_in:Nv $\overline{TF}$ 
\seq_if_in:No $\overline{TF}$ 
\seq_if_in:Nx $\overline{TF}$ 
\seq_if_in:cn $\overline{TF}$ 
\seq_if_in:c $\overline{VTF}$  5370 \prg_new_protected_conditional:Npnn \seq_if_in:Nn #1#2
\seq_if_in:cv $\overline{TF}$  5371 { T , F , TF }
\seq_if_in:co $\overline{TF}$  5372 {
\seq_if_in:cx $\overline{TF}$  5373   \group_begin:
5374     \tl_set:Nn \l_seq_internal_a_tl {#2}
5375     \cs_set_protected:Npn \seq_item:n ##1
5376     {
5377       \tl_set:Nn \l_seq_internal_b_tl {##1}
5378       \if_meaning:w \l_seq_internal_a_tl \l_seq_internal_b_tl
5379         \exp_after:wN \seq_if_in_aux:
5380       \fi:
5381     }
5382     #1
5383     \seq_break:n { \prg_return_false: }
5384     \prg_break_point:n { \group_end: }
5385   }
5386 \cs_new_nopar:Npn \seq_if_in_aux: { \seq_break:n { \prg_return_true: } }
5387 \cs_generate_variant:Nn \seq_if_in:NnT { NV , Nv , No , Nx }

```

```

5388 \cs_generate_variant:Nn \seq_if_in:NnT { c , cV , cv , co , cx }
5389 \cs_generate_variant:Nn \seq_if_in:NnF {      NV , Nv , No , Nx }
5390 \cs_generate_variant:Nn \seq_if_in:NnF { c , cV , cv , co , cx }
5391 \cs_generate_variant:Nn \seq_if_in:NnTF {      NV , Nv , No , Nx }
5392 \cs_generate_variant:Nn \seq_if_in:NnTF { c , cV , cv , co , cx }

```

(End definition for `\seq_if_in:Nn` and others. These functions are documented on page ??.)

## 193.5 Recovering data from sequences

`\seq_get_left:NN` Getting an item from the left of a sequence is pretty easy: just trim off the first item  
`\seq_get_left:cN` after removing the `\seq_item:n` at the start.  
`\seq_get_left_aux:NnwN`

```

5393 \cs_new_protected:Npn \seq_get_left:NN #1#2
5394 {
5395   \seq_if_empty_err_break:N #1
5396   \exp_after:wN \seq_get_left_aux:NnwN #1 \q_stop #2
5397   \prg_break_point:n { }
5398 }
5399 \cs_new_protected:Npn \seq_get_left_aux:NnwN \seq_item:n #1#2 \q_stop #3
5400 { \tl_set:Nn #3 {#1} }
5401 \cs_generate_variant:Nn \seq_get_left:NN { c }

```

(End definition for `\seq_get_left:NN` and `\seq_get_left:cN`. These functions are documented on page ??.)

`\seq_pop_left:NN` The approach to popping an item is pretty similar to that to get an item, with the only  
`\seq_pop_left:cN` difference being that the sequence itself has to be redefined. This makes it more sensible  
`\seq_gpop_left:NN` to use an auxiliary function for the local and global cases.  
`\seq_gpop_left:cN`

```

5402 \cs_new_protected_nopar:Npn \seq_pop_left:NN
5403 { \seq_pop_left_aux:NNN \tl_set:Nn }
5404 \cs_new_protected_nopar:Npn \seq_gpop_left:NN
5405 { \seq_pop_left_aux:NNN \tl_gset:Nn }
5406 \cs_new_protected:Npn \seq_pop_left_aux:NNN #1#2#3
5407 {
5408   \seq_if_empty_err_break:N #2
5409   \exp_after:wN \seq_pop_left_aux:NnwNNN #2 \q_stop #1#2#3
5410   \prg_break_point:n { }
5411 }
5412 \cs_new_protected:Npn \seq_pop_left_aux:NnwNNN \seq_item:n #1#2 \q_stop #3#4#5
5413 {
5414   #3 #4 {#2}
5415   \tl_set:Nn #5 {#1}
5416 }
5417 \cs_generate_variant:Nn \seq_pop_left:NN { c }
5418 \cs_generate_variant:Nn \seq_gpop_left:NN { c }

```

(End definition for `\seq_pop_left:NN` and `\seq_pop_left:cN`. These functions are documented on page ??.)

`\seq_get_right:NN` The idea here is to remove the very first `\seq_item:n` from the sequence, leaving a token  
`\seq_get_right:cN` list starting with the first braced entry. Two arguments at a time are then grabbed: apart  
`\seq_get_right_aux:NN`  
`\seq_get_right_loop:nn`

from the right-hand end of the sequence, this will be a brace group followed by `\seq_item:n`. The set up code means that these all disappear. At the end of the sequence, the assignment is placed in front of the very last entry in the sequence, before a tidying-up step takes place to remove the loop and reset the meaning of `\seq_item:n`.

```

5419 \cs_new_protected:Npn \seq_get_right:NN #1#2
5420 {
5421   \seq_if_empty_err_break:N #1
5422   \seq_get_right_aux:NN #1#2
5423   \prg_break_point:n { }
5424 }
5425 \cs_new_protected:Npn \seq_get_right_aux:NN #1#2
5426 {
5427   \seq_push_item_def:n { }
5428   \exp_after:wN \exp_after:wN \exp_after:wN \seq_get_right_loop:nn
5429   \exp_after:wN \use_none:n #1
5430   { \tl_set:Nn #2 }
5431   { }
5432   {
5433     \seq_pop_item_def:
5434     \seq_break:
5435   }
5436 }
5437 \cs_new:Npn \seq_get_right_loop:nn #1#2
5438 {
5439   #2 {#1}
5440   \seq_get_right_loop:nn
5441 }
5442 \cs_generate_variant:Nn \seq_get_right:NN { c }

```

(End definition for `\seq_get_right:NN` and `\seq_get_right:cN`. These functions are documented on page ??.)

```

\seq_pop_right:NN
\seq_pop_right:cN
\seq_gpop_right:NN
\seq_gpop_right:cN
\seq_pop_right_aux:NNN
\seq_pop_right_aux_ii:NNN

```

The approach to popping from the right is a bit more involved, but does use some of the same ideas as getting from the right. What is needed is a “flexible length” way to set a token list variable. This is supplied by the `{ \if_false:} \fi: ... \if_false: { \fi: }` construct. Using an x-type expansion and a “non-expanding” definition for `\seq_item:n`, the left-most  $n - 1$  entries in a sequence of  $n$  items will be stored back in the sequence. That needs a loop of unknown length, hence using the strange `\if_false:` way of including brackets. When the last item of the sequence is reached, the closing bracket for the assignment is inserted, and `\tl_set:Nn #3` is inserted in front of the final entry. This therefore does the pop assignment, then a final loop clears up the code.

```

5443 \cs_new_protected_nopar:Npn \seq_pop_right:NN
5444 { \seq_pop_right_aux:NNN \tl_set:Nx }
5445 \cs_new_protected_nopar:Npn \seq_gpop_right:NN
5446 { \seq_pop_right_aux:NNN \tl_gset:Nx }
5447 \cs_new_protected:Npn \seq_pop_right_aux:NNN #1#2#3
5448 {
5449   \seq_if_empty_err_break:N #2
5450   \seq_pop_right_aux_ii:NNN #1 #2 #3

```

```

5451     \prg_break_point:n { }
5452   }
5453   \cs_new_protected:Npn \seq_pop_right_aux_ii:NNN #1#2#3
5454   {
5455     \seq_push_item_def:n { \seq_wrap_item:n {##1} }
5456     #1 #2 { \if_false: } \fi:
5457     \exp_after:wN \exp_after:wN \exp_after:wN \seq_get_right_loop:nn
5458     \exp_after:wN \use_none:n #2
5459     {
5460       \if_false: { \fi: }
5461       \tl_set:Nn #3
5462       }
5463     { }
5464     {
5465       \seq_pop_item_def:
5466       \seq_break:
5467     }
5468   }
5469   \cs_generate_variant:Nn \seq_pop_right:NN { c }
5470   \cs_generate_variant:Nn \seq_gpop_right:NN { c }

```

(End definition for `\seq_pop_right:NN` and `\seq_pop_right:cN`. These functions are documented on page ??.)

## 193.6 Mapping to sequences

`\seq_map_break:` To break a function, the special token `\prg_break_point:n` is used to find the end of the code. Any ending code is then inserted before the return value of `\seq_map_break:n` is inserted. Semantically-logical copies of the break functions for use inside mappings.

```

\seq_break:
\seq_break:n
5471 \cs_new_eq:NN \seq_break:      \prg_map_break:
5472 \cs_new_eq:NN \seq_break:n     \prg_map_break:n
5473 \cs_new_eq:NN \seq_map_break:  \prg_map_break:
5474 \cs_new_eq:NN \seq_map_break:n \prg_map_break:n

```

(End definition for `\seq_map_break:.` This function is documented on page 106.)

`\seq_if_empty_err_break:N` A function to check that sequences really have some content. This is optimised for speed, hence the direct primitive use.

```

5475 \cs_new_protected:Npn \seq_if_empty_err_break:N #1
5476 {
5477   \if_meaning:w #1 \c_empty_tl
5478   \msg_kernel_error:nxx { seq } { empty-sequence } { \token_to_str:N #1 }
5479   \exp_after:wN \seq_break:
5480   \fi:
5481 }

```

(End definition for `\seq_if_empty_err_break:N`. This function is documented on page 105.)

`\seq_map_function:NN` The idea here is to apply the code of #2 to each item in the sequence without altering the definition of `\seq_item:n`. This is done as by noting that every odd token in the sequence must be `\seq_item:n`, which can be gobbled by `\use_none:n`. At the end

`\seq_map_function:cN`

`\seq_map_function_aux:NNn`

of the loop, #2 is instead ? \seq\_map\_break:, which therefore breaks the loop without needing to do a (relatively-expensive) quark test.

```

5482 \cs_new:Npn \seq_map_function:NN #1#2
5483 {
5484   \exp_after:wN \seq_map_function_aux:NNn \exp_after:wN #2 #1
5485   { ? \seq_map_break: } { }
5486   \prg_break_point:n { }
5487 }
5488 \cs_new:Npn \seq_map_function_aux:NNn #1#2#3
5489 {
5490   \use_none:n #2
5491   #1 {#3}
5492   \seq_map_function_aux:NNn #1
5493 }
5494 \cs_generate_variant:Nn \seq_map_function:NN { c }

```

*(End definition for \seq\_map\_function:NN and \seq\_map\_function:cN. These functions are documented on page ??.)*

\seq\_push\_item\_def:n  
\seq\_push\_item\_def:x  
\seq\_push\_item\_def\_aux:  
\seq\_pop\_item\_def:

The definition of \seq\_item:n needs to be saved and restored at various points within the mapping and manipulation code. That is handled here: as always, this approach uses global assignments.

```

5495 \cs_new_protected:Npn \seq_push_item_def:n
5496 {
5497   \seq_push_item_def_aux:
5498   \cs_gset:Npn \seq_item:n ##1
5499 }
5500 \cs_new_protected:Npn \seq_push_item_def:x
5501 {
5502   \seq_push_item_def_aux:
5503   \cs_gset:Npx \seq_item:n ##1
5504 }
5505 \cs_new_protected:Npn \seq_push_item_def_aux:
5506 {
5507   \cs_gset_eq:cN { seq_item_ \int_use:N \g_prg_map_int :n }
5508   \seq_item:n
5509   \int_gincr:N \g_prg_map_int
5510 }
5511 \cs_new_protected_nopar:Npn \seq_pop_item_def:
5512 {
5513   \int_gdecr:N \g_prg_map_int
5514   \cs_gset_eq:Nc \seq_item:n
5515   { seq_item_ \int_use:N \g_prg_map_int :n }
5516 }

```

*(End definition for \seq\_push\_item\_def:n and \seq\_push\_item\_def:x. These functions are documented on page ??.)*

\seq\_map\_inline:Nn  
\seq\_map\_inline:cn

The idea here is that \seq\_item:n is already “applied” to each item in a sequence, and so an in-line mapping is just a case of redefining \seq\_item:n.

```

5517 \cs_new_protected:Npn \seq_map_inline:Nn #1#2

```

```

5518 {
5519   \seq_push_item_def:n {#2}
5520   #1
5521   \prg_break_point:n { \seq_pop_item_def: }
5522 }
5523 \cs_generate_variant:Nn \seq_map_inline:Nn { c }

```

(End definition for \seq\_map\_inline:Nn and \seq\_map\_inline:cn. These functions are documented on page ??.)

\seq\_map\_variable:NNn This is just a specialised version of the in-line mapping function, using an x-type expansion for the code set up so that the number of # tokens required is as expected.

```

\seq_map_variable:Ncn
\seq_map_variable:cNn
\seq_map_variable:ccn
5524 \cs_new_protected:Npn \seq_map_variable:NNn #1#2#3
5525 {
5526   \seq_push_item_def:x
5527   {
5528     \tl_set:Nn \exp_not:N #2 {##1}
5529     \exp_not:n {#3}
5530   }
5531   #1
5532   \prg_break_point:n { \seq_pop_item_def: }
5533 }
5534 \cs_generate_variant:Nn \seq_map_variable:NNn {      Nc }
5535 \cs_generate_variant:Nn \seq_map_variable:NNn { c , cc }

```

(End definition for \seq\_map\_variable:NNn and others. These functions are documented on page ??.)

## 193.7 Sequence stacks

The same functions as for sequences, but with the correct naming.

\seq\_push:Nn Pushing to a sequence is the same as adding on the left.

\seq_push:NV	5536	\cs_new_eq:NN	\seq_push:Nn	\seq_put_left:Nn
\seq_push:Nv	5537	\cs_new_eq:NN	\seq_push:Nv	\seq_put_left:Nv
\seq_push:No	5538	\cs_new_eq:NN	\seq_push:Nv	\seq_put_left:Nv
\seq_push:Nx	5539	\cs_new_eq:NN	\seq_push:No	\seq_put_left:No
\seq_push:cn	5540	\cs_new_eq:NN	\seq_push:Nx	\seq_put_left:Nx
\seq_push:cV	5541	\cs_new_eq:NN	\seq_push:cn	\seq_put_left:cn
\seq_push:cV	5542	\cs_new_eq:NN	\seq_push:cV	\seq_put_left:cV
\seq_push:co	5543	\cs_new_eq:NN	\seq_push:cv	\seq_put_left:cv
\seq_push:co	5544	\cs_new_eq:NN	\seq_push:co	\seq_put_left:co
\seq_push:cx	5545	\cs_new_eq:NN	\seq_push:cx	\seq_put_left:cx
\seq_gpush:Nn	5546	\cs_new_eq:NN	\seq_gpush:Nn	\seq_gput_left:Nn
\seq_gpush:NV	5547	\cs_new_eq:NN	\seq_gpush:Nv	\seq_gput_left:Nv
\seq_gpush:Nv	5548	\cs_new_eq:NN	\seq_gpush:Nv	\seq_gput_left:Nv
\seq_gpush:No	5549	\cs_new_eq:NN	\seq_gpush:No	\seq_gput_left:No
\seq_gpush:Nx	5550	\cs_new_eq:NN	\seq_gpush:Nx	\seq_gput_left:Nx
\seq_gpush:cn	5551	\cs_new_eq:NN	\seq_gpush:cn	\seq_gput_left:cn
\seq_gpush:cV	5552	\cs_new_eq:NN	\seq_gpush:cV	\seq_gput_left:cV
\seq_gpush:cv	5553	\cs_new_eq:NN	\seq_gpush:cv	\seq_gput_left:cv
\seq_gpush:co	5554	\cs_new_eq:NN	\seq_gpush:co	\seq_gput_left:co
\seq_gpush:cx	5555	\cs_new_eq:NN	\seq_gpush:cx	\seq_gput_left:cx

(End definition for `\seq_push:Nn` and others. These functions are documented on page ??.)

`\seq_get:NN` In most cases, getting items from the stack does not need to specify that this is from the  
`\seq_get:cN` left. So alias are provided.  
`\seq_pop:NN` 5556 `\cs_new_eq:NN \seq_get:NN \seq_get_left:NN`  
`\seq_pop:cN` 5557 `\cs_new_eq:NN \seq_get:cN \seq_get_left:cN`  
`\seq_gpop:NN` 5558 `\cs_new_eq:NN \seq_pop:NN \seq_pop_left:NN`  
`\seq_gpop:cN` 5559 `\cs_new_eq:NN \seq_pop:cN \seq_pop_left:cN`  
5560 `\cs_new_eq:NN \seq_gpop:NN \seq_gpop_left:NN`  
5561 `\cs_new_eq:NN \seq_gpop:cN \seq_gpop_left:cN`

(End definition for `\seq_get:NN` and `\seq_get:cN`. These functions are documented on page ??.)

## 193.8 Viewing sequences

`\seq_show:N` Apply the general `\msg_aux_show:Nnx`.

`\seq_show:c` 5562 `\cs_new_protected:Npn \seq_show:N #1`  
5563 `{`  
5564 `\msg_aux_show:Nnx`  
5565 `#1`  
5566 `{ seq }`  
5567 `{ \seq_map_function:NN #1 \msg_aux_show:n }`  
5568 `}`  
5569 `\cs_generate_variant:Nn \seq_show:N { c }`

(End definition for `\seq_show:N` and `\seq_show:c`. These functions are documented on page ??.)

## 193.9 Experimental functions

`\seq_if_empty_break_return_false:N` The name says it all: if the sequence is empty, returns logical false.

5570 `\cs_new:Npn \seq_if_empty_break_return_false:N #1`  
5571 `{`  
5572 `\if_meaning:w #1 \c_empty_tl`  
5573 `\prg_return_false:`  
5574 `\exp_after:wN \seq_break:`  
5575 `\fi:`  
5576 `}`

(End definition for `\seq_if_empty_break_return_false:N`.)

`\seq_get_left:NNTF` Getting from the left or right with a check on the results.

`\seq_get_left:cNTF` 5577 `\prg_new_protected_conditional:Npnn \seq_get_left:NN #1 #2 { T , F , TF }`  
`\seq_get_right:NNTF` 5578 `{`  
`\seq_get_right:cNTF` 5579 `\seq_if_empty_break_return_false:N #1`  
5580 `\exp_after:wN \seq_get_left_aux:Nw #1 \q_stop #2`  
5581 `\prg_return_true:`  
5582 `\seq_break:`  
5583 `\prg_break_point:n { }`  
5584 `}`  
5585 `\prg_new_protected_conditional:Npnn \seq_get_right:NN #1#2 { T , F , TF }`  
5586 `{`

```

5587 \seq_if_empty_break_return_false:N #1
5588 \seq_get_right_aux:NN #1#2
5589 \prg_return_true: \seq_break:
5590 \prg_break_point:n { }
5591 }
5592 \cs_generate_variant:Nn \seq_get_left:NNT { c }
5593 \cs_generate_variant:Nn \seq_get_left:NNF { c }
5594 \cs_generate_variant:Nn \seq_get_left:NNTF { c }
5595 \cs_generate_variant:Nn \seq_get_right:NNT { c }
5596 \cs_generate_variant:Nn \seq_get_right:NNF { c }
5597 \cs_generate_variant:Nn \seq_get_right:NNTF { c }

```

(End definition for \seq\_get\_left:NN and \seq\_get\_left:cN. These functions are documented on page ??.)

```

\seq_pop_left:NNTF More or less the same for popping.
\seq_pop_left:cNTF
\seq_gpop_left:NNTF
\seq_gpop_left:cNTF
\seq_pop_right:NNTF
\seq_pop_right:cNTF
\seq_gpop_right:NNTF
\seq_gpop_right:cNTF
5598 \prg_new_protected_conditional:Npnn \seq_pop_left:NN #1#2 { T , F , TF }
5599 {
5600 \seq_if_empty_break_return_false:N #1
5601 \exp_after:wN \seq_pop_left_aux:NnwNNN #1 \q_stop \tl_set:Nn #1#2
5602 \prg_return_true: \seq_break:
5603 \prg_break_point:n { }
5604 }
5605 \prg_new_protected_conditional:Npnn \seq_gpop_left:NN #1#2 { T , F , TF }
5606 {
5607 \seq_if_empty_break_return_false:N #1
5608 \exp_after:wN \seq_pop_left_aux:NnwNNN #1 \q_stop \tl_gset:Nn #1#2
5609 \prg_return_true: \seq_break:
5610 \prg_break_point:n { }
5611 }
5612 \prg_new_protected_conditional:Npnn \seq_pop_right:NN #1#2 { T , F , TF }
5613 {
5614 \seq_if_empty_break_return_false:N #1
5615 \seq_pop_right_aux_ii:NNN \tl_set:Nx #1 #2
5616 \prg_return_true: \seq_break:
5617 \prg_break_point:n { }
5618 }
5619 \prg_new_protected_conditional:Npnn \seq_gpop_right:NN #1#2 { T , F , TF }
5620 {
5621 \seq_if_empty_break_return_false:N #1
5622 \seq_pop_right_aux_ii:NNN \tl_gset:Nx #1 #2
5623 \prg_return_true: \seq_break:
5624 \prg_break_point:n { }
5625 }
5626 \cs_generate_variant:Nn \seq_pop_left:NNT { c }
5627 \cs_generate_variant:Nn \seq_pop_left:NNF { c }
5628 \cs_generate_variant:Nn \seq_pop_left:NNTF { c }
5629 \cs_generate_variant:Nn \seq_gpop_left:NNT { c }
5630 \cs_generate_variant:Nn \seq_gpop_left:NNF { c }
5631 \cs_generate_variant:Nn \seq_gpop_left:NNTF { c }
5632 \cs_generate_variant:Nn \seq_pop_right:NNT { c }

```

```

5633 \cs_generate_variant:Nn \seq_pop_right:NNF { c }
5634 \cs_generate_variant:Nn \seq_pop_right:NNTF { c }
5635 \cs_generate_variant:Nn \seq_gpop_right:NNT { c }
5636 \cs_generate_variant:Nn \seq_gpop_right:NNF { c }
5637 \cs_generate_variant:Nn \seq_gpop_right:NNTF { c }

```

(End definition for `\seq_pop_left:NN` and `\seq_pop_left:cN`. These functions are documented on page ??.)

`\seq_length:N` Counting the items in a sequence is done using the same approach as for other length functions: turn each entry into a +1 then use integer evaluation to actually do the mathematics.  
`\seq_length:c`  
`\seq_length_aux:n`

```

5638 \cs_new:Npn \seq_length:N #1
5639 {
5640   \int_eval:n
5641   {
5642     0
5643     \seq_map_function:NN #1 \seq_length_aux:n
5644   }
5645 }
5646 \cs_new:Npn \seq_length_aux:n #1 { +1 }
5647 \cs_generate_variant:Nn \seq_length:N { c }

```

(End definition for `\seq_length:N` and `\seq_length:c`. These functions are documented on page ??.)

`\seq_item:Nn` The idea here is to find the offset of the item from the left, then use a loop to grab the correct item. If the resulting offset is too large, then the stop code `{ ? \seq_break: } { }` will be used by the auxiliary, terminating the loop and returning nothing at all.  
`\seq_item:cn`  
`\seq_item_aux:nnn`

```

5648 \cs_new:Npn \seq_item:Nn #1#2
5649 {
5650   \exp_last_unbraced:Nfo \seq_item_aux:nnn
5651   {
5652     \int_eval:n
5653     {
5654       \int_compare:nNnT {#2} < \c_zero
5655       { \seq_length:N #1 + }
5656       #2
5657     }
5658   }
5659   #1
5660   { ? \seq_break: }
5661   { }
5662   \prg_break_point:n { }
5663 }
5664 \cs_new:Npn \seq_item_aux:nnn #1#2#3
5665 {
5666   \use_none:n #2
5667   \int_compare:nNnTF {#1} = \c_zero
5668   { \seq_break:n { \exp_not:n {#3} } }
5669   { \exp_args:Nf \seq_item_aux:nnn { \int_eval:n { #1 - 1 } } }
5670 }

```

```
5671 \cs_generate_variant:Nn \seq_item:Nn { c }
(End definition for \seq_item:Nn and \seq_item:cn. These functions are documented on page ??.)
```

\seq\_use:N A simple short cut for a mapping.

```
\seq_use:c 5672 \cs_new:Npn \seq_use:N #1 { \seq_map_function:NN #1 \use:n }
5673 \cs_generate_variant:Nn \seq_use:N { c }
```

(End definition for \seq\_use:N and \seq\_use:c. These functions are documented on page ??.)

\seq\_mapthread\_function:NNN The idea here is to first expand both of the sequences, adding the usual { ? \seq\_break: } { } to the end of each on. This is most conveniently done in two steps using an auxiliary function. The mapping then throws away the first token of #2 and #5, which for items in the sequences will both be \seq\_item:n. The function to be mapped will then be applied to the two entries. When the code hits the end of one of the sequences, the break material will stop the entire loop and tidy up. This avoids needing to find the length of the two sequences, or worrying about which is longer.

```
5674 \cs_new:Npn \seq_mapthread_function:NNN #1#2#3
5675 {
5676   \exp_after:wN \seq_mapthread_function_aux:NN
5677   \exp_after:wN #3
5678   \exp_after:wN #1
5679   #2
5680   { ? \seq_break: } { }
5681   \prg_break_point:n { }
5682 }
5683 \cs_new:Npn \seq_mapthread_function_aux:NN #1#2
5684 {
5685   \exp_after:wN \seq_mapthread_function_aux:Nnnwnn
5686   \exp_after:wN #1
5687   #2
5688   { ? \seq_break: } { }
5689   \q_stop
5690 }
5691 \cs_new:Npn \seq_mapthread_function_aux:Nnnwnn #1#2#3#4 \q_stop #5#6
5692 {
5693   \use_none:n #2
5694   \use_none:n #5
5695   #1 {#3} {#6}
5696   \seq_mapthread_function_aux:Nnnwnn #1 #4 \q_stop
5697 }
5698 \cs_generate_variant:Nn \seq_mapthread_function:NNN { Nc }
5699 \cs_generate_variant:Nn \seq_mapthread_function:NNN { c , cc }
```

(End definition for \seq\_mapthread\_function:NNN and others. These functions are documented on page ??.)

\seq\_set\_from\_clist:NN Setting a sequence from a comma-separated list is done using a simple mapping.

```
\seq_set_from_clist:cN 5700 \cs_new_protected:Npn \seq_set_from_clist:NN #1#2
\seq_set_from_clist:Nc 5701 {
\seq_set_from_clist:cc 5702   \tl_set:Nx #1
```

```

5703     { \clist_map_function:NN #2 \seq_wrap_item:n }
5704   }
5705   \cs_new_protected:Npn \seq_set_from_clist:Nn #1#2
5706   {
5707     \tl_set:Nx #1
5708     { \clist_map_function:nN {#2} \seq_wrap_item:n }
5709   }
5710   \cs_new_protected:Npn \seq_gset_from_clist:NN #1#2
5711   {
5712     \tl_gset:Nx #1
5713     { \clist_map_function:NN #2 \seq_wrap_item:n }
5714   }
5715   \cs_new_protected:Npn \seq_gset_from_clist:Nn #1#2
5716   {
5717     \tl_gset:Nx #1
5718     { \clist_map_function:nN {#2} \seq_wrap_item:n }
5719   }
5720   \cs_generate_variant:Nn \seq_set_from_clist:NN { Nc }
5721   \cs_generate_variant:Nn \seq_set_from_clist:NN { c , cc }
5722   \cs_generate_variant:Nn \seq_set_from_clist:Nn { c }
5723   \cs_generate_variant:Nn \seq_gset_from_clist:NN { Nc }
5724   \cs_generate_variant:Nn \seq_gset_from_clist:NN { c , cc }
5725   \cs_generate_variant:Nn \seq_gset_from_clist:Nn { c }

```

(End definition for `\seq_set_from_clist:NN` and others. These functions are documented on page ??.)

```

\seq_reverse:N Previously, \seq_reverse:N was coded by collecting the items in reverse order after an
\seq_reverse:c \exp_stop_f: marker.
\seq_greverse:N
\seq_greverse:c
\seq_reverse_aux:NN
\seq_reverse_aux_item:nwn
\cs_new_protected:Npn \seq_reverse:N #1
{
  \cs_set_eq:NN \seq_item:n \seq_reverse_aux_item:nw
  \tl_set:Nf #2 { #2 \exp_stop_f: }
}
\cs_new:Npn \seq_reverse_aux_item:nw #1 #2 \exp_stop_f:
{
  #2 \exp_stop_f:
  \seq_item:n {#1}
}

```

At first, this seems optimal, since we can forget about each item as soon as it is placed after `\exp_stop_f:`. Unfortunately,  $\text{\TeX}$ 's usual tail recursion does not take place in this case: since the following `\seq_reverse_aux_item:nw` only reads tokens until `\exp_stop_f:`, and never reads the `\seq_item:n {#1}` left by the previous call,  $\text{\TeX}$  cannot remove that previous call from the stack, and in particular must retain the various macro parameters in memory, until the end of the replacement text is reached. The stack is thus only flushed after all the `\seq_reverse_aux_item:nw` are expanded. Keeping track of the arguments of all those calls uses up a memory quadratic in the length of the sequence.  $\text{\TeX}$  can then not cope with more than a few thousand items.

Instead, we collect the items in the argument of `\exp_not:n`. The previous calls are cleanly removed from the stack, and the memory consumption becomes linear.

```

5726 \cs_new_protected_nopar:Npn \seq_tmp:w { }
5727 \cs_new_protected_nopar:Npn \seq_reverse:N
5728 { \seq_reverse_aux:NN \tl_set:Nx }
5729 \cs_new_protected_nopar:Npn \seq_greverse:N
5730 { \seq_reverse_aux:NN \tl_gset:Nx }
5731 \cs_new_protected:Npn \seq_reverse_aux:NN #1 #2
5732 {
5733   \cs_set_eq:NN \seq_tmp:w \seq_item:n
5734   \cs_set_eq:NN \seq_item:n \seq_reverse_aux_item:nwn
5735   #1 #2 { #2 \exp_not:n { } }
5736   \cs_set_eq:NN \seq_item:n \seq_tmp:w
5737 }
5738 \cs_new:Npn \seq_reverse_aux_item:nwn #1 #2 \exp_not:n #3
5739 {
5740   #2
5741   \exp_not:n { \seq_item:n {#1} #3 }
5742 }
5743 \cs_generate_variant:Nn \seq_reverse:N { c }
5744 \cs_generate_variant:Nn \seq_greverse:N { c }

```

(End definition for `\seq_reverse:N` and others. These functions are documented on page ??.)

`\seq_set_filter:NNn` Similar to `\seq_map_inline:Nn`, without a `\prg_break_point:n` because the user's code is performed within the evaluation of a boolean expression, and skipping out of that would break horribly. The `\seq_wrap_item:n` function inserts the relevant `\seq_item:n` without expansion in the input stream, hence in the x-expanding assignment.

`\seq_gset_filter:NNn`  
`\seq_set_filter_aux:NNNn`

```

5745 \cs_new_protected_nopar:Npn \seq_set_filter:NNn
5746 { \seq_set_filter_aux:NNNn \tl_set:Nx }
5747 \cs_new_protected_nopar:Npn \seq_gset_filter:NNn
5748 { \seq_set_filter_aux:NNNn \tl_gset:Nx }
5749 \cs_new_protected:Npn \seq_set_filter_aux:NNNn #1#2#3#4
5750 {
5751   \seq_push_item_def:n { \bool_if:nT {#4} { \seq_wrap_item:n {##1} } }
5752   #1 #2 { #3 \prg_break_point:n { } }
5753   \seq_pop_item_def:
5754 }

```

(End definition for `\seq_set_filter:NNn` and `\seq_gset_filter:NNn`. These functions are documented on page 105.)

`\seq_set_map:NNn`  
`\seq_gset_map:NNn`  
`\seq_set_map_aux:NNNn`

Very similar to `\seq_set_filter:NNn`. We could actually merge the two within a single function, but it would have weird semantics.

```

5755 \cs_new_protected_nopar:Npn \seq_set_map:NNn
5756 { \seq_set_map_aux:NNNn \tl_set:Nx }
5757 \cs_new_protected_nopar:Npn \seq_gset_map:NNn
5758 { \seq_set_map_aux:NNNn \tl_gset:Nx }
5759 \cs_new_protected:Npn \seq_set_map_aux:NNNn #1#2#3#4
5760 {
5761   \seq_push_item_def:n { \exp_not:N \seq_item:n {#4} }

```

```

5762     #1 #2 { #3 }
5763     \seq_pop_item_def:
5764 }

```

(End definition for `\seq_set_map:NNn` and `\seq_gset_map:NNn`. These functions are documented on page 105.)

## 193.10 Deprecated interfaces

A few functions which are no longer documented: these were moved here on or before 2011-04-20, and will be removed entirely by 2011-07-20.

`\seq_top:NN` These are old stack functions.

```

\seq_top:cN
5765 <*deprecated>
5766 \cs_new_eq:NN \seq_top:NN \seq_get_left:NN
5767 \cs_new_eq:NN \seq_top:cN \seq_get_left:cN
5768 </deprecated>

```

(End definition for `\seq_top:NN` and `\seq_top:cN`. These functions are documented on page ??.)

`\seq_display:N` An older name for `\seq_show:N`.

```

\seq_display:c
5769 <*deprecated>
5770 \cs_new_eq:NN \seq_display:N \seq_show:N
5771 \cs_new_eq:NN \seq_display:c \seq_show:c
5772 </deprecated>

```

(End definition for `\seq_display:N` and `\seq_display:c`. These functions are documented on page ??.)

```

5773 </initex | package>

```

## 194 l3clist implementation

The following test files are used for this code: `m3clist002`.

```

5774 <*initex | package>
5775 <*package>
5776 \ProvidesExplPackage
5777   {\ExplFileName}{\ExplFileDate}{\ExplFileVersion}{\ExplFileDescription}
5778 \package_check_loaded_expl:
5779 </package>

```

`\l_clist_internal_clist` Scratch space for various internal uses. This comma list variable cannot be declared as such because it comes before `\clist_new:N`

```

5780 \tl_new:N \l_clist_internal_clist

```

(End definition for `\l_clist_internal_clist`. This variable is documented on page ??.)

`\clist_tmp:w` A temporary function for various purposes.

```

5781 \cs_new_protected:Npn \clist_tmp:w { }

```

(End definition for `\clist_tmp:w`.)

## 194.1 Allocation and initialisation

`\clist_new:N` Internally, comma lists are just token lists.

`\clist_new:c` 5782 `\cs_new_eq:NN \clist_new:N \tl_new:N`

5783 `\cs_new_eq:NN \clist_new:c \tl_new:c`

(End definition for `\clist_new:N` and `\clist_new:c`. These functions are documented on page ??.)

`\clist_clear:N` Clearing comma lists is just the same as clearing token lists.

`\clist_clear:c` 5784 `\cs_new_eq:NN \clist_clear:N \tl_clear:N`

`\clist_gclear:N` 5785 `\cs_new_eq:NN \clist_clear:c \tl_clear:c`

`\clist_gclear:c` 5786 `\cs_new_eq:NN \clist_gclear:N \tl_gclear:N`

5787 `\cs_new_eq:NN \clist_gclear:c \tl_gclear:c`

(End definition for `\clist_clear:N` and `\clist_clear:c`. These functions are documented on page ??.)

`\clist_clear_new:N` Once again a copy from the token list functions.

`\clist_clear_new:c` 5788 `\cs_new_eq:NN \clist_clear_new:N \tl_clear_new:N`

`\clist_gclear_new:N` 5789 `\cs_new_eq:NN \clist_clear_new:c \tl_clear_new:c`

`\clist_gclear_new:c` 5790 `\cs_new_eq:NN \clist_gclear_new:N \tl_gclear_new:N`

5791 `\cs_new_eq:NN \clist_gclear_new:c \tl_gclear_new:c`

(End definition for `\clist_clear_new:N` and `\clist_clear_new:c`. These functions are documented on page ??.)

`\clist_set_eq:NN` Once again, these are simple copies from the token list functions.

`\clist_set_eq:cN` 5792 `\cs_new_eq:NN \clist_set_eq:NN \tl_set_eq:NN`

`\clist_set_eq:Nc` 5793 `\cs_new_eq:NN \clist_set_eq:Nc \tl_set_eq:Nc`

`\clist_set_eq:cc` 5794 `\cs_new_eq:NN \clist_set_eq:cN \tl_set_eq:cN`

`\clist_gset_eq:NN` 5795 `\cs_new_eq:NN \clist_set_eq:cc \tl_set_eq:cc`

`\clist_gset_eq:cN` 5796 `\cs_new_eq:NN \clist_gset_eq:NN \tl_gset_eq:NN`

`\clist_gset_eq:Nc` 5797 `\cs_new_eq:NN \clist_gset_eq:Nc \tl_gset_eq:Nc`

`\clist_gset_eq:cN` 5798 `\cs_new_eq:NN \clist_gset_eq:cN \tl_gset_eq:cN`

`\clist_gset_eq:cc` 5799 `\cs_new_eq:NN \clist_gset_eq:cc \tl_gset_eq:cc`

(End definition for `\clist_set_eq:NN` and others. These functions are documented on page ??.)

`\clist_concat:NNN` Concatenating sequences is not quite as easy as it seems, as there needs to be the correct  
`\clist_concat:ccc` addition of a comma to the output. So a little work to do.

`\clist_gconcat:NNN` 5800 `\cs_new_protected_nopar:Npn \clist_concat:NNN`

`\clist_gconcat:ccc` 5801 `{ \clist_concat_aux:NNNN \tl_set:Nx }`

`\clist_concat_aux:NNNN` 5802 `\cs_new_protected_nopar:Npn \clist_gconcat:NNN`

5803 `{ \clist_concat_aux:NNNN \tl_gset:Nx }`

5804 `\cs_new_protected:Npn \clist_concat_aux:NNNN #1#2#3#4`

5805 `{`

5806 `#1 #2`

5807 `{`

5808 `\exp_not:o #3`

5809 `\clist_if_empty:NF #3 { \clist_if_empty:NF #4 { , } }`

5810 `\exp_not:o #4`

5811 `}`

5812 `}`

5813 `\cs_generate_variant:Nn \clist_concat:NNN { ccc }`

5814 `\cs_generate_variant:Nn \clist_gconcat:NNN { ccc }`

(End definition for `\clist_concat:NNN` and `\clist_concat:ccc`. These functions are documented on page ??.)

## 194.2 Removing spaces around items

`\clist_trim_spaces_generic:nw`  
`\clist_trim_spaces_generic_aux:w`  
`\clist_trim_spaces_generic_aux_ii:nn`

Used as ‘`\clist_trim_spaces_generic:nw {<code>} \q_mark <item> ,`’ (including the comma). This expands to the `<code>`, followed by a brace group containing the `<item>`, with leading and trailing spaces removed. The calling function is responsible for inserting `\q_mark` in front of the `<item>`, as well as testing for the end of the list. See `\tl_trim_spaces:n` for a partial explanation of what is happening here. We changed `\tl_trim_spaces_aux_iv:w` into `\clist_trim_spaces_generic_aux:w` compared to `\tl_trim_spaces:n`, and dropped a `\q_mark`, which is already included in the argument `##2`.

```

5815 \cs_set:Npn \clist_tmp:w #1
5816 {
5817   \cs_new:Npn \clist_trim_spaces_generic:nw ##1 ##2 ,
5818   {
5819     \tl_trim_spaces_aux_i:w
5820     ##2
5821     \q_nil
5822     \q_mark #1 { }
5823     \q_mark \tl_trim_spaces_aux_ii:w
5824     \tl_trim_spaces_aux_iii:w
5825     #1 \q_nil
5826     \clist_trim_spaces_generic_aux:w
5827     \q_stop
5828     {##1}
5829   }
5830 }
5831 \clist_tmp:w {~}
5832 \cs_new:Npn \clist_trim_spaces_generic_aux:w #1 \q_nil #2 \q_stop
5833 { \exp_args:No \clist_trim_spaces_generic_aux_ii:nn { \use_none:n #1 } }
5834 \cs_new:Npn \clist_trim_spaces_generic_aux_ii:nn #1 #2 { #2 {#1} }

```

(End definition for `\clist_trim_spaces_generic:nw`. This function is documented on page ??.)

`\clist_trim_spaces:n`  
`\clist_trim_spaces_aux:nn`

The first argument of `\clist_trim_spaces_aux:nn` is initially empty, and later a comma, namely, as soon as we have added an item to the resulting list. The auxiliary tests for the end of the list, and also prevents empty arguments from finding their way into the output.

```

5835 \cs_new:Npn \clist_trim_spaces:n #1
5836 {
5837   \clist_trim_spaces_generic:nw
5838   { \clist_trim_spaces_aux:nn { } }
5839   \q_mark #1 ,
5840   \q_recursion_tail, \q_recursion_stop
5841 }
5842 \cs_new:Npn \clist_trim_spaces_aux:nn #1 #2
5843 {
5844   \quark_if_recursion_tail_stop:n {#2}

```

```

5845 \tl_if_empty:nTF {#2}
5846 {
5847   \clist_trim_spaces_generic:nw
5848   { \clist_trim_spaces_aux:nn {#1} } \q_mark
5849 }
5850 {
5851   #1 \exp_not:n {#2}
5852   \clist_trim_spaces_generic:nw
5853   { \clist_trim_spaces_aux:nn { , } } \q_mark
5854 }
5855 }

```

(End definition for \clist\_trim\_spaces:n. This function is documented on page 114.)

### 194.3 Adding data to comma lists

```

\clist_set:Nn
\clist_set:NV
\clist_set:No
\clist_set:Nx
\clist_set:cn
\clist_set:cV
\clist_set:co
\clist_set:cx
5856 \cs_new_protected:Npn \clist_set:Nn #1#2
5857 { \tl_set:Nx #1 { \clist_trim_spaces:n {#2} } }
5858 \cs_new_protected:Npn \clist_gset:Nn #1#2
5859 { \tl_gset:Nx #1 { \clist_trim_spaces:n {#2} } }
5860 \cs_generate_variant:Nn \clist_set:Nn { NV , No , Nx , c , cV , co , cx }
5861 \cs_generate_variant:Nn \clist_gset:Nn { NV , No , Nx , c , cV , co , cx }

```

(End definition for \clist\_set:Nn and others. These functions are documented on page ??.)

Comma lists cannot hold empty values: there are therefore a couple of sanity checks to avoid accumulating commas.

```

\clist_gset:Nn
\clist_put_left:Nn
\clist_gset:NV
\clist_put_left:NV
\clist_gset:No
\clist_put_left:No
\clist_gset:Nx
\clist_put_left:Nx
\clist_gset:cn
\clist_put_left:cn
\clist_gset:cV
\clist_put_left:cV
\clist_gset:co
\clist_put_left:co
\clist_gset:cx
\clist_put_left:cx
5862 \cs_new_protected_nopar:Npn \clist_put_left:Nn
5863 { \clist_put_left_aux:NNNn \clist_concat:NNN \clist_set:Nn }
5864 \cs_new_protected_nopar:Npn \clist_gput_left:Nn
5865 { \clist_put_left_aux:NNNn \clist_gconcat:NNN \clist_set:Nn }
5866 \cs_new_protected:Npn \clist_put_left_aux:NNNn #1#2#3#4
5867 {
5868   #2 \l_clist_internal_clist {#4}
5869   #1 #3 \l_clist_internal_clist #3
5870 }
5871 \cs_generate_variant:Nn \clist_put_left:Nn { NV , No , Nx }
5872 \cs_generate_variant:Nn \clist_put_left:Nn { c , cV , co , cx }
5873 \cs_generate_variant:Nn \clist_gput_left:Nn { NV , No , Nx }
5874 \cs_generate_variant:Nn \clist_gput_left:Nn { c , cV , co , cx }

```

(End definition for \clist\_put\_left:Nn and others. These functions are documented on page ??.)

```

\clist_put_right:Nn
\clist_put_right:NV
\clist_put_right:No
\clist_put_right:Nx
\clist_put_right:cn
\clist_put_right:cV
\clist_put_right:co
\clist_put_right:cx
5875 \cs_new_protected_nopar:Npn \clist_put_right:Nn
5876 { \clist_put_right_aux:NNNn \clist_concat:NNN \clist_set:Nn }
5877 \cs_new_protected_nopar:Npn \clist_gput_right:Nn
5878 { \clist_put_right_aux:NNNn \clist_gconcat:NNN \clist_gset:Nn }
5879 \cs_new_protected:Npn \clist_put_right_aux:NNNn #1#2#3#4
5880 {

```

```

5881      #2 \l_clist_internal_clist {#4}
5882      #1 #3 #3 \l_clist_internal_clist
5883    }
5884 \cs_generate_variant:Nn \clist_put_right:Nn { NV , No , Nx }
5885 \cs_generate_variant:Nn \clist_put_right:Nn { c , cV , co , cx }
5886 \cs_generate_variant:Nn \clist_gput_right:Nn { NV , No , Nx }
5887 \cs_generate_variant:Nn \clist_gput_right:Nn { c , cV , co , cx }

```

(End definition for \clist\_put\_right:Nn and others. These functions are documented on page ??.)

## 194.4 Comma lists as stacks

\clist\_get:NN Getting an item from the left of a comma list is pretty easy: just trim off the first item using the comma.

```

\clist_get_aux:wN 5888 \cs_new_protected:Npn \clist_get:NN #1#2
5889 { \exp_after:wN \clist_get_aux:wN #1 , \q_stop #2 }
5890 \cs_new_protected:Npn \clist_get_aux:wN #1 , #2 \q_stop #3
5891 { \tl_set:Nn #3 {#1} }
5892 \cs_generate_variant:Nn \clist_get:NN { c }

```

(End definition for \clist\_get:NN and \clist\_get:cN. These functions are documented on page ??.)

\clist\_pop:NN The aim here is to get the popped item as #1 in the auxiliary, with #2 containing either the remainder of the list or \q\_nil if there were insufficient items. That keeps the number of auxiliary functions down.

```

\clist_pop:NN 5893 \cs_new_protected_nopar:Npn \clist_pop:NN
\clist_pop:cN 5894 { \clist_pop_aux:NNN \tl_set:Nf }
\clist_gpop:NN 5895 \cs_new_protected_nopar:Npn \clist_gpop:NN
\clist_gpop:cN 5896 { \clist_pop_aux:NNN \tl_gset:Nf }
\clist_pop_aux:NNN 5897 \cs_new_protected:Npn \clist_pop_aux:NNN #1#2#3
\clist_pop_aux:NwNNN 5898 {
\clist_pop_aux:wNNN 5899 \exp_after:wN \clist_pop_aux:wNNN #2 , \q_nil \q_stop #1#2#3
5900 }
5901 \cs_new_protected:Npn \clist_pop_aux:wNNN #1 , #2 \q_stop #3#4#5
5902 {
5903 \tl_set:Nn #5 {#1}
5904 \quark_if_nil:nTF {#2}
5905 { #3 #4 { } }
5906 { #3 #4 { \clist_pop_aux:w \exp_stop_f: #2 } }
5907 }
5908 \cs_new_protected:Npn \clist_pop_aux:w #1 , \q_nil {#1}
5909 \cs_generate_variant:Nn \clist_pop:NN { c }
5910 \cs_generate_variant:Nn \clist_gpop:NN { c }

```

(End definition for \clist\_pop:NN and \clist\_pop:cN. These functions are documented on page ??.)

\clist\_push:NN Pushing to a sequence is the same as adding on the left.

```

\clist_push:NV 5911 \cs_new_eq:NN \clist_push:NN \clist_put_left:Nn
\clist_push:No 5912 \cs_new_eq:NN \clist_push:NV \clist_put_left:NV
\clist_push:Nx 5913 \cs_new_eq:NN \clist_push:No \clist_put_left:No
\clist_push:cn 5914 \cs_new_eq:NN \clist_push:Nx \clist_put_left:Nx

```

```

\clist_push:cV
\clist_push:co
\clist_push:cx
\clist_gpush:NN
\clist_gpush:NV
\clist_gpush:No
\clist_gpush:Nx
\clist_gpush:cn
\clist_gpush:cV
\clist_gpush:co

```

```

5915 \cs_new_eq:NN \clist_push:cn \clist_put_left:cn
5916 \cs_new_eq:NN \clist_push:cV \clist_put_left:cV
5917 \cs_new_eq:NN \clist_push:co \clist_put_left:co
5918 \cs_new_eq:NN \clist_push:cx \clist_put_left:cx
5919 \cs_new_eq:NN \clist_gpush:Nn \clist_gput_left:Nn
5920 \cs_new_eq:NN \clist_gpush:NV \clist_gput_left:NV
5921 \cs_new_eq:NN \clist_gpush:No \clist_gput_left:No
5922 \cs_new_eq:NN \clist_gpush:Nx \clist_gput_left:Nx
5923 \cs_new_eq:NN \clist_gpush:cn \clist_gput_left:cn
5924 \cs_new_eq:NN \clist_gpush:cV \clist_gput_left:cV
5925 \cs_new_eq:NN \clist_gpush:co \clist_gput_left:co
5926 \cs_new_eq:NN \clist_gpush:cx \clist_gput_left:cx

```

(End definition for `\clist_push:Nn` and others. These functions are documented on page ??.)

## 194.5 Using comma lists

`\clist_use:N` The approach is the same as for `\tl_use:N`.  
`\clist_use:c`

```

5927 \cs_new_eq:NN \clist_use:N \tl_use:N
5928 \cs_new_eq:NN \clist_use:c \tl_use:c

```

(End definition for `\clist_use:N` and `\clist_use:c`. These functions are documented on page ??.)

## 194.6 Modifying comma lists

`\l_clist_internal_remove_clist` An internal comma list for the removal routines.

```

5929 \clist_new:N \l_clist_internal_remove_clist

```

(End definition for `\l_clist_internal_remove_clist`. This variable is documented on page ??.)

`\clist_remove_duplicates:N` Removing duplicates means making a new list then copying it.

```

\clist_remove_duplicates:c
\clist_gremove_duplicates:N
\clist_gremove_duplicates:c
\l_clist_remove_duplicates_aux:NN
5930 \cs_new_protected:Npn \clist_remove_duplicates:N
5931 { \clist_remove_duplicates_aux:NN \clist_set_eq:NN }
5932 \cs_new_protected:Npn \clist_gremove_duplicates:N
5933 { \clist_remove_duplicates_aux:NN \clist_gset_eq:NN }
5934 \cs_new_protected:Npn \clist_remove_duplicates_aux:NN #1#2
5935 {
5936   \clist_clear:N \l_clist_internal_remove_clist
5937   \clist_map_inline:Nn #2
5938   {
5939     \clist_if_in:NnF \l_clist_internal_remove_clist {##1}
5940     { \clist_put_right:Nn \l_clist_internal_remove_clist {##1} }
5941   }
5942   #1 #2 \l_clist_internal_remove_clist
5943 }
5944 \cs_generate_variant:Nn \clist_remove_duplicates:N { c }
5945 \cs_generate_variant:Nn \clist_gremove_duplicates:N { c }

```

(End definition for `\clist_remove_duplicates:N` and `\clist_remove_duplicates:c`. These functions are documented on page ??.)

`\clist_remove_all:Nn` The method used here is very similar to `\tl_replace_all:Nnn`. Build a function delimited by the *<item>* that should be removed, surrounded with commas, and call that function followed by the expanded comma list, and another copy of the *<item>*. The loop is controlled by the argument grabbed by `\clist_remove_all_aux:w`: when the item was found, the `\q_mark` delimiter used is the one inserted by `\clist_tmp:w`, and `\use_none_delimit_by_q_stop:w` is deleted. At the end, the final *<item>* is grabbed, and the argument of `\clist_tmp:w` contains `\q_mark`: in that case, `\clist_remove_all_aux:w` removes the second `\q_mark` (inserted by `\clist_tmp:w`), and lets `\use_none_delimit_by_q_stop:w` act.

No brace is lost because items are always grabbed with a leading comma. The result of the first assignment has an extra leading comma, which we remove in a second assignment. Two exceptions: if the clist lost all of its elements, the result is empty, and we shouldn't remove anything; if the clist started up empty, the first step happens to turn it into a single comma, and the second step removes it.

```

5946 \cs_new_protected:Npn \clist_remove_all:Nn
5947 { \clist_remove_all_aux:NNn \tl_set:Nx }
5948 \cs_new_protected:Npn \clist_gremove_all:Nn
5949 { \clist_remove_all_aux:NNn \tl_gset:Nx }
5950 \cs_new_protected:Npn \clist_remove_all_aux:NNn #1#2#3
5951 {
5952   \cs_set:Npn \clist_tmp:w ##1 , #3 ,
5953   {
5954     ##1
5955     , \q_mark , \use_none_delimit_by_q_stop:w ,
5956     \clist_remove_all_aux:
5957   }
5958   #1 #2
5959   {
5960     \exp_after:wN \clist_remove_all_aux:
5961     #2 , \q_mark , #3 , \q_stop
5962   }
5963   \clist_if_empty:NF #2
5964   {
5965     #1 #2
5966     {
5967       \exp_args:No \exp_not:o
5968       { \exp_after:wN \use_none:n #2 }
5969     }
5970   }
5971 }
5972 \cs_new:Npn \clist_remove_all_aux:
5973 { \exp_after:wN \clist_remove_all_aux:w \clist_tmp:w , }
5974 \cs_new:Npn \clist_remove_all_aux:w #1 , \q_mark , #2 , { \exp_not:n {#1} }
5975 \cs_generate_variant:Nn \clist_remove_all:Nn { c }
5976 \cs_generate_variant:Nn \clist_gremove_all:Nn { c }

```

*(End definition for `\clist_remove_all:Nn` and `\clist_remove_all:cn`. These functions are documented on page ??.)*

## 194.7 Comma list conditionals

`\clist_if_empty_p:N` Simple copies from the token list variable material.

```
\clist_if_empty_p:c 5977 \prg_new_eq_conditional:NNn \clist_if_empty:N \tl_if_empty:N { p , T , F , TF }
\clist_if_empty:NTF 5978 \prg_new_eq_conditional:NNn \clist_if_empty:c \tl_if_empty:c { p , T , F , TF }
\clist_if_empty:cTF (End definition for \clist_if_empty:N and \clist_if_empty:c. These functions are documented on
page ??.)
```

`\clist_if_eq_p:NN` Simple copies from the token list variable material.

```
\clist_if_eq_p:Nc 5979 \prg_new_eq_conditional:NNn \clist_if_eq:NN \tl_if_eq:NN { p , T , F , TF }
\clist_if_eq_p:cN 5980 \prg_new_eq_conditional:NNn \clist_if_eq:Nc \tl_if_eq:Nc { p , T , F , TF }
\clist_if_eq_p:cc 5981 \prg_new_eq_conditional:NNn \clist_if_eq:cN \tl_if_eq:cN { p , T , F , TF }
\clist_if_eq:NNTF 5982 \prg_new_eq_conditional:NNn \clist_if_eq:cc \tl_if_eq:cc { p , T , F , TF }
\clist_if_eq:NcTF (End definition for \clist_if_eq:NN and others. These functions are documented on page ??.)
```

`\clist_if_eq:cNTF`

`\clist_if_eq:NcTF`

`\clist_if_in:NNTF`

`\clist_if_in:NcTF`

`\clist_if_in:NNTF`

`\clist_if_in:NcTF`

`\clist_if_in:cVTF`

`\clist_if_in:coTF`

`\clist_if_in:nnTF`

`\clist_if_in:nVTF`

`\clist_if_in:noTF`

`\clist_if_in_return:nn`

See description of the `\tl_if_in:Nn` function for details. We simply surround the comma list, and the item, with commas.

```
5983 \prg_new_protected_conditional:Npnn \clist_if_in:Nn #1#2 { T , F , TF }
5984 {
5985   \exp_args:No \clist_if_in_return:nn #1 {#2}
5986 }
5987 \prg_new_protected_conditional:Npnn \clist_if_in:nn #1#2 { T , F , TF }
5988 {
5989   \clist_set:Nn \l_clist_internal_clist {#1}
5990   \exp_args:No \clist_if_in_return:nn \l_clist_internal_clist {#2}
5991 }
5992 \cs_new_protected:Npn \clist_if_in_return:nn #1#2
5993 {
5994   \cs_set:Npn \clist_tmp:w ##1 ,#2, { }
5995   \tl_if_empty:oTF
5996     { \clist_tmp:w ,#1, {} {} } ,#2, {
5997     { \prg_return_false: } { \prg_return_true: }
5998 }
5999 \cs_generate_variant:Nn \clist_if_in:NnT { NV , No }
6000 \cs_generate_variant:Nn \clist_if_in:NnT { c , cV , co }
6001 \cs_generate_variant:Nn \clist_if_in:NnF { NV , No }
6002 \cs_generate_variant:Nn \clist_if_in:NnF { c , cV , co }
6003 \cs_generate_variant:Nn \clist_if_in:NnTF { NV , No }
6004 \cs_generate_variant:Nn \clist_if_in:NnTF { c , cV , co }
6005 \cs_generate_variant:Nn \clist_if_in:nnT { nV , no }
6006 \cs_generate_variant:Nn \clist_if_in:nnF { nV , no }
6007 \cs_generate_variant:Nn \clist_if_in:nnTF { nV , no }
```

(End definition for `\clist_if_in:Nn` and others. These functions are documented on page ??.)

## 194.8 Mapping to comma lists

`\clist_map_function:NN`

`\clist_map_function:cN`

`\clist_map_function_aux:Nw`

If the variable is empty, the mapping is skipped (otherwise, that comma-list would be seen as consisting of one empty item). Then loop over the comma-list, grabbing one

comma-delimited item at a time. The end is marked by `\q_recursion_tail`. The auxiliary function `\clist_map_function_aux:Nw` is used directly in `\clist_map_inline:Nn`. Change with care.

```

6008 \cs_new:Npn \clist_map_function:NN #1#2
6009 {
6010   \clist_if_empty:NF #1
6011   {
6012     \exp_last_unbraced:NNo \clist_map_function_aux:Nw #2 #1
6013     , \q_recursion_tail ,
6014     \prg_break_point:n { }
6015   }
6016 }
6017 \cs_new:Npn \clist_map_function_aux:Nw #1#2 ,
6018 {
6019   \quark_if_recursion_tail_break:n {#2}
6020   #1 {#2}
6021   \clist_map_function_aux:Nw #1
6022 }
6023 \cs_generate_variant:Nn \clist_map_function:NN { c }

```

*(End definition for `\clist_map_function:NN` and `\clist_map_function:cN`. These functions are documented on page ??.)*

`\clist_map_function:nN` The `n`-type mapping function is a bit more awkward, since spaces must be trimmed from each item. Space trimming is again based on `\clist_trim_spaces_generic:nw`. The auxiliary `\clist_map_function_n_aux:Nn` receives as arguments the function, and the result of removing leading and trailing spaces from the item which lies until the next comma. Empty items are ignored, then one level of braces is removed by `\clist_map_aux_unbrace:Nw`.

```

6024 \cs_new:Npn \clist_map_function:nN #1#2
6025 {
6026   \clist_trim_spaces_generic:nw { \clist_map_function_n_aux:Nn #2 }
6027   \q_mark #1, \q_recursion_tail,
6028   \prg_break_point:n { }
6029 }
6030 \cs_new:Npn \clist_map_function_n_aux:Nn #1 #2
6031 {
6032   \quark_if_recursion_tail_break:n {#2}
6033   \tl_if_empty:nF {#2} { \clist_map_aux_unbrace:Nw #1 #2, }
6034   \clist_trim_spaces_generic:nw { \clist_map_function_n_aux:Nn #1 }
6035   \q_mark
6036 }
6037 \cs_new:Npn \clist_map_aux_unbrace:Nw #1 #2, { #1 {#2} }

```

*(End definition for `\clist_map_function:nN`. This function is documented on page ??.)*

`\clist_map_inline:Nn` Inline mapping is done by creating a suitable function “on the fly”: this is done globally  
`\clist_map_inline:cn` to avoid any issues with  $\text{\TeX}$ ’s groups. We use a different function for each level of  
`\clist_map_inline:nm` nesting.

Since the mapping is non-expandable, we can perform the space-trimming needed by the `n` version simply by storing the comma-list in a variable. We don't need a different comma-list for each nesting level: the comma-list is expanded before the mapping starts.

```

6038 \cs_new_protected:Npn \clist_map_inline:Nn #1#2
6039 {
6040   \clist_if_empty:NF #1
6041   {
6042     \int_gincr:N \g_prg_map_int
6043     \cs_gset:cpn { \clist_map_ \int_use:N \g_prg_map_int :n } ##1 {#2}
6044     \exp_last_unbraced:Nco \clist_map_function_aux:Nw
6045     { \clist_map_ \int_use:N \g_prg_map_int :n }
6046     #1 , \q_recursion_tail ,
6047     \prg_break_point:n { \int_gdecr:N \g_prg_map_int }
6048   }
6049 }
6050 \cs_new_protected:Npn \clist_map_inline:nn #1
6051 {
6052   \clist_set:Nn \l_clist_internal_clist {#1}
6053   \clist_map_inline:Nn \l_clist_internal_clist
6054 }
6055 \cs_generate_variant:Nn \clist_map_inline:Nn { c }

```

(End definition for `\clist_map_inline:Nn` and `\clist_map_inline:cn`. These functions are documented on page ??.)

<code>\clist_map_variable:NNn</code> <code>\clist_map_variable:cNn</code> <code>\clist_map_variable:nNn</code> <code>\clist_map_variable_aux:Nnw</code>	<p>As for other comma-list mappings, filter out the case of an empty list. Same approach as <code>\clist_map_function:Nn</code>, additionally we store each item in the given variable. As for inline mappings, space trimming for the <code>n</code> variant is done by storing the comma list in a variable.</p>
--	--

```

6056 \cs_new_protected:Npn \clist_map_variable:NNn #1#2#3
6057 {
6058   \clist_if_empty:NF #1
6059   {
6060     \exp_args:Nno \use:nn
6061     { \clist_map_variable_aux:Nnw #2 {#3} }
6062     #1
6063     , \q_recursion_tail , \q_recursion_stop
6064     \prg_break_point:n { }
6065   }
6066 }
6067 \cs_new_protected:Npn \clist_map_variable:nNn #1
6068 {
6069   \clist_set:Nn \l_clist_internal_clist {#1}
6070   \clist_map_variable:NNn \l_clist_internal_clist
6071 }
6072 \cs_new_protected:Npn \clist_map_variable_aux:Nnw #1#2#3,
6073 {
6074   \tl_set:Nn #1 {#3}
6075   \quark_if_recursion_tail_stop:N #1
6076   \use:n {#2}

```

```

6077     \clist_map_variable_aux:Nnw #1 {#2}
6078   }
6079   \cs_generate_variant:Nn \clist_map_variable:NNn { c }

```

(End definition for \clist\_map\_variable:NNn and \clist\_map\_variable:cNn. These functions are documented on page ??.)

\clist\_map\_break: The break statements are simply copies.

```

\clist_map_break:n 6080 \cs_new_eq:NN \clist_map_break: \prg_map_break:
6081 \cs_new_eq:NN \clist_map_break:n \prg_map_break:n

```

(End definition for \clist\_map\_break:. This function is documented on page 112.)

## 194.9 Viewing comma lists

\clist\_show:N Apply the general \msg\_aux\_show:Nnx. In the case of an n-type comma-list, first store it in a scratch variable, then show that variable, omitting its name from the 4-th argument.

```

\clist_show:c
\clist_show:n 6082 \cs_new_protected:Npn \clist_show:N #1
6083   {
6084     \msg_aux_show:Nnx
6085     #1
6086     { clist }
6087     { \clist_map_function:NN #1 \msg_aux_show:n }
6088   }
6089 \cs_new_protected:Npn \clist_show:n #1
6090   {
6091     \clist_set:Nn \l_clist_internal_clist {#1}
6092     \msg_aux_show:Nnx
6093     \l_clist_internal_clist
6094     { clist }
6095     { \clist_map_function:NN \l_clist_internal_clist \msg_aux_show:n }
6096   }
6097 \cs_generate_variant:Nn \clist_show:N { c }

```

(End definition for \clist\_show:N and \clist\_show:c. These functions are documented on page 113.)

## 194.10 Scratch comma lists

\l\_tmpa\_clist Temporary comma list variables.

```

\l_tmpb_clist 6098 \clist_new:N \l_tmpa_clist
\g_tmpa_clist 6099 \clist_new:N \l_tmpb_clist
\g_tmpb_clist 6100 \clist_new:N \g_tmpa_clist
6101 \clist_new:N \g_tmpb_clist

```

(End definition for \l\_tmpa\_clist and \l\_tmpb\_clist. These functions are documented on page 113.)

## 194.11 Experimental functions

`\clist_length:N` Counting the items in a comma list is done using the same approach as for other length functions: turn each entry into a +1 then use integer evaluation to actually do the mathematics. In the case of an n-type comma-list, we could of course use `\clist_map_function:nN`, but that is very slow, because it carefully removes spaces. Instead, we loop manually, and skip blank items (but not {}, hence the extra spaces).

```

6102 \cs_new:Npn \clist_length:N #1
6103 {
6104   \int_eval:n
6105   {
6106     0
6107     \clist_map_function:NN #1 \clist_length_aux:n
6108   }
6109 }
6110 \cs_new:Npn \clist_length_aux:n #1 { +1 }
6111 \cs_new:Npx \clist_length:n #1
6112 {
6113   \exp_not:N \int_eval:n
6114   {
6115     0
6116     \exp_not:N \clist_length_n_aux:w \c_space_tl
6117     #1 \exp_not:n { , \q_recursion_tail , \q_recursion_stop }
6118   }
6119 }
6120 \cs_new:Npx \clist_length_n_aux:w #1 ,
6121 {
6122   \exp_not:n { \exp_args:Nf \quark_if_recursion_tail_stop:n } {#1}
6123   \exp_not:N \tl_if_blank:nF {#1} { + \c_one }
6124   \exp_not:N \clist_length_n_aux:w \c_space_tl
6125 }
6126 \cs_generate_variant:Nn \clist_length:N { c }

```

(End definition for `\clist_length:N` and `\clist_length:c`. These functions are documented on page ??.)

`\clist_item:Nn` To avoid needing to test the end of the list at each step, we first compute the  $\langle length \rangle$  of the list. If the item number is less than  $-\langle length \rangle$  or more than  $\langle length \rangle - 1$ , the result is empty. If it is negative, but not less than  $-\langle length \rangle$ , add the  $\langle length \rangle$  to the item number before performing the loop. The loop itself is very simple, return the item if the counter reached zero, otherwise, decrease the counter and repeat.

```

6127 \cs_new:Npn \clist_item:Nn #1#2
6128 {
6129   \exp_args:Nfo \clist_item_aux:nnNn
6130   { \clist_length:N #1 }
6131   #1
6132   \clist_item_N_loop:nw
6133   {#2}
6134 }
6135 \cs_new:Npn \clist_item_aux:nnNn #1#2#3#4

```

```

6136 {
6137   \int_compare:nNnTF {#4} < \c_zero
6138   {
6139     \int_compare:nNnTF {#4} < { - #1 }
6140     { \use_none_delimit_by_q_stop:w }
6141     { \exp_args:Nf #3 { \int_eval:n { #4 + #1 } } }
6142   }
6143   {
6144     \int_compare:nNnTF {#4} < {#1}
6145     { #3 {#4} }
6146     { \use_none_delimit_by_q_stop:w }
6147   }
6148   #2, \q_stop
6149 }
6150 \cs_new:Npn \clist_item_N_loop:nw #1 #2,
6151 {
6152   \int_compare:nNnTF {#1} = \c_zero
6153   { \use_i_delimit_by_q_stop:nw { \exp_not:n {#2} } }
6154   { \exp_args:Nf \clist_item_N_loop:nw { \int_eval:n { #1 - 1 } } }
6155 }
6156 \cs_generate_variant:Nn \clist_item:Nn { c }

```

(End definition for `\clist_item:Nn` and `\clist_item:cn`. These functions are documented on page ??.)

`\clist_item:nn`  
`\clist_item_n_aux:nw`  
`\clist_item_n_loop:nw`  
`\clist_item_n_end:n`  
`\clist_item_n_strip:w`

This starts in the same way as `\clist_item:Nn` by checking the length of the comma list. The final item should be space-trimmed before being brace-stripped, hence we insert a couple of odd-looking `\prg_do_nothing:` to avoid losing braces. Blank items are ignored.

```

6157 \cs_new:Npn \clist_item:nn #1#2
6158 {
6159   \exp_args:Nf \clist_item_aux:nnNn
6160   { \clist_length:n {#1} }
6161   {#1}
6162   \clist_item_n_aux:nw
6163   {#2}
6164 }
6165 \cs_new:Npn \clist_item_n_aux:nw #1
6166 { \clist_item_n_loop:nw {#1} \prg_do_nothing: }
6167 \cs_new:Npn \clist_item_n_loop:nw #1 #2,
6168 {
6169   \exp_args:No \tl_if_blank:nTF {#2}
6170   { \clist_item_n_loop:nw {#1} \prg_do_nothing: }
6171   {
6172     \int_compare:nNnTF {#1} = \c_zero
6173     { \exp_args:No \clist_item_n_end:n {#2} }
6174     {
6175       \exp_args:Nf \clist_item_n_loop:nw
6176       { \int_eval:n { #1 - 1 } }
6177       \prg_do_nothing:
6178     }
6179   }

```

```

6180 }
6181 \cs_new:Npn \clist_item_n_end:n #1 #2 \q_stop
6182 {
6183   \exp_after:wN \exp_after:wN \exp_after:wN \clist_item_n_strip:w
6184   \tl_trim_spaces:n {#1} ,
6185 }
6186 \cs_new:Npn \clist_item_n_strip:w #1 , { \exp_not:n {#1} }

```

(End definition for \clist\_item:nn. This function is documented on page ??.)

\clist\_set\_from\_seq:NN Setting a comma list from a comma-separated list is done using a simple mapping. We wrap most items with \exp\_not:n, and a comma. Items which contain a comma or a space are surrounded by an extra set of braces. The first comma must be removed, except in the case of an empty comma-list.

```

\clist_set_from_seq:cN
\clist_set_from_seq:Nc
\clist_set_from_seq:cc
\clist_gset_from_seq:NN
\clist_gset_from_seq:cN
\clist_gset_from_seq:Nc
\clist_gset_from_seq:cc
\clist_set_from_seq_aux:NNNN
\clist_wrap_item:n

```

```

6187 \cs_new_protected:Npn \clist_set_from_seq:NN
6188 { \clist_set_from_seq_aux:NNNN \clist_clear:N \tl_set:Nx }
6189 \cs_new_protected:Npn \clist_gset_from_seq:NN
6190 { \clist_set_from_seq_aux:NNNN \clist_gclear:N \tl_gset:Nx }
6191 \cs_new_protected:Npn \clist_set_from_seq_aux:NNNN #1#2#3#4
6192 {
6193   \seq_if_empty:NTF #4
6194   { #1 #3 }
6195   {
6196     #2 #3
6197     {
6198       \exp_last_unbraced:Nf \use_none:n
6199       { \seq_map_function:NN #4 \clist_wrap_item:n }
6200     }
6201   }
6202 }
6203 \cs_new:Npn \clist_wrap_item:n #1
6204 {
6205   ,
6206   \tl_if_empty:oTF { \clist_set_from_seq_aux:w #1 ~ , #1 ~ }
6207   { \exp_not:n {#1} }
6208   { \exp_not:n { {#1} } }
6209 }
6210 \cs_new:Npn \clist_set_from_seq_aux:w #1 , #2 ~ { }
6211 \cs_generate_variant:Nn \clist_set_from_seq:NN { Nc }
6212 \cs_generate_variant:Nn \clist_set_from_seq:NN { c , cc }
6213 \cs_generate_variant:Nn \clist_gset_from_seq:NN { Nc }
6214 \cs_generate_variant:Nn \clist_gset_from_seq:NN { c , cc }

```

(End definition for \clist\_set\_from\_seq:NN and others. These functions are documented on page ??.)

\clist\_const:Nn Creating and initializing a constant comma list is done in a way similar to \clist\_set:Nn  
\clist\_const:cn and \clist\_gset:Nn, being careful to strip spaces.

```

\clist_const:Nx
\clist_const:cx

```

```

6215 \cs_new_protected:Npn \clist_const:Nn #1#2
6216 { \tl_const:Nx #1 { \clist_trim_spaces:n {#2} } }
6217 \cs_generate_variant:Nn \clist_const:Nn { c , Nx , cx }

```

(End definition for \clist\_const:Nn and others. These functions are documented on page ??.)

`\clist_if_empty_p:n` As usual, we insert a token (here ?) before grabbing any argument: this avoids losing  
`\clist_if_empty:nTF` braces. The argument of `\tl_if_empty:oTF` is empty if #1 is ? followed by blank spaces  
`\clist_if_empty_n_aux:w` (besides, this particular variant of the emptiness test is optimized). If the item of the  
`\clist_if_empty_n_aux:wNw` comma list is blank, grab the next one. As soon as one item is non-blank, exit: the second  
auxiliary will grab `\prg_return_false:` as #2, unless every item in the comma list was  
blank and the loop actually got broken by the trailing `\q_mark \prg_return_false:`  
item.

```

6218 \prg_new_conditional:Npnn \clist_if_empty:n #1 { p , T , F , TF }
6219 {
6220   \clist_if_empty_n_aux:w ? #1
6221   , \q_mark \prg_return_false:
6222   , \q_mark \prg_return_true:
6223   \q_stop
6224 }
6225 \cs_new:Npn \clist_if_empty_n_aux:w #1 ,
6226 {
6227   \tl_if_empty:oTF { \use_none:nn #1 ? }
6228   { \clist_if_empty_n_aux:w ? }
6229   { \clist_if_empty_n_aux:wNw }
6230 }
6231 \cs_new:Npn \clist_if_empty_n_aux:wNw #1 \q_mark #2#3 \q_stop {#2}

```

(End definition for `\clist_if_empty:n`. These functions are documented on page 114.)

## 194.12 Deprecated interfaces

Deprecated on 2011-05-27, for removal by 2011-08-31.

`\clist_top:NN` These are old stack functions.  
`\clist_top:cN`

```

6232 (*deprecated)
6233 \cs_new_eq:NN \clist_top:NN \clist_get:NN
6234 \cs_new_eq:NN \clist_top:cN \clist_get:cN
6235 
```

(End definition for `\clist_top:NN` and `\clist_top:cN`. These functions are documented on page ??.)

`\clist_remove_element:Nn` An older name for `\clist_remove_all:Nn`.  
`\clist_gremove_element:Nn`

```

6236 (*deprecated)
6237 \cs_new_eq:NN \clist_remove_element:Nn \clist_remove_all:Nn
6238 \cs_new_eq:NN \clist_gremove_element:Nn \clist_gremove_all:Nn
6239 
```

(End definition for `\clist_remove_element:Nn` and `\clist_gremove_element:Nn`. These functions are documented on page ??.)

`\clist_display:N` An older name for `\clist_show:N`.  
`\clist_display:c`

```

6240 (*deprecated)
6241 \cs_new_eq:NN \clist_display:N \clist_show:N
6242 \cs_new_eq:NN \clist_display:c \clist_show:c
6243 
```

(End definition for `\clist_display:N` and `\clist_display:c`. These functions are documented on page ??.)

Deprecated on 2011-09-05, for removal by 2011-12-31.

`\clist_trim_spaces:N` Since clist items are now always stripped from their surrounding spaces, it is redundant to provide these functions. The `\clist_trim_spaces:n` function is now internal, deprecated for use outside the kernel.  
`\clist_trim_spaces:c`  
`\clist_gtrim_spaces:N`  
`\clist_gtrim_spaces:c`

```

6244 <*deprecated>
6245 \cs_new_protected:Npn \clist_trim_spaces:N #1 { \clist_set:No #1 {#1} }
6246 \cs_new_protected:Npn \clist_gtrim_spaces:N #1 { \clist_gset:No #1 {#1} }
6247 \cs_generate_variant:Nn \clist_trim_spaces:N { c }
6248 \cs_generate_variant:Nn \clist_gtrim_spaces:N { c }
6249 </deprecated>

```

(End definition for `\clist_trim_spaces:N` and others. These functions are documented on page ??.)

```

6250 </initex | package>

```

## 195 l3prop implementation

The following test files are used for this code: `m3prop001`.

```

6251 <*initex | package>
6252 <*package>
6253 \ProvidesExplPackage
6254   {\ExplFileName}{\ExplFileDate}{\ExplFileVersion}{\ExplFileDescription}
6255 \package_check_loaded_expl:
6256 </package>

```

A property list is a macro whose top-level expansion is for the form “`\q_prop <key0> \q_prop {<value0>} \q_prop ... \q_prop <keyn-1> \q_prop {<valuen-1>} \q_prop`”. The trailing `\q_prop` is always present for performance reasons: this means that empty property lists are not actually empty.

`\q_prop` A private quark is used as a marker between entries.

```

6257 \quark_new:N \q_prop

```

(End definition for `\q_prop`. This function is documented on page 120.)

`\c_empty_prop` An empty prop contains exactly one `\q_prop`.

```

6258 \tl_const:Nn \c_empty_prop { \q_prop }

```

(End definition for `\c_empty_prop`. This variable is documented on page 120.)

## 195.1 Allocation and initialisation

`\prop_new:N` Internally, property lists are token lists, but an empty prop is not an empty tl, so we  
`\prop_new:c` need to do things by hand.

```
6259 \cs_new_protected:Npn \prop_new:N #1 { \cs_new_eq:NN #1 \c_empty_prop }
6260 \cs_new_protected:Npn \prop_new:c #1 { \cs_new_eq:cN {#1} \c_empty_prop }
(End definition for \prop_new:N and \prop_new:c. These functions are documented on page ??.)
```

`\prop_clear:N` The same idea for clearing

```
\prop_clear:c 6261 \cs_new_protected:Npn \prop_clear:N #1 { \cs_set_eq:NN #1 \c_empty_prop }
\prop_gclear:N 6262 \cs_new_protected:Npn \prop_clear:c #1 { \cs_set_eq:cN {#1} \c_empty_prop }
\prop_gclear:c 6263 \cs_new_protected:Npn \prop_gclear:N #1 { \cs_gset_eq:NN #1 \c_empty_prop }
6264 \cs_new_protected:Npn \prop_gclear:c #1 { \cs_gset_eq:cN {#1} \c_empty_prop }
(End definition for \prop_clear:N and \prop_clear:c. These functions are documented on page ??.)
```

`\prop_clear_new:N` Once again a simple copy from the token list functions.

```
\prop_clear_new:c 6265 \cs_new_protected:Npn \prop_clear_new:N #1
\prop_gclear_new:N 6266 { \cs_if_exist:NTF #1 { \prop_clear:N #1 } { \prop_new:N #1 } }
\prop_gclear_new:c 6267 \cs_generate_variant:Nn \prop_clear_new:N { c }
6268 \cs_new_protected:Npn \prop_gclear_new:N #1
6269 { \cs_if_exist:NTF #1 { \prop_gclear:N #1 } { \prop_new:N #1 } }
6270 \cs_generate_variant:Nn \prop_gclear_new:N { c }
(End definition for \prop_clear_new:N and \prop_clear_new:c. These functions are documented on
page ??.)
```

`\prop_set_eq:NN` Once again, these are simply copies from the token list functions.

```
\prop_set_eq:cN 6271 \cs_new_eq:NN \prop_set_eq:NN \tl_set_eq:NN
\prop_set_eq:Nc 6272 \cs_new_eq:NN \prop_set_eq:Nc \tl_set_eq:Nc
\prop_set_eq:cc 6273 \cs_new_eq:NN \prop_set_eq:cN \tl_set_eq:cN
\prop_gset_eq:NN 6274 \cs_new_eq:NN \prop_set_eq:cc \tl_set_eq:cc
\prop_gset_eq:cN 6275 \cs_new_eq:NN \prop_gset_eq:NN \tl_gset_eq:NN
\prop_gset_eq:Nc 6276 \cs_new_eq:NN \prop_gset_eq:Nc \tl_gset_eq:Nc
\prop_gset_eq:cN 6277 \cs_new_eq:NN \prop_gset_eq:cN \tl_gset_eq:cN
6278 \cs_new_eq:NN \prop_gset_eq:cc \tl_gset_eq:cc
(End definition for \prop_set_eq:NN and others. These functions are documented on page ??.)
```

## 195.2 Accessing data in property lists

`\prop_split:NnTF` This function is used by most of the module, and hence must be fast. The aim here is  
`\prop_split_aux:NnTF` to split a property list at a given key into the part before the key–value pair, the value  
`\prop_split_aux:nnnn` associated with the key and the part after the key–value pair. To do this, the key is first  
`\prop_split_aux:w` detokenized (to avoid repeatedly doing this), then a delimited function is constructed  
to match the key. It will match `\q_prop <detokenized key> \q_prop {<value>} <extra  
argument>`, effectively separating an *<extract1>* before the key in the property list and an  
*<extract2>* after the key.

If the key is present in the property list, then *<extra argument>* is simply `\q_prop`,  
and `\prop_split_aux:nnnn` will gobble this and the false branch (#4), leaving the correct  
code on the input stream. More precisely, it leaves the user code (true branch), followed

by three groups,  $\{\langle extract_1 \rangle\} \{\langle value \rangle\} \{\langle extract_2 \rangle\}$ . In order for  $\langle extract_1 \rangle \langle extract_2 \rangle$  to be a well-formed property list,  $\langle extract_1 \rangle$  has a leading and trailing `\q_prop`, retaining exactly the structure of a property list, while  $\langle extract_2 \rangle$  omits the leading `\q_prop`.

If the key is not there, then  $\langle extra argument \rangle$  is `? \use_ii:nn { }`, and `\prop_split_aux:nnnn ? \u` removes the three brace groups that just follow. Then `\use_ii:nn` removes the true branch, leaving the false branch, with no trailing material.

```

6279 \cs_new_protected:Npn \prop_split:NnTF #1#2
6280 { \exp_args:NNo \prop_split_aux:NnTF #1 { \tl_to_str:n {#2} } }
6281 \cs_new_protected:Npn \prop_split_aux:NnTF #1#2
6282 {
6283   \cs_set_protected:Npn \prop_split_aux:w
6284     ##1 \q_prop #2 \q_prop ##2 ##3 ##4 \q_mark ##5 \q_stop
6285     { \prop_split_aux:nnnn ##3 { {##1 \q_prop } {##2} {##4} } }
6286   \exp_after:wN \prop_split_aux:w #1 \q_mark
6287     \q_prop #2 \q_prop { } { ? \use_ii:nn { } } \q_mark \q_stop
6288 }
6289 \cs_new:Npn \prop_split_aux:nnnn #1#2#3#4 { #3 #2 }
6290 \cs_new_protected:Npn \prop_split_aux:w { }

```

(End definition for `\prop_split:NnTF`. This function is documented on page 120.)

`\prop_split:Nnn` The goal here is to provide a common interface for both true and false branches of `\prop_split:NnTF`. In both cases, the code given by the user will be placed in front of three brace groups,  $\{\langle extract_1 \rangle\} \{\langle value \rangle\} \{\langle extract_2 \rangle\}$ . If the key was missing from the property list, then  $\langle extract_1 \rangle$  is the full property list,  $\langle value \rangle$  is `\q_no_value`, and  $\langle extract_2 \rangle$  is empty. Otherwise,  $\langle extract_1 \rangle$  is the part of the property list before the  $\langle key \rangle$ , and has the structure of a property list,  $\langle value \rangle$  is the value corresponding to the  $\langle key \rangle$ , and  $\langle extract_2 \rangle$  (the part after the  $\langle key \rangle$ ) is missing the leading `\q_prop`.

```

6291 \cs_new_protected:Npn \prop_split:Nnn #1#2#3
6292 {
6293   \prop_split:NnTF #1 {#2}
6294   {#3}
6295   { \exp_args:Nno \use:n {#3} {#1} { \q_no_value } { } }
6296 }

```

(End definition for `\prop_split:Nnn`. This function is documented on page 120.)

`\prop_del:Nn` Deleting from a property starts by splitting the list. If the key is present in the property list, the returned value is ignored. If the key is missing, nothing happens.

```

\prop_del:NV
\prop_del:cn
\prop_del:cV
\prop_gdel:Nn
\prop_gdel:NV
\prop_gdel:cn
\prop_gdel:cV
\prop_del_aux:NNnnn
6297 \cs_new_protected:Npn \prop_del:Nn #1#2
6298 { \prop_split:NnTF #1 {#2} { \prop_del_aux:NNnnn \tl_set:Nn #1 } { } }
6299 \cs_new_protected:Npn \prop_gdel:Nn #1#2
6300 { \prop_split:NnTF #1 {#2} { \prop_del_aux:NNnnn \tl_gset:Nn #1 } { } }
6301 \cs_new_protected:Npn \prop_del_aux:NNnnn #1#2#3#4#5
6302 { #1 #2 { #3 #5 } }
6303 \cs_generate_variant:Nn \prop_del:Nn { NV }
6304 \cs_generate_variant:Nn \prop_del:Nn { c , cV }
6305 \cs_generate_variant:Nn \prop_gdel:Nn { NV }
6306 \cs_generate_variant:Nn \prop_gdel:Nn { c , cV }

```

(End definition for `\prop_del:Nn` and others. These functions are documented on page ??.)

`\prop_get:NnN` Getting an item from a list is very easy: after splitting, if the key is in the property list,  
`\prop_get:NvN` just set the token list variable to the return value, otherwise to `\q_no_value`.  
`\prop_get:NoN` 6307 `\cs_new_protected:Npn \prop_get:NnN #1#2#3`  
`\prop_get:cnN` 6308 `{`  
`\prop_get:cVN` 6309 `\prop_split:NnTF #1 {#2}`  
`\prop_get:NoN` 6310 `{ \prop_get_aux:Nnnn #3 }`  
`\prop_get_aux:Nnnn` 6311 `{ \tl_set:Nn #3 { \q_no_value } }`  
6312 `}`  
6313 `\cs_new_protected:Npn \prop_get_aux:Nnnn #1#2#3#4`  
6314 `{ \tl_set:Nn #1 {#3} }`  
6315 `\cs_generate_variant:Nn \prop_get:NnN { NV , No }`  
6316 `\cs_generate_variant:Nn \prop_get:NnN { c , cV , co }`  
*(End definition for \prop\_get:NnN and others. These functions are documented on page ??.)*

`\prop_pop:NnN` Popping a value also starts by doing the split. If the key is present, save the value in  
`\prop_pop:NoN` the token list and update the property list as when deleting. If the key is missing, save  
`\prop_pop:cnN` `\q_no_value` in the token list.  
`\prop_pop:coN` 6317 `\cs_new_protected:Npn \prop_pop:NnN #1#2#3`  
`\prop_gpop:NnN` 6318 `{`  
`\prop_gpop:NoN` 6319 `\prop_split:NnTF #1 {#2}`  
`\prop_gpop:cnN` 6320 `{ \prop_pop_aux:NNNnnn \tl_set:Nn #1 #3 }`  
`\prop_gpop:coN` 6321 `{ \tl_set:Nn #3 { \q_no_value } }`  
6322 `}`  
`\prop_pop_aux:NNNnnn` 6323 `\cs_new_protected:Npn \prop_gpop:NnN #1#2#3`  
6324 `{`  
6325 `\prop_split:NnTF #1 {#2}`  
6326 `{ \prop_pop_aux:NNNnnn \tl_gset:Nn #1 #3 }`  
6327 `{ \tl_set:Nn #3 { \q_no_value } }`  
6328 `}`  
6329 `\cs_new_protected:Npn \prop_pop_aux:NNNnnn #1#2#3#4#5#6`  
6330 `{`  
6331 `\tl_set:Nn #3 {#5}`  
6332 `#1 #2 { #4 #6 }`  
6333 `}`  
6334 `\cs_generate_variant:Nn \prop_pop:NnN { No }`  
6335 `\cs_generate_variant:Nn \prop_pop:NnN { c , co }`  
6336 `\cs_generate_variant:Nn \prop_gpop:NnN { No }`  
6337 `\cs_generate_variant:Nn \prop_gpop:NnN { c , co }`  
*(End definition for \prop\_pop:NnN and others. These functions are documented on page ??.)*

`\prop_put:Nnn` Putting a key–value pair in a property list starts by splitting to remove any existing  
`\prop_put:NvN` value. The property list is then reconstructed with the two remaining parts #5 and #7  
`\prop_put:Nno` first, followed by the new or updated entry.  
`\prop_put:Nnx` 6338 `\cs_new_protected:Npn \prop_put:Nnn { \prop_put_aux:NNnn \tl_set:Nx }`  
`\prop_put:NvN` 6339 `\cs_new_protected:Npn \prop_gput:Nnn { \prop_put_aux:NNnn \tl_gset:Nx }`  
`\prop_put:NvV` 6340 `\cs_new_protected:Npn \prop_put_aux:NNnn #1#2#3#4`  
`\prop_put:Nnn` 6341 `{`  
`\prop_put:Noo` 6342 `\prop_split:Nnn #2 {#3} { \prop_put_aux:NNnnnnn #1 #2 {#3} {#4} }`  
`\prop_put:cnN`  
`\prop_put:cnV`  
`\prop_put:cno`  
`\prop_put:cnx`  
`\prop_put:cVn`  
`\prop_put:cVV`  
`\prop_put:con`  
`\prop_put:coo`  
`\prop_gput:Nnn`  
`\prop_gput:NvN`

```

6343 }
6344 \cs_new_protected:Npn \prop_put_aux:NNnnnnn #1#2#3#4#5#6#7
6345 {
6346   #1 #2
6347   {
6348     \exp_not:n { #5 #7 }
6349     \tl_to_str:n {#3} \exp_not:n { \q_prop {#4} \q_prop }
6350   }
6351 }
6352 \cs_generate_variant:Nn \prop_put:Nnn
6353 { NnV , Nno , Nnx , NV , NVV , No , Noo }
6354 \cs_generate_variant:Nn \prop_put:Nnn
6355 { c , cnV , cno , cnx , cV , cVV , co , coo }
6356 \cs_generate_variant:Nn \prop_gput:Nnn
6357 { NnV , Nno , Nnx , NV , NVV , No , Noo }
6358 \cs_generate_variant:Nn \prop_gput:Nnn
6359 { c , cnV , cno , cnx , cV , cVV , co , coo }

```

(End definition for \prop\_put:Nnn and others. These functions are documented on page ??.)

\prop\_put\_if\_new:Nnn Adding conditionally also splits. If the key is already present, the three brace groups  
 \prop\_put\_if\_new:cnn given by \prop\_split:NnTF are removed. If the key is new, then the value is added,  
 \prop\_gput\_if\_new:Nnn being careful to convert the key to a string using \tl\_to\_str:n.  
 \prop\_gput\_if\_new:cnn

```

6360 \cs_new_protected_nopar:Npn \prop_put_if_new:Nnn
6361 { \prop_put_if_new_aux:NNnn \tl_put_right:Nx }
6362 \cs_new_protected_nopar:Npn \prop_gput_if_new:Nnn
6363 { \prop_put_if_new_aux:NNnn \tl_gput_right:Nx }
6364 \cs_new_protected:Npn \prop_put_if_new_aux:NNnn #1#2#3#4
6365 {
6366   \prop_split:NnTF #2 {#3}
6367   { \use_none:nnn }
6368   {
6369     #1 #2
6370     { \tl_to_str:n {#3} \exp_not:n { \q_prop {#4} \q_prop } }
6371   }
6372 }
6373 \cs_generate_variant:Nn \prop_put_if_new:Nnn { c }
6374 \cs_generate_variant:Nn \prop_gput_if_new:Nnn { c }

```

(End definition for \prop\_put\_if\_new:Nnn and \prop\_gput\_if\_new:Nnn. These functions are documented on page ??.)

### 195.3 Property list conditionals

\prop\_if\_empty\_p:N The test here uses \c\_empty\_prop as it is not really empty!

```

\prop_if_empty_p:c 6375 \prg_new_conditional:Npnn \prop_if_empty:N #1 { p , T , F , TF }
\prop_if_empty:NTF 6376 {
\prop_if_empty:cTF 6377   \if_meaning:w #1 \c_empty_prop
6378   \prg_return_true:
6379   \else:
6380   \prg_return_false:

```

```

6381     \fi:
6382   }
6383   \cs_generate_variant:Nn \prop_if_empty_p:N {c}
6384   \cs_generate_variant:Nn \prop_if_empty:N {c}
6385   \cs_generate_variant:Nn \prop_if_empty:NT {c}
6386   \cs_generate_variant:Nn \prop_if_empty:NF {c}

```

(End definition for `\prop_if_empty:N` and `\prop_if_empty:c`. These functions are documented on page ??.)

```

\prop_if_in_p:Nn Testing expandably if a key is in a property list requires to go through the key-value
\prop_if_in_p:NV pairs one by one. This is rather slow, and a faster test would be
\prop_if_in_p:No
\prop_if_in_p:cn
\prop_if_in_p:cV
\prop_if_in_p:co
\prop_if_in:NnTF
\prop_if_in:NVTF
\prop_if_in:NoTF
\prop_if_in:cnTF
\prop_if_in:cVTF
\prop_if_in:coTF
\prop_if_in_aux:nwn
\prop_if_in_aux:N

```

but `\prop_split:NnTF` is non-expandable.

Instead, the key is compared to each key in turn using `\str_if_eq:xx`, which is expandable. To terminate the mapping, we add the key that is search for at the end of the property list. This second `\tl_to_str:n` is not expanded at the start, but only when included in the `\str_if_eq:xx`. It cannot make the breaking mechanism choke, because the arbitrary token list material is enclosed in braces. When ending, we test the next token: it is either `\q_prop` or `\q_recursion_tail` in the case of a missing key. Here, `\prop_map_function:NN` is not sufficient for the mapping, since it can only map a single token, and cannot carry the key that is searched for.

```

6387 \prg_new_conditional:Npnn \prop_if_in:Nn #1#2 { p , T , F , TF }
6388 {
6389   \exp_last_unbraced:Noo \prop_if_in_aux:nwn
6390   { \tl_to_str:n {#2} } #1
6391   \tl_to_str:n {#2} \q_prop { }
6392   \q_recursion_tail
6393   \prg_break_point:n { }
6394 }
6395 \cs_new:Npn \prop_if_in_aux:nwn #1 \q_prop #2 \q_prop #3
6396 {
6397   \str_if_eq:xxTF {#1} {#2}
6398   { \prop_if_in_aux:N }
6399   { \prop_if_in_aux:nwn {#1} }
6400 }
6401 \cs_new:Npn \prop_if_in_aux:N #1
6402 {
6403   \if_meaning:w \q_prop #1
6404   \prg_return_true:

```

```

6405     \else:
6406         \prg_return_false:
6407     \fi:
6408     \prop_map_break:
6409 }
6410 \cs_generate_variant:Nn \prop_if_in_p:Nn { NV , No }
6411 \cs_generate_variant:Nn \prop_if_in_p:Nn { c , cV , co }
6412 \cs_generate_variant:Nn \prop_if_in:NnT { NV , No }
6413 \cs_generate_variant:Nn \prop_if_in:NnT { c , cV , co }
6414 \cs_generate_variant:Nn \prop_if_in:NnF { NV , No }
6415 \cs_generate_variant:Nn \prop_if_in:NnF { c , cV , co }
6416 \cs_generate_variant:Nn \prop_if_in:NnTF { NV , No }
6417 \cs_generate_variant:Nn \prop_if_in:NnTF { c , cV , co }

```

(End definition for `\prop_if_in:Nn` and others. These functions are documented on page ??.)

## 195.4 Recovering values from property lists with branching

`\prop_get:NnNTF` Getting the value corresponding to a key, keeping track of whether the key was present or not, is implemented as a conditional (with side effects). If the key was absent, the token list is not altered.

```

\prop_get:NnNTF
\prop_get:NvNTF
\prop_get:NoNTF
\prop_get:cnNTF
\prop_get:cVNTF
\prop_get:coNTF
\prop_get_aux_true:Nnnn
6418 \prg_new_protected_conditional:Npnn \prop_get:NnN #1#2#3 { T , F , TF }
6419 {
6420     \prop_split:NnTF #1 {#2}
6421     { \prop_get_aux_true:Nnnn #3 }
6422     { \prg_return_false: }
6423 }
6424 \cs_new_protected:Npn \prop_get_aux_true:Nnnn #1#2#3#4
6425 {
6426     \tl_set:Nn #1 {#3}
6427     \prg_return_true:
6428 }
6429 \cs_generate_variant:Nn \prop_get:NnNT { NV , No }
6430 \cs_generate_variant:Nn \prop_get:NnNF { NV , No }
6431 \cs_generate_variant:Nn \prop_get:NnNTF { NV , No }
6432 \cs_generate_variant:Nn \prop_get:NnNT { c , cV , co }
6433 \cs_generate_variant:Nn \prop_get:NnNF { c , cV , co }
6434 \cs_generate_variant:Nn \prop_get:NnNTF { c , cV , co }

```

(End definition for `\prop_get:NnN` and others. These functions are documented on page ??.)

## 195.5 Mapping to property lists

`\prop_map_function:NN` The fastest way to do a recursion here is to use an `\if_meaning:w` test: the keys are strings, and thus cannot match the marker `\q_recursion_tail`.

`\prop_map_function:Nc`

`\prop_map_function:cN`

`\prop_map_function:cc`

`\prop_map_function_aux:Nwn`

```

6435 \cs_new:Npn \prop_map_function:NN #1#2
6436 {
6437     \exp_last_unbraced:NNo \prop_map_function_aux:Nwn #2
6438     #1 \q_recursion_tail \q_prop { }
6439     \prg_break_point:n { }

```

```

6440 }
6441 \cs_new:Npn \prop_map_function_aux:Nwn #1 \q_prop #2 \q_prop #3
6442 {
6443   \if_meaning:w \q_recursion_tail #2
6444   \exp_after:wN \prop_map_break:
6445   \fi:
6446   #1 {#2} {#3}
6447   \prop_map_function_aux:Nwn #1
6448 }
6449 \cs_generate_variant:Nn \prop_map_function:NN { Nc }
6450 \cs_generate_variant:Nn \prop_map_function:NN { c , cc }

```

(End definition for `\prop_map_function:NN` and others. These functions are documented on page ??.)

`\prop_map_inline:Nn` Mapping in line requires a nesting level counter.

```

\prop_map_inline:cn
6451 \cs_new_protected:Npn \prop_map_inline:Nn #1#2
6452 {
6453   \int_gincr:N \g_prg_map_int
6454   \cs_gset:cpn { prop_map_inline_ \int_use:N \g_prg_map_int :nn }
6455   ##1##2 {#2}
6456   \exp_last_unbraced:Nco \prop_map_function_aux:Nwn
6457   { prop_map_inline_ \int_use:N \g_prg_map_int :nn }
6458   #1
6459   \q_recursion_tail \q_prop { }
6460   \prg_break_point:n { \int_gdecr:N \g_prg_map_int }
6461 }
6462 \cs_generate_variant:Nn \prop_map_inline:Nn { c }

```

(End definition for `\prop_map_inline:Nn` and `\prop_map_inline:cn`. These functions are documented on page ??.)

`\prop_map_break:` The break statements are simply copies.

```

\prop_map_break:n
6463 \cs_new_eq:NN \prop_map_break: \prg_map_break:
6464 \cs_new_eq:NN \prop_map_break:n \prg_map_break:n

```

(End definition for `\prop_map_break:.` This function is documented on page 119.)

## 195.6 Viewing property lists

`\prop_show:N` Apply the general `\msg_aux_show:Nnx`. Contrarily to sequences and comma lists, we use  
`\prop_show:c` `\msg_aux_show:nn` to format both the key and the value for each pair.

```

6465 \cs_new_protected:Npn \prop_show:N #1
6466 {
6467   \msg_aux_show:Nnx
6468   #1
6469   { prop }
6470   { \prop_map_function:NN #1 \msg_aux_show:nn }
6471 }
6472 \cs_generate_variant:Nn \prop_show:N { c }

```

(End definition for `\prop_show:N` and `\prop_show:c`. These functions are documented on page ??.)

## 195.7 Experimental functions

`\prop_pop:NnNTF` Popping an item from a property list, keeping track of whether the key was present or not, is implemented as a conditional. If the key was missing, neither the property list, nor the token list are altered. Otherwise, `\prg_return_true:` is used after the assignments.

```

\prop_pop:cnNTF
\prop_gpop:cnNTF
\prop_gpop:cnNTF
\prop_pop_aux_true:NNNnnn
6473 \prg_new_protected_conditional:Npnn \prop_pop:NnN #1#2#3 { T , F , TF }
6474 {
6475   \prop_split:NnTF #1 {#2}
6476   { \prop_pop_aux_true:NNNnnn \tl_set:Nn #1 #3 }
6477   { \prg_return_false: }
6478 }
6479 \prg_new_protected_conditional:Npnn \prop_gpop:NnN #1#2#3 { T , F , TF }
6480 {
6481   \prop_split:NnTF #1 {#2}
6482   { \prop_pop_aux_true:NNNnnn \tl_gset:Nn #1 #3 }
6483   { \prg_return_false: }
6484 }
6485 \cs_new_protected:Npn \prop_pop_aux_true:NNNnnn #1#2#3#4#5#6
6486 {
6487   \tl_set:Nn #3 {#5}
6488   #1 #2 { #4 #6 }
6489   \prg_return_true:
6490 }
6491 \cs_generate_variant:Nn \prop_pop:NnNT { c }
6492 \cs_generate_variant:Nn \prop_pop:NnNF { c }
6493 \cs_generate_variant:Nn \prop_pop:NnNTF { c }
6494 \cs_generate_variant:Nn \prop_gpop:NnNT { c }
6495 \cs_generate_variant:Nn \prop_gpop:NnNF { c }
6496 \cs_generate_variant:Nn \prop_gpop:NnNTF { c }

```

(End definition for `\prop_pop:NnN` and others. These functions are documented on page ??.)

`\prop_map_tokens:Nn` The mapping grabs one key–value pair at a time, and stops when reaching the marker key `\q_recursion_tail`, which cannot appear in normal keys since those are strings.

`\prop_map_tokens:cn` The odd construction `\use:n {#1}` allows #1 to contain any token.

`\prop_map_tokens_aux:nwn`

```

6497 \cs_new:Npn \prop_map_tokens:Nn #1#2
6498 {
6499   \exp_last_unbraced:Nno \prop_map_tokens_aux:nwn {#2} #1
6500   \q_recursion_tail \q_prop { }
6501   \prg_break_point:n { }
6502 }
6503 \cs_new:Npn \prop_map_tokens_aux:nwn #1 \q_prop #2 \q_prop #3
6504 {
6505   \if_meaning:w \q_recursion_tail #2
6506     \exp_after:wN \prop_map_break:
6507   \fi:
6508   \use:n {#1} {#2} {#3}
6509   \prop_map_tokens_aux:nwn {#1}
6510 }
6511 \cs_generate_variant:Nn \prop_map_tokens:Nn { c }

```

(End definition for `\prop_map_tokens:Nn` and `\prop_map_tokens:cn`. These functions are documented on page ??.)

`\prop_get:Nn`    Getting the value corresponding to a key in a property list in an expandable fashion is a  
`\prop_get:cn`    simple instance of mapping some tokens. Map the function `\prop_get_aux:nnn` which  
`\prop_get_Nn_aux:nwn` takes as its three arguments the  $\langle key \rangle$  that we are looking for, the current  $\langle key \rangle$  and the  
current  $\langle value \rangle$ . If the  $\langle keys \rangle$  match, the  $\langle value \rangle$  is returned. If none of the keys match,  
this expands to nothing.

```

6512 \cs_new:Npn \prop_get:Nn #1#2
6513 {
6514   \exp_last_unbraced:Noo \prop_get_Nn_aux:nwn
6515   { \tl_to_str:n {#2} } #1
6516   \tl_to_str:n {#2} \q_prop { }
6517   \prg_break_point:n { }
6518 }
6519 \cs_new:Npn \prop_get_Nn_aux:nwn #1 \q_prop #2 \q_prop #3
6520 {
6521   \str_if_eq:xxTF {#1} {#2}
6522   { \prg_map_break:n { \exp_not:n {#3} } }
6523   { \prop_get_Nn_aux:nwn {#1} }
6524 }
6525 \cs_generate_variant:Nn \prop_get:Nn { c }

```

(End definition for `\prop_get:Nn` and `\prop_get:cn`. These functions are documented on page ??.)

## 195.8 Deprecated interfaces

Deprecated on 2011-05-27, for removal by 2011-08-31.

`\prop_display:N`    An older name for `\prop_show:N`.

```

\prop_display:c
6526 \*deprecated
6527 \cs_new_eq:NN \prop_display:N \prop_show:N
6528 \cs_new_eq:NN \prop_display:c \prop_show:c
6529 \*deprecated

```

(End definition for `\prop_display:N` and `\prop_display:c`. These functions are documented on page ??.)

`\prop_gget:NnN`    Getting globally is no longer supported: this is a conceptual change, so the necessary  
`\prop_gget:NVN`    code for the transition is provided directly.

```

\prop_gget:cnN
\prop_gget:cVN
\prop_gget_aux:Nnnn
6530 \*deprecated
6531 \cs_new_protected:Npn \prop_gget:NnN #1#2#3
6532 { \prop_split:Nnn #1 {#2} { \prop_gget_aux:Nnnn #3 } }
6533 \cs_new_protected:Npn \prop_gget_aux:Nnnn #1#2#3#4
6534 { \tl_gset:Nn #1 {#3} }
6535 \cs_generate_variant:Nn \prop_gget:NnN { NV }
6536 \cs_generate_variant:Nn \prop_gget:NnN { c , cV }
6537 \*deprecated

```

(End definition for `\prop_gget:NnN` and others. These functions are documented on page ??.)

`\prop_get_gdel:NnN` This name seems very odd.

```

6538 <*deprecated>
6539 \cs_new_eq:NN \prop_get_gdel:NnN \prop_gpop:NnN
6540 </deprecated>
(End definition for \prop_get_gdel:NnN. This function is documented on page ??.)

```

`\prop_if_in:ccTF` A hang-over from an ancient implementation

```

6541 <*deprecated>
6542 \cs_generate_variant:Nn \prop_if_in:NnT { cc }
6543 \cs_generate_variant:Nn \prop_if_in:NnF { cc }
6544 \cs_generate_variant:Nn \prop_if_in:NnTF { cc }
6545 </deprecated>
(End definition for \prop_if_in:ccTF. This function is documented on page ??.)

```

`\prop_gput:ccx` Another one.

```

6546 <*deprecated>
6547 \cs_generate_variant:Nn \prop_gput:Nnn { ccx }
6548 </deprecated>
(End definition for \prop_gput:ccx. This function is documented on page ??.)

```

`\prop_if_eq_p:NN` These ones do no even make sense!

```

\prop_if_eq_p:Nc 6549 <*deprecated>
\prop_if_eq_p:cN 6550 \prg_new_eq_conditional:NNn \prop_if_eq:NN \tl_if_eq:NN { p , T , F , TF }
\prop_if_eq_p:cc 6551 \prg_new_eq_conditional:NNn \prop_if_eq:cN \tl_if_eq:cN { p , T , F , TF }
\prop_if_eq:NNTF 6552 \prg_new_eq_conditional:NNn \prop_if_eq:Nc \tl_if_eq:Nc { p , T , F , TF }
\prop_if_eq:NcTF 6553 \prg_new_eq_conditional:NNn \prop_if_eq:cc \tl_if_eq:cc { p , T , F , TF }
\prop_if_eq:cNTF 6554 </deprecated>
\prop_if_eq:ccTF (End definition for \prop_if_eq:NN and others. These functions are documented on page ??.)
6555 </initex | package>

```

## 196 l3box implementation

```

6556 <*initex | package>
6557 <*package>
6558 \ProvidesExplPackage
6559 { \ExplFileName } { \ExplFileDate } { \ExplFileVersion } { \ExplFileDescription }
6560 \package_check_loaded_expl:
6561 </package>

```

The code in this module is very straight forward so I'm not going to comment it very extensively.

### 196.1 Creating and initialising boxes

The following test files are used for this code: `m3box001.lvt`.

```

\box_new:N Defining a new  $\langle box \rangle$  register: remember that box 255 is not generally available.
\box_new:c
6562 <*package>
6563 \cs_new_protected:Npn \box_new:N #1
6564 {
6565     \chk_if_free_cs:N #1
6566     \newbox #1
6567 }
6568 </package>
6569 \cs_generate_variant:Nn \box_new:N { c }

\box_clear:N Clear a  $\langle box \rangle$  register.
\box_clear:c
6570 \cs_new_protected:Npn \box_clear:N #1
\box_gclear:N
6571 { \box_set_eq:NN #1 \c_empty_box }
\box_gclear:c
6572 \cs_new_protected:Npn \box_gclear:N #1
6573 { \box_gset_eq:NN #1 \c_empty_box }
6574 \cs_generate_variant:Nn \box_clear:N { c }
6575 \cs_generate_variant:Nn \box_gclear:N { c }

\box_clear_new:N Clear or new.
\box_clear_new:c
6576 \cs_new_protected:Npn \box_clear_new:N #1
\box_gclear_new:N
6577 {
\box_gclear_new:c
6578     \cs_if_exist:NTF #1
6579     { \box_set_eq:NN #1 \c_empty_box }
6580     { \box_new:N #1 }
6581 }
6582 \cs_new_protected:Npn \box_gclear_new:N #1
6583 {
6584     \cs_if_exist:NTF #1
6585     { \box_gset_eq:NN #1 \c_empty_box }
6586     { \box_new:N #1 }
6587 }
6588 \cs_generate_variant:Nn \box_clear_new:N { c }
6589 \cs_generate_variant:Nn \box_gclear_new:N { c }

\box_set_eq:NN Assigning the contents of a box to be another box.
\box_set_eq:cN
6590 \cs_new_protected:Npn \box_set_eq:NN #1#2
\box_set_eq:Nc
6591 { \tex_setbox:D #1 \tex_copy:D #2 }
\box_set_eq:cc
6592 \cs_new_protected:Npn \box_gset_eq:NN
\box_gset_eq:NN
6593 { \tex_global:D \box_set_eq:NN }
\box_gset_eq:cN
6594 \cs_generate_variant:Nn \box_set_eq:NN { cN , Nc , cc }
\box_gset_eq:Nc
6595 \cs_generate_variant:Nn \box_gset_eq:NN { cN , Nc , cc }

\box_gset_eq_clear:NN Assigning the contents of a box to be another box. This clears the second box globally
\box_set_eq_clear:cN (that's how TeX does it).
\box_set_eq_clear:Nc
6596 \cs_new_protected:Npn \box_set_eq_clear:NN #1#2
\box_set_eq_clear:cc
6597 { \tex_setbox:D #1 \tex_box:D #2 }
\box_gset_eq_clear:NN
6598 \cs_new_protected:Npn \box_gset_eq_clear:NN
\box_gset_eq_clear:cN
6599 { \tex_global:D \box_set_eq_clear:NN }
\box_gset_eq_clear:Nc
6600 \cs_generate_variant:Nn \box_set_eq_clear:NN { cN , Nc , cc }
\box_gset_eq_clear:cc
6601 \cs_generate_variant:Nn \box_gset_eq_clear:NN { cN , Nc , cc }

```

## 196.2 Measuring and setting box dimensions

<code>\box_ht:N</code>	Accessing the height, depth, and width of a $\langle box \rangle$ register.
<code>\box_ht:c</code>	6602 <code>\cs_new_eq:NN \box_ht:N \tex_ht:D</code>
<code>\box_dp:N</code>	6603 <code>\cs_new_eq:NN \box_dp:N \tex_dp:D</code>
<code>\box_dp:c</code>	6604 <code>\cs_new_eq:NN \box_wd:N \tex_wd:D</code>
<code>\box_wd:N</code>	6605 <code>\cs_generate_variant:Nn \box_ht:N { c }</code>
<code>\box_wd:c</code>	6606 <code>\cs_generate_variant:Nn \box_dp:N { c }</code>
	6607 <code>\cs_generate_variant:Nn \box_wd:N { c }</code>
 <code>\box_set_ht:Nn</code>	 Measuring is easy: all primitive work. These primitives are not expandable, so the derived
<code>\box_set_ht:cn</code>	functions are not either.
<code>\box_set_dp:Nn</code>	6608 <code>\cs_new_protected:Npn \box_set_dp:Nn #1#2</code>
<code>\box_set_dp:cn</code>	6609 <code>{ \box_dp:N #1 \dim_eval:w #2 \dim_eval_end: }</code>
<code>\box_set_wd:Nn</code>	6610 <code>\cs_new_protected:Npn \box_set_ht:Nn #1#2</code>
<code>\box_set_wd:cn</code>	6611 <code>{ \box_ht:N #1 \dim_eval:w #2 \dim_eval_end: }</code>
	6612 <code>\cs_new_protected:Npn \box_set_wd:Nn #1#2</code>
	6613 <code>{ \box_wd:N #1 \dim_eval:w #2 \dim_eval_end: }</code>
	6614 <code>\cs_generate_variant:Nn \box_set_ht:Nn { c }</code>
	6615 <code>\cs_generate_variant:Nn \box_set_dp:Nn { c }</code>
	6616 <code>\cs_generate_variant:Nn \box_set_wd:Nn { c }</code>

## 196.3 Using boxes

<code>\box_use_clear:N</code>	Using a $\langle box \rangle$ . These are just T <sub>E</sub> X primitives with meaningful names.
<code>\box_use_clear:c</code>	6617 <code>\cs_new_eq:NN \box_use_clear:N \tex_box:D</code>
<code>\box_use:N</code>	6618 <code>\cs_new_eq:NN \box_use:N \tex_copy:D</code>
<code>\box_use:c</code>	6619 <code>\cs_generate_variant:Nn \box_use_clear:N { c }</code>
	6620 <code>\cs_generate_variant:Nn \box_use:N { c }</code>
 <code>\box_move_left:nn</code>	 Move box material in different directions.
<code>\box_move_right:nn</code>	6621 <code>\cs_new_protected:Npn \box_move_left:nn #1#2</code>
<code>\box_move_up:nn</code>	6622 <code>{ \tex_moveleft:D \dim_eval:w #1 \dim_eval_end: #2 }</code>
<code>\box_move_down:nn</code>	6623 <code>\cs_new_protected:Npn \box_move_right:nn #1#2</code>
	6624 <code>{ \tex_moveright:D \dim_eval:w #1 \dim_eval_end: #2 }</code>
	6625 <code>\cs_new_protected:Npn \box_move_up:nn #1#2</code>
	6626 <code>{ \tex_raise:D \dim_eval:w #1 \dim_eval_end: #2 }</code>
	6627 <code>\cs_new_protected:Npn \box_move_down:nn #1#2</code>
	6628 <code>{ \tex_lower:D \dim_eval:w #1 \dim_eval_end: #2 }</code>

## 196.4 Box conditionals

<code>\if_hbox:N</code>	The primitives for testing if a $\langle box \rangle$ is empty/void or which type of box it is.
<code>\if_vbox:N</code>	6629 <code>\cs_new_eq:NN \if_hbox:N \tex_ifhbox:D</code>
<code>\if_box_empty:N</code>	6630 <code>\cs_new_eq:NN \if_vbox:N \tex_ifvbox:D</code>
	6631 <code>\cs_new_eq:NN \if_box_empty:N \tex_ifvoid:D</code>

```

\box_if_horizontal_p:N
\box_if_horizontal_p:c
\box_if_horizontal:N $\textcolor{red}{TF}$ 
\box_if_horizontal:c $\textcolor{red}{TF}$ 
\box_if_vertical_p:N
\box_if_vertical_p:c
\box_if_vertical:N $\textcolor{red}{TF}$ 
\box_if_vertical:c $\textcolor{red}{TF}$ 

```

```

6632 \prg_new_conditional:Npnn \box_if_horizontal:N #1 { p , T , F , TF }
6633 { \if_hbox:N #1 \prg_return_true: \else: \prg_return_false: \fi: }
6634 \prg_new_conditional:Npnn \box_if_vertical:N #1 { p , T , F , TF }
6635 { \if_vbox:N #1 \prg_return_true: \else: \prg_return_false: \fi: }
6636 \cs_generate_variant:Nn \box_if_horizontal_p:N { c }
6637 \cs_generate_variant:Nn \box_if_horizontal:NT { c }
6638 \cs_generate_variant:Nn \box_if_horizontal:NF { c }
6639 \cs_generate_variant:Nn \box_if_horizontal:N $\textcolor{red}{TF}$  { c }
6640 \cs_generate_variant:Nn \box_if_vertical_p:N { c }
6641 \cs_generate_variant:Nn \box_if_vertical:NT { c }
6642 \cs_generate_variant:Nn \box_if_vertical:NF { c }
6643 \cs_generate_variant:Nn \box_if_vertical:N $\textcolor{red}{TF}$  { c }

```

\box\_if\_empty\_p:N    Testing if a  $\langle box \rangle$  is empty/void.  
\box\_if\_empty\_p:c  
\box\_if\_empty:N $\textcolor{red}{TF}$   
\box\_if\_empty:c $\textcolor{red}{TF}$

```

6644 \prg_new_conditional:Npnn \box_if_empty:N #1 { p , T , F , TF }
6645 { \if_box_empty:N #1 \prg_return_true: \else: \prg_return_false: \fi: }
6646 \cs_generate_variant:Nn \box_if_empty_p:N { c }
6647 \cs_generate_variant:Nn \box_if_empty:NT { c }
6648 \cs_generate_variant:Nn \box_if_empty:NF { c }
6649 \cs_generate_variant:Nn \box_if_empty:N $\textcolor{red}{TF}$  { c }

```

(End definition for \box\_new:N and \box\_new:c. These functions are documented on page ??.)

## 196.5 The last box inserted

```

\box_set_to_last:N    Set a box to the previous box.
\box_set_to_last:c
\box_gset_to_last:N
\box_gset_to_last:c

```

```

6650 \cs_new_protected:Npn \box_set_to_last:N #1
6651 { \tex_setbox:D #1 \tex_lastbox:D }
6652 \cs_new_protected:Npn \box_gset_to_last:N
6653 { \tex_global:D \box_set_to_last:N }
6654 \cs_generate_variant:Nn \box_set_to_last:N { c }
6655 \cs_generate_variant:Nn \box_gset_to_last:N { c }

```

(End definition for \box\_set\_to\_last:N and \box\_set\_to\_last:c. These functions are documented on page ??.)

## 196.6 Constant boxes

```

\c_empty_box

```

```

6656 \*package>
6657 \cs_new_eq:NN \c_empty_box \voidb@x
6658 </package>
6659 \*initex>
6660 \box_new:N \c_empty_box
6661 </initex>

```

(End definition for \c\_empty\_box. This variable is documented on page [126](#).)

## 196.7 Scratch boxes

```

\l_tmpa_box
\l_tmpb_box
6662 <*package>
6663 \cs_new_eq:NN \l_tmpa_box \@tempboxa
6664 </package>
6665 <*initex>
6666 \box_new:N \l_tmpa_box
6667 </initex>
6668 \box_new:N \l_tmpb_box
(End definition for \l_tmpa_box and \l_tmpb_box. These variables are documented on page 126.)

```

## 196.8 Viewing box contents

`\box_show:N` Check that the variable exists, then show the contents of the box and write it into the log file. The spurious `\use:n` gives a nicer output.

```

6669 \cs_new_protected:Npn \box_show:N #1
6670 {
6671   \cs_if_exist:NTF #1
6672   { \tex_showbox:D \use:n {#1} }
6673   {
6674     \msg_kernel_error:nxx { kernel } { variable-not-defined }
6675     { \token_to_str:N #1 }
6676   }
6677 }
6678 \cs_generate_variant:Nn \box_show:N { c }
(End definition for \box_show:N and \box_show:c. These functions are documented on page ??.)

```

`\box_show:Nnn` Show the contents of a box and write it into the log file, after setting the parameters `\showboxbreadth` and `\showboxdepth` to the values provided by the user.

```

\box_show:cnn
\box_show_full:N
\box_show_full:c
6679 \cs_new_protected:Npn \box_show:Nnn #1#2#3
6680 {
6681   \group_begin:
6682   \int_set:Nn \tex_showboxbreadth:D {#2}
6683   \int_set:Nn \tex_showboxdepth:D {#3}
6684   \int_set_eq:NN \tex_tracingonline:D \c_one
6685   \box_show:N #1
6686   \group_end:
6687 }
6688 \cs_generate_variant:Nn \box_show:Nnn { c }
6689 \cs_new_protected:Npn \box_show_full:N #1
6690 { \box_show:Nnn #1 { \c_max_int } { \c_max_int } }
6691 \cs_generate_variant:Nn \box_show_full:N { c }
(End definition for \box_show:Nnn and \box_show:cnn. These functions are documented on page ??.)

```

## 196.9 Horizontal mode boxes

`\hbox:n` (The test suite for this command, and others in this file, is `m3box002.lvt`.)

Put a horizontal box directly into the input stream.

```
6692 \cs_new_protected:Npn \hbox:n { \tex_hbox:D \scan_stop: }
```

(End definition for `\hbox:n`. This function is documented on page 126.)

`\hbox_set:Nn`

`\hbox_set:cn`

```
6693 \cs_new_protected:Npn \hbox_set:Nn #1#2 { \tex_setbox:D #1 \tex_hbox:D {#2} }
```

`\hbox_gset:Nn`

```
6694 \cs_new_protected:Npn \hbox_gset:Nn { \tex_global:D \hbox_set:Nn }
```

`\hbox_gset:cn`

```
6695 \cs_generate_variant:Nn \hbox_set:Nn { c }
```

```
6696 \cs_generate_variant:Nn \hbox_gset:Nn { c }
```

(End definition for `\hbox_set:Nn` and `\hbox_set:cn`. These functions are documented on page ??.)

`\hbox_set_to_wd:Nnn`

Storing material in a horizontal box with a specified width.

`\hbox_set_to_wd:cnn`

```
6697 \cs_new_protected:Npn \hbox_set_to_wd:Nnn #1#2#3
```

```
6698 { \tex_setbox:D #1 \tex_hbox:D to \dim_eval:w #2 \dim_eval_end: {#3} }
```

`\hbox_gset_to_wd:Nnn`

```
6699 \cs_new_protected:Npn \hbox_gset_to_wd:Nnn
```

```
6700 { \tex_global:D \hbox_set_to_wd:Nnn }
```

`\hbox_gset_to_wd:cnn`

```
6701 \cs_generate_variant:Nn \hbox_set_to_wd:Nnn { c }
```

```
6702 \cs_generate_variant:Nn \hbox_gset_to_wd:Nnn { c }
```

(End definition for `\hbox_set_to_wd:Nnn` and `\hbox_set_to_wd:cnn`. These functions are documented on page ??.)

`\hbox_set:Nw`

Storing material in a horizontal box. This type is useful in environment definitions.

`\hbox_set:cw`

```
6703 \cs_new_protected:Npn \hbox_set:Nw #1
```

`\hbox_gset:Nw`

```
6704 { \tex_setbox:D #1 \tex_hbox:D \c_group_begin_token }
```

`\hbox_gset:cw`

```
6705 \cs_new_protected:Npn \hbox_gset:Nw
```

`\hbox_set_end:`

```
6706 { \tex_global:D \hbox_set:Nw }
```

`\hbox_gset_end:`

```
6707 \cs_generate_variant:Nn \hbox_set:Nw { c }
```

```
6708 \cs_generate_variant:Nn \hbox_gset:Nw { c }
```

```
6709 \cs_new_eq:NN \hbox_set_end: \c_group_end_token
```

```
6710 \cs_new_eq:NN \hbox_gset_end: \c_group_end_token
```

(End definition for `\hbox_set:Nw` and `\hbox_set:cw`. These functions are documented on page ??.)

`\hbox_set_inline_begin:N`

Renamed September 2011.

`\hbox_set_inline_begin:c`

```
6711 \cs_new_eq:NN \hbox_set_inline_begin:N \hbox_set:Nw
```

`\hbox_gset_inline_begin:N`

```
6712 \cs_new_eq:NN \hbox_set_inline_begin:c \hbox_set:cw
```

`\hbox_gset_inline_begin:c`

```
6713 \cs_new_eq:NN \hbox_set_inline_end: \hbox_set_end:
```

`\hbox_set_inline_end:`

```
6714 \cs_new_eq:NN \hbox_gset_inline_begin:N \hbox_gset:Nw
```

`\hbox_gset_inline_end:`

```
6715 \cs_new_eq:NN \hbox_gset_inline_begin:c \hbox_gset:cw
```

```
6716 \cs_new_eq:NN \hbox_gset_inline_end: \hbox_gset_end:
```

(End definition for `\hbox_set_inline_begin:N` and `\hbox_set_inline_begin:c`. These functions are documented on page ??.)

`\hbox_to_wd:nn`

Put a horizontal box directly into the input stream.

`\hbox_to_zero:nn`

```
6717 \cs_new_protected:Npn \hbox_to_wd:nn #1#2
```

```
6718 { \tex_hbox:D to \dim_eval:w #1 \dim_eval_end: {#2} }
```

```
6719 \cs_new_protected:Npn \hbox_to_zero:nn #1 { \tex_hbox:D to \c_zero_skip {#1} }
```

(End definition for `\hbox_to_wd:nn`. This function is documented on page 127.)

`\hbox_overlap_left:n` Put a zero-sized box with the contents pushed against one side (which makes it stick out  
`\hbox_overlap_right:n` on the other) directly into the input stream.

```
6720 \cs_new_protected:Npn \hbox_overlap_left:n #1
6721   { \hbox_to_zero:n { \tex_hss:D #1 } }
6722 \cs_new_protected:Npn \hbox_overlap_right:n #1
6723   { \hbox_to_zero:n { #1 \tex_hss:D } }
```

(End definition for `\hbox_overlap_left:n` and `\hbox_overlap_right:n`. These functions are documented on page 127.)

`\hbox_unpack:N` Unpacking a box and if requested also clear it.  
`\hbox_unpack:c` 6724 `\cs_new_eq:NN \hbox_unpack:N \tex_unhcopy:D`  
`\hbox_unpack_clear:N` 6725 `\cs_new_eq:NN \hbox_unpack_clear:N \tex_unhbox:D`  
`\hbox_unpack_clear:c` 6726 `\cs_generate_variant:Nn \hbox_unpack:N { c }`  
6727 `\cs_generate_variant:Nn \hbox_unpack_clear:N { c }`

(End definition for `\hbox_unpack:N` and `\hbox_unpack:c`. These functions are documented on page ??.)

## 196.10 Vertical mode boxes

TeX ends these boxes directly with the internal `end_graf` routine. This means that there is no `\par` at the end of vertical boxes unless we insert one.

`\vbox:n` The following test files are used for this code: `m3box003.lvt`.

`\vbox_top:n` The following test files are used for this code: `m3box003.lvt`.  
Put a vertical box directly into the input stream.

```
6728 \cs_new_protected:Npn \vbox:n #1 { \tex_vbox:D { #1 \par } }
6729 \cs_new_protected:Npn \vbox_top:n #1 { \tex_vtop:D { #1 \par } }
```

(End definition for `\vbox:n`. This function is documented on page 128.)

`\vbox_to_ht:nn` Put a vertical box directly into the input stream.  
`\vbox_to_zero:n` 6730 `\cs_new_protected:Npn \vbox_to_ht:nn #1#2`  
`\vbox_to_ht:nn` 6731 `{ \tex_vbox:D to \dim_eval:w #1 \dim_eval_end: { #2 \par } }`  
`\vbox_to_zero:n` 6732 `\cs_new_protected:Npn \vbox_to_zero:n #1`  
6733 `{ \tex_vbox:D to \c_zero_dim { #1 \par } }`

(End definition for `\vbox_to_ht:nn` and `\vbox_to_zero:n`. These functions are documented on page 128.)

`\vbox_set:Nn` Storing material in a vertical box with a natural height.  
`\vbox_set:cn` 6734 `\cs_new_protected:Npn \vbox_set:Nn #1#2`  
`\vbox_gset:Nn` 6735 `{ \tex_setbox:D #1 \tex_vbox:D { #2 \par } }`  
`\vbox_gset:cn` 6736 `\cs_new_protected:Npn \vbox_gset:Nn { \tex_global:D \vbox_set:Nn }`  
6737 `\cs_generate_variant:Nn \vbox_set:Nn { c }`  
6738 `\cs_generate_variant:Nn \vbox_gset:Nn { c }`

(End definition for `\vbox_set:Nn` and `\vbox_set:cn`. These functions are documented on page ??.)

`\vbox_set_top:Nn` Storing material in a vertical box with a natural height and reference point at the baseline  
`\vbox_set_top:cn` of the first object in the box.

```

\vbox_gset_top:Nn 6739 \cs_new_protected:Npn \vbox_set_top:Nn #1#2
\vbox_gset_top:cn 6740 { \tex_setbox:D #1 \tex_vtop:D { #2 \par } }
6741 \cs_new_protected:Npn \vbox_gset_top:Nn
6742 { \tex_global:D \vbox_set_top:Nn }
6743 \cs_generate_variant:Nn \vbox_set_top:Nn { c }
6744 \cs_generate_variant:Nn \vbox_gset_top:Nn { c }

```

*(End definition for \vbox\_set\_top:Nn and \vbox\_set\_top:cn. These functions are documented on page ??.)*

`\vbox_set_to_ht:Nnn` Storing material in a vertical box with a specified height.  
`\vbox_set_to_ht:cnn`  
`\vbox_gset_to_ht:Nnn`  
`\vbox_gset_to_ht:cnn`

```

6745 \cs_new_protected:Npn \vbox_set_to_ht:Nnn #1#2#3
6746 { \tex_setbox:D #1 \tex_vbox:D to \dim_eval:w #2 \dim_eval_end: { #3 \par } }
6747 \cs_new_protected:Npn \vbox_gset_to_ht:Nnn
6748 { \tex_global:D \vbox_set_to_ht:Nnn }
6749 \cs_generate_variant:Nn \vbox_set_to_ht:Nnn { c }
6750 \cs_generate_variant:Nn \vbox_gset_to_ht:Nnn { c }

```

*(End definition for \vbox\_set\_to\_ht:Nnn and \vbox\_set\_to\_ht:cnn. These functions are documented on page ??.)*

`\vbox_set:Nw` Storing material in a vertical box. This type is useful in environment definitions.

```

\vbox_set:cw 6751 \cs_new_protected:Npn \vbox_set:Nw #1
\vbox_gset:Nw 6752 { \tex_setbox:D #1 \tex_vbox:D \c_group_begin_token }
\vbox_gset:cw 6753 \cs_new_protected:Npn \vbox_gset:Nw
\vbox_set_end: 6754 { \tex_global:D \vbox_set:Nw }
\vbox_gset_end: 6755 \cs_generate_variant:Nn \vbox_set:Nw { c }
6756 \cs_generate_variant:Nn \vbox_gset:Nw { c }
6757 \cs_new_protected:Npn \vbox_set_end:
6758 {
6759   \par
6760   \c_group_end_token
6761 }
6762 \cs_new_eq:NN \vbox_gset_end: \vbox_set_end:

```

*(End definition for \vbox\_set:Nw and \vbox\_set:cw. These functions are documented on page ??.)*

`\vbox_set_inline_begin:N` Renamed September 2011.

```

\vbox_set_inline_begin:c 6763 \cs_new_eq:NN \vbox_set_inline_begin:N \vbox_set:Nw
\vbox_gset_inline_begin:N 6764 \cs_new_eq:NN \vbox_set_inline_begin:c \vbox_set:cw
\vbox_gset_inline_begin:c 6765 \cs_new_eq:NN \vbox_set_inline_end: \vbox_set_end:
\vbox_set_inline_end: 6766 \cs_new_eq:NN \vbox_gset_inline_begin:N \vbox_gset:Nw
\vbox_gset_inline_end: 6767 \cs_new_eq:NN \vbox_gset_inline_begin:c \vbox_gset:cw
6768 \cs_new_eq:NN \vbox_gset_inline_end: \vbox_gset_end:

```

*(End definition for \vbox\_set\_inline\_begin:N and \vbox\_set\_inline\_begin:c. These functions are documented on page ??.)*

`\vbox_unpack:N` Unpacking a box and if requested also clear it.

`\vbox_unpack:c` 6769 \cs\_new\_eq:NN \vbox\_unpack:N \tex\_unvcopy:D

`\vbox_unpack_clear:N` 6770 \cs\_new\_eq:NN \vbox\_unpack\_clear:N \tex\_unvbox:D

`\vbox_unpack_clear:c` 6771 \cs\_generate\_variant:Nn \vbox\_unpack:N { c }

6772 \cs\_generate\_variant:Nn \vbox\_unpack\_clear:N { c }

*(End definition for \vbox\_unpack:N and \vbox\_unpack:c. These functions are documented on page ??.)*

`\vbox_set_split_to_ht:NNn` Splitting a vertical box in two.

6773 \cs\_new\_protected:Npn \vbox\_set\_split\_to\_ht:NNn #1#2#3

6774 { \tex\_setbox:D #1 \tex\_vsplit:D #2 to \dim\_eval:w #3 \dim\_eval\_end: }

*(End definition for \vbox\_set\_split\_to\_ht:NNn. This function is documented on page 129.)*

## 196.11 Affine transformations

`\l_box_angle_fp` When rotating boxes, the angle itself may be needed by the engine-dependent code. This is done using the `fp` module so that the value is tidied up properly.

6775 \fp\_new:N \l\_box\_angle\_fp

*(End definition for \l\_box\_angle\_fp. This variable is documented on page ??.)*

`\l_box_cos_fp` These are used to hold the calculated sine and cosine values while carrying out a rotation.

`\l_box_sin_fp` 6776 \fp\_new:N \l\_box\_cos\_fp

6777 \fp\_new:N \l\_box\_sin\_fp

*(End definition for \l\_box\_cos\_fp and \l\_box\_sin\_fp. These variables are documented on page ??.)*

`\l_box_top_dim` These are the positions of the four edges of a box before manipulation.

`\l_box_bottom_dim` 6778 \dim\_new:N \l\_box\_top\_dim

`\l_box_left_dim` 6779 \dim\_new:N \l\_box\_bottom\_dim

`\l_box_right_dim` 6780 \dim\_new:N \l\_box\_left\_dim

6781 \dim\_new:N \l\_box\_right\_dim

*(End definition for \l\_box\_top\_dim and others. These variables are documented on page ??.)*

`\l_box_top_new_dim` These are the positions of the four edges of a box after manipulation.

`\l_box_bottom_new_dim` 6782 \dim\_new:N \l\_box\_top\_new\_dim

`\l_box_left_new_dim` 6783 \dim\_new:N \l\_box\_bottom\_new\_dim

`\l_box_right_new_dim` 6784 \dim\_new:N \l\_box\_left\_new\_dim

6785 \dim\_new:N \l\_box\_right\_new\_dim

*(End definition for \l\_box\_top\_new\_dim and others. These variables are documented on page ??.)*

`\l_box_internal_box` Scratch space.

`\l_box_internal_fp` 6786 \box\_new:N \l\_box\_internal\_box

6787 \fp\_new:N \l\_box\_internal\_fp

*(End definition for \l\_box\_internal\_box and \l\_box\_internal\_fp. These variables are documented on page ??.)*

`\l_box_x_fp` Used as the input and output values for a point when manipulation the location.  
`\l_box_y_fp`  
`\l_box_x_new_fp`  
`\l_box_y_new_fp`

```

6788 \fp_new:N \l_box_x_fp
6789 \fp_new:N \l_box_y_fp
6790 \fp_new:N \l_box_x_new_fp
6791 \fp_new:N \l_box_y_new_fp

```

(End definition for `\l_box_x_fp` and others. These variables are documented on page ??.)

`\box_rotate:Nn` Rotation of a box starts with working out the relevant sine and cosine. There is then a check to avoid doing any real work for the trivial rotation.

```

\box_rotate_aux:N
\box_rotate_set_sin_cos:
\box_rotate_x:nnN
\box_rotate_y:nnN
\box_rotate_quadrant_one:
\box_rotate_quadrant_two:
\box_rotate_quadrant_three:
\box_rotate_quadrant_four:

```

```

6792 \cs_new_protected:Npn \box_rotate:Nn #1#2
6793 {
6794   \hbox_set:Nn #1
6795   {
6796     \group_begin:
6797     \fp_set:Nn \l_box_angle_fp {#2}
6798     \box_rotate_set_sin_cos:
6799     \fp_compare:NNTF \l_box_sin_fp = \c_zero_fp
6800     {
6801       \fp_compare:NNTF \l_box_cos_fp = \c_one_fp
6802       { \box_use:N #1 }
6803       { \box_rotate_aux:N #1 }
6804     }
6805     { \box_rotate_aux:N #1 }
6806   } \group_end:
6807 }
6808 }

```

The edges of the box are then recorded: the left edge will always be at zero. Rotation of the four edges then takes place: this is most efficiently done on a quadrant by quadrant basis.

```

6809 \cs_new_protected:Npn \box_rotate_aux:N #1
6810 {
6811   \dim_set:Nn \l_box_top_dim { \box_ht:N #1 }
6812   \dim_set:Nn \l_box_bottom_dim { -\box_dp:N #1 }
6813   \dim_set:Nn \l_box_right_dim { \box_wd:N #1 }
6814   \dim_zero:N \l_box_left_dim

```

The next step is to work out the  $x$  and  $y$  coordinates of vertices of the rotated box in relation to its original coordinates. The box can be visualized with vertices  $B$ ,  $C$ ,  $D$  and  $E$  is illustrated (Figure 1). The vertex  $O$  is the reference point on the baseline, and in this implementation is also the centre of rotation. The formulae are, for a point  $P$  and angle  $\alpha$ :

$$\begin{aligned}
P'_x &= P_x - O_x \\
P'_y &= P_y - O_y \\
P''_x &= (P'_x \cos(\alpha)) - (P'_y \sin(\alpha)) \\
P''_y &= (P'_x \sin(\alpha)) + (P'_y \cos(\alpha)) \\
P'''_x &= P''_x + O_x + L_x \\
P'''_y &= P''_y + O_y
\end{aligned}$$

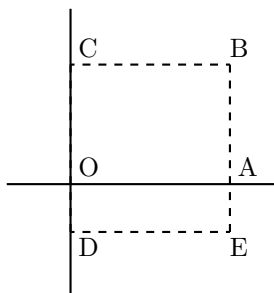


Figure 1: Co-ordinates of a box prior to rotation.

The “extra” horizontal translation  $L_x$  at the end is calculated so that the leftmost point of the resulting box has  $x$ -coordinate 0. This is desirable as  $\text{T}_{\text{E}}\text{X}$  boxes must have the reference point at the left edge of the box. (As  $O$  is always  $(0,0)$ , this part of the calculation is omitted here.)

```

6815     \fp_compare:NNTF \l_box_sin_fp > \c_zero_fp
6816     {
6817         \fp_compare:NNTF \l_box_cos_fp > \c_zero_fp
6818         { \box_rotate_quadrant_one: }
6819         { \box_rotate_quadrant_two: }
6820     }
6821     {
6822         \fp_compare:NNTF \l_box_cos_fp < \c_zero_fp
6823         { \box_rotate_quadrant_three: }
6824         { \box_rotate_quadrant_four: }
6825     }

```

The position of the box edges are now known, but the box at this stage be misplaced relative to the current  $\text{T}_{\text{E}}\text{X}$  reference point. So the content of the box is moved such that the reference point of the rotated box will be in the same place as the original.

```

6826     \hbox_set:Nn \l_box_internal_box { \box_use:N #1 }
6827     \hbox_set:Nn \l_box_internal_box
6828     {
6829         \tex_kern:D -\l_box_left_new_dim
6830         \hbox:n
6831         {
6832             \driver_box_rotate_begin:
6833             \box_use:N \l_box_internal_box
6834             \driver_box_rotate_end:
6835         }
6836     }

```

Tidy up the size of the box so that the material is actually inside the bounding box. The result can then be used to reset the original box.

```

6837     \box_set_ht:Nn \l_box_internal_box { \l_box_top_new_dim }
6838     \box_set_dp:Nn \l_box_internal_box { -\l_box_bottom_new_dim }
6839     \box_set_wd:Nn \l_box_internal_box

```

```

6840     { \l_box_right_new_dim - \l_box_left_new_dim }
6841     \box_use:N \l_box_internal_box
6842 }

```

A simple conversion from degrees to radians followed by calculation of the sine and cosine.

```

6843 \cs_new_protected:Npn \box_rotate_set_sin_cos:
6844 {
6845   \fp_set_eq:NN \l_box_internal_fp \l_box_angle_fp
6846   \fp_div:Nn \l_box_internal_fp { 180 }
6847   \fp_mul:Nn \l_box_internal_fp { \c_pi_fp }
6848   \fp_sin:Nn \l_box_sin_fp { \l_box_internal_fp }
6849   \fp_cos:Nn \l_box_cos_fp { \l_box_internal_fp }
6850 }

```

These functions take a general point (#1,#2) and rotate its location about the origin, using the previously-set sine and cosine values. Each function gives only one component of the location of the updated point. This is because for rotation of a box each step needs only one value, and so performance is gained by avoiding working out both  $x'$  and  $y'$  at the same time. Contrast this with the equivalent function in the `l3coffins` module, where both parts are needed.

```

6851 \cs_new_protected:Npn \box_rotate_x:nnN #1#2#3
6852 {
6853   \fp_set_from_dim:Nn \l_box_x_fp {#1}
6854   \fp_set_from_dim:Nn \l_box_y_fp {#2}
6855   \fp_set_eq:NN \l_box_x_new_fp \l_box_x_fp
6856   \fp_set_eq:NN \l_box_internal_fp \l_box_y_fp
6857   \fp_mul:Nn \l_box_x_new_fp { \l_box_cos_fp }
6858   \fp_mul:Nn \l_box_internal_fp { \l_box_sin_fp }
6859   \fp_sub:Nn \l_box_x_new_fp { \l_box_internal_fp }
6860   \dim_set:Nn #3 { \fp_to_dim:N \l_box_x_new_fp }
6861 }
6862 \cs_new_protected:Npn \box_rotate_y:nnN #1#2#3
6863 {
6864   \fp_set_from_dim:Nn \l_box_x_fp {#1}
6865   \fp_set_from_dim:Nn \l_box_y_fp {#2}
6866   \fp_set_eq:NN \l_box_y_new_fp \l_box_y_fp
6867   \fp_set_eq:NN \l_box_internal_fp \l_box_x_fp
6868   \fp_mul:Nn \l_box_y_new_fp { \l_box_cos_fp }
6869   \fp_mul:Nn \l_box_internal_fp { \l_box_sin_fp }
6870   \fp_add:Nn \l_box_y_new_fp { \l_box_internal_fp }
6871   \dim_set:Nn #3 { \fp_to_dim:N \l_box_y_new_fp }
6872 }

```

Rotation of the edges is done using a different formula for each quadrant. In every case, the top and bottom edges only need the resulting  $y$ -values, whereas the left and right edges need the  $x$ -values. Each case is a question of picking out which corner ends up at with the maximum top, bottom, left and right value. Doing this by hand means a lot less calculating and avoids lots of comparisons.

```

6873 \cs_new_protected:Npn \box_rotate_quadrant_one:
6874 {

```

```

6875 \box_rotate_y:nnN \l_box_right_dim \l_box_top_dim
6876 \l_box_top_new_dim
6877 \box_rotate_y:nnN \l_box_left_dim \l_box_bottom_dim
6878 \l_box_bottom_new_dim
6879 \box_rotate_x:nnN \l_box_left_dim \l_box_top_dim
6880 \l_box_left_new_dim
6881 \box_rotate_x:nnN \l_box_right_dim \l_box_bottom_dim
6882 \l_box_right_new_dim
6883 }
6884 \cs_new_protected:Npn \box_rotate_quadrant_two:
6885 {
6886 \box_rotate_y:nnN \l_box_right_dim \l_box_bottom_dim
6887 \l_box_top_new_dim
6888 \box_rotate_y:nnN \l_box_left_dim \l_box_top_dim
6889 \l_box_bottom_new_dim
6890 \box_rotate_x:nnN \l_box_right_dim \l_box_top_dim
6891 \l_box_left_new_dim
6892 \box_rotate_x:nnN \l_box_left_dim \l_box_bottom_dim
6893 \l_box_right_new_dim
6894 }
6895 \cs_new_protected:Npn \box_rotate_quadrant_three:
6896 {
6897 \box_rotate_y:nnN \l_box_left_dim \l_box_bottom_dim
6898 \l_box_top_new_dim
6899 \box_rotate_y:nnN \l_box_right_dim \l_box_top_dim
6900 \l_box_bottom_new_dim
6901 \box_rotate_x:nnN \l_box_right_dim \l_box_bottom_dim
6902 \l_box_left_new_dim
6903 \box_rotate_x:nnN \l_box_left_dim \l_box_top_dim
6904 \l_box_right_new_dim
6905 }
6906 \cs_new_protected:Npn \box_rotate_quadrant_four:
6907 {
6908 \box_rotate_y:nnN \l_box_left_dim \l_box_top_dim
6909 \l_box_top_new_dim
6910 \box_rotate_y:nnN \l_box_right_dim \l_box_bottom_dim
6911 \l_box_bottom_new_dim
6912 \box_rotate_x:nnN \l_box_left_dim \l_box_bottom_dim
6913 \l_box_left_new_dim
6914 \box_rotate_x:nnN \l_box_right_dim \l_box_top_dim
6915 \l_box_right_new_dim
6916 }

```

(End definition for `\box_rotate:Nn`. This function is documented on page 124.)

`\l_box_scale_x_fp` Scaling is potentially-different in the two axes.

`\l_box_scale_y_fp` 6917 \fp\_new:N \l\_box\_scale\_x\_fp  
6918 \fp\_new:N \l\_box\_scale\_y\_fp

(End definition for `\l_box_scale_x_fp` and `\l_box_scale_y_fp`. These variables are documented on page ??.)

`\box_resize:Nnn` Resizing a box starts by working out the various dimensions of the existing box.  
`\box_resize:cnn`  
`\box_resize_aux:Nnn`

```

6919 \cs_new_protected:Npn \box_resize:Nnn #1#2#3
6920 {
6921   \hbox_set:Nn #1
6922   {
6923     \group_begin:
6924     \dim_set:Nn \l_box_top_dim { \box_ht:N #1 }
6925     \dim_set:Nn \l_box_bottom_dim { -\box_dp:N #1 }
6926     \dim_set:Nn \l_box_right_dim { \box_wd:N #1 }
6927     \dim_zero:N \l_box_left_dim

```

The  $x$ -scaling and resulting box size is easy enough to work out: the dimension is that given as #2, and the scale is simply the new width divided by the old one.

```

6928     \fp_set_from_dim:Nn \l_box_scale_x_fp {#2}
6929     \fp_set_from_dim:Nn \l_box_internal_fp { \l_box_right_dim }
6930     \fp_div:Nn \l_box_scale_x_fp { \l_box_internal_fp }

```

The  $y$ -scaling needs both the height and the depth of the current box.

```

6931     \fp_set_from_dim:Nn \l_box_scale_y_fp {#3}
6932     \fp_set_from_dim:Nn \l_box_internal_fp
6933     { \l_box_top_dim - \l_box_bottom_dim }
6934     \fp_div:Nn \l_box_scale_y_fp { \l_box_internal_fp }

```

At this stage, check for trivial scaling. If both scalings are unity, then the code does nothing. Otherwise, pass on to the auxiliary function to find the new dimensions.

```

6935     \fp_compare:NNNTF \l_box_scale_x_fp = \c_one_fp
6936     {
6937       \fp_compare:NNNTF \l_box_scale_y_fp = \c_one_fp
6938       { \box_use:N #1 }
6939       { \box_resize_aux:Nnn #1 {#2} {#3} }
6940     }
6941     { \box_resize_aux:Nnn #1 {#2} {#3} }
6942   \group_end:
6943 }
6944 }
6945 \cs_generate_variant:Nn \box_resize:Nnn { c }

```

With at least one real scaling to do, the next phase is to find the new edge co-ordinates. In the  $x$  direction this is relatively easy: just scale the right edge. This is done using the absolute value of the scale so that the new edge is in the correct place. In the  $y$  direction, both dimensions have to be scaled, and this again needs the absolute scale value. Once that is all done, the common resize/rescale code can be employed.

```

6946 \cs_new_protected:Npn \box_resize_aux:Nnn #1#2#3
6947 {
6948   \dim_compare:nNnTF {#2} > \c_zero_dim
6949   { \dim_set:Nn \l_box_right_new_dim {#2} }
6950   { \dim_set:Nn \l_box_right_new_dim { \c_zero_dim - ( #2 ) } }
6951   \dim_compare:nNnTF {#3} > \c_zero_dim
6952   {
6953     \dim_set:Nn \l_box_top_new_dim

```

```

6954         { \fp_use:N \l_box_scale_y_fp \l_box_top_dim }
6955     \dim_set:Nn \l_box_bottom_new_dim
6956         { \fp_use:N \l_box_scale_y_fp \l_box_bottom_dim }
6957     }
6958     {
6959         \dim_set:Nn \l_box_top_new_dim
6960         { - \fp_use:N \l_box_scale_y_fp \l_box_top_dim }
6961         \dim_set:Nn \l_box_bottom_new_dim
6962         { - \fp_use:N \l_box_scale_y_fp \l_box_bottom_dim }
6963     }
6964     \box_resize_common:N #1
6965 }

```

(End definition for \box\_resize:Nnn and \box\_resize:cnn. These functions are documented on page ??.)

\box\_resize\_to\_ht\_plus\_dp:Nn     Scaling to a total height or to a width is a simplified version of the main resizing operation,  
\box\_resize\_to\_ht\_plus\_dp:cn     with the scale simply copied between the two parts. The internal auxiliary is called using  
\box\_resize\_to\_wd:Nn     the scaling value twice, as the sign for both parts is needed (as this allows the same  
\box\_resize\_to\_wd:cn     internal code to be used as for the general case).

```

6966 \cs_new_protected:Npn \box_resize_to_ht_plus_dp:Nn #1#2
6967 {
6968     \hbox_set:Nn #1
6969     {
6970         \group_begin:
6971         \dim_set:Nn \l_box_top_dim { \box_ht:N #1 }
6972         \dim_set:Nn \l_box_bottom_dim { -\box_dp:N #1 }
6973         \dim_set:Nn \l_box_right_dim { \box_wd:N #1 }
6974         \dim_zero:N \l_box_left_dim
6975         \fp_set_from_dim:Nn \l_box_scale_y_fp {#2}
6976         \fp_set_from_dim:Nn \l_box_internal_fp
6977             { \l_box_top_dim - \l_box_bottom_dim }
6978         \fp_div:Nn \l_box_scale_y_fp { \l_box_internal_fp }
6979         \fp_set_eq:NN \l_box_scale_x_fp \l_box_scale_y_fp
6980         \fp_compare:NNNTF \l_box_scale_y_fp = \c_one_fp
6981             { \box_use:N #1 }
6982             { \box_resize_aux:Nnn #1 {#2} {#2} }
6983         \group_end:
6984     }
6985 }
6986 \cs_generate_variant:Nn \box_resize_to_ht_plus_dp:Nn { c }
6987 \cs_new_protected:Npn \box_resize_to_wd:Nn #1#2
6988 {
6989     \hbox_set:Nn #1
6990     {
6991         \group_begin:
6992         \dim_set:Nn \l_box_top_dim { \box_ht:N #1 }
6993         \dim_set:Nn \l_box_bottom_dim { -\box_dp:N #1 }
6994         \dim_set:Nn \l_box_right_dim { \box_wd:N #1 }
6995         \dim_zero:N \l_box_left_dim

```

```

6996         \fp_set_from_dim:Nn \l_box_scale_x_fp {#2}
6997         \fp_set_from_dim:Nn \l_box_internal_fp { \l_box_right_dim }
6998         \fp_div:Nn \l_box_scale_x_fp { \l_box_internal_fp }
6999         \fp_set_eq:NN \l_box_scale_y_fp \l_box_scale_x_fp
7000         \fp_compare:NNNTF \l_box_scale_x_fp = \c_one_fp
7001         { \box_use:N #1 }
7002         { \box_resize_aux:Nnn #1 {#2} {#2} }
7003     \group_end:
7004 }
7005 }
7006 \cs_generate_variant:Nn \box_resize_to_wd:Nn { c }

```

*(End definition for \box\_resize\_to\_ht\_plus\_dp:Nn and \box\_resize\_to\_ht\_plus\_dp:cn. These functions are documented on page ??.)*

`\box_scale:Nnn` When scaling a box, setting the scaling itself is easy enough. The new dimensions are also relatively easy to find, allowing only for the need to keep them positive in all cases.

`\box_scale:cnn` Once that is done then after a check for the trivial scaling a hand-off can be made to the common code. The dimension scaling operations are carried out using the  $\TeX$  mechanism as it avoids needing to use fp operations.

`\box_scale_aux:Nnn`

```

7007 \cs_new_protected:Npn \box_scale:Nnn #1#2#3
7008 {
7009     \hbox_set:Nn #1
7010     {
7011         \group_begin:
7012         \fp_set:Nn \l_box_scale_x_fp {#2}
7013         \fp_set:Nn \l_box_scale_y_fp {#3}
7014         \dim_set:Nn \l_box_top_dim { \box_ht:N #1 }
7015         \dim_set:Nn \l_box_bottom_dim { -\box_dp:N #1 }
7016         \dim_set:Nn \l_box_right_dim { \box_wd:N #1 }
7017         \dim_zero:N \l_box_left_dim
7018         \fp_compare:NNNTF \l_box_scale_x_fp = \c_one_fp
7019         {
7020             \fp_compare:NNNTF \l_box_scale_y_fp = \c_one_fp
7021             { \box_use:N #1 }
7022             { \box_scale_aux:Nnn #1 {#2} {#3} }
7023         }
7024         { \box_scale_aux:Nnn #1 {#2} {#3} }
7025     \group_end:
7026 }
7027 }
7028 \cs_generate_variant:Nn \box_scale:Nnn { c }
7029 \cs_new_protected:Npn \box_scale_aux:Nnn #1#2#3
7030 {
7031     \fp_compare:NNNTF \l_box_scale_y_fp > \c_zero_fp
7032     {
7033         \dim_set:Nn \l_box_top_new_dim { #3 \l_box_top_dim }
7034         \dim_set:Nn \l_box_bottom_new_dim { #3 \l_box_bottom_dim }
7035     }
7036     {

```

```

7037     \dim_set:Nn \l_box_top_new_dim { -#3 \l_box_bottom_dim }
7038     \dim_set:Nn \l_box_bottom_new_dim { -#3 \l_box_top_dim }
7039   }
7040   \fp_compare:NNTF \l_box_scale_x_fp > \c_zero_fp
7041   { \l_box_right_new_dim #2 \l_box_right_dim }
7042   { \l_box_right_new_dim -#2 \l_box_right_dim }
7043   \box_resize_common:N #1
7044 }

```

(End definition for `\box_scale:Nnn` and `\box_scale:cnn`. These functions are documented on page ??.)

`\box_resize_common:N` The main resize function places in input into a box which will start of with zero width, and includes the handles for engine rescaling.

```

7045 \cs_new_protected:Npn \box_resize_common:N #1
7046 {
7047   \hbox_set:Nn \l_box_internal_box
7048   {
7049     \driver_box_scale_begin:
7050     \hbox_overlap_right:n { \box_use:N #1 }
7051     \driver_box_scale_end:
7052   }

```

The new height and depth can be applied directly.

```

7053   \box_set_ht:Nn \l_box_internal_box { \l_box_top_new_dim }
7054   \box_set_dp:Nn \l_box_internal_box { \l_box_bottom_new_dim }

```

Things are not quite as obvious for the width, as the reference point needs to remain unchanged. For positive scaling factors resizing the box is all that is needed. However, for case of a negative scaling the material must be shifted such that the reference point ends up in the right place.

```

7055   \fp_compare:NNTF \l_box_scale_x_fp < \c_zero_fp
7056   {
7057     \hbox_to_wd:nn { \l_box_right_new_dim }
7058     {
7059       \tex_kern:D \l_box_right_new_dim
7060       \box_use:N \l_box_internal_box
7061       \tex_hss:D
7062     }
7063   }
7064   {
7065     \box_set_wd:Nn \l_box_internal_box { \l_box_right_new_dim }
7066     \box_use:N \l_box_internal_box
7067   }
7068 }

```

(End definition for `\box_resize_common:N`. This function is documented on page ??.)

## 196.12 Viewing part of a box

`\box_clip:N` A wrapper around the driver-dependent code.

```

\box_clip:c 7069 \cs_new_protected:Npn \box_clip:N #1

```

```

7070 { \hbox_set:Nn #1 { \driver_box_use_clip:N #1 } }
7071 \cs_generate_variant:Nn \box_clip:N { c }

```

(End definition for \box\_clip:N and \box\_clip:c. These functions are documented on page ??.)

\box\_trim:Nnnnn Trimming from the left- and right-hand edges of the box is easy. The total width is set to remove from the right, and a skip will shift the material to remove from the left.

```

7072 \cs_new_protected:Npn \box_trim:Nnnnn #1#2#3#4#5
7073 {
7074   \box_set_wd:Nn #1 { \box_wd:N #1 - \dim_eval:n {#4} - \dim_eval:n {#2} }
7075   \hbox_set:Nn #1
7076   {
7077     \skip_horizontal:n { - \dim_eval:n {#2} }
7078     \box_use:N #1
7079   }

```

For the height and depth, there is a need to watch the baseline is respected. Material always has to stay on the correct side, so trimming has to check that there is enough material to trim.

```

7080   \dim_compare:nNnTF { \box_dp:N #1 } > {#3}
7081   { \box_set_dp:Nn #1 { \box_dp:N #1 - \dim_eval:n {#3} } }
7082   {
7083     \hbox_set:Nn #1
7084     {
7085       \box_move_down:nn { \dim_eval:n {#3} - \box_dp:N #1 }
7086       { \box_use:N #1 }
7087     }
7088     \box_set_dp:Nn #1 \c_zero_dim
7089   }
7090   \dim_compare:nNnTF { \box_ht:N #1 } > {#5}
7091   { \box_set_ht:Nn #1 { \box_ht:N #1 - \dim_eval:n {#5} } }
7092   {
7093     \hbox_set:Nn #1
7094     {
7095       \box_move_up:nn { \dim_eval:n {#5} - \box_ht:N #1 }
7096       { \box_use:N #1 }
7097     }
7098     \box_set_ht:Nn #1 \c_zero_dim
7099   }
7100 }
7101 \cs_generate_variant:Nn \box_trim:Nnnnn { c }

```

(End definition for \box\_trim:Nnnnn and \box\_trim:cnnnn. These functions are documented on page ??.)

\box\_viewport:Nnnnn The same general logic as for clipping, but with absolute dimensions. Thus again width is easy and height is harder.

```

7102 \cs_new_protected:Npn \box_viewport:Nnnnn #1#2#3#4#5
7103 {
7104   \box_set_wd:Nn #1 { \dim_eval:n {#4} - \dim_eval:n {#2} }
7105   \hbox_set:Nn #1

```

```

7106     {
7107       \skip_horizontal:n { - \dim_eval:n {#2} }
7108       \box_use:N #1
7109     }
7110   \dim_compare:nNnTF {#3} > \c_zero_dim
7111   {
7112     \hbox_set:Nn #1 { \box_move_down:nn {#3} { \box_use:N #1 } }
7113     \box_set_dp:Nn #1 \c_zero_dim
7114   }
7115   { \box_set_dp:Nn #1 { - \dim_eval:n {#3} } }
7116   \dim_compare:nNnTF {#5} > \c_zero_dim
7117   { \box_set_ht:Nn #1 {#5} }
7118   {
7119     \hbox_set:Nn #1
7120       { \box_move_up:nn { -\dim_eval:n {#5} } { \box_use:N #1 } }
7121     \box_set_ht:Nn #1 \c_zero_dim
7122   }
7123 }
7124 \cs_generate_variant:Nn \box_viewport:Nnnnn { c }

```

(End definition for `\box_viewport:Nnnnn` and `\box_viewport:cnnnn`. These functions are documented on page ??.)

## 196.13 Deprecatcd functions

`\l_last_box` Deprecatcd 2011-11-13, for removal by 2012-02-28.

```

7125 \cs_new_eq:NN \l_last_box \tex_lastbox:D

```

(End definition for `\l_last_box`. This variable is documented on page ??.)

```

7126 \</initex | package>

```

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```

7127 <*initex | package>
7128 <*package>
7129 \ProvidesExplPackage
7130   {\ExplFileName}{\ExplFileDate}{\ExplFileVersion}{\ExplFileDescription}
7131 \package_check_loaded_expl:
7132 </package>

```

### 197.1 Coffins: data structures and general variables

`\l_coffin_internal_box` Scratch variables.

```

\l_coffin_internal_dim 7133 \box_new:N \l_coffin_internal_box
\l_coffin_internal_fp   7134 \dim_new:N \l_coffin_internal_dim
\l_coffin_internal_tl   7135 \fp_new:N \l_coffin_internal_fp
                        7136 \tl_new:N \l_coffin_internal_tl

```

(End definition for `\l_coffin_internal_box`. This function is documented on page ??.)

`\c_coffin_corners_prop` The “corners”; of a coffin define the real content, as opposed to the  $\TeX$  bounding box. They all start off in the same place, of course.

```

7137 \prop_new:N \c_coffin_corners_prop
7138 \prop_put:Nnn \c_coffin_corners_prop { tl } { { 0 pt } { 0 pt } }
7139 \prop_put:Nnn \c_coffin_corners_prop { tr } { { 0 pt } { 0 pt } }
7140 \prop_put:Nnn \c_coffin_corners_prop { bl } { { 0 pt } { 0 pt } }
7141 \prop_put:Nnn \c_coffin_corners_prop { br } { { 0 pt } { 0 pt } }

```

(End definition for `\c_coffin_corners_prop`. This variable is documented on page ??.)

`\c_coffin_poles_prop` Pole positions are given for horizontal, vertical and reference-point based values.

```

7142 \prop_new:N \c_coffin_poles_prop
7143 \tl_set:Nn \l_coffin_internal_tl { { 0 pt } { 0 pt } { 0 pt } { 1000 pt } }
7144 \prop_put:Nno \c_coffin_poles_prop { l } { \l_coffin_internal_tl }
7145 \prop_put:Nno \c_coffin_poles_prop { hc } { \l_coffin_internal_tl }
7146 \prop_put:Nno \c_coffin_poles_prop { r } { \l_coffin_internal_tl }
7147 \tl_set:Nn \l_coffin_internal_tl { { 0 pt } { 0 pt } { 1000 pt } { 0 pt } }
7148 \prop_put:Nno \c_coffin_poles_prop { b } { \l_coffin_internal_tl }
7149 \prop_put:Nno \c_coffin_poles_prop { vc } { \l_coffin_internal_tl }
7150 \prop_put:Nno \c_coffin_poles_prop { t } { \l_coffin_internal_tl }
7151 \prop_put:Nno \c_coffin_poles_prop { B } { \l_coffin_internal_tl }
7152 \prop_put:Nno \c_coffin_poles_prop { H } { \l_coffin_internal_tl }
7153 \prop_put:Nno \c_coffin_poles_prop { T } { \l_coffin_internal_tl }

```

(End definition for `\c_coffin_poles_prop`. This variable is documented on page ??.)

`\l_coffin_calc_a_fp` Used for calculations of intersections and in other internal places.

`\l_coffin_calc_b_fp`

`\l_coffin_calc_c_fp`

`\l_coffin_calc_d_fp`

`\l_coffin_calc_result_fp`

```

7154 \fp_new:N \l_coffin_calc_a_fp
7155 \fp_new:N \l_coffin_calc_b_fp
7156 \fp_new:N \l_coffin_calc_c_fp
7157 \fp_new:N \l_coffin_calc_d_fp
7158 \fp_new:N \l_coffin_calc_result_fp

```

(End definition for `\l_coffin_calc_a_fp`. This function is documented on page ??.)

`\l_coffin_error_bool` For propagating errors so that parts of the code can work around them.

```

7159 \bool_new:N \l_coffin_error_bool

```

(End definition for `\l_coffin_error_bool`. This variable is documented on page ??.)

`\l_coffin_offset_x_dim` The offset between two sets of coffin handles when typesetting. These values are corrected from those requested in an alignment for the positions of the handles.

`\l_coffin_offset_y_dim`

```

7160 \dim_new:N \l_coffin_offset_x_dim
7161 \dim_new:N \l_coffin_offset_y_dim

```

(End definition for `\l_coffin_offset_x_dim`. This function is documented on page ??.)

`\l_coffin_pole_a_tl` Needed for finding the intersection of two poles.

`\l_coffin_pole_b_tl`

```

7162 \tl_new:N \l_coffin_pole_a_tl
7163 \tl_new:N \l_coffin_pole_b_tl

```

(End definition for `\l_coffin_pole_a_tl`. This function is documented on page ??.)

`\l_coffin_sin_fp` Used for rotations to get the sine and cosine values.

`\l_coffin_cos_fp` 7164 \fp\_new:N \l\_coffin\_sin\_fp  
7165 \fp\_new:N \l\_coffin\_cos\_fp  
(End definition for \l\_coffin\_sin\_fp. This function is documented on page ??.)

`\l_coffin_x_dim` For calculating intersections and so forth.

`\l_coffin_y_dim` 7166 \dim\_new:N \l\_coffin\_x\_dim  
7167 \dim\_new:N \l\_coffin\_y\_dim  
7168 \dim\_new:N \l\_coffin\_x\_prime\_dim  
7169 \dim\_new:N \l\_coffin\_y\_prime\_dim  
(End definition for \l\_coffin\_x\_dim. This function is documented on page ??.)

`\l_coffin_x_fp` Used for calculations where there are clear  $x$ - and  $y$ -components, for example during  
`\l_coffin_y_fp` vector rotation.

`\l_coffin_x_prime_fp` 7170 \fp\_new:N \l\_coffin\_x\_fp  
7171 \fp\_new:N \l\_coffin\_y\_fp  
7172 \fp\_new:N \l\_coffin\_x\_prime\_fp  
7173 \fp\_new:N \l\_coffin\_y\_prime\_fp  
(End definition for \l\_coffin\_x\_fp. This function is documented on page ??.)

`\l_coffin_Depth_dim` Dimensions for the various parts of a coffin.

`\l_coffin_Height_dim` 7174 \dim\_new:N \l\_coffin\_Depth\_dim  
7175 \dim\_new:N \l\_coffin\_Height\_dim  
7176 \dim\_new:N \l\_coffin\_TotalHeight\_dim  
7177 \dim\_new:N \l\_coffin\_Width\_dim  
(End definition for \l\_coffin\_Depth\_dim. This function is documented on page ??.)

`\coffin_saved_Depth:` Used to save the meaning of `\Depth`, `\Height`, `\TotalHeight` and `\Width`.

`\coffin_saved_Height:` 7178 \cs\_new\_nopar:Npn \coffin\_saved\_Depth: { }  
7179 \cs\_new\_nopar:Npn \coffin\_saved\_Height: { }  
7180 \cs\_new\_nopar:Npn \coffin\_saved\_TotalHeight: { }  
7181 \cs\_new\_nopar:Npn \coffin\_saved\_Width: { }  
(End definition for \coffin\_saved\_Depth:. This function is documented on page ??.)

## 197.2 Basic coffin functions

There are a number of basic functions needed for creating coffins and placing material in them. This all relies on the following data structures.

`\coffin_if_exist:NT` Several of the higher-level coffin functions will give multiple errors if the coffin does not exist. A cleaner way to handle this is provided here: both the box and the coffin structure are checked.

7182 \cs\_new\_protected:Npn \coffin\_if\_exist:NT #1#2  
7183 {  
7184 \cs\_if\_exist:NTF #1  
7185 {  
7186 \cs\_if\_exist:CTF { l\_coffin\_poles\_ \int\_value:w #1 \_prop }  
7187 { #2 }  
}

```

7188         {
7189             \msg_kernel_error:nnx { coffins } { unknown-coffin }
7190             { \token_to_str:N #1 }
7191         }
7192     }
7193     {
7194         \msg_kernel_error:nnx { coffins } { unknown-coffin }
7195         { \token_to_str:N #1 }
7196     }
7197 }

```

*(End definition for \coffin\_if\_exist:NT. This function is documented on page ??.)*

**\coffin\_clear:N** Clearing coffins means emptying the box and resetting all of the structures.

```

\coffin_clear:c
7198 \cs_new_protected:Npn \coffin_clear:N #1
7199 {
7200     \coffin_if_exist:NT #1
7201     {
7202         \box_clear:N #1
7203         \coffin_reset_structure:N #1
7204     }
7205 }
7206 \cs_generate_variant:Nn \coffin_clear:N { c }

```

*(End definition for \coffin\_clear:N and \coffin\_clear:c. These functions are documented on page ??.)*

**\coffin\_new:N** Creating a new coffin means making the underlying box and adding the data structures.  
**\coffin\_new:c** These are created globally, as there is a need to avoid any strange effects if the coffin is created inside a group. This means that the usual rule about `\l_...` variables has to be broken.

```

7207 \cs_new_protected:Npn \coffin_new:N #1
7208 {
7209     \box_new:N #1
7210     \prop_clear_new:c { l_coffin_corners_ \int_value:w #1 _prop }
7211     \prop_clear_new:c { l_coffin_poles_ \int_value:w #1 _prop }
7212     \prop_gset_eq:cN { l_coffin_corners_ \int_value:w #1 _prop }
7213     \c_coffin_corners_prop
7214     \prop_gset_eq:cN { l_coffin_poles_ \int_value:w #1 _prop }
7215     \c_coffin_poles_prop
7216 }
7217 \cs_generate_variant:Nn \coffin_new:N { c }

```

*(End definition for \coffin\_new:N and \coffin\_new:c. These functions are documented on page ??.)*

**\hcoffin\_set:Nn** Horizontal coffins are relatively easy: set the appropriate box, reset the structures then  
**\hcoffin\_set:cn** update the handle positions.

```

7218 \cs_new_protected:Npn \hcoffin_set:Nn #1#2
7219 {
7220     \coffin_if_exist:NT #1
7221     {
7222         \hbox_set:Nn #1

```

```

7223     {
7224         \color_group_begin:
7225         \color_ensure_current:
7226         #2
7227         \color_group_end:
7228     }
7229     \coffin_reset_structure:N #1
7230     \coffin_update_poles:N #1
7231     \coffin_update_corners:N #1
7232 }
7233 }
7234 \cs_generate_variant:Nn \hcoffin_set:Nn { c }

```

(End definition for \hcoffin\_set:Nn and \hcoffin\_set:cn. These functions are documented on page ??.)

\vcoffin\_set:Nnn Setting vertical coffins is more complex. First, the material is typeset with a given width.  
\vcoffin\_set:cn The default handles and poles are set as for a horizontal coffin, before finding the top baseline using a temporary box.

```

7235 \cs_new_protected:Npn \vcoffin_set:Nnn #1#2#3
7236 {
7237     \coffin_if_exist:NT #1
7238     {
7239         \vbox_set:Nn #1
7240         {
7241             \dim_set:Nn \tex_hsize:D {#2}
7242             \color_group_begin:
7243             \color_ensure_current:
7244             #3
7245             \color_group_end:
7246         }
7247         \coffin_reset_structure:N #1
7248         \coffin_update_poles:N #1
7249         \coffin_update_corners:N #1
7250         \vbox_set_top:Nn \l_coffin_internal_box { \vbox_unpack:N #1 }
7251         \coffin_set_pole:Nnx #1 { T }
7252         {
7253             { 0 pt }
7254             { \dim_eval:n { \box_ht:N #1 - \box_ht:N \l_coffin_internal_box } }
7255             { 1000 pt }
7256             { 0 pt }
7257         }
7258         \box_clear:N \l_coffin_internal_box
7259     }
7260 }
7261 \cs_generate_variant:Nn \vcoffin_set:Nnn { c }

```

(End definition for \vcoffin\_set:Nnn and \vcoffin\_set:cn. These functions are documented on page ??.)

\hcoffin\_set:Nw These are the “begin”/“end” versions of the above: watch the grouping!  
\vcoffin\_set:cw  
\hcoffin\_set\_end:

```

7262 \cs_new_protected:Npn \hcoffin_set:Nw #1
7263 {
7264   \coffin_if_exist:NT #1
7265   {
7266     \hbox_set:Nw #1 \color_group_begin: \color_ensure_current:
7267     \cs_set_protected_nopar:Npn \hcoffin_set_end:
7268     {
7269       \color_group_end:
7270       \hbox_set_end:
7271       \coffin_reset_structure:N #1
7272       \coffin_update_poles:N #1
7273       \coffin_update_corners:N #1
7274     }
7275   }
7276 }
7277 \cs_new_protected_nopar:Npn \hcoffin_set_end: { }
7278 \cs_generate_variant:Nn \hcoffin_set:Nw { c }

```

(End definition for \hcoffin\_set:Nw and \hcoffin\_set:cw. These functions are documented on page ??.)

\vcoffin\_set:Nnw The same for vertical coffins.

```

\vcoffin_set:cnw
\vcoffin_set_end:
7279 \cs_new_protected:Npn \vcoffin_set:Nnw #1#2
7280 {
7281   \coffin_if_exist:NT #1
7282   {
7283     \vbox_set:Nw #1
7284     \dim_set:Nn \tex_hsize:D {#2}
7285     \color_group_begin: \color_ensure_current:
7286     \cs_set_protected:Npn \vcoffin_set_end:
7287     {
7288       \color_group_end:
7289       \vbox_set_end:
7290       \coffin_reset_structure:N #1
7291       \coffin_update_poles:N #1
7292       \coffin_update_corners:N #1
7293       \vbox_set_top:Nn \l_coffin_internal_box { \vbox_unpack:N #1 }
7294       \coffin_set_pole:Nnx #1 { T }
7295       {
7296         { 0 pt }
7297         {
7298           \dim_eval:n { \box_ht:N #1 - \box_ht:N \l_coffin_internal_box }
7299         }
7300         { 1000 pt }
7301         { 0 pt }
7302       }
7303       \box_clear:N \l_coffin_internal_box
7304     }
7305   }
7306 }
7307 \cs_new_protected_nopar:Npn \vcoffin_set_end: { }

```

```
7308 \cs_generate_variant:Nn \vcoffin_set:Nnw { c }
(End definition for \vcoffin_set:Nnw and \vcoffin_set:cnw. These functions are documented on page ??.)
```

\coffin\_set\_eq:NN Setting two coffins equal is just a wrapper around other functions.

```
\coffin_set_eq:Nc 7309 \cs_new_protected:Npn \coffin_set_eq:NN #1#2
\coffin_set_eq:cN 7310 {
\coffin_set_eq:cc 7311 \coffin_if_exist:NT #1
7312 {
7313 \box_set_eq:NN #1 #2
7314 \coffin_set_eq_structure:NN #1 #2
7315 }
7316 }
7317 \cs_generate_variant:Nn \coffin_set_eq:NN { c , Nc , cc }
```

(End definition for \coffin\_set\_eq:NN and others. These functions are documented on page ??.)

\c\_empty\_coffin Special coffins: these cannot be set up earlier as they need \coffin\_new:N. The empty  
\l\_coffin\_aligned\_coffin coffin is set as a box as the full coffin-setting system needs some material which is not  
\l\_coffin\_aligned\_internal\_coffin yet available.

```
7318 \coffin_new:N \c_empty_coffin
7319 \hbox_set:Nn \c_empty_coffin { }
7320 \coffin_new:N \l_coffin_aligned_coffin
7321 \coffin_new:N \l_coffin_aligned_internal_coffin
(End definition for \c_empty_coffin. This function is documented on page ??.)
```

### 197.3 Measuring coffins

\coffin\_dp:N Coffins are just boxes when it comes to measurement. However, semantically a separate  
\coffin\_dp:c set of functions are required.

```
\coffin_ht:N 7322 \cs_new_eq:NN \coffin_dp:N \box_dp:N
\coffin_ht:c 7323 \cs_new_eq:NN \coffin_dp:c \box_dp:c
\coffin_wd:N 7324 \cs_new_eq:NN \coffin_ht:N \box_ht:N
\coffin_wd:c 7325 \cs_new_eq:NN \coffin_ht:c \box_ht:c
7326 \cs_new_eq:NN \coffin_wd:N \box_wd:N
7327 \cs_new_eq:NN \coffin_wd:c \box_wd:c
```

(End definition for \coffin\_dp:N and others. These functions are documented on page ??.)

### 197.4 Coffins: handle and pole management

\coffin\_get\_pole:NnN A simple wrapper around the recovery of a coffin pole, with some error checking and  
recovery built-in.

```
7328 \cs_new_protected:Npn \coffin_get_pole:NnN #1#2#3
7329 {
7330 \prop_get:cnNF
7331 { l_coffin_poles_ \int_value:w #1 _prop } {#2} #3
7332 {
7333 \msg_kernel_error:nxxx { coffins } { unknown-coffin-pole }
7334 {#2} { \token_to_str:N #1 }
```

```

7335         \tl_set:Nn #3 { { 0 pt } { 0 pt } { 0 pt } { 0 pt } }
7336     }
7337 }

```

*(End definition for \coffin\_get\_pole:NnN. This function is documented on page ??.)*

`\coffin_reset_structure:N` Resetting the structure is a simple copy job.

```

7338 \cs_new_protected:Npn \coffin_reset_structure:N #1
7339 {
7340     \prop_set_eq:cN { l_coffin_corners_ \int_value:w #1 _prop }
7341     \c_coffin_corners_prop
7342     \prop_set_eq:cN { l_coffin_poles_ \int_value:w #1 _prop }
7343     \c_coffin_poles_prop
7344 }

```

*(End definition for \coffin\_reset\_structure:N. This function is documented on page ??.)*

`\coffin_set_eq_structure:NN` Setting coffin structures equal simply means copying the property list.

`\coffin_gset_eq_structure:NN`

```

7345 \cs_new_protected:Npn \coffin_set_eq_structure:NN #1#2
7346 {
7347     \prop_set_eq:cc { l_coffin_corners_ \int_value:w #1 _prop }
7348     { l_coffin_corners_ \int_value:w #2 _prop }
7349     \prop_set_eq:cc { l_coffin_poles_ \int_value:w #1 _prop }
7350     { l_coffin_poles_ \int_value:w #2 _prop }
7351 }
7352 \cs_new_protected:Npn \coffin_gset_eq_structure:NN #1#2
7353 {
7354     \prop_gset_eq:cc { l_coffin_corners_ \int_value:w #1 _prop }
7355     { l_coffin_corners_ \int_value:w #2 _prop }
7356     \prop_gset_eq:cc { l_coffin_poles_ \int_value:w #1 _prop }
7357     { l_coffin_poles_ \int_value:w #2 _prop }
7358 }

```

*(End definition for \coffin\_set\_eq\_structure:NN and \coffin\_gset\_eq\_structure:NN. These functions are documented on page ??.)*

`\coffin_set_user_dimensions:N`

These make design-level names for the dimensions of a coffin easy to get at.

`\coffin_end_user_dimensions:`

```

\Depth      7359 \cs_new_protected:Npn \coffin_set_user_dimensions:N #1
\Height     7360 {
\TotalHeight 7361     \cs_set_eq:NN \coffin_saved_Height:    \Height
\Width      7362     \cs_set_eq:NN \coffin_saved_Depth:    \Depth
              7363     \cs_set_eq:NN \coffin_saved_TotalHeight: \TotalHeight
              7364     \cs_set_eq:NN \coffin_saved_Width:      \Width
              7365     \cs_set_eq:NN \Height      \l_coffin_Height_dim
              7366     \cs_set_eq:NN \Depth      \l_coffin_Depth_dim
              7367     \cs_set_eq:NN \TotalHeight \l_coffin_TotalHeight_dim
              7368     \cs_set_eq:NN \Width      \l_coffin_Width_dim
              7369     \dim_set:Nn \Height      { \box_ht:N #1 }
              7370     \dim_set:Nn \Depth      { \box_dp:N #1 }
              7371     \dim_set:Nn \TotalHeight { \box_ht:N #1 + \box_dp:N #1 }
              7372     \dim_set:Nn \Width      { \box_wd:N #1 }
              7373 }

```

```

7374 \cs_new_protected_nopar:Npn \coffin_end_user_dimensions:
7375 {
7376   \cs_set_eq:NN \Height      \coffin_saved_Height:
7377   \cs_set_eq:NN \Depth       \coffin_saved_Depth:
7378   \cs_set_eq:NN \TotalHeight \coffin_saved_TotalHeight:
7379   \cs_set_eq:NN \Width       \coffin_saved_Width:
7380 }

```

(End definition for \coffin\_set\_user\_dimensions:N. This function is documented on page ??.)

\coffin\_set\_horizontal\_pole:Nnn Setting the pole of a coffin at the user/designer level requires a bit more care. The idea here is to provide a reasonable interface to the system, then to do the setting with full expansion. The three-argument version is used internally to do a direct setting.

```

\coffin_set_horizontal_pole:Nnn
\coffin_set_horizontal_pole:cnn
\coffin_set_vertical_pole:Nnn
\coffin_set_vertical_pole:cnn
\coffin_set_pole:Nnn
\coffin_set_pole:Nnx
7381 \cs_new_protected:Npn \coffin_set_horizontal_pole:Nnn #1#2#3
7382 {
7383   \coffin_if_exist:NT #1
7384   {
7385     \coffin_set_user_dimensions:N #1
7386     \coffin_set_pole:Nnx #1 {#2}
7387     {
7388       { 0 pt } { \dim_eval:n {#3} }
7389       { 1000 pt } { 0 pt }
7390     }
7391     \coffin_end_user_dimensions:
7392   }
7393 }
7394 \cs_new_protected:Npn \coffin_set_vertical_pole:Nnn #1#2#3
7395 {
7396   \coffin_if_exist:NT #1
7397   {
7398     \coffin_set_user_dimensions:N #1
7399     \coffin_set_pole:Nnx #1 {#2}
7400     {
7401       { \dim_eval:n {#3} } { 0 pt }
7402       { 0 pt } { 1000 pt }
7403     }
7404     \coffin_end_user_dimensions:
7405   }
7406 }
7407 \cs_new_protected:Npn \coffin_set_pole:Nnn #1#2#3
7408 { \prop_put:cnn { l_coffin_poles_ \int_value:w #1 _prop } {#2} {#3} }
7409 \cs_generate_variant:Nn \coffin_set_horizontal_pole:Nnn { c }
7410 \cs_generate_variant:Nn \coffin_set_vertical_pole:Nnn { c }
7411 \cs_generate_variant:Nn \coffin_set_pole:Nnn { Nnx }

```

(End definition for \coffin\_set\_horizontal\_pole:Nnn and \coffin\_set\_horizontal\_pole:cnn. These functions are documented on page ??.)

\coffin\_update\_corners:N Updating the corners of a coffin is straight-forward as at this stage there can be no rotation. So the corners of the content are just those of the underlying TeX box.

```

7412 \cs_new_protected:Npn \coffin_update_corners:N #1

```

```

7413 {
7414   \prop_put:cnx { l_coffin_corners_ \int_value:w #1 _prop } { tl }
7415   { { 0 pt } { \dim_use:N \box_ht:N #1 } }
7416   \prop_put:cnx { l_coffin_corners_ \int_value:w #1 _prop } { tr }
7417   { { \dim_use:N \box_wd:N #1 } { \dim_use:N \box_ht:N #1 } }
7418   \prop_put:cnx { l_coffin_corners_ \int_value:w #1 _prop } { bl }
7419   { { 0 pt } { \dim_eval:n { - \box_dp:N #1 } } }
7420   \prop_put:cnx { l_coffin_corners_ \int_value:w #1 _prop } { br }
7421   { { \dim_use:N \box_wd:N #1 } { \dim_eval:n { - \box_dp:N #1 } } }
7422 }

```

(End definition for \coffin\_update\_corners:N. This function is documented on page ??.)

**\coffin\_update\_poles:N** This function is called when a coffin is set, and updates the poles to reflect the nature of size of the box. Thus this function only alters poles where the default position is dependent on the size of the box. It also does not set poles which are relevant only to vertical coffins.

```

7423 \cs_new_protected:Npn \coffin_update_poles:N #1
7424 {
7425   \prop_put:cnx { l_coffin_poles_ \int_value:w #1 _prop } { hc }
7426   {
7427     { \dim_eval:n { 0.5 \box_wd:N #1 } }
7428     { 0 pt } { 0 pt } { 1000 pt }
7429   }
7430   \prop_put:cnx { l_coffin_poles_ \int_value:w #1 _prop } { r }
7431   {
7432     { \dim_use:N \box_wd:N #1 }
7433     { 0 pt } { 0 pt } { 1000 pt }
7434   }
7435   \prop_put:cnx { l_coffin_poles_ \int_value:w #1 _prop } { vc }
7436   {
7437     { 0 pt }
7438     { \dim_eval:n { ( \box_ht:N #1 - \box_dp:N #1 ) / 2 } }
7439     { 1000 pt }
7440     { 0 pt }
7441   }
7442   \prop_put:cnx { l_coffin_poles_ \int_value:w #1 _prop } { t }
7443   {
7444     { 0 pt }
7445     { \dim_use:N \box_ht:N #1 }
7446     { 1000 pt }
7447     { 0 pt }
7448   }
7449   \prop_put:cnx { l_coffin_poles_ \int_value:w #1 _prop } { b }
7450   {
7451     { 0 pt }
7452     { \dim_eval:n { - \box_dp:N #1 } }
7453     { 1000 pt }
7454     { 0 pt }
7455   }

```

```
7456 }
```

(End definition for `\coffin_update_poles:N`. This function is documented on page ??.)

## 197.5 Coffins: calculation of pole intersections

```
\coffin_calculate_intersection:Nnn
\coffin_calculate_intersection:nnnnnnnn
\coffin_calculate_intersection_aux:nnnnnN
```

The lead off in finding intersections is to recover the two poles and then hand off to the auxiliary for the actual calculation. There may of course not be an intersection, for which an error trap is needed.

```
7457 \cs_new_protected:Npn \coffin_calculate_intersection:Nnn #1#2#3
7458 {
7459   \coffin_get_pole:NnN #1 {#2} \l_coffin_pole_a_tl
7460   \coffin_get_pole:NnN #1 {#3} \l_coffin_pole_b_tl
7461   \bool_set_false:N \l_coffin_error_bool
7462   \exp_last_two_unbraced:Noo
7463   \coffin_calculate_intersection:nnnnnnnn
7464   \l_coffin_pole_a_tl \l_coffin_pole_b_tl
7465   \bool_if:NT \l_coffin_error_bool
7466   {
7467     \msg_kernel_error:nn { coffins } { no-pole-intersection }
7468     \dim_zero:N \l_coffin_x_dim
7469     \dim_zero:N \l_coffin_y_dim
7470   }
7471 }
```

The two poles passed here each have four values (as dimensions),  $(a, b, c, d)$  and  $(a', b', c', d')$ . These are arguments 1–4 and 5–8, respectively. In both cases  $a$  and  $b$  are the co-ordinates of a point on the pole and  $c$  and  $d$  define the direction of the pole. Finding the intersection depends on the directions of the poles, which are given by  $d/c$  and  $d'/c'$ . However, if one of the poles is either horizontal or vertical then one or more of  $c$ ,  $d$ ,  $c'$  and  $d'$  will be zero and a special case is needed.

```
7472 \cs_new_protected:Npn \coffin_calculate_intersection:nnnnnnnn
7473   #1#2#3#4#5#6#7#8
7474 {
7475   \dim_compare:nNnTF {#3} = { \c_zero_dim }
```

The case where the first pole is vertical. So the  $x$ -component of the interaction will be at  $a$ . There is then a test on the second pole: if it is also vertical then there is an error.

```
7476 {
7477   \dim_set:Nn \l_coffin_x_dim {#1}
7478   \dim_compare:nNnTF {#7} = { \c_zero_dim
7479     { \bool_set_true:N \l_coffin_error_bool }
```

The second pole may still be horizontal, in which case the  $y$ -component of the intersection will be  $b'$ . If not,

$$y = \frac{d'}{c'}(x - a') + b'$$

with the  $x$ -component already known to be  $\#1$ . This calculation is done as a generalised auxiliary.

```
7480 {
```

```

7481         \dim_compare:nNnTF {#8} = \c_zero_dim
7482         { \dim_set:Nn \l_coffin_y_dim {#6} }
7483         {
7484             \coffin_calculate_intersection_aux:nnnnnN
7485             {#1} {#5} {#6} {#7} {#8} \l_coffin_y_dim
7486         }
7487     }
7488 }

```

If the first pole is not vertical then it may be horizontal. If so, then the procedure is essentially the same as that already done but with the  $x$ - and  $y$ -components interchanged.

```

7489 {
7490     \dim_compare:nNnTF {#4} = \c_zero_dim
7491     {
7492         \dim_set:Nn \l_coffin_y_dim {#2}
7493         \dim_compare:nNnTF {#8} = { \c_zero_dim }
7494         { \bool_set_true:N \l_coffin_error_bool }
7495         {
7496             \dim_compare:nNnTF {#7} = \c_zero_dim
7497             { \dim_set:Nn \l_coffin_x_dim {#5} }

```

The formula for the case where the second pole is neither horizontal nor vertical is

$$x = \frac{c'}{d'}(y - b') + a'$$

which is again handled by the same auxiliary.

```

7498     {
7499         \coffin_calculate_intersection_aux:nnnnnN
7500         {#2} {#6} {#5} {#8} {#7} \l_coffin_x_dim
7501     }
7502 }
7503 }

```

The first pole is neither horizontal nor vertical. This still leaves the second pole, which may be a special case. For those possibilities, the calculations are the same as above with the first and second poles interchanged.

```

7504 {
7505     \dim_compare:nNnTF {#7} = \c_zero_dim
7506     {
7507         \dim_set:Nn \l_coffin_x_dim {#5}
7508         \coffin_calculate_intersection_aux:nnnnnN
7509         {#5} {#1} {#2} {#3} {#4} \l_coffin_y_dim
7510     }
7511     {
7512         \dim_compare:nNnTF {#8} = \c_zero_dim
7513         {
7514             \dim_set:Nn \l_coffin_x_dim {#6}
7515             \coffin_calculate_intersection_aux:nnnnnN
7516             {#6} {#2} {#1} {#4} {#3} \l_coffin_x_dim
7517         }

```

If none of the special cases apply then there is still a need to check that there is a unique intersection between the two pole. This is the case if they have different slopes.

```

7518         {
7519             \fp_set_from_dim:Nn \l_coffin_calc_a_fp {#3}
7520             \fp_set_from_dim:Nn \l_coffin_calc_b_fp {#4}
7521             \fp_set_from_dim:Nn \l_coffin_calc_c_fp {#7}
7522             \fp_set_from_dim:Nn \l_coffin_calc_d_fp {#8}
7523             \fp_div:Nn \l_coffin_calc_b_fp \l_coffin_calc_a_fp
7524             \fp_div:Nn \l_coffin_calc_d_fp \l_coffin_calc_c_fp
7525             \fp_compare:nNnTF
7526                 \l_coffin_calc_b_fp = \l_coffin_calc_d_fp
7527                 { \bool_set_true:N \l_coffin_error_bool }

```

All of the tests pass, so there is the full complexity of the calculation:

$$x = \frac{a(d/c) - a'(d'/c') - b + b'}{(d/c) - (d'/c')}$$

and noting that the two ratios are already worked out from the test just performed. There is quite a bit of shuffling from dimensions to floating points in order to do the work. The  $y$ -values is then worked out using the standard auxiliary starting from the  $x$ -position.

```

7528         {
7529             \fp_set_from_dim:Nn \l_coffin_calc_result_fp {#6}
7530             \fp_set_from_dim:Nn \l_coffin_calc_a_fp {#2}
7531             \fp_sub:Nn \l_coffin_calc_result_fp
7532                 { \l_coffin_calc_a_fp }
7533             \fp_set_from_dim:Nn \l_coffin_calc_a_fp {#1}
7534             \fp_mul:Nn \l_coffin_calc_a_fp
7535                 { \l_coffin_calc_b_fp }
7536             \fp_add:Nn \l_coffin_calc_result_fp
7537                 { \l_coffin_calc_a_fp }
7538             \fp_set_from_dim:Nn \l_coffin_calc_a_fp {#5}
7539             \fp_mul:Nn \l_coffin_calc_a_fp
7540                 { \l_coffin_calc_d_fp }
7541             \fp_sub:Nn \l_coffin_calc_result_fp
7542                 { \l_coffin_calc_a_fp }
7543             \fp_sub:Nn \l_coffin_calc_b_fp
7544                 { \l_coffin_calc_d_fp }
7545             \fp_div:Nn \l_coffin_calc_result_fp
7546                 { \l_coffin_calc_b_fp }
7547             \dim_set:Nn \l_coffin_x_dim
7548                 { \fp_to_dim:N \l_coffin_calc_result_fp }
7549             \coffin_calculate_intersection_aux:nnnnnN
7550                 { \l_coffin_x_dim }
7551                 {#5} {#6} {#8} {#7} \l_coffin_y_dim
7552         }
7553     }
7554 }
7555

```

```

7556     }
7557 }

```

The formula for finding the intersection point is in most cases the same. The formula here is

$$\#6 = \frac{\#5}{\#4} (\#1 - \#2) + \#3$$

Thus #4 and #5 should be the directions of the pole while #2 and #3 are co-ordinates.

```

7558 \cs_new_protected:Npn \coffin_calculate_intersection_aux:nnnnnN
7559   #1#2#3#4#5#6
7560   {
7561     \fp_set_from_dim:Nn \l_coffin_calc_result_fp {#1}
7562     \fp_set_from_dim:Nn \l_coffin_calc_a_fp {#2}
7563     \fp_set_from_dim:Nn \l_coffin_calc_b_fp {#3}
7564     \fp_set_from_dim:Nn \l_coffin_calc_c_fp {#4}
7565     \fp_set_from_dim:Nn \l_coffin_calc_d_fp {#5}
7566     \fp_sub:Nn \l_coffin_calc_result_fp { \l_coffin_calc_a_fp }
7567     \fp_div:Nn \l_coffin_calc_result_fp { \l_coffin_calc_d_fp }
7568     \fp_mul:Nn \l_coffin_calc_result_fp { \l_coffin_calc_c_fp }
7569     \fp_add:Nn \l_coffin_calc_result_fp { \l_coffin_calc_b_fp }
7570     \dim_set:Nn #6 { \fp_to_dim:N \l_coffin_calc_result_fp }
7571   }

```

(End definition for \coffin\_calculate\_intersection:Nnn. This function is documented on page ??.)

## 197.6 Aligning and typesetting of coffins

```

\coffin_join:NnnNnnnn
\coffin_join:cnnNnnnn
\coffin_join:Nnncnnnn
\coffin_join:cnncnnnn

```

This command joins two coffins, using a horizontal and vertical pole from each coffin and making an offset between the two. The result is stored as the as a third coffin, which will have all of its handles reset to standard values. First, the more basic alignment function is used to get things started.

```

7572 \cs_new_protected:Npn \coffin_join:NnnNnnnn #1#2#3#4#5#6#7#8
7573   {
7574     \coffin_align:NnnNnnnnN
7575     #1 {#2} {#3} #4 {#5} {#6} {#7} {#8} \l_coffin_aligned_coffin

```

Correct the placement of the reference point. If the  $x$ -offset is negative then the reference point of the second box is to the left of that of the first, which is corrected using a kern. On the right side the first box might stick out, which will show up if it is wider than the sum of the  $x$ -offset and the width of the second box. So a second kern may be needed.

```

7576   \hbox_set:Nn \l_coffin_aligned_coffin
7577   {
7578     \dim_compare:nNnT { \l_coffin_offset_x_dim } < \c_zero_dim
7579     { \tex_kern:D -\l_coffin_offset_x_dim }
7580     \hbox_unpack:N \l_coffin_aligned_coffin
7581     \dim_set:Nn \l_coffin_internal_dim
7582     { \l_coffin_offset_x_dim - \box_wd:N #1 + \box_wd:N #4 }
7583     \dim_compare:nNnT \l_coffin_internal_dim < \c_zero_dim
7584     { \tex_kern:D -\l_coffin_internal_dim }
7585   }

```

The coffin structure is reset, and the corners are cleared: only those from the two parent coffins are needed.

```

7586 \coffin_reset_structure:N \l_coffin_aligned_coffin
7587 \prop_clear:c
7588 { l_coffin_corners_ \int_value:w \l_coffin_aligned_coffin _ prop }
7589 \coffin_update_poles:N \l_coffin_aligned_coffin

```

The structures of the parent coffins are now transferred to the new coffin, which requires that the appropriate offsets are applied. That will then depend on whether any shift was needed.

```

7590 \dim_compare:nNnTF \l_coffin_offset_x_dim < \c_zero_dim
7591 {
7592   \coffin_offset_poles:Nnn #1 { -\l_coffin_offset_x_dim } { 0 pt }
7593   \coffin_offset_poles:Nnn #4 { 0 pt } { \l_coffin_offset_y_dim }
7594   \coffin_offset_corners:Nnn #1 { -\l_coffin_offset_x_dim } { 0 pt }
7595   \coffin_offset_corners:Nnn #4 { 0 pt } { \l_coffin_offset_y_dim }
7596 }
7597 {
7598   \coffin_offset_poles:Nnn #1 { 0 pt } { 0 pt }
7599   \coffin_offset_poles:Nnn #4
7600     { \l_coffin_offset_x_dim } { \l_coffin_offset_y_dim }
7601   \coffin_offset_corners:Nnn #1 { 0 pt } { 0 pt }
7602   \coffin_offset_corners:Nnn #4
7603     { \l_coffin_offset_x_dim } { \l_coffin_offset_y_dim }
7604 }
7605 \coffin_update_vertical_poles:NNN #1 #4 \l_coffin_aligned_coffin
7606 \coffin_set_eq:NN #1 \l_coffin_aligned_coffin
7607 }
7608 \cs_generate_variant:Nn \coffin_join:NnnNnnnn { c , Nnnc , cncn }

```

(End definition for \coffin\_join:NnnNnnnn and others. These functions are documented on page ??.)

```

\coffin_attach:NnnNnnnn
\coffin_attach:cnnNnnnn
\coffin_attach:Nnncnnnn
\coffin_attach:cncncnnn
\coffin_attach_mark:NnnNnnnn

```

A more simple version of the above, as it simply uses the size of the first coffin for the new one. This means that the work here is rather simplified compared to the above code. The function used when marking a position is hear also as it is similar but without the structure updates.

```

7609 \cs_new_protected:Npn \coffin_attach:NnnNnnnn #1#2#3#4#5#6#7#8
7610 {
7611   \coffin_align:NnnNnnnnN
7612     #1 {#2} {#3} #4 {#5} {#6} {#7} {#8} \l_coffin_aligned_coffin
7613   \box_set_ht:Nn \l_coffin_aligned_coffin { \box_ht:N #1 }
7614   \box_set_dp:Nn \l_coffin_aligned_coffin { \box_dp:N #1 }
7615   \box_set_wd:Nn \l_coffin_aligned_coffin { \box_wd:N #1 }
7616   \coffin_reset_structure:N \l_coffin_aligned_coffin
7617   \prop_set_eq:cc
7618     { l_coffin_corners_ \int_value:w \l_coffin_aligned_coffin _prop }
7619     { l_coffin_corners_ \int_value:w #1 _prop }
7620   \coffin_update_poles:N \l_coffin_aligned_coffin
7621   \coffin_offset_poles:Nnn #1 { 0 pt } { 0 pt }
7622   \coffin_offset_poles:Nnn #4

```

```

7623     { \l_coffin_offset_x_dim } { \l_coffin_offset_y_dim }
7624     \coffin_update_vertical_poles:NNN #1 #4 \l_coffin_aligned_coffin
7625     \coffin_set_eq:NN #1 \l_coffin_aligned_coffin
7626   }
7627 \cs_new_protected:Npn \coffin_attach_mark:NnnNnnnn #1#2#3#4#5#6#7#8
7628 {
7629   \coffin_align:NnnNnnnnN
7630   #1 {#2} {#3} #4 {#5} {#6} {#7} {#8} \l_coffin_aligned_coffin
7631   \box_set_ht:Nn \l_coffin_aligned_coffin { \box_ht:N #1 }
7632   \box_set_dp:Nn \l_coffin_aligned_coffin { \box_dp:N #1 }
7633   \box_set_wd:Nn \l_coffin_aligned_coffin { \box_wd:N #1 }
7634   \box_set_eq:NN #1 \l_coffin_aligned_coffin
7635 }
7636 \cs_generate_variant:Nn \coffin_attach:NnnNnnnn { c , Nnnc , cnnc }

```

(End definition for \coffin\_attach:NnnNnnnn and others. These functions are documented on page ??.)

\coffin\_align:NnnNnnnnN

The internal function aligns the two coffins into a third one, but performs no corrections on the resulting coffin poles. The process begins by finding the points of intersection for the poles for each of the input coffins. Those for the first coffin are worked out after those for the second coffin, as this allows the ‘primed’ storage area to be used for the second coffin. The ‘real’ box offsets are then calculated, before using these to re-box the input coffins. The default poles are then set up, but the final result will depend on how the bounding box is being handled.

```

7637 \cs_new_protected:Npn \coffin_align:NnnNnnnnN #1#2#3#4#5#6#7#8#9
7638 {
7639   \coffin_calculate_intersection:Nnn #4 {#5} {#6}
7640   \dim_set:Nn \l_coffin_x_prime_dim { \l_coffin_x_dim }
7641   \dim_set:Nn \l_coffin_y_prime_dim { \l_coffin_y_dim }
7642   \coffin_calculate_intersection:Nnn #1 {#2} {#3}
7643   \dim_set:Nn \l_coffin_offset_x_dim
7644   { \l_coffin_x_dim - \l_coffin_x_prime_dim + #7 }
7645   \dim_set:Nn \l_coffin_offset_y_dim
7646   { \l_coffin_y_dim - \l_coffin_y_prime_dim + #8 }
7647   \hbox_set:Nn \l_coffin_aligned_internal_coffin
7648   {
7649     \box_use:N #1
7650     \tex_kern:D -\box_wd:N #1
7651     \tex_kern:D \l_coffin_offset_x_dim
7652     \box_move_up:nn { \l_coffin_offset_y_dim } { \box_use:N #4 }
7653   }
7654   \coffin_set_eq:NN #9 \l_coffin_aligned_internal_coffin
7655 }

```

(End definition for \coffin\_align:NnnNnnnnN. This function is documented on page ??.)

\coffin\_offset\_poles:Nnn  
\coffin\_offset\_pole:Nnnnnnn

Transferring structures from one coffin to another requires that the positions are updated by the offset between the two coffins. This is done by mapping to the property list of the source coffins, moving as appropriate and saving to the new coffin data structures. The test for a - means that the structures from the parent coffins are uniquely labelled and do not depend on the order of alignment. The pay off for this is that - should not

be used in coffin pole or handle names, and that multiple alignments do not result in a whole set of values.

```

7656 \cs_new_protected:Npn \coffin_offset_poles:Nnn #1#2#3
7657 {
7658   \prop_map_inline:cn { l_coffin_poles_ \int_value:w #1 _prop }
7659   { \coffin_offset_pole:Nnnnnnn #1 {##1} ##2 {#2} {#3} }
7660 }
7661 \cs_new_protected:Npn \coffin_offset_pole:Nnnnnnn #1#2#3#4#5#6#7#8
7662 {
7663   \dim_set:Nn \l_coffin_x_dim { #3 + #7 }
7664   \dim_set:Nn \l_coffin_y_dim { #4 + #8 }
7665   \tl_if_in:nnTF {#2} { - }
7666   { \tl_set:Nn \l_coffin_internal_tl { {#2} } }
7667   { \tl_set:Nn \l_coffin_internal_tl { { #1 - #2 } } }
7668   \exp_last_unbraced:NNo \coffin_set_pole:Nnx \l_coffin_aligned_coffin
7669   { \l_coffin_internal_tl }
7670   {
7671     { \dim_use:N \l_coffin_x_dim } { \dim_use:N \l_coffin_y_dim }
7672     {#5} {#6}
7673   }
7674 }

```

(End definition for \coffin\_offset\_poles:Nnn. This function is documented on page ??.)

\coffin\_offset\_corners:Nnn Saving the offset corners of a coffin is very similar, except that there is no need to worry about naming: every corner can be saved here as order is unimportant.

```

\coffin_offset_corners:Nnnnnn
7675 \cs_new_protected:Npn \coffin_offset_corners:Nnn #1#2#3
7676 {
7677   \prop_map_inline:cn { l_coffin_corners_ \int_value:w #1 _prop }
7678   { \coffin_offset_corner:Nnnnn #1 {##1} ##2 {#2} {#3} }
7679 }
7680 \cs_new_protected:Npn \coffin_offset_corner:Nnnnn #1#2#3#4#5#6
7681 {
7682   \prop_put:cnx
7683   { l_coffin_corners_ \int_value:w \l_coffin_aligned_coffin _prop }
7684   { #1 - #2 }
7685   {
7686     { \dim_eval:n { #3 + #5 } }
7687     { \dim_eval:n { #4 + #6 } }
7688   }
7689 }

```

(End definition for \coffin\_offset\_corners:Nnn. This function is documented on page ??.)

\coffin\_update\_vertical\_poles:NNN The T and B poles will need to be recalculated after alignment. These functions find the larger absolute value for the poles, but this is of course only logical when the poles are horizontal.

```

\coffin_update_T:nnnnnnnnN
\coffin_update_B:nnnnnnnnN
7690 \cs_new_protected:Npn \coffin_update_vertical_poles:NNN #1#2#3
7691 {
7692   \coffin_get_pole:NnN #3 { #1 -T } \l_coffin_pole_a_tl
7693   \coffin_get_pole:NnN #3 { #2 -T } \l_coffin_pole_b_tl

```

```

7694 \exp_last_two_unbraced:Noo \coffin_update_T:nnnnnnnnN
7695 \l_coffin_pole_a_tl \l_coffin_pole_b_tl #3
7696 \coffin_get_pole:NnN #3 { #1 -B } \l_coffin_pole_a_tl
7697 \coffin_get_pole:NnN #3 { #2 -B } \l_coffin_pole_b_tl
7698 \exp_last_two_unbraced:Noo \coffin_update_B:nnnnnnnnN
7699 \l_coffin_pole_a_tl \l_coffin_pole_b_tl #3
7700 }
7701 \cs_new_protected:Npn \coffin_update_T:nnnnnnnnN #1#2#3#4#5#6#7#8#9
7702 {
7703 \dim_compare:nNnTF {#2} < {#6}
7704 {
7705 \coffin_set_pole:Nnx #9 { T }
7706 { { 0 pt } {#6} { 1000 pt } { 0 pt } }
7707 }
7708 {
7709 \coffin_set_pole:Nnx #9 { T }
7710 { { 0 pt } {#2} { 1000 pt } { 0 pt } }
7711 }
7712 }
7713 \cs_new_protected:Npn \coffin_update_B:nnnnnnnnN #1#2#3#4#5#6#7#8#9
7714 {
7715 \dim_compare:nNnTF {#2} < {#6}
7716 {
7717 \coffin_set_pole:Nnx #9 { B }
7718 { { 0 pt } {#2} { 1000 pt } { 0 pt } }
7719 }
7720 {
7721 \coffin_set_pole:Nnx #9 { B }
7722 { { 0 pt } {#6} { 1000 pt } { 0 pt } }
7723 }
7724 }

```

(End definition for \coffin\_update\_vertical\_poles:NNN. This function is documented on page ??.)

\coffin\_typeset:Nnnnn  
\coffin\_typeset:cnnnn

Typesetting a coffin means aligning it with the current position, which is done using a coffin with no content at all. As well as aligning to the empty coffin, there is also a need to leave vertical mode, if necessary.

```

7725 \cs_new_protected:Npn \coffin_typeset:Nnnnn #1#2#3#4#5
7726 {
7727 \coffin_align:NnnNnnnnN \c_empty_coffin { H } { 1 }
7728 #1 {#2} {#3} {#4} {#5} \l_coffin_aligned_coffin
7729 \hbox_unpack:N \c_empty_box
7730 \box_use:N \l_coffin_aligned_coffin
7731 }
7732 \cs_generate_variant:Nn \coffin_typeset:Nnnnn { c }

```

(End definition for \coffin\_typeset:Nnnnn and \coffin\_typeset:cnnnn. These functions are documented on page ??.)

## 197.7 Rotating coffins

`\l_coffin_bounding_prop` A property list for the bounding box of a coffin. This is only needed during the rotation, so there is just the one.

```
7733 \prop_new:N \l_coffin_bounding_prop
```

(End definition for `\l_coffin_bounding_prop`. This variable is documented on page ??.)

`\l_coffin_bounding_shift_dim` The shift of the bounding box of a coffin from the real content.

```
7734 \dim_new:N \l_coffin_bounding_shift_dim
```

(End definition for `\l_coffin_bounding_shift_dim`. This variable is documented on page ??.)

`\l_coffin_left_corner_dim` These are used to hold maxima for the various corner values: these thus define the minimum size of the bounding box after rotation.

`\l_coffin_right_corner_dim`

`\l_coffin_bottom_corner_dim`

`\l_coffin_top_corner_dim`

```
7735 \dim_new:N \l_coffin_left_corner_dim
```

```
7736 \dim_new:N \l_coffin_right_corner_dim
```

```
7737 \dim_new:N \l_coffin_bottom_corner_dim
```

```
7738 \dim_new:N \l_coffin_top_corner_dim
```

(End definition for `\l_coffin_left_corner_dim`. This function is documented on page ??.)

`\coffin_rotate:Nn` Rotating a coffin requires several steps which can be conveniently run together. The first step is to convert the angle given in degrees to one in radians. This is then used to set `\l_coffin_sin_fp` and `\l_coffin_cos_fp`, which are carried through unchanged for the rest of the procedure.

`\coffin_rotate:cn`

```
7739 \cs_new_protected:Npn \coffin_rotate:Nn #1#2
```

```
7740 {
```

```
7741   \fp_set:Nn \l_coffin_internal_fp {#2}
```

```
7742   \fp_div:Nn \l_coffin_internal_fp { 180 }
```

```
7743   \fp_mul:Nn \l_coffin_internal_fp { \c_pi_fp }
```

```
7744   \fp_sin:Nn \l_coffin_sin_fp { \l_coffin_internal_fp }
```

```
7745   \fp_cos:Nn \l_coffin_cos_fp { \l_coffin_internal_fp }
```

The corners and poles of the coffin can now be rotated around the origin. This is best achieved using mapping functions.

```
7746   \prop_map_inline:cn { l_coffin_corners_ \int_value:w #1 _prop }
```

```
7747     { \coffin_rotate_corner:Nnnn #1 {##1} ##2 }
```

```
7748   \prop_map_inline:cn { l_coffin_poles_ \int_value:w #1 _prop }
```

```
7749     { \coffin_rotate_pole:Nnnnnn #1 {##1} ##2 }
```

The bounding box of the coffin needs to be rotated, and to do this the corners have to be found first. They are then rotated in the same way as the corners of the coffin material itself.

```
7750   \coffin_set_bounding:N #1
```

```
7751   \prop_map_inline:Nn \l_coffin_bounding_prop
```

```
7752     { \coffin_rotate_bounding:nnn {##1} ##2 }
```

At this stage, there needs to be a calculation to find where the corners of the content and the box itself will end up.

```
7753   \coffin_find_corner_maxima:N #1
```

```
7754   \coffin_find_bounding_shift:
```

```
7755   \box_rotate:Nn #1 {#2}
```

The correction of the box position itself takes place here. The idea is that the bounding box for a coffin is tight up to the content, and has the reference point at the bottom-left. The  $x$ -direction is handled by moving the content by the difference in the positions of the bounding box and the content left edge. The  $y$ -direction is dealt with by moving the box down by any depth it has acquired.

```

7756 \hbox_set:Nn #1
7757 {
7758   \tex_kern:D \l_coffin_bounding_shift_dim
7759   \tex_kern:D -\l_coffin_left_corner_dim
7760   \box_move_down:nn { \l_coffin_bottom_corner_dim }
7761   { \box_use:N #1 }
7762 }

```

If there have been any previous rotations then the size of the bounding box will be bigger than the contents. This can be corrected easily by setting the size of the box to the height and width of the content.

```

7763 \box_set_ht:Nn #1
7764 { \l_coffin_top_corner_dim - \l_coffin_bottom_corner_dim }
7765 \box_set_dp:Nn #1 { 0 pt }
7766 \box_set_wd:Nn #1
7767 { \l_coffin_right_corner_dim - \l_coffin_left_corner_dim }

```

The final task is to move the poles and corners such that they are back in alignment with the box reference point.

```

7768 \prop_map_inline:cn { l_coffin_corners_ \int_value:w #1 _prop }
7769 { \coffin_shift_corner:Nnnn #1 {##1} ##2 }
7770 \prop_map_inline:cn { l_coffin_poles_ \int_value:w #1 _prop }
7771 { \coffin_shift_pole:Nnnnnn #1 {##1} ##2 }
7772 }
7773 \cs_generate_variant:Nn \coffin_rotate:Nn { c }

```

*(End definition for \coffin\_rotate:Nn and \coffin\_rotate:cn. These functions are documented on page ??.)*

**\coffin\_set\_bounding:N** The bounding box corners for a coffin are easy enough to find: this is the same code as for the corners of the material itself, but using a dedicated property list.

```

7774 \cs_new_protected:Npn \coffin_set_bounding:N #1
7775 {
7776   \prop_put:Nnx \l_coffin_bounding_prop { tl }
7777   { { 0 pt } { \dim_use:N \box_ht:N #1 } }
7778   \prop_put:Nnx \l_coffin_bounding_prop { tr }
7779   { { \dim_use:N \box_wd:N #1 } { \dim_use:N \box_ht:N #1 } }
7780   \dim_set:Nn \l_coffin_internal_dim { - \box_dp:N #1 }
7781   \prop_put:Nnx \l_coffin_bounding_prop { bl }
7782   { { 0 pt } { \dim_use:N \l_coffin_internal_dim } }
7783   \prop_put:Nnx \l_coffin_bounding_prop { br }
7784   { { \dim_use:N \box_wd:N #1 } { \dim_use:N \l_coffin_internal_dim } }
7785 }

```

*(End definition for \coffin\_set\_bounding:N. This function is documented on page ??.)*

`\coffin_rotate_bounding:nnn` Rotating the position of the corner of the coffin is just a case of treating this as a vector  
`\coffin_rotate_corner:Nnnn` from the reference point. The same treatment is used for the corners of the material itself  
and the bounding box.

```

7786 \cs_new_protected:Npn \coffin_rotate_bounding:nnn #1#2#3
7787 {
7788   \coffin_rotate_vector:nnNN {#2} {#3} \l_coffin_x_dim \l_coffin_y_dim
7789   \prop_put:Nnx \l_coffin_bounding_prop {#1}
7790   { { \dim_use:N \l_coffin_x_dim } { \dim_use:N \l_coffin_y_dim } }
7791 }
7792 \cs_new_protected:Npn \coffin_rotate_corner:Nnnn #1#2#3#4
7793 {
7794   \coffin_rotate_vector:nnNN {#3} {#4} \l_coffin_x_dim \l_coffin_y_dim
7795   \prop_put:cnx { \l_coffin_corners_ \int_value:w #1 _prop } {#2}
7796   { { \dim_use:N \l_coffin_x_dim } { \dim_use:N \l_coffin_y_dim } }
7797 }

```

*(End definition for \coffin\_rotate\_bounding:nnn. This function is documented on page ??.)*

`\coffin_rotate_pole:Nnnnnn` Rotating a single pole simply means shifting the co-ordinate of the pole and its direction.  
The rotation here is about the bottom-left corner of the coffin.

```

7798 \cs_new_protected:Npn \coffin_rotate_pole:Nnnnnn #1#2#3#4#5#6
7799 {
7800   \coffin_rotate_vector:nnNN {#3} {#4} \l_coffin_x_dim \l_coffin_y_dim
7801   \coffin_rotate_vector:nnNN {#5} {#6}
7802   \l_coffin_x_prime_dim \l_coffin_y_prime_dim
7803   \coffin_set_pole:Nnx #1 {#2}
7804   {
7805     { \dim_use:N \l_coffin_x_dim } { \dim_use:N \l_coffin_y_dim }
7806     { \dim_use:N \l_coffin_x_prime_dim }
7807     { \dim_use:N \l_coffin_y_prime_dim }
7808   }
7809 }

```

*(End definition for \coffin\_rotate\_pole:Nnnnnn. This function is documented on page ??.)*

`\coffin_rotate_vector:nnNN` A rotation function, which needs only an input vector (as dimensions) and an output  
space. The values `\l_coffin_cos_fp` and `\l_coffin_sin_fp` should previously have  
been set up correctly. Working this way means that the floating point work is kept to a  
minimum: for any given rotation the sin and cosine values do no change, after all.

```

7810 \cs_new_protected:Npn \coffin_rotate_vector:nnNN #1#2#3#4
7811 {
7812   \fp_set_from_dim:Nn \l_coffin_x_fp {#1}
7813   \fp_set_from_dim:Nn \l_coffin_y_fp {#2}
7814   \fp_set_eq:NN \l_coffin_x_prime_fp \l_coffin_x_fp
7815   \fp_set_eq:NN \l_coffin_internal_fp \l_coffin_y_fp
7816   \fp_mul:Nn \l_coffin_x_prime_fp { \l_coffin_cos_fp }
7817   \fp_mul:Nn \l_coffin_internal_fp { \l_coffin_sin_fp }
7818   \fp_sub:Nn \l_coffin_x_prime_fp { \l_coffin_internal_fp }
7819   \fp_set_eq:NN \l_coffin_y_prime_fp \l_coffin_y_fp
7820   \fp_set_eq:NN \l_coffin_internal_fp \l_coffin_x_fp

```

```

7821 \fp_mul:Nn \l_coffin_y_prime_fp { \l_coffin_cos_fp }
7822 \fp_mul:Nn \l_coffin_internal_fp { \l_coffin_sin_fp }
7823 \fp_add:Nn \l_coffin_y_prime_fp { \l_coffin_internal_fp }
7824 \dim_set:Nn #3 { \fp_to_dim:N \l_coffin_x_prime_fp }
7825 \dim_set:Nn #4 { \fp_to_dim:N \l_coffin_y_prime_fp }
7826 }

```

(End definition for \coffin\_rotate\_vector:nnNN. This function is documented on page ??.)

**\coffin\_find\_corner\_maxima:N** The idea here is to find the extremities of the content of the coffin. This is done by  
**\coffin\_find\_corner\_maxima\_aux:nn** looking for the smallest values for the bottom and left corners, and the largest values for the top and right corners. The values start at the maximum dimensions so that the case where all are positive or all are negative works out correctly.

```

7827 \cs_new_protected:Npn \coffin_find_corner_maxima:N #1
7828 {
7829 \dim_set:Nn \l_coffin_top_corner_dim { -\c_max_dim }
7830 \dim_set:Nn \l_coffin_right_corner_dim { -\c_max_dim }
7831 \dim_set:Nn \l_coffin_bottom_corner_dim { \c_max_dim }
7832 \dim_set:Nn \l_coffin_left_corner_dim { \c_max_dim }
7833 \prop_map_inline:cn { l_coffin_corners_ \int_value:w #1 _prop }
7834 { \coffin_find_corner_maxima_aux:nn ##2 }
7835 }
7836 \cs_new_protected:Npn \coffin_find_corner_maxima_aux:nn #1#2
7837 {
7838 \dim_set_min:Nn \l_coffin_left_corner_dim {#1}
7839 \dim_set_max:Nn \l_coffin_right_corner_dim {#1}
7840 \dim_set_min:Nn \l_coffin_bottom_corner_dim {#2}
7841 \dim_set_max:Nn \l_coffin_top_corner_dim {#2}
7842 }

```

(End definition for \coffin\_find\_corner\_maxima:N. This function is documented on page ??.)

**\coffin\_find\_bounding\_shift:** The approach to finding the shift for the bounding box is similar to that for the corners.  
**\coffin\_find\_bounding\_shift\_aux:nn** However, there is only one value needed here and a fixed input property list, so things are a bit clearer.

```

7843 \cs_new_protected_nopar:Npn \coffin_find_bounding_shift:
7844 {
7845 \dim_set:Nn \l_coffin_bounding_shift_dim { \c_max_dim }
7846 \prop_map_inline:Nn \l_coffin_bounding_prop
7847 { \coffin_find_bounding_shift_aux:nn ##2 }
7848 }
7849 \cs_new_protected:Npn \coffin_find_bounding_shift_aux:nn #1#2
7850 { \dim_set_min:Nn \l_coffin_bounding_shift_dim {#1} }

```

(End definition for \coffin\_find\_bounding\_shift:. This function is documented on page ??.)

**\coffin\_shift\_corner:Nnnn** Shifting the corners and poles of a coffin means subtracting the appropriate values from  
**\coffin\_shift\_pole:Nnnnnn** the  $x$ - and  $y$ -components. For the poles, this means that the direction vector is unchanged.

```

7851 \cs_new_protected:Npn \coffin_shift_corner:Nnnn #1#2#3#4
7852 {

```

```

7853 \prop_put:cnx { l_coffin_corners_ \int_value:w #1 _ prop } {#2}
7854 {
7855   { \dim_eval:n { #3 - \l_coffin_left_corner_dim } }
7856   { \dim_eval:n { #4 - \l_coffin_bottom_corner_dim } }
7857 }
7858 }
7859 \cs_new_protected:Npn \coffin_shift_pole:Nnnnnn #1#2#3#4#5#6
7860 {
7861   \prop_put:cnx { l_coffin_poles_ \int_value:w #1 _ prop } {#2}
7862   {
7863     { \dim_eval:n { #3 - \l_coffin_left_corner_dim } }
7864     { \dim_eval:n { #4 - \l_coffin_bottom_corner_dim } }
7865     {#5} {#6}
7866   }
7867 }

```

(End definition for `\coffin_shift_corner:Nnnn`. This function is documented on page ??.)

## 197.8 Resizing coffins

`\l_coffin_scale_x_fp` Storage for the scaling factors in  $x$  and  $y$ , respectively.

`\l_coffin_scale_y_fp` 7868 \fp\_new:N \l\_coffin\_scale\_x\_fp

7869 \fp\_new:N \l\_coffin\_scale\_y\_fp

(End definition for `\l_coffin_scale_x_fp`. This function is documented on page ??.)

`\l_coffin_scaled_total_height_dim` When scaling, the values given have to be turned into absolute values.

`\l_coffin_scaled_width_dim` 7870 \dim\_new:N \l\_coffin\_scaled\_total\_height\_dim

7871 \dim\_new:N \l\_coffin\_scaled\_width\_dim

(End definition for `\l_coffin_scaled_total_height_dim`. This function is documented on page ??.)

`\coffin_resize:Nnn` Resizing a coffin begins by setting up the user-friendly names for the dimensions of the coffin box. The new sizes are then turned into scale factor. This is the same operation as takes place for the underlying box, but that operation is grouped and so the same calculation is done here.

`\coffin_resize:cnn`

```

7872 \cs_new_protected:Npn \coffin_resize:Nnn #1#2#3
7873 {
7874   \coffin_set_user_dimensions:N #1
7875   \box_resize:Nnn #1 {#2} {#3}
7876   \fp_set_from_dim:Nn \l_coffin_scale_x_fp {#2}
7877   \fp_set_from_dim:Nn \l_coffin_internal_fp { \Width }
7878   \fp_div:Nn \l_coffin_scale_x_fp { \l_coffin_internal_fp }
7879   \fp_set_from_dim:Nn \l_coffin_scale_y_fp {#3}
7880   \fp_set_from_dim:Nn \l_coffin_internal_fp { \TotalHeight }
7881   \fp_div:Nn \l_coffin_scale_y_fp { \l_coffin_internal_fp }
7882   \coffin_resize_common:Nnn #1 {#2} {#3}
7883 }
7884 \cs_generate_variant:Nn \coffin_resize:Nnn { c }

```

(End definition for `\coffin_resize:Nnn` and `\coffin_resize:cnn`. These functions are documented on page ??.)

`\coffin_resize_common:Nnn` The poles and corners of the coffin are scaled to the appropriate places before actually resizing the underlying box.

```

7885 \cs_new_protected:Npn \coffin_resize_common:Nnn #1#2#3
7886 {
7887   \prop_map_inline:cn { l_coffin_corners_ \int_value:w #1 _prop }
7888   { \coffin_scale_corner:Nnnn #1 {##1} ##2 }
7889   \prop_map_inline:cn { l_coffin_poles_ \int_value:w #1 _prop }
7890   { \coffin_scale_pole:Nnnnnn #1 {##1} ##2 }

```

Negative  $x$ -scaling values will place the poles in the wrong location: this is corrected here.

```

7891   \fp_compare:NNNT \l_coffin_scale_x_fp < \c_zero_fp
7892   {
7893     \prop_map_inline:cn { l_coffin_corners_ \int_value:w #1 _prop }
7894     { \coffin_x_shift_corner:Nnnn #1 {##1} ##2 }
7895     \prop_map_inline:cn { l_coffin_poles_ \int_value:w #1 _prop }
7896     { \coffin_x_shift_pole:Nnnnnn #1 {##1} ##2 }
7897   }
7898   \coffin_end_user_dimensions:
7899 }

```

(End definition for `\coffin_resize_common:Nnn`. This function is documented on page ??.)

`\coffin_scale:Nnn` For scaling, the opposite calculation is done to find the new dimensions for the coffin.  
`\coffin_scale:cnn` Only the total height is needed, as this is the shift required for corners and poles. The scaling is done the T<sub>E</sub>X way as this works properly with floating point values without needing to use the `fp` module.

```

7900 \cs_new_protected:Npn \coffin_scale:Nnn #1#2#3
7901 {
7902   \box_scale:Nnn #1 {#2} {#3}
7903   \coffin_set_user_dimensions:N #1
7904   \fp_set:Nn \l_coffin_scale_x_fp {#2}
7905   \fp_set:Nn \l_coffin_scale_y_fp {#3}
7906   \fp_compare:NNNTF \l_coffin_scale_y_fp > \c_zero_fp
7907   { \l_coffin_scaled_total_height_dim #3 \TotalHeight }
7908   { \l_coffin_scaled_total_height_dim -#3 \TotalHeight }
7909   \fp_compare:NNNTF \l_coffin_scale_x_fp > \c_zero_fp
7910   { \l_coffin_scaled_width_dim -#2 \Width }
7911   { \l_coffin_scaled_width_dim #2 \Width }
7912   \coffin_resize_common:Nnn #1
7913   { \l_coffin_scaled_width_dim } { \l_coffin_scaled_total_height_dim }
7914 }
7915 \cs_generate_variant:Nn \coffin_scale:Nnn { c }

```

(End definition for `\coffin_scale:Nnn` and `\coffin_scale:cnn`. These functions are documented on page ??.)

`\coffin_scale_vector:nnNN` This functions scales a vector from the origin using the pre-set scale factors in  $x$  and  $y$ . This is a much less complex operation than rotation, and as a result the code is a lot clearer.

```

7916 \cs_new_protected:Npn \coffin_scale_vector:nnNN #1#2#3#4

```

```

7917 {
7918   \fp_set_from_dim:Nn \l_coffin_internal_fp {#1}
7919   \fp_mul:Nn \l_coffin_internal_fp { \l_coffin_scale_x_fp }
7920   \dim_set:Nn #3 { \fp_to_dim:N \l_coffin_internal_fp }
7921   \fp_set_from_dim:Nn \l_coffin_internal_fp {#2}
7922   \fp_mul:Nn \l_coffin_internal_fp { \l_coffin_scale_y_fp }
7923   \dim_set:Nn #4 { \fp_to_dim:N \l_coffin_internal_fp }
7924 }

```

(End definition for \coffin\_scale\_vector:nnNN. This function is documented on page ??.)

\coffin\_scale\_corner:Nnnn Scaling both corners and poles is a simple calculation using the preceding vector scaling.

```

\coffin_scale_pole:Nnnnnn
7925 \cs_new_protected:Npn \coffin_scale_corner:Nnnn #1#2#3#4
7926 {
7927   \coffin_scale_vector:nnNN {#3} {#4} \l_coffin_x_dim \l_coffin_y_dim
7928   \prop_put:cnx { l_coffin_corners_ \int_value:w #1 _prop } {#2}
7929   { { \dim_use:N \l_coffin_x_dim } { \dim_use:N \l_coffin_y_dim } }
7930 }
7931 \cs_new_protected:Npn \coffin_scale_pole:Nnnnnn #1#2#3#4#5#6
7932 {
7933   \coffin_scale_vector:nnNN {#3} {#4} \l_coffin_x_dim \l_coffin_y_dim
7934   \coffin_set_pole:Nnx #1 {#2}
7935   {
7936     { \dim_use:N \l_coffin_x_dim } { \dim_use:N \l_coffin_y_dim }
7937     {#5} {#6}
7938   }
7939 }

```

(End definition for \coffin\_scale\_corner:Nnnn. This function is documented on page ??.)

\coffin\_x\_shift\_corner:Nnnn These functions correct for the  $x$  displacement that takes place with a negative horizontal  
\coffin\_x\_shift\_pole:Nnnnnn scaling.

```

7940 \cs_new_protected:Npn \coffin_x_shift_corner:Nnnn #1#2#3#4
7941 {
7942   \prop_put:cnx { l_coffin_corners_ \int_value:w #1 _prop } {#2}
7943   {
7944     { \dim_eval:n { #3 + \box_wd:N #1 } } {#4}
7945   }
7946 }
7947 \cs_new_protected:Npn \coffin_x_shift_pole:Nnnnnn #1#2#3#4#5#6
7948 {
7949   \prop_put:cnx { l_coffin_poles_ \int_value:w #1 _prop } {#2}
7950   {
7951     { \dim_eval:n { #3 + \box_wd:N #1 } } {#4}
7952     {#5} {#6}
7953   }
7954 }

```

(End definition for \coffin\_x\_shift\_corner:Nnnn. This function is documented on page ??.)

## 197.9 Coffin diagnostics

`\l_coffin_display_coffin` Used for printing coffins with data structures attached.

```

\l_coffin_display_coord_coffin 7955 \coffin_new:N \l_coffin_display_coffin
\l_coffin_display_pole_coffin 7956 \coffin_new:N \l_coffin_display_coord_coffin
7957 \coffin_new:N \l_coffin_display_pole_coffin

```

*(End definition for \l\_coffin\_display\_coffin. This function is documented on page ??.)*

`\l_coffin_display_handles_prop` This property list is used to print coffin handles at suitable positions. The offsets are expressed as multiples of the basic offset value, which therefore acts as a scale-factor.

```

7958 \prop_new:N \l_coffin_display_handles_prop
7959 \prop_put:Nnn \l_coffin_display_handles_prop { tl }
7960 { { b } { r } { -1 } { 1 } }
7961 \prop_put:Nnn \l_coffin_display_handles_prop { thc }
7962 { { b } { hc } { 0 } { 1 } }
7963 \prop_put:Nnn \l_coffin_display_handles_prop { tr }
7964 { { b } { l } { 1 } { 1 } { 1 } }
7965 \prop_put:Nnn \l_coffin_display_handles_prop { vc1 }
7966 { { vc } { r } { -1 } { 0 } }
7967 \prop_put:Nnn \l_coffin_display_handles_prop { vhc }
7968 { { vc } { hc } { 0 } { 0 } }
7969 \prop_put:Nnn \l_coffin_display_handles_prop { vcr }
7970 { { vc } { l } { 1 } { 1 } { 0 } }
7971 \prop_put:Nnn \l_coffin_display_handles_prop { bl }
7972 { { t } { r } { -1 } { -1 } }
7973 \prop_put:Nnn \l_coffin_display_handles_prop { bhc }
7974 { { t } { hc } { 0 } { -1 } }
7975 \prop_put:Nnn \l_coffin_display_handles_prop { br }
7976 { { t } { l } { 1 } { 1 } { -1 } }
7977 \prop_put:Nnn \l_coffin_display_handles_prop { Tl }
7978 { { t } { r } { -1 } { -1 } }
7979 \prop_put:Nnn \l_coffin_display_handles_prop { Thc }
7980 { { t } { hc } { 0 } { -1 } }
7981 \prop_put:Nnn \l_coffin_display_handles_prop { Tr }
7982 { { t } { l } { 1 } { 1 } { -1 } }
7983 \prop_put:Nnn \l_coffin_display_handles_prop { Hl }
7984 { { vc } { r } { -1 } { 1 } }
7985 \prop_put:Nnn \l_coffin_display_handles_prop { Hhc }
7986 { { vc } { hc } { 0 } { 1 } }
7987 \prop_put:Nnn \l_coffin_display_handles_prop { Hr }
7988 { { vc } { l } { 1 } { 1 } { 1 } }
7989 \prop_put:Nnn \l_coffin_display_handles_prop { Bl }
7990 { { b } { r } { -1 } { -1 } }
7991 \prop_put:Nnn \l_coffin_display_handles_prop { Bhc }
7992 { { b } { hc } { 0 } { -1 } }
7993 \prop_put:Nnn \l_coffin_display_handles_prop { Br }
7994 { { b } { l } { 1 } { 1 } { -1 } }

```

*(End definition for \l\_coffin\_display\_handles\_prop. This variable is documented on page ??.)*

`\l_coffin_display_offset_dim` The standard offset for the label from the handle position when displaying handles.

```

7995 \dim_new:N \l_coffin_display_offset_dim
7996 \dim_set:Nn \l_coffin_display_offset_dim { 2 pt }

```

(End definition for `\l_coffin_display_offset_dim`. This variable is documented on page ??.)

`\l_coffin_display_x_dim` As the intersections of poles have to be calculated to find which ones to print, there is  
`\l_coffin_display_y_dim` a need to avoid repetition. This is done by saving the intersection into two dedicated values.

```

7997 \dim_new:N \l_coffin_display_x_dim
7998 \dim_new:N \l_coffin_display_y_dim

```

(End definition for `\l_coffin_display_x_dim`. This function is documented on page ??.)

`\l_coffin_display_poles_prop` A property list for printing poles: various things need to be deleted from this to get a “nice” output.

```

7999 \prop_new:N \l_coffin_display_poles_prop

```

(End definition for `\l_coffin_display_poles_prop`. This variable is documented on page ??.)

`\l_coffin_display_font_tl` Stores the settings used to print coffin data: this keeps things flexible.

```

8000 \tl_new:N \l_coffin_display_font_tl
8001 <*initex>
8002 \tl_set:Nn \l_coffin_display_font_tl { } % TODO
8003 </initex>
8004 <*package>
8005 \tl_set:Nn \l_coffin_display_font_tl { \sffamily \tiny }
8006 </package>

```

(End definition for `\l_coffin_display_font_tl`. This variable is documented on page ??.)

`\coffin_mark_handle:Nnnn` Marking a single handle is relatively easy. The standard attachment function is used,  
`\coffin_mark_handle:cnnn` meaning that there are two calculations for the location. However, this is likely to be  
`\coffin_mark_handle_aux:nnnnNnn` okay given the load expected. Contrast with the more optimised version for showing all handles which comes next.

```

8007 \cs_new_protected:Npn \coffin_mark_handle:Nnnn #1#2#3#4
8008 {
8009   \hcoffin_set:Nn \l_coffin_display_pole_coffin
8010   {
8011     <*initex>
8012     \hbox:n { \tex_vrule:D width 1 pt height 1 pt \scan_stop: } % TODO
8013     </initex>
8014     <*package>
8015     \color {#4}
8016     \rule { 1 pt } { 1 pt }
8017   </package>
8018   }
8019   \coffin_attach_mark:NnnNnnnn #1 {#2} {#3}
8020   \l_coffin_display_pole_coffin { hc } { vc } { 0 pt } { 0 pt }
8021   \hcoffin_set:Nn \l_coffin_display_coord_coffin
8022   {
8023     <*initex>

```

```

8024          % TODO
8025 \end{initex}
8026 \begin{package}
8027     \color{#4}
8028 \end{package}
8029     \l_coffin_display_font_tl
8030     ( \tl_to_str:n { #2 , #3 } )
8031 }
8032 \prop_get:NnN \l_coffin_display_handles_prop
8033 { #2 #3 } \l_coffin_internal_tl
8034 \quark_if_no_value:NTF \l_coffin_internal_tl
8035 {
8036     \prop_get:NnN \l_coffin_display_handles_prop
8037     { #3 #2 } \l_coffin_internal_tl
8038     \quark_if_no_value:NTF \l_coffin_internal_tl
8039     {
8040         \coffin_attach_mark:NnnNnnnn #1 {#2} {#3}
8041         \l_coffin_display_coord_coffin { 1 } { vc }
8042         { 1 pt } { 0 pt }
8043     }
8044     {
8045         \exp_last_unbraced:No \coffin_mark_handle_aux:nnnnNnn
8046         \l_coffin_internal_tl #1 {#2} {#3}
8047     }
8048 }
8049 {
8050     \exp_last_unbraced:No \coffin_mark_handle_aux:nnnnNnn
8051     \l_coffin_internal_tl #1 {#2} {#3}
8052 }
8053 }
8054 \cs_new_protected:Npn \coffin_mark_handle_aux:nnnnNnn #1#2#3#4#5#6#7
8055 {
8056     \coffin_attach_mark:NnnNnnnn #5 {#6} {#7}
8057     \l_coffin_display_coord_coffin {#1} {#2}
8058     { #3 \l_coffin_display_offset_dim }
8059     { #4 \l_coffin_display_offset_dim }
8060 }
8061 \cs_generate_variant:Nn \coffin_mark_handle:Nnnn { c }

```

(End definition for \coffin\_mark\_handle:Nnnn and \coffin\_mark\_handle:cnnn. These functions are documented on page ??.)

\coffin\_display\_handles:Nn Printing the poles starts by removing any duplicates, for which the H poles is used as the definitive version for the baseline and bottom. Two loops are then used to find the combinations of handles for all of these poles. This is done such that poles are removed during the loops to avoid duplication.

\coffin\_display\_handles:cn

\coffin\_display\_handles\_aux:nnnnnn

\coffin\_display\_handles\_aux:nnnn

\coffin\_display\_attach:Nnnnn

```

8062 \cs_new_protected:Npn \coffin_display_handles:Nn #1#2
8063 {
8064     \hcoffin_set:Nn \l_coffin_display_pole_coffin
8065     {

```

```

8066 <*initex>
8067     \hbox:n { \tex_vrule:D width 1 pt height 1 pt \scan_stop: } % TODO
8068 </initex>
8069 <*package>
8070     \color {#2}
8071     \rule { 1 pt } { 1 pt }
8072 </package>
8073 }
8074 \prop_set_eq:Nc \l_coffin_display_poles_prop
8075 { \l_coffin_poles_ \int_value:w #1 _prop }
8076 \coffin_get_pole:NnN #1 { H } \l_coffin_pole_a_tl
8077 \coffin_get_pole:NnN #1 { T } \l_coffin_pole_b_tl
8078 \tl_if_eq:NNT \l_coffin_pole_a_tl \l_coffin_pole_b_tl
8079 { \prop_del:Nn \l_coffin_display_poles_prop { T } }
8080 \coffin_get_pole:NnN #1 { B } \l_coffin_pole_b_tl
8081 \tl_if_eq:NNT \l_coffin_pole_a_tl \l_coffin_pole_b_tl
8082 { \prop_del:Nn \l_coffin_display_poles_prop { B } }
8083 \coffin_set_eq:NN \l_coffin_display_coffin #1
8084 \prop_map_inline:Nn \l_coffin_display_poles_prop
8085 {
8086     \prop_del:Nn \l_coffin_display_poles_prop {##1}
8087     \coffin_display_handles_aux:nnnnnn {##1} ##2 {#2}
8088 }
8089 \box_use:N \l_coffin_display_coffin
8090 }

```

For each pole there is a check for an intersection, which here does not give an error if none is found. The successful values are stored and used to align the pole coffin with the main coffin for output. The positions are recovered from the preset list if available.

```

8091 \cs_new_protected:Npn \coffin_display_handles_aux:nnnnnn #1#2#3#4#5#6
8092 {
8093     \prop_map_inline:Nn \l_coffin_display_poles_prop
8094     {
8095         \bool_set_false:N \l_coffin_error_bool
8096         \coffin_calculate_intersection:nnnnnnnn {#2} {#3} {#4} {#5} ##2
8097         \bool_if:NF \l_coffin_error_bool
8098         {
8099             \dim_set:Nn \l_coffin_display_x_dim { \l_coffin_x_dim }
8100             \dim_set:Nn \l_coffin_display_y_dim { \l_coffin_y_dim }
8101             \coffin_display_attach:Nnnnn
8102             \l_coffin_display_pole_coffin { hc } { vc }
8103             { 0 pt } { 0 pt }
8104             \hcoffin_set:Nn \l_coffin_display_coord_coffin
8105             {
8106 <*initex>
8107             % TODO
8108 </initex>
8109 <*package>
8110             \color {#6}
8111 </package>

```

```

8112         \l_coffin_display_font_tl
8113         ( \tl_to_str:n { #1 , ##1 } )
8114     }
8115     \prop_get:NnN \l_coffin_display_handles_prop
8116     { #1 ##1 } \l_coffin_internal_tl
8117     \quark_if_no_value:NTF \l_coffin_internal_tl
8118     {
8119         \prop_get:NnN \l_coffin_display_handles_prop
8120         { ##1 #1 } \l_coffin_internal_tl
8121         \quark_if_no_value:NTF \l_coffin_internal_tl
8122         {
8123             \coffin_display_attach:Nnnnn
8124             \l_coffin_display_coord_coffin { 1 } { vc }
8125             { 1 pt } { 0 pt }
8126         }
8127         {
8128             \exp_last_unbraced:No
8129             \coffin_display_handles_aux:nnnn
8130             \l_coffin_internal_tl
8131         }
8132     }
8133     {
8134         \exp_last_unbraced:No \coffin_display_handles_aux:nnnn
8135         \l_coffin_internal_tl
8136     }
8137 }
8138 }
8139 }
8140 \cs_new_protected:Npn \coffin_display_handles_aux:nnnn #1#2#3#4
8141 {
8142     \coffin_display_attach:Nnnnn
8143     \l_coffin_display_coord_coffin {#1} {#2}
8144     { #3 \l_coffin_display_offset_dim }
8145     { #4 \l_coffin_display_offset_dim }
8146 }
8147 \cs_generate_variant:Nn \coffin_display_handles:Nn { c }

```

This is a dedicated version of `\coffin_attach:NnnNnnnn` with a hard-wired first coffin. As the intersection is already known and stored for the display coffin the code simply uses it directly, with no calculation.

```

8148 \cs_new_protected:Npn \coffin_display_attach:Nnnnn #1#2#3#4#5
8149 {
8150     \coffin_calculate_intersection:Nnn #1 {#2} {#3}
8151     \dim_set:Nn \l_coffin_x_prime_dim { \l_coffin_x_dim }
8152     \dim_set:Nn \l_coffin_y_prime_dim { \l_coffin_y_dim }
8153     \dim_set:Nn \l_coffin_offset_x_dim
8154     { \l_coffin_display_x_dim - \l_coffin_x_prime_dim + #4 }
8155     \dim_set:Nn \l_coffin_offset_y_dim
8156     { \l_coffin_display_y_dim - \l_coffin_y_prime_dim + #5 }
8157     \hbox_set:Nn \l_coffin_aligned_coffin

```

```

8158 {
8159   \box_use:N \l_coffin_display_coffin
8160   \tex_kern:D -\box_wd:N \l_coffin_display_coffin
8161   \tex_kern:D \l_coffin_offset_x_dim
8162   \box_move_up:nn { \l_coffin_offset_y_dim } { \box_use:N #1 }
8163 }
8164 \box_set_ht:Nn \l_coffin_aligned_coffin
8165 { \box_ht:N \l_coffin_display_coffin }
8166 \box_set_dp:Nn \l_coffin_aligned_coffin
8167 { \box_dp:N \l_coffin_display_coffin }
8168 \box_set_wd:Nn \l_coffin_aligned_coffin
8169 { \box_wd:N \l_coffin_display_coffin }
8170 \box_set_eq:NN \l_coffin_display_coffin \l_coffin_aligned_coffin
8171 }

```

(End definition for `\coffin_display_handles:Nn` and `\coffin_display_handles:cn`. These functions are documented on page 134.)

`\coffin_show_structure:N` For showing the various internal structures attached to a coffin in a way that keeps things relatively readable. If there is no apparent structure then the code complains.

`\coffin_show_structure:c`

```

8172 \cs_new_protected:Npn \coffin_show_structure:N #1
8173 {
8174   \cs_if_exist:cTF { l_coffin_poles_ \int_value:w #1 _prop }
8175   {
8176     \msg_aux_show:Nnx #1 { coffins }
8177     {
8178       \prop_map_function:cn
8179       { l_coffin_poles_ \int_value:w #1 _prop }
8180       \msg_aux_show_unbraced:nn
8181     }
8182   }
8183   {
8184     \msg_aux_use:nn { LaTeX / coffins } { no-pole }
8185     \msg_aux_show:x { }
8186   }
8187 }
8188 \cs_generate_variant:Nn \coffin_show_structure:N { c }

```

(End definition for `\coffin_show_structure:N` and `\coffin_show_structure:c`. These functions are documented on page ??.)

## 197.10 Messages

```

8189 \msg_kernel_new:nnnn { coffins } { no-pole-intersection }
8190 { No~intersection~between~coffin~poles. }
8191 {
8192   \c_msg_coding_error_text_tl
8193   LaTeX~was~asked~to~find~the~intersection~between~two~poles,~
8194   but~they~do~not~have~a~unique~meeting~point:~
8195   the~value~(0~pt,~0~pt)~will~be~used.
8196 }

```

```

8197 \msg_kernel_new:nnnn { coffins } { unknown-coffin }
8198 { Unknown~coffin~'#1'. }
8199 { The~coffin~'#1'~was~never~defined. }
8200 \msg_kernel_new:nnnn { coffins } { unknown-coffin-pole }
8201 { Pole~'#1'~unknown~for~coffin~'#2'. }
8202 {
8203   \c_msg_coding_error_text_tl
8204   LaTeX~was~asked~to~find~a~typesetting~pole~for~a~coffin,~
8205   but~either~the~coffin~does~not~exist~or~the~pole~name~is~wrong.
8206 }
8207 \msg_kernel_new:nnn { coffins } { show }
8208 {
8209   Size~of~coffin~\token_to_str:N #1 : \\
8210   > ~ ht~~~\dim_use:N \box_ht:N #1 \\
8211   > ~ dp~~~\dim_use:N \box_dp:N #1 \\
8212   > ~ wd~~~\dim_use:N \box_wd:N #1 \\
8213   Poles~of~coffin~\token_to_str:N #1 :
8214 }
8215 \msg_kernel_new:nnn { coffins } { no-pole }
8216 {
8217   ----No~poles~found---- \\
8218   Is~this~really~a~coffin?
8219 }
8220 </initex | package>

```

## 198 l3color Implementation

```

8221 <*initex | package>
8222 <*package>
8223 \ProvidesExplPackage
8224   {\ExplFileName}{\ExplFileDate}{\ExplFileVersion}{\ExplFileDescription}
8225 \package_check_loaded_expl:
8226 </package>

```

**\color\_group\_begin:** Grouping for colour is almost the same as using the basic **\group\_begin:** and **\group\_end:** functions. However, in vertical mode the end-of-group needs a **\par**, which in horizontal mode does nothing.

```

8227 \cs_new_eq:NN \color_group_begin: \group_begin:
8228 \cs_new_protected_nopar:Npn \color_group_end:
8229 {
8230   \tex_par:D
8231   \group_end:
8232 }

```

*(End definition for \color\_group\_begin: and \color\_group\_end:. These functions are documented on page ??.)*

**\color\_ensure\_current:** A driver-independent wrapper for setting the foreground colour to the current colour “now”.

```

8233 <*initex>

```

```

8234 \cs_new_protected_nopar:Npn \color_ensure_current:
8235   { \driver_color_ensure_current: }
8236 \</initex>
8237 \*package>
8238 \cs_new_protected_nopar:Npn \color_ensure_current: { \set@color }
8239 \</package>
(End definition for \color_ensure_current:. This function is documented on page ??.)
8240 \</initex | package>

```

## 199 l3msg implementation

```

8241 \*initex | package>
8242 \*package>
8243 \ProvidesExplPackage
8244   {\ExplFileName}{\ExplFileDate}{\ExplFileVersion}{\ExplFileDescription}
8245 \package_check_loaded_expl:
8246 \</package>
\l_msg_internal_tl A general scratch for the module.
8247 \tl_new:N \l_msg_internal_tl
(End definition for \l_msg_internal_tl. This variable is documented on page ??.)

```

### 199.1 Creating messages

Messages are created and used separately, so there two parts to the code here. First, a mechanism for creating message text. This is pretty simple, as there is not actually a lot to do.

```

\c_msg_text_prefix_tl Locations for the text of messages.
\c_msg_more_text_prefix_tl
8248 \tl_const:Nn \c_msg_text_prefix_tl { msg-text~>~ }
8249 \tl_const:Nn \c_msg_more_text_prefix_tl { msg-extra~text~>~ }
(End definition for \c_msg_text_prefix_tl and \c_msg_more_text_prefix_tl. These variables are
documented on page ??.)

```

`\chk_if_free_msg:nn` This auxiliary is similar to `\chk_if_free_cs:N`, and is used when defining messages with `\msg_new:nnnn`. It could be inlined in `\msg_new:nnnn`, but the experimental `l3trace` module needs to disable this check when reloading a package with the extra tracing information.

```

8250 \cs_new_protected:Npn \chk_if_free_msg:nn #1#2
8251   {
8252     \cs_if_free:cF { \c_msg_text_prefix_tl #1 / #2 }
8253     {
8254       \msg_kernel_error:nnxx { msg } { message-already-defined }
8255       {#1} {#2}
8256     }
8257   }
8258 \*package>

```

```

8259 \tex_ifodd:D \l@expl@log@functions@bool
8260 \cs_gset_protected:Npn \chk_if_free_msg:nn #1#2
8261 {
8262   \cs_if_free:cF { \c_msg_text_prefix_tl #1 / #2 }
8263   {
8264     \msg_kernel_error:nxxx { msg } { message-already-defined }
8265     {#1} {#2}
8266   }
8267   \iow_log:x { Defining-message~#1/#2~ \msg_line_context: }
8268 }
8269 \fi:
8270 \</package>
(End definition for \chk_if_free_msg:nn.)

```

\msg\_new:nnnn Setting a message simply means saving the appropriate text into two functions. A sanity check first.

```

\msg_new:nnn
\msg_gset:nnnn
\msg_gset:nnn
\msg_set:nnnn
\msg_set:nnn
8271 \cs_new_protected:Npn \msg_new:nnnn #1#2
8272 {
8273   \chk_if_free_msg:nn {#1} {#2}
8274   \msg_gset:nnnn {#1} {#2}
8275 }
8276 \cs_new_protected:Npn \msg_new:nnn #1#2#3
8277 { \msg_new:nnnn {#1} {#2} {#3} { } }
8278 \cs_new_protected:Npn \msg_set:nnnn #1#2#3#4
8279 {
8280   \cs_set:cpn { \c_msg_text_prefix_tl #1 / #2 }
8281   ##1##2##3##4 {#3}
8282   \cs_set:cpn { \c_msg_more_text_prefix_tl #1 / #2 }
8283   ##1##2##3##4 {#4}
8284 }
8285 \cs_new_protected:Npn \msg_set:nnn #1#2#3
8286 { \msg_set:nnnn {#1} {#2} {#3} { } }
8287 \cs_new_protected:Npn \msg_gset:nnnn #1#2#3#4
8288 {
8289   \cs_gset:cpn { \c_msg_text_prefix_tl #1 / #2 }
8290   ##1##2##3##4 {#3}
8291   \cs_gset:cpn { \c_msg_more_text_prefix_tl #1 / #2 }
8292   ##1##2##3##4 {#4}
8293 }
8294 \cs_new_protected:Npn \msg_gset:nnn #1#2#3
8295 { \msg_gset:nnnn {#1} {#2} {#3} { } }

```

(End definition for \msg\_new:nnnn and \msg\_new:nnn. These functions are documented on page ??.)

## 199.2 Messages: support functions and text

\c\_msg\_coding\_error\_text\_tl Simple pieces of text for messages.

```

\c_msg_continue_text_tl
\c_msg_critical_text_tl
\c_msg_fatal_text_tl
\c_msg_help_text_tl
\c_msg_no_info_text_tl
\c_msg_on_line_tl
\c_msg_return_text_tl
\c_msg_trouble_text_tl
8296 \tl_const:Nn \c_msg_coding_error_text_tl
8297 {
8298   This-is-a-coding-error.

```

```

8299     \\\ \\\
8300   }
8301   \tl_const:Nn \c_msg_continue_text_tl
8302   { Type-<return>-to-continue }
8303   \tl_const:Nn \c_msg_critical_text_tl
8304   { Reading-the-current-file-will-stop }
8305   \tl_const:Nn \c_msg_fatal_text_tl
8306   { This-is-a-fatal-error:-LaTeX-will-abort }
8307   \tl_const:Nn \c_msg_help_text_tl
8308   { For-immediate-help-type-H-<return> }
8309   \tl_const:Nn \c_msg_no_info_text_tl
8310   {
8311     LaTeX-does-not-know-anything-more-about-this-error,-sorry.
8312     \c_msg_return_text_tl
8313   }
8314   \tl_const:Nn \c_msg_on_line_text_tl { on-line }
8315   \tl_const:Nn \c_msg_return_text_tl
8316   {
8317     \\\ \\\
8318     Try-typing-<return>-to-proceed.
8319     \\\
8320     If-that-doesn't-work,-type-X-<return>-to-quit.
8321   }
8322   \tl_const:Nn \c_msg_trouble_text_tl
8323   {
8324     \\\ \\\
8325     More-errors-will-almost-certainly-follow: \\\
8326     the-LaTeX-run-should-be-aborted.
8327   }

```

(End definition for `\c_msg_coding_error_text_tl` and others. These variables are documented on page 137.)

`\msg_newline:` New lines are printed in the same way as for low-level file writing.

`\msg_two_newlines:`

```

8328   \cs_new_nopar:Npn \msg_newline: { ^^J }
8329   \cs_new_nopar:Npn \msg_two_newlines: { ^^J ^^J }

```

(End definition for `\msg_newline:` and `\msg_two_newlines:`. These functions are documented on page ??.)

`\msg_line_number:` For writing the line number nicely.

`\msg_line_context:`

```

8330   \cs_new_nopar:Npn \msg_line_number: { \int_use:N \tex_inputlineno:D }
8331   \cs_set_nopar:Npn \msg_line_context:
8332   {
8333     \c_msg_on_line_text_tl
8334     \c_space_tl
8335     \msg_line_number:
8336   }

```

(End definition for `\msg_line_number:`. This function is documented on page ??.)

### 199.3 Showing messages: low level mechanism

`\c_msg_hide_tl` An empty variable with a number of (category code 11) periods at the end of its name.  
`\c_msg_hide_tl<dots>` This is used to push the T<sub>E</sub>X part of an error message “off the screen”. Using two variables here means that later life is a little easier.

```
8337 \char_set_catcode_letter:N \.
8338 \tl_new:N
8339 \c_msg_hide_tl.....
8340 \tl_const:Nn \c_msg_hide_tl
8341 { \c_msg_hide_tl..... }
8342 \char_set_catcode_other:N \.
```

(End definition for `\c_msg_hide_tl`. This function is documented on page ??.)

`\l_msg_text_tl` For wrapping message text.

```
8343 \tl_new:N \l_msg_text_tl
```

(End definition for `\l_msg_text_tl`. This variable is documented on page ??.)

`\msg_interrupt:xxx` The low-level interruption macro is rather opaque, unfortunately. The idea here is to create a message which hides all of T<sub>E</sub>X’s own information by filling the output up with dots. To achieve this, dots have to be letters. The odd `\c_msg_hide_tl<dots>` actually does the hiding: it is the large run of dots in the name that is important here. The meaning of `\` is altered so that the explanation text is a simple run whilst the initial error has line-continuation shown.

```
8344 \cs_new_protected:Npn \msg_interrupt:xxx #1#2#3
8345 {
8346   \group_begin:
8347   \tl_if_empty:nTF {#3}
8348     { \msg_interrupt_no_details:xx {#1} {#2} }
8349     { \msg_interrupt_details:xxx {#1} {#2} {#3} }
8350   \msg_interrupt_aux:
8351   \group_end:
8352 }
```

Depending on the availability of more information there is a choice of how to set up the further help. The extra help text has to be set before the message itself can be issued. Everything is done using x-type expansion as the new line markers are different for the two type of text and need to be correctly set up.

```
8353 \cs_new_protected:Npn \msg_interrupt_no_details:xx #1#2
8354 {
8355   \iow_wrap:xnnnN
8356   { \ \c_msg_no_info_text_tl }
8357   { |~ } { 2 } { } \msg_interrupt_more_text:n
8358   \iow_wrap:xnnnN { #1 \ \ #2 \ \ \c_msg_continue_text_tl }
8359   { ! ~ } { 2 } { } \msg_interrupt_text:n
8360 }
8361 \cs_new_protected:Npn \msg_interrupt_details:xxx #1#2#3
8362 {
8363   \iow_wrap:xnnnN
8364   { \ \ #3 }
```

```

8365     { |~ } { 2 } { } \msg_interrupt_more_text:n
8366     \iow_wrap:xnnnN { #1 \\ \\ #2 \\ \\ \c_msg_help_text_tl }
8367     { ! ~ } { 2 } { } \msg_interrupt_text:n
8368   }
8369   \cs_new_protected:Npn \msg_interrupt_text:n #1
8370   { \tl_set:Nn \l_msg_text_tl {#1} }
8371   \cs_new_protected:Npn \msg_interrupt_more_text:n #1
8372   {
8373     <*initex>
8374     \tl_set:Nx \l_msg_internal_tl
8375     </initex>
8376     <*package>
8377     \protected@edef \l_msg_internal_tl
8378     </package>
8379     {
8380       |,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,
8381       #1
8382       \msg_newline:
8383       |.....
8384     }
8385     \tex_errhelp:D \exp_after:wN { \l_msg_internal_tl }
8386   }

```

The business end of the process starts by producing some visual separation of the message from the main part of the log. It then adds the hiding text to the message to print. The error message needs to be printed with everything made “invisible”: this is where the strange business with & comes in: this is made into another !. There is also a closing brace that will show up in the output, which is turned into a blank space.

```

8387   \group_begin: % {
8388     \char_set_lccode:nn {'\'} {'\ }
8389     \char_set_lccode:nn {'&} {'\!}
8390     \char_set_catcode_active:N \&
8391     \tl_to_lowercase:n
8392     {
8393       \group_end:
8394       \cs_new_protected:Npn \msg_interrupt_aux:
8395       {
8396         \iow_term:x
8397         {
8398           \iow_newline:
8399           !!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!
8400           \iow_newline:
8401           !
8402         }
8403         \tl_put_right:No \l_msg_text_tl { \c_msg_hide_tl }
8404         \cs_set_protected_nopar:Npx &
8405         { \tex_errmessage:D { \exp_not:o { \l_msg_text_tl } } }
8406         &
8407       }
8408     }

```

(End definition for `\msg_interrupt:xxx`. This function is documented on page 141.)

`\msg_log:x` Printing to the log or terminal without a stop is rather easier. A bit of simple visual  
`\msg_term:x` work sets things off nicely.

```

8409 \cs_new_protected:Npn \msg_log:x #1
8410 {
8411   \iow_log:x { ..... }
8412   \iow_wrap:xnnnN { . ~ #1 } { . ~ } { 2 } { }
8413   \iow_log:x
8414   \iow_log:x { ..... }
8415 }
8416 \cs_new_protected:Npn \msg_term:x #1
8417 {
8418   \iow_term:x { ***** }
8419   \iow_wrap:xnnnN { * ~ #1 } { * ~ } { 2 } { }
8420   \iow_term:x
8421   \iow_term:x { ***** }
8422 }

```

(End definition for `\msg_log:x`. This function is documented on page 141.)

## 199.4 Displaying messages

L<sup>A</sup>T<sub>E</sub>X is handling error messages and so the T<sub>E</sub>X ones are disabled.

```

8423 \int_set:Nn \tex_errorcontextlines:D { -1 }

```

`\msg_fatal_text:n` A function for issuing messages: both the text and order could in principal vary.

```

\msg_critical_text:n 8424 \cs_new:Npn \msg_fatal_text:n #1 { Fatal~#1~error }
\msg_error_text:n    8425 \cs_new:Npn \msg_critical_text:n #1 { Critical~#1~error }
\msg_warning_text:n  8426 \cs_new:Npn \msg_error_text:n #1 { #1~error }
\msg_info_text:n     8427 \cs_new:Npn \msg_warning_text:n #1 { #1~warning }
                     8428 \cs_new:Npn \msg_info_text:n #1 { #1~info }

```

(End definition for `\msg_fatal_text:n` and others. These functions are documented on page 138.)

`\msg_see_documentation_text:n` Contextual footer information.

```

8429 \cs_new:Npn \msg_see_documentation_text:n #1
8430 { \ \ \ See~the~#1~documentation~for~further~information. }

```

(End definition for `\msg_see_documentation_text:n`. This function is documented on page ??.)

`\l_msg_redirect_classes_prop` For filtering messages, a list of all messages and of those which have to be modified is  
`\l_msg_redirect_names_prop` required.

```

8431 \prop_new:N \l_msg_redirect_classes_prop
8432 \prop_new:N \l_msg_redirect_names_prop

```

(End definition for `\l_msg_redirect_classes_prop` and `\l_msg_redirect_names_prop`. These variables are documented on page ??.)

`\msg_class_set:nn` Setting up a message class does two tasks. Any existing redirection is cleared, and the various message functions are created to simply use the code stored for the message.

```

8433 \cs_new_protected:Npn \msg_class_set:nn #1#2
8434 {
8435   \prop_clear_new:c { l_msg_redirect_ #1 _prop }
8436   \cs_set_protected:cpn { msg_ #1 :nnxxxx } ##1##2##3##4##5##6
8437   { \msg_use:nnnnxxxx {#1} {#2} {##1} {##2} {##3} {##4} {##5} {##6} }
8438   \cs_set_protected:cpx { msg_ #1 :nnxxx } ##1##2##3##4##5
8439   { \exp_not:c { msg_ #1 :nnxxxx } {##1} {##2} {##3} {##4} {##5} { } }
8440   \cs_set_protected:cpx { msg_ #1 :nnxx } ##1##2##3##4
8441   { \exp_not:c { msg_ #1 :nnxxxx } {##1} {##2} {##3} {##4} { } { } }
8442   \cs_set_protected:cpx { msg_ #1 :nnx } ##1##2##3
8443   { \exp_not:c { msg_ #1 :nnxxxx } {##1} {##2} {##3} { } { } { } }
8444   \cs_set_protected:cpx { msg_ #1 :nn } ##1##2
8445   { \exp_not:c { msg_ #1 :nnxxxx } {##1} {##2} { } { } { } { } }
8446 }

```

(End definition for `\msg_class_set:nn`. This function is documented on page 138.)

`\msg_if_more_text_p:N` A test to see if any more text is available, using a permanently-empty text function.

```

\msg_if_more_text_p:c
\msg_if_more_text:N\TF
\msg_if_more_text:c\TF
\msg_no_more_text:xxxx
8447 \prg_new_conditional:Npnn \msg_if_more_text:N #1 { p , T , F , TF }
8448 {
8449   \cs_if_eq:NNTF #1 \msg_no_more_text:xxxx
8450   { \prg_return_false: }
8451   { \prg_return_true: }
8452 }
8453 \cs_new:Npn \msg_no_more_text:xxxx #1#2#3#4 { }
8454 \cs_generate_variant:Nn \msg_if_more_text_p:N { c }
8455 \cs_generate_variant:Nn \msg_if_more_text:NT { c }
8456 \cs_generate_variant:Nn \msg_if_more_text:NF { c }
8457 \cs_generate_variant:Nn \msg_if_more_text:N\TF { c }

```

(End definition for `\msg_if_more_text:N` and `\msg_if_more_text:c`. These functions are documented on page ??.)

`\msg_fatal:nnxxxx` For fatal errors, after the error message `TEX` bails out.

```

\msg_fatal:nnxxxx
\msg_fatal:nnxxx
\msg_fatal:nnxx
\msg_fatal:nnx
\msg_fatal:nn
8458 \msg_class_set:nn { fatal }
8459 {
8460   \msg_interrupt:xxx
8461   { \msg_fatal_text:n {#1} : ~ "#2" }
8462   {
8463     \use:c { \c_msg_text_prefix_tl #1 / #2 } {#3} {#4} {#5} {#6}
8464     \msg_see_documentation_text:n {#1}
8465   }
8466   { \c_msg_fatal_text_tl }
8467   \tex_end:D
8468 }

```

(End definition for `\msg_fatal:nnxxxx` and others. These functions are documented on page ??.)

`\msg_critical:nnxxxx` Not quite so bad: just end the current file.

```

\msg_critical:nnxxxx 8469 \msg_class_set:nn { critical }
\msg_critical:nnxxx 8470 {
\msg_critical:nnxx 8471 \msg_interrupt:xxx
\msg_critical:nn 8472 { \msg_critical_text:n {#1} : ~ "#2" }
8473 {
8474 \use:c { \c_msg_text_prefix_tl #1 / #2 } {#3} {#4} {#5} {#6}
8475 \msg_see_documentation_text:n {#1}
8476 }
8477 { \c_msg_critical_text_tl }
8478 \tex_endinput:D
8479 }

```

*(End definition for \msg\_critical:nnxxxx and others. These functions are documented on page ??.)*

`\msg_error:nnxxxx` For an error, the interrupt routine is called, then any recovery code is tried.

```

\msg_error:nnxxxx 8480 \msg_class_set:nn { error }
\msg_error:nnxxx 8481 {
\msg_error:nnxx 8482 \msg_if_more_text:cTF { \c_msg_more_text_prefix_tl #1 / #2 }
\msg_error:nn 8483 {
8484 \msg_interrupt:xxx
8485 { \msg_error_text:n {#1} : ~ "#2" }
8486 {
8487 \use:c { \c_msg_text_prefix_tl #1 / #2 } {#3} {#4} {#5} {#6}
8488 \msg_see_documentation_text:n {#1}
8489 }
8490 { \use:c { \c_msg_more_text_prefix_tl #1 / #2 } {#3} {#4} {#5} {#6} }
8491 }
8492 {
8493 \msg_interrupt:xxx
8494 { \msg_error_text:n {#1} : ~ "#2" }
8495 {
8496 \use:c { \c_msg_text_prefix_tl #1 / #2 } {#3} {#4} {#5} {#6}
8497 \msg_see_documentation_text:n {#1}
8498 }
8499 { }
8500 }
8501 }

```

*(End definition for \msg\_error:nnxxxx and others. These functions are documented on page ??.)*

`\msg_warning:nnxxxx` Warnings are printed to the terminal.

```

\msg_warning:nnxxxx 8502 \msg_class_set:nn { warning }
\msg_warning:nnxxx 8503 {
\msg_warning:nnxx 8504 \msg_term:x
\msg_warning:nn 8505 {
8506 \msg_warning_text:n {#1} : ~ "#2" \\ \\
8507 \use:c { \c_msg_text_prefix_tl #1 / #2 } {#3} {#4} {#5} {#6}
8508 }
8509 }

```

*(End definition for \msg\_warning:nnxxxx and others. These functions are documented on page ??.)*

`\msg_info:nnxxxx` Information only goes into the log.

```

\msg_info:nnxxxx      8510 \msg_class_set:nn { info }
\msg_info:nnxxx      8511 {
\msg_info:nnx      8512     \msg_log:x
\msg_info:nn      8513     {
      8514         \msg_info_text:n {#1} : ~ "#2" \\ \\
      8515         \use:c { \c_msg_text_prefix_tl #1 / #2 } {#3} {#4} {#5} {#6}
      8516     }
      8517 }

```

*(End definition for \msg\_info:nnxxxx and others. These functions are documented on page ??.)*

`\msg_log:nnxxxx` “Log” data is very similar to information, but with no extras added.

```

\msg_log:nnxxxx      8518 \msg_class_set:nn { log }
\msg_log:nnxxx      8519 {
\msg_log:nnx      8520     \msg_log:x
\msg_log:nn      8521     { \use:c { \c_msg_text_prefix_tl #1 / #2 } {#3} {#4} {#5} {#6} }
      8522 }

```

*(End definition for \msg\_log:nnxxxx and others. These functions are documented on page ??.)*

`\msg_none:nnxxxx` The none message type is needed so that input can be gobbled.

```

\msg_none:nnxxxx      8523 \msg_class_set:nn { none } { }

```

*(End definition for \msg\_none:nnxxxx and others. These functions are documented on page ??.)*

`\l_msg_redirect_classes_seq` Support variables needed for the redirection system.

```

\l_msg_redirect_classes_seq      8524 \seq_new:N \l_msg_redirect_classes_seq
\l_msg_class_tl      8525 \tl_new:N \l_msg_class_tl
\l_msg_current_class_tl      8526 \tl_new:N \l_msg_current_class_tl
\l_msg_current_module_tl      8527 \tl_new:N \l_msg_current_module_tl

```

*(End definition for \l\_msg\_redirect\_classes\_seq and others. These variables are documented on page ??.)*

`\msg_use:nnnnxxxx` The main message-using macro creates two auxiliary functions: one containing the code for the message, and the second a loop function. There is then a hand-off to the system for checking if redirection is needed.

```

\msg_use:nnnnxxxx      8528 \cs_new_protected:Npn \msg_use:nnnnxxxx #1#2#3#4#5#6#7#8
\msg_use_aux:nnn      8529 {
\msg_use_aux:nn      8530     \cs_set_protected_nopar:Npx \msg_use_code:
\msg_use_loop_check:nn      8531     {
\msg_use_code:      8532         \seq_clear:N \exp_not:N \l_msg_redirect_classes_seq
\msg_use_loop:n      8533         \exp_not:n {#2}
\msg_use_loop:o      8534     }
      8535     \cs_set_protected:Npx \msg_use_loop:n ##1
      8536     {
      8537         \seq_if_in:NnTF \exp_not:n \l_msg_redirect_classes_seq {#1}
      8538         { \msg_kernel_error:nn { msg } { message-loop } {#1} }
      8539         {
      8540             \seq_put_right:Nn \exp_not:N \l_msg_redirect_classes_seq {#1}
      8541             \exp_not:N \cs_if_exist:cTF { msg_ ##1 :nnxxxx }

```

```

8542         {
8543             \exp_not:N \use:c { msg_ ##1 :nnxxxx }
8544             \exp_not:n { {#3} {#4} {#5} {#6} {#7} {#8} }
8545         }
8546         {
8547             \msg_kernel_error:nnx { msg } { message-class-unknown } {##1}
8548         }
8549     }
8550 }
8551 \cs_if_exist:cTF { \c_msg_text_prefix_tl #3 / #4 }
8552 { \msg_use_aux:nnn {#1} {#3} {#4} }
8553 { \msg_kernel_error:nnxx { msg } { message-unknown } {#3} {#4} }
8554 }

```

The first auxiliary macro looks for a match by name: the most restrictive check.

```

8555 \cs_new_protected:Npn \msg_use_aux:nnn #1#2#3
8556 {
8557     \tl_set:Nn \l_msg_current_class_tl {#1}
8558     \tl_set:Nn \l_msg_current_module_tl {#2}
8559     \prop_if_in:NnTF \l_msg_redirect_names_prop { // #2 / #3 / }
8560     { \msg_use_loop_check:nn { names } { // #2 / #3 / } }
8561     { \msg_use_aux:nn {#1} {#2} }
8562 }

```

The second function checks for general matches by module or for all modules.

```

8563 \cs_new_protected:Npn \msg_use_aux:nn #1#2
8564 {
8565     \prop_if_in:cnTF { l_msg_redirect_ #1 _prop } {#2}
8566     { \msg_use_loop_check:nn {#1} {#2} }
8567     {
8568         \prop_if_in:cnTF { l_msg_redirect_ #1 _prop } { * }
8569         { \msg_use_loop_check:nn {#1} { * } }
8570         { \msg_use_code: }
8571     }
8572 }

```

When checking whether to loop, the same code is needed in a few places.

```

8573 \cs_new_protected:Npn \msg_use_loop_check:nn #1#2
8574 {
8575     \prop_get:cnN { l_msg_redirect_ #1 _prop } {#2} \l_msg_class_tl
8576     \tl_if_eq:NNTF \l_msg_current_class_tl \l_msg_class_tl
8577     {
8578         { \msg_use_code: }
8579         { \msg_use_loop:o \l_msg_class_tl }
8580     }
8581 }
8582 \cs_new_protected_nopar:Npn \msg_use_code: { }
8583 \cs_new_protected:Npn \msg_use_loop:n #1 { }
8584 \cs_generate_variant:Nn \msg_use_loop:n { o }

```

(End definition for \msg\_use:nnnnxxxx. This function is documented on page ??.)

`\msg_redirect_class:nn` Converts class one into class two.

```
8585 \cs_new_protected:Npn \msg_redirect_class:nn #1#2
8586 { \prop_put:cnn { l_msg_redirect_ #1 _prop } { * } {#2} }
(End definition for \msg_redirect_class:nn. This function is documented on page 140.)
```

`\msg_redirect_module:nnn` For when all messages of a class should be altered for a given module.

```
8587 \cs_new_protected:Npn \msg_redirect_module:nnn #1#2#3
8588 { \prop_put:cnn { l_msg_redirect_ #2 _prop } {#1} {#3} }
(End definition for \msg_redirect_module:nnn. This function is documented on page 140.)
```

`\msg_redirect_name:nnn` Named message will always use the given class.

```
8589 \cs_new_protected:Npn \msg_redirect_name:nnn #1#2#3
8590 { \prop_put:Nnn \l_msg_redirect_names_prop { // #1 / #2 / } {#3} }
(End definition for \msg_redirect_name:nnn. This function is documented on page 140.)
```

## 199.5 Kernel-specific functions

`\msg_kernel_new:nnnn` The kernel needs some messages of its own. These are created using pre-built functions.  
`\msg_kernel_new:nnn` Two functions are provided: one more general and one which only has the short text  
`\msg_kernel_set:nnnn` part.  
`\msg_kernel_set:nnn`

```
8591 \cs_new_protected:Npn \msg_kernel_new:nnnn #1#2
8592 { \msg_new:nnnn { LaTeX } { #1 / #2 } }
8593 \cs_new_protected:Npn \msg_kernel_new:nnn #1#2
8594 { \msg_new:nnn { LaTeX } { #1 / #2 } }
8595 \cs_new_protected:Npn \msg_kernel_set:nnnn #1#2
8596 { \msg_set:nnnn { LaTeX } { #1 / #2 } }
8597 \cs_new_protected:Npn \msg_kernel_set:nnn #1#2
8598 { \msg_set:nnn { LaTeX } { #1 / #2 } }
(End definition for \msg_kernel_new:nnnn. This function is documented on page ??.)
```

`\msg_kernel_fatal:nnxxxx` Fatal kernel errors cannot be re-defined.

```
8599 \cs_new_protected:Npn \msg_kernel_fatal:nnxxxx #1#2#3#4#5#6
8600 {
8601   \msg_interrupt:xxx
8602   { \msg_fatal_text:n { LaTeX } : ~ "#1 / #2" }
8603   {
8604     \use:c { \c_msg_text_prefix_tl LaTeX / #1 / #2 }
8605     {#3} {#4} {#5} {#6}
8606     \msg_see_documentation_text:n { LaTeX3 }
8607   }
8608   { \c_msg_fatal_text_tl }
8609   \tex_end:D
8610 }
8611 \cs_new_protected:Npn \msg_kernel_fatal:nnxxx #1#2#3#4#5
8612 { \msg_kernel_fatal:nnxxxx {#1} {#2} {#3} {#4} {#5} { } }
8613 \cs_new_protected:Npn \msg_kernel_fatal:nnxx #1#2#3#4
8614 { \msg_kernel_fatal:nnxxxx {#1} {#2} {#3} {#4} { } { } }
8615 \cs_new_protected:Npn \msg_kernel_fatal:nnx #1#2#3
```

```

8616 { \msg_kernel_fatal:nnxxxx {#1} {#2} {#3} { } { } { } }
8617 \cs_new_protected:Npn \msg_kernel_fatal:nn #1#2
8618 { \msg_kernel_fatal:nnxxxx {#1} {#2} { } { } { } { } }
(End definition for \msg_kernel_fatal:nnxxxx. This function is documented on page ??.)

```

\msg\_kernel\_error:nnxxxx Neither can kernel errors.

```

\msg_kernel_error:nnxxxx 8619 \cs_new_protected:Npn \msg_kernel_error:nnxxxx #1#2#3#4#5#6
\msg_kernel_error:nnxxxx 8620 {
\msg_kernel_error:nnxx 8621   \msg_if_more_text:cTF { \c_msg_more_text_prefix_tl LaTeX / #1 / #2 }
\msg_kernel_error:nn 8622   {
8623     \msg_interrupt:xxx
8624     { \msg_error_text:n { LaTeX } : ~ " #1 / #2 " }
8625     {
8626       \use:c { \c_msg_text_prefix_tl LaTeX / #1 / #2 }
8627       {#3} {#4} {#5} {#6}
8628       \msg_see_documentation_text:n { LaTeX3 }
8629     }
8630     {
8631       \use:c { \c_msg_more_text_prefix_tl LaTeX / #1 / #2 }
8632       {#3} {#4} {#5} {#6}
8633     }
8634   }
8635   {
8636     \msg_interrupt:xxx
8637     { \msg_error_text:n { LaTeX } : ~ " #1 / #2 " }
8638     {
8639       \use:c { \c_msg_text_prefix_tl LaTeX / #1 / #2 }
8640       {#3} {#4} {#5} {#6}
8641       \msg_see_documentation_text:n { LaTeX3 }
8642     }
8643   }
8644 }
8645 }
8646 \cs_new_protected:Npn \msg_kernel_error:nnxxx #1#2#3#4#5
8647 { \msg_kernel_error:nnxxxx {#1} {#2} {#3} {#4} {#5} { } }
8648 \cs_set_protected:Npn \msg_kernel_error:nnxx #1#2#3#4
8649 { \msg_kernel_error:nnxxxx {#1} {#2} {#3} {#4} { } { } }
8650 \cs_set_protected:Npn \msg_kernel_error:nnx #1#2#3
8651 { \msg_kernel_error:nnxxxx {#1} {#2} {#3} { } { } { } }
8652 \cs_set_protected:Npn \msg_kernel_error:nn #1#2
8653 { \msg_kernel_error:nnxxxx {#1} {#2} { } { } { } { } }
(End definition for \msg_kernel_error:nnxxxx. This function is documented on page ??.)

```

\msg\_kernel\_warning:nnxxxx Kernel messages which can be redirected.

```

\msg_kernel_warning:nnxxxx 8654 \prop_new:N \l_msg_redirect_kernel_warning_prop
\msg_kernel_warning:nnxxxx 8655 \cs_new_protected:Npn \msg_kernel_warning:nnxxxx #1#2#3#4#5#6
\msg_kernel_warning:nnxx 8656 {
\msg_kernel_warning:nn 8657   \msg_use:nnnnxxxx { warning }
\msg_kernel_info:nnxxxx 8658   {
\msg_kernel_info:nnxxxx
\msg_kernel_info:nnxx
\msg_kernel_info:nnx
\msg_kernel_info:nn

```

```

8659     \msg_term:x
8660     {
8661         \msg_warning_text:n { LaTeX } : ~ " #1 / #2 " \\ \\
8662         \use:c { \c_msg_text_prefix_tl LaTeX / #1 / #2 }
8663         {#3} {#4} {#5} {#6}
8664     }
8665 }
8666 { LaTeX } { #1 / #2 } {#3} {#4} {#5} {#6}
8667 }
8668 \cs_new_protected:Npn \msg_kernel_warning:nnxxx #1#2#3#4#5
8669 { \msg_kernel_warning:nnxxxx {#1} {#2} {#3} {#4} {#5} { } }
8670 \cs_new_protected:Npn \msg_kernel_warning:nnxx #1#2#3#4
8671 { \msg_kernel_warning:nnxxxx {#1} {#2} {#3} {#4} { } { } }
8672 \cs_new_protected:Npn \msg_kernel_warning:nnx #1#2#3
8673 { \msg_kernel_warning:nnxxxx {#1} {#2} {#3} { } { } { } }
8674 \cs_new_protected:Npn \msg_kernel_warning:nn #1#2
8675 { \msg_kernel_warning:nnxxxx {#1} {#2} { } { } { } { } }
8676 \prop_new:N \l_msg_redirect_kernel_info_prop
8677 \cs_new_protected:Npn \msg_kernel_info:nnxxxx #1#2#3#4#5#6
8678 {
8679     \msg_use:nnnnxxxx { info }
8680     {
8681         \msg_log:x
8682         {
8683             \msg_info_text:n { LaTeX } : ~ " #1 / #2 " \\ \\
8684             \use:c { \c_msg_text_prefix_tl LaTeX / #1 / #2 }
8685             {#3} {#4} {#5} {#6}
8686         }
8687     }
8688     { LaTeX } { #1 / #2 } {#3} {#4} {#5} {#6}
8689 }
8690 \cs_new_protected:Npn \msg_kernel_info:nnxxx #1#2#3#4#5
8691 { \msg_kernel_info:nnxxxx {#1} {#2} {#3} {#4} {#5} { } }
8692 \cs_new_protected:Npn \msg_kernel_info:nnxx #1#2#3#4
8693 { \msg_kernel_info:nnxxxx {#1} {#2} {#3} {#4} { } { } }
8694 \cs_new_protected:Npn \msg_kernel_info:nnx #1#2#3
8695 { \msg_kernel_info:nnxxxx {#1} {#2} {#3} { } { } { } }
8696 \cs_new_protected:Npn \msg_kernel_info:nn #1#2
8697 { \msg_kernel_info:nnxxxx {#1} {#2} { } { } { } { } }

```

(End definition for \msg\_kernel\_warning:nnxxxx. This function is documented on page ??.)

Error messages needed to actually implement the message system itself.

```

8698 \msg_kernel_new:nnnn { msg } { message-already-defined }
8699 { Message~'#2'~for~module~'#1'~already-defined. }
8700 {
8701     \c_msg_coding_error_text_tl
8702     LaTeX~was~asked~to~define~a~new~message~called~'#2'~\
8703     by~the~module~'#1':~this~message~already~exists.
8704     \c_msg_return_text_tl
8705 }

```

```

8706 \msg_kernel_new:nnnn { msg } { message-unknown }
8707 { Unknown~message~'#2'~for~module~'#1'. }
8708 {
8709   \c_msg_coding_error_text_tl
8710   LaTeX~was~asked~to~display~a~message~called~'#2'\\
8711   by~the~module~'#1'~module:~this~message~does~not~exist.
8712   \c_msg_return_text_tl
8713 }
8714 \msg_kernel_new:nnnn { msg } { message-class-unknown }
8715 { Unknown~message~class~'#1'. }
8716 {
8717   LaTeX~has~been~asked~to~redirect~messages~to~a~class~'#1':\\
8718   this~was~never~defined.
8719   \c_msg_return_text_tl
8720 }
8721 \msg_kernel_new:nnnn { msg } { redirect-loop }
8722 { Message~redirection~loop~for~message~class~'#1'. }
8723 {
8724   LaTeX~has~been~asked~to~redirect~messages~in~an~infinite~loop.\\
8725   The~original~message~here~has~been~lost.
8726   \c_msg_return_text_tl
8727 }

```

Messages for earlier kernel modules.

```

8728 \msg_kernel_new:nnnn { kernel } { bad-number-of-arguments }
8729 { Function~'#1'~cannot~be~defined~with~#2~arguments. }
8730 {
8731   \c_msg_coding_error_text_tl
8732   LaTeX~has~been~asked~to~define~a~function~'#1'~with~
8733   #2~arguments. \\
8734   TeX~allows~between~0~and~9~arguments~for~a~single~function.
8735 }
8736 \msg_kernel_new:nnnn { kernel } { command-already-defined }
8737 { Control~sequence~#1~already~defined. }
8738 {
8739   \c_msg_coding_error_text_tl
8740   LaTeX~has~been~asked~to~create~a~new~control~sequence~'#1'~
8741   but~this~name~has~already~been~used~elsewhere. \\ \\
8742   The~current~meaning~is:\\
8743   \ \ #2
8744 }
8745 \msg_kernel_new:nnnn { kernel } { command-not-defined }
8746 { Control~sequence~#1~undefined. }
8747 {
8748   \c_msg_coding_error_text_tl
8749   LaTeX~has~been~asked~to~use~a~command~#1,~but~this~has~not~
8750   been~defined~yet.
8751 }
8752 \msg_kernel_new:nnnn { kernel } { out-of-registers }
8753 { No~room~for~a~new~#1. }

```

```

8754 {
8755   TeX-only~supports~\int_use:N \c_max_register_int \
8756   of~each~type.~All~the~#1~registers~have~been~used.~
8757   This~run~will~be~aborted~now.
8758 }
8759 \msg_kernel_new:nnnn { kernel } { variable-not-defined }
8760 { Variable~#1~undefined. }
8761 {
8762   \c_msg_coding_error_text_tl
8763   LaTeX~has~been~asked~to~show~a~variable~#1,~but~this~has~not~
8764   been~defined~yet.
8765 }
8766 \msg_kernel_new:nnnn { seq } { empty-sequence }
8767 { Empty~sequence~#1. }
8768 {
8769   \c_msg_coding_error_text_tl
8770   LaTeX~has~been~asked~to~recover~an~entry~from~a~sequence~that~
8771   has~no~content:~that~cannot~happen!
8772 }
8773 \msg_kernel_new:nnnn { tl } { empty-search-pattern }
8774 { Empty~search~pattern. }
8775 {
8776   \c_msg_coding_error_text_tl
8777   LaTeX~has~been~asked~to~replace~an~empty~pattern~by~'~#1'~:~that~%
8778   would~lead~to~an~infinite~loop!
8779 }
8780 \msg_kernel_new:nnnn { scan } { already-defined }
8781 { Scan~mark~#1~already~defined. }
8782 {
8783   \c_msg_coding_error_text_tl
8784   LaTeX~has~been~asked~to~create~a~new~scan~mark~'~#1'~
8785   but~this~name~has~already~been~used~for~a~scan~mark.
8786 }

```

Some errors only appear in expandable settings, hence don't need a “more-text” argument.

```

8787 \msg_kernel_new:nnn { seq } { misused }
8788 { A~sequence~was~misused. }
8789 \msg_kernel_new:nnn { kernel } { bad-var }
8790 { Erroneous~variable~#1~used! }
8791 \msg_kernel_new:nnn { prg } { zero-step }
8792 { Zero~step~size~for~stepwise~function~#1. }
8793 \msg_kernel_new:nnn { prg } { replicate-neg }
8794 { Negative~argument~for~\prg_replicate:nn. }

```

Messages used by the “show” functions.

```

8795 \msg_kernel_new:nnn { seq } { show }
8796 {
8797   The~sequence~\token_to_str:N #1~
8798   \seq_if_empty:NTF #1

```

```

8799     { is-empty }
8800     { contains~the~items~(without~outer~braces): }
8801   }
8802   \msg_kernel_new:nnn { prop } { show }
8803   {
8804     The~property~list~\token_to_str:N #1~
8805     \prop_if_empty:NTF #1
8806     { is-empty }
8807     { contains~the~pairs~(without~outer~braces): }
8808   }
8809   \msg_kernel_new:nnn { clist } { show }
8810   {
8811     The~comma~list~
8812     \str_if_eq:nnF {#1} { \l_clist_internal_clist } { \token_to_str:N #1~}
8813     \clist_if_empty:NTF #1
8814     { is-empty }
8815     { contains~the~items~(without~outer~braces): }
8816   }
8817   \msg_kernel_new:nnn { ior } { show-no-stream }
8818   { No~input~streams~are~open }
8819   \msg_kernel_new:nnn { ior } { show-open-streams }
8820   { The~following~input~streams~are~in~use: }
8821   \msg_kernel_new:nnn { iow } { show-no-stream }
8822   { No~output~streams~are~open }
8823   \msg_kernel_new:nnn { iow } { show-open-streams }
8824   { The~following~output~streams~are~in~use: }

```

## 199.6 Expandable errors

`\msg_expandable_error:n` In expansion only context, we cannot use the normal means of reporting errors. Instead, we feed  $\text{\TeX}$  an undefined control sequence, `\LaTeX3 error:`. It is thus interrupted, and shows the context, which thanks to the odd-looking `\use:n` is

```

<argument> \LaTeX3 error:
                The error message.

```

In other words,  $\text{\TeX}$  is processing the argument of `\use:n`, which is `\LaTeX3 error: <error message>`. Then `\msg_expandable_error_aux:w` cleans up. In fact, there is an extra subtlety: if the user inserts tokens for error recovery, they should be kept. Thus we also use an odd space character (with category code 7) and keep tokens until that space character, dropping everything else until `\q_stop`. The `\c_zero` prevents losing braces around the user-inserted text if any, and stops the expansion of `\romannumeral`.

```

8825 \group_begin:
8826 \char_set_catcode_math_superscript:N ^
8827 \char_set_lccode:nn {'~} {'\ }
8828 \char_set_lccode:nn {'L} {'L}
8829 \char_set_lccode:nn {'T} {'T}
8830 \char_set_lccode:nn {'X} {'X}
8831 \tl_to_lowercase:n

```

```

8832 {
8833   \cs_new:Npx \msg_expandable_error:n #1
8834   {
8835     \exp_not:n
8836     {
8837       \tex_romannumeral:D
8838       \exp_after:wN \exp_after:wN
8839       \exp_after:wN \msg_expandable_error_aux:w
8840       \exp_after:wN \exp_after:wN
8841       \exp_after:wN \c_zero
8842     }
8843     \exp_not:N \use:n { \exp_not:c { LaTeX3~error: } ^ #1 } ^
8844   }
8845   \cs_new:Npn \msg_expandable_error_aux:w #1 ^ #2 ^ { #1 }
8846 }
8847 \group_end:

```

(End definition for `\msg_expandable_error:n`. This function is documented on page 143.)

`\msg_expandable_kernel_error:nnnnnn` The command built from the csname `\c_msg_text_prefix_tl` LaTeX / #1 / #2 takes four arguments and builds the error text, which is fed to `\msg_expandable_error:n`.

```

\msg_expandable_kernel_error:nnnnnn 8848 \cs_new:Npn \msg_expandable_kernel_error:nnnnnn #1#2#3#4#5#6
\msg_expandable_kernel_error:nnnnnn 8849 {
\msg_expandable_kernel_error:nnnn 8850   \exp_args:Nf \msg_expandable_error:n
\msg_expandable_kernel_error:nnnn 8851   {
8852     \exp_args:Nnc \exp_after:wN \exp_stop_f:
8853     { \c_msg_text_prefix_tl LaTeX / #1 / #2 }
8854     {#3} {#4} {#5} {#6}
8855   }
8856 }
8857 \cs_new:Npn \msg_expandable_kernel_error:nnnnn #1#2#3#4#5
8858 {
8859   \msg_expandable_kernel_error:nnnnnn
8860   {#1} {#2} {#3} {#4} {#5} { }
8861 }
8862 \cs_new:Npn \msg_expandable_kernel_error:nnnn #1#2#3#4
8863 {
8864   \msg_expandable_kernel_error:nnnnnn
8865   {#1} {#2} {#3} {#4} { } { }
8866 }
8867 \cs_new:Npn \msg_expandable_kernel_error:nnn #1#2#3
8868 {
8869   \msg_expandable_kernel_error:nnnnnn
8870   {#1} {#2} {#3} { } { } { } { }
8871 }
8872 \cs_new:Npn \msg_expandable_kernel_error:nn #1#2
8873 {
8874   \msg_expandable_kernel_error:nnnnnn
8875   {#1} {#2} { } { } { } { } { }
8876 }

```

(End definition for `\msg_expandable_kernel_error:nnnnnn` and others. These functions are documented on page ??.)

## 199.7 Showing variables

Functions defined in this section are used for diagnostic functions in `l3clist`, `l3io`, `l3prop`, `l3seq`, `xtemplate`

```
\msg_aux_use:nn Print the text of a message to the terminal, without formatting.
\msg_aux_use:nnxxxx
8877 \cs_new_protected:Npn \msg_aux_use:nn #1#2
8878 { \msg_aux_use:nnxxxx {#1} {#2} { } { } { } { } }
8879 \cs_new_protected:Npn \msg_aux_use:nnxxxx #1#2#3#4#5#6
8880 {
8881   \iow_wrap:xnnnN
8882   {
8883     \use:c { \c_msg_text_prefix_tl #1 / #2 }
8884     {#3} {#4} {#5} {#6}
8885   }
8886   { } \c_zero { } \iow_term:x
8887 }
```

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

```
\msg_aux_show:Nnx The arguments of \msg_aux_show:Nnx are
\msg_aux_show:x
\msg_aux_show:w
```

- The *⟨variable⟩* to be shown.
- The TF emptiness conditional for that type of variables.
- The type of the variable.
- A mapping of the form `\seq_map_function:NN ⟨variable⟩ \msg_aux_show:n`, which produces the formatted string.

We remove a new line and `>_` from the first item using a `w`-type auxiliary, and the fact that `f`-expansion removes a space. To avoid a low-level `TEX` error if there is an empty argument, a simple test is used to keep the output “clean”. The odd `\exp_after:wN` and trailing `\prg_do_nothing:` improve the output slightly.

```
8888 \cs_new_protected:Npn \msg_aux_show:Nnx #1#2#3
8889 {
8890   \cs_if_exist:NTF #1
8891   {
8892     \msg_aux_use:nnxxxx { LaTeX / #2 } { show } {#1} { } { } { }
8893     \msg_aux_show:x {#3}
8894   }
8895   {
8896     \msg_kernel_error:nnx { kernel } { variable-not-defined }
8897     { \token_to_str:N #1 }
8898   }
8899 }
8900 \cs_new_protected:Npn \msg_aux_show:x #1
```

```

8901 {
8902   \tl_set:Nx \l_msg_internal_tl {#1}
8903   \tl_if_empty:NT \l_msg_internal_tl
8904     { \tl_set:Nx \l_msg_internal_tl { > } }
8905   \exp_args:Nf \etex_showtokens:D
8906     {
8907       \exp_after:wN \exp_after:wN
8908       \exp_after:wN \msg_aux_show:w
8909       \exp_after:wN \l_msg_internal_tl
8910       \exp_after:wN
8911     }
8912   \prg_do_nothing:
8913 }
8914 \cs_new:Npn \msg_aux_show:w #1 > { }

```

(End definition for `\msg_aux_show:Nnx`. This function is documented on page 143.)

```

\msg_aux_show:n
\msg_aux_show:nn
\msg_aux_show_unbraced:nn

```

Each item in the variable is formatted using one of the following functions.

```

8915 \cs_new:Npn \msg_aux_show:n #1
8916 {
8917   \iow_newline: > \c_space_tl \c_space_tl { \exp_not:n {#1} }
8918 }
8919 \cs_new:Npn \msg_aux_show:nn #1#2
8920 {
8921   \iow_newline: > \c_space_tl \c_space_tl { \exp_not:n {#1} }
8922   \c_space_tl \c_space_tl => \c_space_tl \c_space_tl { \exp_not:n {#2} }
8923 }
8924 \cs_new:Npn \msg_aux_show_unbraced:nn #1#2
8925 {
8926   \iow_newline: > \c_space_tl \c_space_tl \exp_not:n {#1}
8927   \c_space_tl \c_space_tl => \c_space_tl \c_space_tl \exp_not:n {#2}
8928 }

```

(End definition for `\msg_aux_show:n`. This function is documented on page 143.)

## 199.8 Deprecated functions

Deprecated on 2011-05-27, for removal by 2011-08-31.

```
\msg_class_new:nn
```

This is only ever used in a `set` fashion.

```

8929 <deprecated>
8930 \cs_new_eq:NN \msg_class_new:nn \msg_class_set:nn
8931 </deprecated>

```

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

```
\msg_trace:nnxxxx
```

The performance here is never going to be good enough for tracing code, so let's be realistic.

```
\msg_trace:nnxxx
```

```
\msg_trace:nnxx
```

```
\msg_trace:nnx
```

```
\msg_trace:nn
```

```

8932 <deprecated>
8933 \cs_new_eq:NN \msg_trace:nnxxxx \msg_log:nnxxxx
8934 \cs_new_eq:NN \msg_trace:nnxxx \msg_log:nnxxx
8935 \cs_new_eq:NN \msg_trace:nnxx \msg_log:nnxx

```

```

8936 \cs_new_eq:NN \msg_trace:nnx \msg_log:nnx
8937 \cs_new_eq:NN \msg_trace:nn \msg_log:nn
8938 </deprecated>

```

(End definition for \msg\_trace:nnxxxx and others. These functions are documented on page ??.)

```

\msg_generic_new:nnn These were all too low-level.
\msg_generic_new:nn 8939 <*deprecated>
\msg_generic_set:nnn 8940 \cs_new_protected:Npn \msg_generic_new:nnn #1#2#3 { \deprecated }
\msg_generic_set:nn 8941 \cs_new_protected:Npn \msg_generic_new:nn #1#2 { \deprecated }
\msg_direct_interrupt:xxxxx 8942 \cs_new_protected:Npn \msg_generic_set:nnn #1#2#3 { \deprecated }
\msg_direct_log:xx 8943 \cs_new_protected:Npn \msg_generic_set:nn #1#2 { \deprecated }
\msg_direct_term:xx 8944 \cs_new_protected:Npn \msg_direct_interrupt:xxxxx #1#2#3#4#5 { \deprecated }
8945 \cs_new_protected:Npn \msg_direct_log:xx #1#2 { \deprecated }
8946 \cs_new_protected:Npn \msg_direct_term:xx #1#2 { \deprecated }
8947 </deprecated>

```

(End definition for \msg\_generic\_new:nnn. This function is documented on page ??.)

```

\msg_kernel_bug:x
\c_msg_kernel_bug_text_tl 8948 <*deprecated>
\c_msg_kernel_bug_more_text_tl 8949 \cs_set_protected:Npn \msg_kernel_bug:x #1
8950 {
8951 \msg_interrupt:xxx { \c_msg_kernel_bug_text_tl }
8952 {
8953 #1
8954 \msg_see_documentation_text:n { LaTeX3 }
8955 }
8956 { \c_msg_kernel_bug_more_text_tl }
8957 }
8958 \tl_const:Nn \c_msg_kernel_bug_text_tl
8959 { This~is~a~LaTeX~bug:~check~coding! }
8960 \tl_const:Nn \c_msg_kernel_bug_more_text_tl
8961 {
8962 There~is~a~coding~bug~somewhere~around~here. \\
8963 This~probably~needs~examining~by~an~expert.
8964 \c_msg_return_text_tl
8965 }
8966 </deprecated>

```

(End definition for \msg\_kernel\_bug:x. This function is documented on page ??.)

```

8967 </initex | package>

```

## 200 l3keys Implementation

```

8968 <*initex | package>
8969 <*package>
8970 \ProvidesExplPackage
8971 {\ExplFileName}{\ExplFileDate}{\ExplFileVersion}{\ExplFileDescription}
8972 \package_check_loaded_expl:

```

8973 `\package`

## 200.1 Low-level interface

For historical reasons this code uses the ‘keyval’ module prefix.

`\g_keyval_level_int` For nesting purposes an integer is needed for the current level.

8974 `\int_new:N \g_keyval_level_int`

(End definition for `\g_keyval_level_int`. This variable is documented on page ??.)

`\l_keyval_key_tl` The current key name and value.

`\l_keyval_value_tl` 8975 `\tl_new:N \l_keyval_key_tl`

8976 `\tl_new:N \l_keyval_value_tl`

(End definition for `\l_keyval_key_tl` and `\l_keyval_value_tl`. These variables are documented on page ??.)

`\l_keyval_sanitise_tl` Token list variables for dealing with awkward category codes in the input.

`\l_keyval_parse_tl` 8977 `\tl_new:N \l_keyval_sanitise_tl`

8978 `\tl_new:N \l_keyval_parse_tl`

(End definition for `\l_keyval_sanitise_tl`. This function is documented on page ??.)

`\keyval_parse:n` The parsing function first deals with the category codes for = and , , so that there are no odd events. The input is then handed off to the element by element system.

```
8979 \group_begin:
8980   \char_set_catcode_active:n { '=' }
8981   \char_set_catcode_active:n { ',' }
8982   \char_set_lccode:nn { '\8' } { '=' }
8983   \char_set_lccode:nn { '\9' } { ',' }
8984   \tl_to_lowercase:n
8985   {
8986     \group_end:
8987     \cs_new_protected:Npn \keyval_parse:n #1
8988     {
8989       \group_begin:
8990         \tl_clear:N \l_keyval_sanitise_tl
8991         \tl_set:Nn \l_keyval_sanitise_tl {#1}
8992         \tl_replace_all:Nnn \l_keyval_sanitise_tl { = } { 8 }
8993         \tl_replace_all:Nnn \l_keyval_sanitise_tl { , } { 9 }
8994         \tl_clear:N \l_keyval_parse_tl
8995         \exp_after:wN \keyval_parse_elt:w \exp_after:wN
8996         \q_no_value \l_keyval_sanitise_tl 9 \q_nil 9
8997         \exp_after:wN \group_end:
8998         \l_keyval_parse_tl
8999       }
9000     }
```

(End definition for `\keyval_parse:n`. This function is documented on page ??.)

`\keyval_parse_elt:w` Each item to be parsed will have `\q_no_value` added to the front. Hence the blank test here can always be used to find a totally empty argument. If this is the case, the system loops round. If there is something to parse, there is a check for the `\q_nil` marker and if not a hand-off.

```

9001 \cs_new_protected:Npn \keyval_parse_elt:w #1 ,
9002 {
9003   \tl_if_blank:oTF { \use_none:n #1 }
9004   { \keyval_parse_elt:w \q_no_value }
9005   {
9006     \quark_if_nil:oF { \use_ii:nn #1 }
9007     {
9008       \keyval_split_key_value:w #1 = = \q_stop
9009       \keyval_parse_elt:w \q_no_value
9010     }
9011   }
9012 }

```

(End definition for `\keyval_parse_elt:w`. This function is documented on page ??.)

`\keyval_split_key_value:w` The key and value are handled separately. First the key is grabbed and saved as `\l_keyval_key_tl`. Then a check is need to see if there is a value at all: if not then the key name is simply added to the output. If there is a value then there is a check to ensure that there was only one `=` in the input (remembering some extra ones are around at the moment to prevent errors). All being well, there is an hand-off to find the value: the `\q_nil` is there to prevent loss of braces.

`\keyval_split_key_value_aux:wTF`

```

9013 \cs_new_protected:Npn \keyval_split_key_value:w #1 = #2 \q_stop
9014 {
9015   \keyval_split_key:w #1 \q_stop
9016   \str_if_eq:nnTF {#2} { = }
9017   {
9018     \tl_put_right:Nx \l_keyval_parse_tl
9019     {
9020       \exp_not:c
9021       { keyval_key_no_value_elt_ \int_use:N \g_keyval_level_int :n }
9022       { \exp_not:o \l_keyval_key_tl }
9023     }
9024   }
9025   {
9026     \keyval_split_key_value_aux:wTF #2 \q_no_value \q_stop
9027     { \keyval_split_value:w \q_nil #2 }
9028     { \msg_kernel_error:nn { keyval } { misplaced-equals-sign } }
9029   }
9030 }
9031 \cs_new:Npn \keyval_split_key_value_aux:wTF #1 = #2#3 \q_stop
9032 { \tl_if_head_eq_meaning:nNTF {#3} \q_no_value }

```

(End definition for `\keyval_split_key_value:w`. This function is documented on page ??.)

`\keyval_split_key:w` The aim here is to remove spaces and also exactly one set of braces. There is also a quark to remove, hence the `\use_none:n` appearing before application of `\tl_trim_spaces:n`.

```

9033 \cs_new_protected:Npn \keyval_split_key:w #1 \q_stop
9034 {
9035   \tl_set:Nx \l_keyval_key_tl
9036   { \exp_after:wN \tl_trim_spaces:n \exp_after:wN { \use_none:n #1 } }
9037 }

```

(End definition for \keyval\_split\_key:w. This function is documented on page ??.)

**\keyval\_split\_value:w** Here the value has to be separated from the equals signs and the leading \q\_nil added in to keep the brace levels. First the processing function can be added to the output list. If there is no value, setting \l\_keyval\_value\_tl with three groups removed will leave nothing at all, and so an empty group can be added to the parsed list. On the other hand, if the value is entirely contained within a set of braces then \l\_keyval\_value\_tl will contain \q\_nil only. In that case, strip off the leading quark using \use\_ii:nnn, which also deals with any spaces.

```

9038 \cs_new_protected:Npn \keyval_split_value:w #1 = =
9039 {
9040   \tl_put_right:Nx \l_keyval_parse_tl
9041   {
9042     \exp_not:c
9043     { keyval_key_value_elt_ \int_use:N \g_keyval_level_int :nn }
9044     { \exp_not:o \l_keyval_key_tl }
9045   }
9046   \tl_set:Nx \l_keyval_value_tl
9047   { \exp_not:o { \use_none:nnn #1 \q_nil \q_nil } }
9048   \tl_if_empty:NTF \l_keyval_value_tl
9049   { \tl_put_right:Nn \l_keyval_parse_tl { { } } }
9050   {
9051     \quark_if_nil:NTF \l_keyval_value_tl
9052     {
9053       \tl_put_right:Nx \l_keyval_parse_tl
9054       { { \exp_not:o { \use_ii:nnn #1 \q_nil } } }
9055     }
9056     { \keyval_split_value_aux:w #1 \q_stop }
9057   }
9058 }

```

A similar idea to the key code: remove the spaces from each end and deal with one set of braces.

```

9059 \cs_new_protected:Npn \keyval_split_value_aux:w \q_nil #1 \q_stop
9060 {
9061   \tl_set:Nx \l_keyval_value_tl { \tl_trim_spaces:n {#1} }
9062   \tl_put_right:Nx \l_keyval_parse_tl
9063   { { \exp_not:o \l_keyval_value_tl } }
9064 }

```

(End definition for \keyval\_split\_value:w. This function is documented on page ??.)

**\keyval\_parse:NNn** The outer parsing routine just sets up the processing functions and hands off.

```

9065 \cs_new_protected:Npn \keyval_parse:NNn #1#2#3
9066 {

```

```

9067 \int_gincr:N \g_keyval_level_int
9068 \cs_gset_eq:cN
9069 { keyval_key_no_value_elt_ \int_use:N \g_keyval_level_int :n } #1
9070 \cs_gset_eq:cN
9071 { keyval_key_value_elt_ \int_use:N \g_keyval_level_int :nn } #2
9072 \keyval_parse:n {#3}
9073 \int_gdecr:N \g_keyval_level_int
9074 }
(End definition for \keyval_parse:NNn. This function is documented on page 154.)
One message for the low level parsing system.
9075 \msg_kernel_new:nnnn { keyval } { misplaced-equals-sign }
9076 { Misplaced-equals-sign-in-key-value-input~\msg_line_number: }
9077 {
9078 LaTeX-is-attempting-to-parse-some-key-value-input-but-found~
9079 two-equals-signs-not-separated-by-a-comma.
9080 }

```

## 200.2 Constants and variables

`\c_keys_code_root_tl` The prefixes for the code and variables of the keys themselves.

```

\c_keys_vars_root_tl
9081 \tl_const:Nn \c_keys_code_root_tl { key~code~>~ }
9082 \tl_const:Nn \c_keys_vars_root_tl { key~var~>~ }

```

(End definition for `\c_keys_code_root_tl` and `\c_keys_vars_root_tl`. These variables are documented on page ??.)

`\c_keys_props_root_tl` The prefix for storing properties.

```

9083 \tl_const:Nn \c_keys_props_root_tl { key~prop~>~ }

```

(End definition for `\c_keys_props_root_tl`. This variable is documented on page ??.)

`\c_keys_value_forbidden_tl` Two marker token lists.

```

\c_keys_value_required_tl
9084 \tl_const:Nn \c_keys_value_forbidden_tl { forbidden }
9085 \tl_const:Nn \c_keys_value_required_tl { required }

```

(End definition for `\c_keys_value_forbidden_tl` and `\c_keys_value_required_tl`. These variables are documented on page ??.)

`\l_keys_choice_int` Publicly accessible data on which choice is being used when several are generated as a set.

`\l_keys_choices_tl`

```

9086 \int_new:N \l_keys_choice_int
9087 \tl_new:N \l_keys_choices_tl

```

(End definition for `\l_keys_choice_int` and `\l_keys_choices_tl`. These variables are documented on page ??.)

`\l_keys_key_tl` The name of a key itself: needed when setting keys.

```

9088 \tl_new:N \l_keys_key_tl

```

(End definition for `\l_keys_key_tl`. This variable is documented on page 152.)

`\l_keys_module_tl` The module for an entire set of keys.

```

9089 \tl_new:N \l_keys_module_tl

```

(End definition for `\l_keys_module_tl`. This variable is documented on page ??.)

`\l_keys_no_value_bool` A marker is needed internally to show if only a key or a key plus a value was seen: this is recorded here.

9090 `\bool_new:N \l_keys_no_value_bool`

(End definition for `\l_keys_no_value_bool`. This variable is documented on page ??.)

`\l_keys_path_tl` The “path” of the current key is stored here: this is available to the programmer and so is public.

9091 `\tl_new:N \l_keys_path_tl`

(End definition for `\l_keys_path_tl`. This variable is documented on page 152.)

`\l_keys_property_tl` The “property” begin set for a key at definition time is stored here.

9092 `\tl_new:N \l_keys_property_tl`

(End definition for `\l_keys_property_tl`. This variable is documented on page ??.)

`\l_keys_unknown_clist` Used when setting only known keys to store those left over.

9093 `\tl_new:N \l_keys_unknown_clist`

(End definition for `\l_keys_unknown_clist`. This variable is documented on page ??.)

`\l_keys_value_tl` The value given for a key: may be empty if no value was given.

9094 `\tl_new:N \l_keys_value_tl`

(End definition for `\l_keys_value_tl`. This variable is documented on page 152.)

## 200.3 The key defining mechanism

`\keys_define:nn` The public function for definitions is just a wrapper for the lower level mechanism, more or less. The outer function is designed to keep a track of the current module, to allow safe nesting. The module is set removing any leading / (which is not needed here).

`\keys_define_aux:nnn`  
`\keys_define_aux:onn`

```
9095 \cs_new_protected:Npn \keys_define:nn
9096 { \keys_define_aux:onn \l_keys_module_tl }
9097 \cs_new_protected:Npn \keys_define_aux:nnn #1#2#3
9098 {
9099   \tl_set:Nx \l_keys_module_tl { \tl_to_str:n {#2} }
9100   \keyval_parse:NNn \keys_define_elt:n \keys_define_elt:nn {#3}
9101   \tl_set:Nn \l_keys_module_tl {#1}
9102 }
9103 \cs_generate_variant:Nn \keys_define_aux:nnn { o }
```

(End definition for `\keys_define:nn`. This function is documented on page 145.)

`\keys_define_elt:n` The outer functions here record whether a value was given and then converge on a common internal mechanism. There is first a search for a property in the current key name, then a check to make sure it is known before the code hands off to the next step.

`\keys_define_elt:nn`  
`\keys_define_elt_aux:nn`

```
9104 \cs_new_protected:Npn \keys_define_elt:n #1
9105 {
9106   \bool_set_true:N \l_keys_no_value_bool
9107   \keys_define_elt_aux:nn {#1} { }
```

```

9108     }
9109     \cs_new_protected:Npn \keys_define_elt:nn #1#2
9110     {
9111         \bool_set_false:N \l_keys_no_value_bool
9112         \keys_define_elt_aux:nn {#1} {#2}
9113     }
9114     \cs_new_protected:Npn \keys_define_elt_aux:nn #1#2 {
9115         \keys_property_find:n {#1}
9116         \cs_if_exist:cTF { \c_keys_props_root_tl \l_keys_property_tl }
9117         { \keys_define_key:n {#2} }
9118         {
9119             \msg_kernel_error:nxx { keys } { property-unknown }
9120             { \l_keys_property_tl } { \l_keys_path_tl }
9121         }
9122     }

```

(End definition for \keys\_define\_elt:n. This function is documented on page ??.)

\keys\_property\_find:n Searching for a property means finding the last . in the input, and storing the text before and after it. Everything is turned into strings, so there is no problem using an x-type expansion.

```

9123     \cs_new_protected:Npn \keys_property_find:n #1
9124     {
9125         \tl_set:Nx \l_keys_path_tl { \l_keys_module_tl / }
9126         \tl_if_in:nnTF {#1} { . }
9127         { \keys_property_find_aux:w #1 \q_stop }
9128         { \msg_kernel_error:nnx { keys } { key-no-property } {#1} }
9129     }
9130     \cs_new_protected:Npn \keys_property_find_aux:w #1 . #2 \q_stop
9131     {
9132         \tl_set:Nx \l_keys_path_tl { \l_keys_path_tl \tl_to_str:n {#1} }
9133         \tl_if_in:nnTF {#2} { . }
9134         {
9135             \tl_set:Nx \l_keys_path_tl { \l_keys_path_tl . }
9136             \keys_property_find_aux:w #2 \q_stop
9137         }
9138         { \tl_set:Nn \l_keys_property_tl { . #2 } }
9139     }

```

(End definition for \keys\_property\_find:n. This function is documented on page ??.)

\keys\_define\_key:n Two possible cases. If there is a value for the key, then just use the function. If not, then a check to make sure there is no need for a value with the property. If there should be one then complain, otherwise execute it. There is no need to check for a : as if it is missing the earlier tests will have failed.

```

9140     \cs_new_protected:Npn \keys_define_key:n #1
9141     {
9142         \bool_if:NTF \l_keys_no_value_bool
9143         {
9144             \exp_after:wN \keys_define_key_aux:w
9145             \l_keys_property_tl \q_stop

```

```

9146         { \use:c { \c_keys_props_root_tl \l_keys_property_tl } }
9147     {
9148         \msg_kernel_error:nxxx { keys }
9149         { property-requires-value } { \l_keys_property_tl }
9150         { \l_keys_path_tl }
9151     }
9152 }
9153 { \use:c { \c_keys_props_root_tl \l_keys_property_tl } {#1} }
9154 }
9155 \cs_new_protected:Npn \keys_define_key_aux:w #1 : #2 \q_stop
9156 { \tl_if_empty:nTF {#2} }

```

(End definition for \keys\_define\_key:n. This function is documented on page ??.)

## 200.4 Turning properties into actions

`\keys_bool_set:NN` Boolean keys are really just choices, but all done by hand. The second argument here is the scope: either empty or `g` for global.

```

9157 \cs_new:Npn \keys_bool_set:NN #1#2
9158 {
9159     \cs_if_exist:NF #1 { \bool_new:N #1 }
9160     \keys_choice_make:
9161     \keys_cmd_set:nx { \l_keys_path_tl / true }
9162     { \exp_not:c { bool_ #2 set_true:N } \exp_not:N #1 }
9163     \keys_cmd_set:nx { \l_keys_path_tl / false }
9164     { \exp_not:c { bool_ #2 set_false:N } \exp_not:N #1 }
9165     \keys_cmd_set:nn { \l_keys_path_tl / unknown }
9166     {
9167         \msg_kernel_error:nnx { keys } { boolean-values-only }
9168         { \l_keys_key_tl }
9169     }
9170     \keys_default_set:n { true }
9171 }

```

(End definition for \keys\_bool\_set:NN. This function is documented on page ??.)

`\keys_bool_set_inverse:NN` Inverse boolean setting is much the same.

```

9172 \cs_new:Npn \keys_bool_set_inverse:NN #1#2
9173 {
9174     \cs_if_exist:NF #1 { \bool_new:N #1 }
9175     \keys_choice_make:
9176     \keys_cmd_set:nx { \l_keys_path_tl / true }
9177     { \exp_not:c { bool_ #2 set_false:N } \exp_not:N #1 }
9178     \keys_cmd_set:nx { \l_keys_path_tl / false }
9179     { \exp_not:c { bool_ #2 set_true:N } \exp_not:N #1 }
9180     \keys_cmd_set:nn { \l_keys_path_tl / unknown }
9181     {
9182         \msg_kernel_error:nnx { keys } { boolean-values-only }
9183         { \l_keys_key_tl }
9184     }
9185     \keys_default_set:n { true }

```

```
9186 }
```

(End definition for \keys\_bool\_set\_inverse:NN. This function is documented on page ??.)

\keys\_choice\_make: To make a choice from a key, two steps: set the code, and set the unknown key.

```
9187 \cs_new_protected_nopar:Npn \keys_choice_make:
9188 {
9189   \keys_cmd_set:nn { \l_keys_path_tl }
9190   { \keys_choice_find:n {##1} }
9191   \keys_cmd_set:nn { \l_keys_path_tl / unknown }
9192   {
9193     \msg_kernel_error:nnxx { keys } { choice-unknown }
9194     { \l_keys_path_tl } {##1}
9195   }
9196 }
```

(End definition for \keys\_choice\_make:. This function is documented on page ??.)

\keys\_choices\_make:nn Auto-generating choices means setting up the root key as a choice, then defining each choice in turn.

```
9197 \cs_new_protected:Npn \keys_choices_make:nn #1#2
9198 {
9199   \keys_choice_make:
9200   \int_zero:N \l_keys_choice_int
9201   \clist_map_inline:nn {#1}
9202   {
9203     \keys_cmd_set:nx { \l_keys_path_tl / ##1 }
9204     {
9205       \tl_set:Nn \exp_not:N \l_keys_choice_tl {##1}
9206       \int_set:Nn \exp_not:N \l_keys_choice_int
9207       { \int_use:N \l_keys_choice_int }
9208       \exp_not:n {#2}
9209     }
9210     \int_incr:N \l_keys_choice_int
9211   }
9212 }
```

(End definition for \keys\_choices\_make:nn. This function is documented on page ??.)

\keys\_choices\_generate:n \keys\_choices\_generate\_aux:n Creating multiple-choices means setting up the “indicator” code, then applying whatever the user wanted.

```
9213 \cs_new_protected:Npn \keys_choices_generate:n #1
9214 {
9215   \cs_if_exist:cTF
9216   { \c_keys_vars_root_tl \l_keys_path_tl .choice~code }
9217   {
9218     \keys_choice_make:
9219     \int_zero:N \l_keys_choice_int
9220     \clist_map_function:nN {#1} \keys_choices_generate_aux:n
9221   }
9222   {
9223     \msg_kernel_error:nnx { keys }
```

```

9224         { generate-choices-before-code } { \l_keys_path_tl }
9225     }
9226 }
9227 \cs_new_protected:Npn \keys_choices_generate_aux:n #1
9228 {
9229     \keys_cmd_set:nx { \l_keys_path_tl / #1 }
9230     {
9231         \tl_set:Nn \exp_not:N \l_keys_choice_tl {#1}
9232         \int_set:Nn \exp_not:N \l_keys_choice_int
9233         { \int_use:N \l_keys_choice_int }
9234         \exp_not:v
9235         { \c_keys_vars_root_tl \l_keys_path_tl .choice-code }
9236     }
9237     \int_incr:N \l_keys_choice_int
9238 }

```

(End definition for \keys\_choices\_generate:n. This function is documented on page ??.)

\keys\_choice\_code\_store:x The code for making multiple choices is stored in a token list.

```

9239 \cs_new_protected:Npn \keys_choice_code_store:x #1
9240 {
9241     \cs_if_exist:cF
9242     { \c_keys_vars_root_tl \l_keys_path_tl .choice-code }
9243     {
9244         \tl_new:c
9245         { \c_keys_vars_root_tl \l_keys_path_tl .choice-code }
9246     }
9247     \tl_set:cx { \c_keys_vars_root_tl \l_keys_path_tl .choice-code }
9248     {#1}
9249 }

```

(End definition for \keys\_choice\_code\_store:x. This function is documented on page ??.)

\keys\_cmd\_set:nn Creating a new command means tidying up the properties and then making the internal  
\keys\_cmd\_set:nx function which actually does the work.

```

\keys_cmd_set_aux:n 9250 \cs_new_protected:Npn \keys_cmd_set:nn #1#2
9251 {
9252     \keys_cmd_set_aux:n {#1}
9253     \cs_set:cpn { \c_keys_code_root_tl #1 } ##1 {#2}
9254 }
9255 \cs_new_protected:Npn \keys_cmd_set:nx #1#2
9256 {
9257     \keys_cmd_set_aux:n {#1}
9258     \cs_set:cpx { \c_keys_code_root_tl #1 } ##1 {#2}
9259 }
9260 \cs_new_protected:Npn \keys_cmd_set_aux:n #1
9261 {
9262     \tl_clear_new:c { \c_keys_vars_root_tl #1 .default }
9263     \tl_set:cn { \c_keys_vars_root_tl #1 .default } { \q_no_value }
9264     \tl_clear_new:c { \c_keys_vars_root_tl #1 .req }
9265 }

```

(End definition for \keys\_cmd\_set:nn and \keys\_cmd\_set:nx. These functions are documented on page ??.)

\keys\_default\_set:n Setting a default value is easy.

```
\keys_default_set:V
9266 \cs_new_protected:Npn \keys_default_set:n #1
9267 { \tl_set:cn { \c_keys_vars_root_tl \l_keys_path_tl .default } {#1} }
9268 \cs_generate_variant:Nn \keys_default_set:n { V }
```

(End definition for \keys\_default\_set:n and \keys\_default\_set:V. These functions are documented on page ??.)

\keys\_meta\_make:n To create a meta-key, simply set up to pass data through.

```
\keys_meta_make:x
9269 \cs_new_protected:Npn \keys_meta_make:n #1
9270 {
9271   \exp_args:NNo \keys_cmd_set:nn \l_keys_path_tl
9272   { \exp_after:wN \keys_set:nn \exp_after:wN { \l_keys_module_tl } {#1} }
9273 }
9274 \cs_new_protected:Npn \keys_meta_make:x #1
9275 {
9276   \keys_cmd_set:nx { \l_keys_path_tl }
9277   { \exp_not:N \keys_set:nn { \l_keys_module_tl } {#1} }
9278 }
```

(End definition for \keys\_meta\_make:n and \keys\_meta\_make:x. These functions are documented on page ??.)

\keys\_multichoice\_find:n Choices where several values can be selected are very similar to normal exclusive choices.

\keys\_multichoice\_make: There is just a slight change in implementation to map across a comma-separated list.

\keys\_multichoices\_make:nn This then requires that the appropriate set up takes place elsewhere.

```
9279 \cs_new:Npn \keys_multichoice_find:n #1
9280 { \clist_map_function:nN {#1} \keys_choice_find:n }
9281 \cs_new_protected_nopar:Npn \keys_multichoice_make:
9282 {
9283   \keys_cmd_set:nn { \l_keys_path_tl }
9284   { \keys_multichoice_find:n {##1} }
9285   \keys_cmd_set:nn { \l_keys_path_tl / unknown }
9286   {
9287     \msg_kernel_error:nnxx { keys } { choice-unknown }
9288     { \l_keys_path_tl } {##1}
9289   }
9290 }
9291 \cs_new_protected:Npn \keys_multichoices_make:nn #1#2
9292 {
9293   \keys_multichoice_make:
9294   \int_zero:N \l_keys_choice_int
9295   \clist_map_inline:nn {#1}
9296   {
9297     \keys_cmd_set:nx { \l_keys_path_tl / ##1 }
9298     {
9299       \tl_set:Nn \exp_not:N \l_keys_choice_tl {##1}
9300       \int_set:Nn \exp_not:N \l_keys_choice_int
```

```

9301         { \int_use:N \l_keys_choice_int }
9302         \exp_not:n {#2}
9303     }
9304     \int_incr:N \l_keys_choice_int
9305 }
9306 }

```

*(End definition for \keys\_multichoice\_find:n. This function is documented on page ??.)*

**\keys\_value\_requirement:n** Values can be required or forbidden by having the appropriate marker set.

```

9307 \cs_new_protected:Npn \keys_value_requirement:n #1
9308 {
9309     \tl_set_eq:cc
9310     { \c_keys_vars_root_tl \l_keys_path_tl .req }
9311     { c_keys_value_ #1 _tl }
9312 }

```

*(End definition for \keys\_value\_requirement:n. This function is documented on page ??.)*

**\keys\_variable\_set:NnNN** Setting a variable takes the type and scope separately so that it is easy to make a new variable if needed. The three-argument version is set up so that the use of { } as an N-type variable is only done once!

```

\keys_variable_set:cnNN
\keys_variable_set:NnN
\keys_variable_set:cnN
9313 \cs_new_protected:Npn \keys_variable_set:NnNN #1#2#3#4
9314 {
9315     \cs_if_exist:NF #1 { \use:c { #2 _new:N } #1 }
9316     \keys_cmd_set:nx { \l_keys_path_tl }
9317     { \exp_not:c { #2 _ #3 set:N #4 } \exp_not:N #1 {##1} }
9318 }
9319 \cs_new_protected:Npn \keys_variable_set:NnN #1#2#3
9320 { \keys_variable_set:NnNN #1 {#2} { } #3 }
9321 \cs_generate_variant:Nn \keys_variable_set:NnNN { c }
9322 \cs_generate_variant:Nn \keys_variable_set:NnN { c }

```

*(End definition for \keys\_variable\_set:NnNN and \keys\_variable\_set:cnNN. These functions are documented on page ??.)*

## 200.5 Creating key properties

The key property functions are all wrappers for internal functions, meaning that things stay readable and can also be altered later on.

**.bool\_set:N** One function for this.

```

\keys_bool_set:N
9323 \cs_new_protected:cpn { \c_keys_props_root_tl .bool_set:N } #1
9324 { \keys_bool_set:NN #1 { } }
9325 \cs_new_protected:cpn { \c_keys_props_root_tl .bool_gset:N } #1
9326 { \keys_bool_set:NN #1 g }

```

*(End definition for .bool\_set:N. This function is documented on page 146.)*

`.bool_set_inverse:N` One function for this.

`.bool_gset_inverse:N`

```

9327 \cs_new_protected:cpn { \c_keys_props_root_tl .bool_set_inverse:N } #1
9328 { \keys_bool_set_inverse:NN #1 { } }
9329 \cs_new_protected:cpn { \c_keys_props_root_tl .bool_gset_inverse:N } #1
9330 { \keys_bool_set_inverse:NN #1 g }

```

*(End definition for .bool\_set\_inverse:N. This function is documented on page 146.)*

`.choice:` Making a choice is handled internally, as it is also needed by `.generate_choices:n`.

```

9331 \cs_new_protected_nopar:cpn { \c_keys_props_root_tl .choice: }
9332 { \keys_choice_make: }

```

*(End definition for .choice:. This function is documented on page ??.)*

`.choices:nn` For auto-generation of a series of mutually-exclusive choices. Here, `#1` will consist of two separate arguments, hence the slightly odd-looking implementation.

```

9333 \cs_new_protected:cpn { \c_keys_props_root_tl .choices:nn } #1
9334 { \keys_choices_make:nn #1 }

```

*(End definition for .choices:nn. This function is documented on page 146.)*

`.code:n` Creating code is simply a case of passing through to the underlying `set` function.

`.code:x`

```

9335 \cs_new_protected:cpn { \c_keys_props_root_tl .code:n } #1
9336 { \keys_cmd_set:nn { \l_keys_path_tl } {#1} }
9337 \cs_new_protected:cpn { \c_keys_props_root_tl .code:x } #1
9338 { \keys_cmd_set:nx { \l_keys_path_tl } {#1} }

```

*(End definition for .code:n and .code:x. These functions are documented on page 147.)*

`.choice_code:n` Storing the code for choices, using `\exp_not:n` to avoid needing two internal functions.

`.choice_code:x`

```

9339 \cs_new_protected:cpn { \c_keys_props_root_tl .choice_code:n } #1
9340 { \keys_choice_code_store:x { \exp_not:n {#1} } }
9341 \cs_new_protected:cpn { \c_keys_props_root_tl .choice_code:x } #1
9342 { \keys_choice_code_store:x {#1} }

```

*(End definition for .choice\_code:n and .choice\_code:x. These functions are documented on page 146.)*

`.clist_set:N`

`.clist_set:c`

`.clist_gset:N`

`.clist_gset:c`

```

9343 \cs_new_protected:cpn { \c_keys_props_root_tl .clist_set:N } #1
9344 { \keys_variable_set:NnN #1 { clist } n }
9345 \cs_new_protected:cpn { \c_keys_props_root_tl .clist_set:c } #1
9346 { \keys_variable_set:cnN {#1} { clist } n }
9347 \cs_new_protected:cpn { \c_keys_props_root_tl .clist_gset:N } #1
9348 { \keys_variable_set:NnN #1 { clist } g n }
9349 \cs_new_protected:cpn { \c_keys_props_root_tl .clist_gset:c } #1
9350 { \keys_variable_set:cnN {#1} { clist } g n }

```

*(End definition for .clist\_set:N and .clist\_set:c. These functions are documented on page 146.)*

`.default:n` Expansion is left to the internal functions.

`.default:V`

```

9351 \cs_new_protected:cpn { \c_keys_props_root_tl .default:n } #1
9352 { \keys_default_set:n {#1} }
9353 \cs_new_protected:cpn { \c_keys_props_root_tl .default:V } #1
9354 { \keys_default_set:V #1 }

```

(End definition for `.default:n` and `.default:V`. These functions are documented on page 147.)

```
.dim_set:N Setting a variable is very easy: just pass the data along.
.dim_set:c 9355 \cs_new_protected:cpn { \c_keys_props_root_tl .dim_set:N } #1
.dim_gset:N 9356 { \keys_variable_set:NnN #1 { dim } n }
.dim_gset:c 9357 \cs_new_protected:cpn { \c_keys_props_root_tl .dim_set:c } #1
          9358 { \keys_variable_set:cnN {#1} { dim } n }
          9359 \cs_new_protected:cpn { \c_keys_props_root_tl .dim_gset:N } #1
          9360 { \keys_variable_set:NnNN #1 { dim } g n }
          9361 \cs_new_protected:cpn { \c_keys_props_root_tl .dim_gset:c } #1
          9362 { \keys_variable_set:cnNN {#1} { dim } g n }
```

(End definition for `.dim_set:N` and `.dim_set:c`. These functions are documented on page 147.)

```
.fp_set:N Setting a variable is very easy: just pass the data along.
.fp_set:c 9363 \cs_new_protected:cpn { \c_keys_props_root_tl .fp_set:N } #1
.fp_gset:N 9364 { \keys_variable_set:NnN #1 { fp } n }
.fp_gset:c 9365 \cs_new_protected:cpn { \c_keys_props_root_tl .fp_set:c } #1
          9366 { \keys_variable_set:cnN {#1} { fp } n }
          9367 \cs_new_protected:cpn { \c_keys_props_root_tl .fp_gset:N } #1
          9368 { \keys_variable_set:NnNN #1 { fp } g n }
          9369 \cs_new_protected:cpn { \c_keys_props_root_tl .fp_gset:c } #1
          9370 { \keys_variable_set:cnNN {#1} { fp } g n }
```

(End definition for `.fp_set:N` and `.fp_set:c`. These functions are documented on page 147.)

```
.generate_choices:n Making choices is easy.
          9371 \cs_new_protected:cpn { \c_keys_props_root_tl .generate_choices:n } #1
          9372 { \keys_choices_generate:n {#1} }
```

(End definition for `.generate_choices:n`. This function is documented on page 148.)

```
.int_set:N Setting a variable is very easy: just pass the data along.
.int_set:c 9373 \cs_new_protected:cpn { \c_keys_props_root_tl .int_set:N } #1
.int_gset:N 9374 { \keys_variable_set:NnN #1 { int } n }
.int_gset:c 9375 \cs_new_protected:cpn { \c_keys_props_root_tl .int_set:c } #1
          9376 { \keys_variable_set:cnN {#1} { int } n }
          9377 \cs_new_protected:cpn { \c_keys_props_root_tl .int_gset:N } #1
          9378 { \keys_variable_set:NnNN #1 { int } g n }
          9379 \cs_new_protected:cpn { \c_keys_props_root_tl .int_gset:c } #1
          9380 { \keys_variable_set:cnNN {#1} { int } g n }
```

(End definition for `.int_set:N` and `.int_set:c`. These functions are documented on page 148.)

```
.meta:n Making a meta is handled internally.
.meta:x 9381 \cs_new_protected:cpn { \c_keys_props_root_tl .meta:n } #1
          9382 { \keys_meta_make:n {#1} }
          9383 \cs_new_protected:cpn { \c_keys_props_root_tl .meta:x } #1
          9384 { \keys_meta_make:x {#1} }
```

(End definition for `.meta:n` and `.meta:x`. These functions are documented on page 148.)

`.multichoice:` The same idea as `.choice:` and `.choices:nn`, but where more than one choice is allowed.

`.multichoices:nn`

```

9385 \cs_new_protected_nopar:cpn { \c_keys_props_root_tl .multichoice: }
9386 { \keys_multichoice_make: }
9387 \cs_new_protected:cpn { \c_keys_props_root_tl .multichoices:nn } #1
9388 { \keys_multichoices_make:nn #1 }

```

(End definition for `.multichoice:`. This function is documented on page ??.)

`.skip_set:N` Setting a variable is very easy: just pass the data along.

`.skip_set:c`

`.skip_gset:N`

`.skip_gset:c`

```

9389 \cs_new_protected:cpn { \c_keys_props_root_tl .skip_set:N } #1
9390 { \keys_variable_set:NnN #1 { skip } n }
9391 \cs_new_protected:cpn { \c_keys_props_root_tl .skip_set:c } #1
9392 { \keys_variable_set:cnN {#1} { skip } n }
9393 \cs_new_protected:cpn { \c_keys_props_root_tl .skip_gset:N } #1
9394 { \keys_variable_set:NnNN #1 { skip } g n }
9395 \cs_new_protected:cpn { \c_keys_props_root_tl .skip_gset:c } #1
9396 { \keys_variable_set:cnNN {#1} { skip } g n }

```

(End definition for `.skip_set:N` and `.skip_set:c`. These functions are documented on page 148.)

`.tl_set:N` Setting a variable is very easy: just pass the data along.

`.tl_set:c`

`.tl_gset:N`

`.tl_gset:c`

`.tl_set_x:N`

`.tl_set_x:c`

`.tl_gset_x:N`

`.tl_gset_x:c`

```

9397 \cs_new_protected:cpn { \c_keys_props_root_tl .tl_set:N } #1
9398 { \keys_variable_set:NnN #1 { tl } n }
9399 \cs_new_protected:cpn { \c_keys_props_root_tl .tl_set:c } #1
9400 { \keys_variable_set:cnN {#1} { tl } n }
9401 \cs_new_protected:cpn { \c_keys_props_root_tl .tl_set_x:N } #1
9402 { \keys_variable_set:NnN #1 { tl } x }
9403 \cs_new_protected:cpn { \c_keys_props_root_tl .tl_set_x:c } #1
9404 { \keys_variable_set:cnN {#1} { tl } x }
9405 \cs_new_protected:cpn { \c_keys_props_root_tl .tl_gset:N } #1
9406 { \keys_variable_set:NnNN #1 { tl } g n }
9407 \cs_new_protected:cpn { \c_keys_props_root_tl .tl_gset:c } #1
9408 { \keys_variable_set:cnNN {#1} { tl } g n }
9409 \cs_new_protected:cpn { \c_keys_props_root_tl .tl_gset_x:N } #1
9410 { \keys_variable_set:NnNN #1 { tl } g x }
9411 \cs_new_protected:cpn { \c_keys_props_root_tl .tl_gset_x:c } #1
9412 { \keys_variable_set:cnNN {#1} { tl } g x }

```

(End definition for `.tl_set:N` and `.tl_set:c`. These functions are documented on page 149.)

`.value_forbidden:` These are very similar, so both call the same function.

`.value_required:`

```

9413 \cs_new_protected_nopar:cpn { \c_keys_props_root_tl .value_forbidden: }
9414 { \keys_value_requirement:n { forbidden } }
9415 \cs_new_protected_nopar:cpn { \c_keys_props_root_tl .value_required: }
9416 { \keys_value_requirement:n { required } }

```

(End definition for `.value_forbidden:`. This function is documented on page ??.)

## 200.6 Setting keys

`\keys_set:nn` A simple wrapper again.

```

\keys_set:nV 9417 \cs_new_protected:Npn \keys_set:nn
\keys_set:nv 9418 { \keys_set_aux:onn { \l_keys_module_tl } }
\keys_set:no 9419 \cs_new_protected:Npn \keys_set_aux:nnn #1#2#3
\keys_set_aux:nnn 9420 {
\keys_set_aux:onn 9421   \tl_set:Nx \l_keys_module_tl { \tl_to_str:n {#2} }
9422   \keyval_parse:NNn \keys_set_elt:n \keys_set_elt:nn {#3}
9423   \tl_set:Nn \l_keys_module_tl {#1}
9424 }
9425 \cs_generate_variant:Nn \keys_set:nn { nV , nv , no }
9426 \cs_generate_variant:Nn \keys_set_aux:nnn { o }
```

*(End definition for `\keys_set:nn` and others. These functions are documented on page ??.)*

```

\keys_set_known:nnN
\keys_set_known:nVN 9427 \cs_new_protected:Npn \keys_set_known:nnN
\keys_set_known:nvN 9428 { \keys_set_known_aux:onnN { \l_keys_module_tl } }
\keys_set_known:noN 9429 \cs_new_protected:Npn \keys_set_known_aux:nnnN #1#2#3#4
\keys_set_known_aux:nnnN 9430 {
\keys_set_known_aux:onnN 9431   \tl_set:Nx \l_keys_module_tl { \tl_to_str:n {#2} }
9432   \clist_clear:N \l_keys_unknown_clist
9433   \cs_set_eq:NN \keys_execute_unknown: \keys_execute_unknown_alt:
9434   \keyval_parse:NNn \keys_set_elt:n \keys_set_elt:nn {#3}
9435   \cs_set_eq:NN \keys_execute_unknown: \keys_execute_unknown_std:
9436   \tl_set:Nn \l_keys_module_tl {#1}
9437   \clist_set_eq:NN #4 \l_keys_unknown_clist
9438 }
9439 \cs_generate_variant:Nn \keys_set_known:nnN { nV , nv , no }
9440 \cs_generate_variant:Nn \keys_set_known_aux:nnnN { o }
```

*(End definition for `\keys_set_known:nnN` and others. These functions are documented on page ??.)*

`\keys_set_elt:n` A shared system once again. First, set the current path and add a default if needed.  
`\keys_set_elt:nn` There are then checks to see if the a value is required or forbidden. If everything passes,  
`\keys_set_elt_aux:nn` move on to execute the code.

```

9441 \cs_new_protected:Npn \keys_set_elt:n #1
9442 {
9443   \bool_set_true:N \l_keys_no_value_bool
9444   \keys_set_elt_aux:nn {#1} { }
9445 }
9446 \cs_new_protected:Npn \keys_set_elt:nn #1#2
9447 {
9448   \bool_set_false:N \l_keys_no_value_bool
9449   \keys_set_elt_aux:nn {#1} {#2}
9450 }
9451 \cs_new_protected:Npn \keys_set_elt_aux:nn #1#2
9452 {
9453   \tl_set:Nx \l_keys_key_tl { \tl_to_str:n {#1} }
9454   \tl_set:Nx \l_keys_path_tl { \l_keys_module_tl / \l_keys_key_tl }
```

```

9455 \keys_value_or_default:n {#2}
9456 \bool_if:nTF
9457 {
9458   \keys_if_value_p:n { required } &&
9459   \l_keys_no_value_bool
9460 }
9461 {
9462   \msg_kernel_error:nnx { keys } { value-required }
9463   { \l_keys_path_tl }
9464 }
9465 {
9466   \bool_if:nTF
9467   {
9468     \keys_if_value_p:n { forbidden } &&
9469     ! \l_keys_no_value_bool
9470   }
9471   {
9472     \msg_kernel_error:nnxx { keys } { value-forbidden }
9473     { \l_keys_path_tl } { \l_keys_value_tl }
9474   }
9475   { \keys_execute: }
9476 }
9477 }

```

(End definition for \keys\_set\_elt:n and \keys\_set\_elt:nn. These functions are documented on page ??.)

\keys\_value\_or\_default:n If a value is given, return it as #1, otherwise send a default if available.

```

9478 \cs_new_protected:Npn \keys_value_or_default:n #1
9479 {
9480   \tl_set:Nn \l_keys_value_tl {#1}
9481   \bool_if:NT \l_keys_no_value_bool
9482   {
9483     \quark_if_no_value:cF { \c_keys_vars_root_tl \l_keys_path_tl .default }
9484     {
9485       \cs_if_exist:cT { \c_keys_vars_root_tl \l_keys_path_tl .default }
9486       {
9487         \tl_set_eq:Nc \l_keys_value_tl
9488         { \c_keys_vars_root_tl \l_keys_path_tl .default }
9489       }
9490     }
9491   }
9492 }

```

(End definition for \keys\_value\_or\_default:n. This function is documented on page ??.)

\keys\_if\_value\_p:n To test if a value is required or forbidden. A simple check for the existence of the appropriate marker.

```

9493 \prg_new_conditional:Npnn \keys_if_value:n #1 { p }
9494 {
9495   \tl_if_eq:ccTF { c_keys_value_ #1 _tl }

```

```

9496     { \c_keys_vars_root_t1 \l_keys_path_t1 .req }
9497     { \prg_return_true: }
9498     { \prg_return_false: }
9499 }

```

(End definition for \keys\_if\_value\_p:n. This function is documented on page ??.)

\keys\_execute: Actually executing a key is done in two parts. First, look for the key itself, then look for the unknown key with the same path. If both of these fail, complain.

```

\keys_execute_unknown:
\keys_execute_unknown_std:
\keys_execute_unknown_alt:
\keys_execute:nn
9500 \cs_new_nopar:Npn \keys_execute:
9501   { \keys_execute:nn { \l_keys_path_t1 } { \keys_execute_unknown: } }
9502 \cs_new_nopar:Npn \keys_execute_unknown:
9503   {
9504     \keys_execute:nn { \l_keys_module_t1 / unknown }
9505     {
9506       \msg_kernel_error:nxxx { keys } { key-unknown }
9507       { \l_keys_path_t1 } { \l_keys_module_t1 }
9508     }
9509   }
9510 \cs_new_eq:NN \keys_execute_unknown_std: \keys_execute_unknown:
9511 \cs_new_nopar:Npn \keys_execute_unknown_alt:
9512   {
9513     \clist_put_right:Nx \l_keys_unknown_clist
9514     {
9515       \exp_not:o \l_keys_key_t1
9516       \bool_if:NF \l_keys_no_value_bool
9517       { = { \exp_not:o \l_keys_value_t1 } }
9518     }
9519   }
9520 \cs_new:Npn \keys_execute:nn #1#2
9521   {
9522     \cs_if_exist:cTF { \c_keys_code_root_t1 #1 }
9523     {
9524       \exp_args:Nno \use:c { \c_keys_code_root_t1 #1 }
9525       \l_keys_value_t1
9526     }
9527     {#2}
9528   }

```

(End definition for \keys\_execute:. This function is documented on page ??.)

\keys\_choice\_find:n Executing a choice has two parts. First, try the choice given, then if that fails call the unknown key. That will exist, as it is created when a choice is first made. So there is no need for any escape code.

```

9529 \cs_new:Npn \keys_choice_find:n #1
9530   {
9531     \keys_execute:nn { \l_keys_path_t1 / \tl_to_str:n {#1} }
9532     { \keys_execute:nn { \l_keys_path_t1 / unknown } { } }
9533   }

```

(End definition for \keys\_choice\_find:n. This function is documented on page ??.)

## 200.7 Utilities

`\keys_if_exist_p:nn` A utility for others to see if a key exists.

```
\keys_if_exist:nnTF 9534 \prg_new_conditional:Npnn \keys_if_exist:nn #1#2 { p , T , F , TF }
9535 {
9536   \cs_if_exist:cTF { \c_keys_code_root_tl #1 / #2 }
9537   { \prg_return_true: }
9538   { \prg_return_false: }
9539 }
```

*(End definition for \keys\_if\_exist:nn. These functions are documented on page 153.)*

`\keys_if_choice_exist_p:nnn` Just an alternative view on `\keys_if_exist:nn(TF)`.

```
\keys_if_choice_exist:nnnTF 9540 \prg_new_conditional:Npnn \keys_if_choice_exist:nnn #1#2#3 { p , T , F , TF }
9541 {
9542   \cs_if_exist:cTF { \c_keys_code_root_tl #1 / #2 / #3 }
9543   { \prg_return_true: }
9544   { \prg_return_false: }
9545 }
```

*(End definition for \keys\_if\_choice\_exist:nnn. These functions are documented on page ??.)*

`\keys_show:nn` Showing a key is just a question of using the correct name.

```
9546 \cs_new:Npn \keys_show:nn #1#2
9547 { \cs_show:c { \c_keys_code_root_tl #1 / \tl_to_str:n {#2} } }
```

*(End definition for \keys\_show:nn. This function is documented on page 153.)*

## 200.8 Messages

For when there is a need to complain.

```
9548 \msg_kernel_new:nnnn { keys } { boolean-values-only }
9549 { Key~'#1'~accepts~boolean-values-only. }
9550 { The~key~'#1'~only~accepts~the~values~'true'~and~'false'. }
9551 \msg_kernel_new:nnnn { keys } { choice-unknown }
9552 { Choice~'#2'~unknown~for~key~'#1'. }
9553 {
9554   The~key~'#1'~takes~a~limited~number~of~values.\\
9555   The~input~given,~'#2',~is~not~on~the~list~accepted.
9556 }
9557 \msg_kernel_new:nnnn { keys } { generate-choices-before-code }
9558 { No~code~available~to~generate~choices~for~key~'#1'. }
9559 {
9560   \c_msg_coding_error_text_tl
9561   Before~using~.generate_choices:n~the~code~should~be~defined~
9562   with~'.choice_code:n'~or~'.choice_code:x'.
9563 }
9564 \msg_kernel_new:nnnn { keys } { key-no-property }
9565 { No~property~given~in~definition~of~key~'#1'. }
9566 {
9567   \c_msg_coding_error_text_tl
9568   Inside~\keys_define:nn~each~key~name
```

```

9569     needs-a~property:  \\
9570     ~ ~ #1 .<property>  \\
9571     LaTeX~did~not~find~a~'. '~to~indicate~the~start~of~a~property.
9572 }
9573 \msg_kernel_new:nnnn { keys } { key-unknown }
9574 { The~key~'#1'~is~unknown~and~is~being~ignored. }
9575 {
9576     The~module~'#2'~does~not~have~a~key~called~'#1'.\\
9577     Check~that~you~have~spelled~the~key~name~correctly.
9578 }
9579 \msg_kernel_new:nnnn { keys } { option-unknown }
9580 { Unknown~option~'#1'~for~package~#2. }
9581 {
9582     LaTeX~has~been~asked~to~set~an~option~called~'#1'~
9583     but~the~#2~package~has~not~created~an~option~with~this~name.
9584 }
9585 \msg_kernel_new:nnnn { keys } { property-requires-value }
9586 { The~property~'#1'~requires~a~value. }
9587 {
9588     \c_msg_coding_error_text_tl
9589     LaTeX~was~asked~to~set~property~'#2'~for~key~'#1'.\\
9590     No~value~was~given~for~the~property,~and~one~is~required.
9591 }
9592 \msg_kernel_new:nnnn { keys } { property-unknown }
9593 { The~key~property~'#1'~is~unknown. }
9594 {
9595     \c_msg_coding_error_text_tl
9596     LaTeX~has~been~asked~to~set~the~property~'#1'~for~key~'#2':~
9597     this~property~is~not~defined.
9598 }
9599 \msg_kernel_new:nnnn { keys } { value-forbidden }
9600 { The~key~'#1'~does~not~taken~a~value. }
9601 {
9602     The~key~'#1'~should~be~given~without~a~value.\\
9603     LaTeX~will~ignore~the~given~value~'#2'.
9604 }
9605 \msg_kernel_new:nnnn { keys } { value-required }
9606 { The~key~'#1'~requires~a~value. }
9607 {
9608     The~key~'#1'~must~have~a~value.\\
9609     No~value~was~present:~the~key~will~be~ignored.
9610 }

```

## 200.9 Deprecated functions

Deprecated on 2011-05-27, for removal by 2011-08-31.

There is just one function for this now.

```

9611 <*deprecated>

```

```

\KV_process_space_removal_sanitiz:NNn
\KV_process_space_removal_no_sanitiz:NNn
\KV_process_no_space_removal_no_sanitiz:NNn

```

```

9612 \cs_new_eq:NN \KV_process_space_removal_sanitize:NNn \keyval_parse:NNn
9613 \cs_new_eq:NN \KV_process_space_removal_no_sanitize:NNn \keyval_parse:NNn
9614 \cs_new_eq:NN \KV_process_no_space_removal_no_sanitize:NNn \keyval_parse:NNn
9615 </deprecated>
(End definition for \KV_process_space_removal_sanitize:NNn. This function is documented on page
??.)
9616 </initex | package>

```

## 201 l3file implementation

The following test files are used for this code: *m3file001*.

```

9617 <*initex | package>
9618 <*package>
9619 \ProvidesExplPackage
9620   {\ExplFileName}{\ExplFileDate}{\ExplFileVersion}{\ExplFileDescription}
9621   \package_check_loaded_expl:
9622 </package>

```

### 201.1 File operations

`\g_file_current_name_tl` The name of the current file should be available at all times.

```

9623 \tl_new:N \g_file_current_name_tl
For the format the file name needs to be picked up at the start of the file. In package
mode the current file name is collected from LATEX 2ε.
9624 <*initex>
9625 \tex_everyjob:D \exp_after:wN
9626 {
9627   \tex_the:D \tex_everyjob:D
9628   \tl_gset:Nx \g_file_current_name_tl { \tex_jobname:D }
9629 }
9630 </initex>
9631 <*package>
9632 \tl_gset_eq:NN \g_file_current_name_tl \@currname
9633 </package>

```

(End definition for `\g_file_current_name_tl`. This variable is documented on page [155](#).)

`\g_file_stack_seq` The input list of files is stored as a sequence stack.

```

9634 \seq_new:N \g_file_stack_seq

```

(End definition for `\g_file_stack_seq`. This variable is documented on page [161](#).)

`\g_file_record_seq` The total list of files used is recorded separately from the current file stack, as nothing is ever popped from this list.

```

9635 \seq_new:N \g_file_record_seq

```

The current file name should be included in the file list!

```

9636 <*initex>
9637 \tex_everyjob:D \exp_after:wN
9638 {
9639   \tex_the:D \tex_everyjob:D
9640   \seq_gput_right:NV \g_file_record_seq \g_file_current_name_tl
9641 }
9642 </initex>

```

(End definition for `\g_file_record_seq`. This variable is documented on page 161.)

`\l_file_internal_name_tl` Used to return the fully-qualified name of a file.

```

9643 \tl_new:N \l_file_internal_name_tl

```

(End definition for `\l_file_internal_name_tl`. This variable is documented on page 161.)

`\l_file_search_path_seq` The current search path.

```

9644 \seq_new:N \l_file_search_path_seq

```

(End definition for `\l_file_search_path_seq`. This variable is documented on page 161.)

`\l_file_internal_saved_path_seq` The current search path has to be saved for package use.

```

9645 <*package>
9646 \seq_new:N \l_file_internal_saved_path_seq
9647 </package>

```

(End definition for `\l_file_internal_saved_path_seq`. This variable is documented on page 161.)

`\l_file_internal_seq` Scratch space for comma list conversion in package mode.

```

9648 <*package>
9649 \seq_new:N \l_file_internal_seq
9650 </package>

```

(End definition for `\l_file_internal_seq`. This variable is documented on page 162.)

`\file_name_sanitiz:nn` For converting a token list to a string where active characters are treated as strings from the start.

```

9651 \cs_new_protected:Npn \file_name_sanitiz:nn #1#2
9652 {
9653   \group_begin:
9654     \seq_map_inline:Nn \l_char_active_seq
9655       { \cs_set_nopar:Npx ##1 { \token_to_str:N ##1 } }
9656     \tl_set:Nx \l_file_internal_name_tl {#1}
9657     \tl_set:Nx \l_file_internal_name_tl
9658       { \tl_to_str:N \l_file_internal_name_tl }
9659     \tl_if_in:NnTF \l_file_internal_name_tl { ~ }
9660     {
9661       \msg_kernel_error:nxx { file } { space-in-file-name }
9662       { \l_file_internal_name_tl }
9663     }
9664     \use:x
9665     {
9666       \group_end:

```

```

9667         \exp_not:n {#2} { \l_file_internal_name_tl }
9668     }
9669 }

```

(End definition for `\file_name_sanitize:nn`. This function is documented on page 162.)

```

\file_add_path:nN
\file_add_path_aux:nN
\file_add_path_search:nN

```

The way to test if a file exists is to try to open it: if it does not exist then T<sub>E</sub>X will report end-of-file. For files which are in the current directory, this is straight-forward. For other locations, a search has to be made looking at each potential path in turn. The first location is of course treated as the correct one. If nothing is found, #2 is returned empty.

```

9670 \cs_new_protected:Npn \file_add_path:nN #1
9671 { \file_name_sanitize:nn {#1} { \file_add_path_aux:nN } }
9672 \cs_new_protected:Npn \file_add_path_aux:nN #1#2
9673 {
9674     \ior_open_unsafe:Nn \g_file_internal_ior {#1}
9675     \ior_if_eof:NTF \g_file_internal_ior
9676     { \file_add_path_search:nN {#1} #2 }
9677     {
9678         \ior_close:N \g_file_internal_ior
9679         \tl_set:Nn #2 {#1}
9680     }
9681 }
9682 \cs_new_protected:Npn \file_add_path_search:nN #1#2
9683 {
9684     \tl_set:Nn #2 { \q_no_value }
9685     <*package>
9686     \cs_if_exist:NT \input@path
9687     {
9688         \seq_set_eq:NN \l_file_internal_saved_path_seq \l_file_search_path_seq
9689         \seq_set_from_clist:NN \l_file_internal_seq \input@path
9690         \seq_concat:NNN \l_file_search_path_seq
9691         \l_file_search_path_seq \l_file_internal_seq
9692     }
9693 </package>
9694     \seq_map_inline:Nn \l_file_search_path_seq
9695     {
9696         \ior_open_unsafe:Nn \g_file_internal_ior { ##1 #1 }
9697         \ior_if_eof:NF \g_file_internal_ior
9698         {
9699             \tl_set:Nx #2 { ##1 #1 }
9700             \seq_map_break:
9701         }
9702     }
9703 <*package>
9704     \cs_if_exist:NT \input@path
9705     { \seq_set_eq:NN \l_file_search_path_seq \l_file_internal_saved_path_seq }
9706 </package>
9707     \ior_close:N \g_file_internal_ior
9708 }

```

(End definition for \file\_add\_path:nN. This function is documented on page 155.)

**\file\_if\_exist:nTF** The test for the existence of a file is a wrapper around the function to add a path to a file. If the file was found, the path will contain something, whereas if the file was not located then the return value will be empty.

```

9709 \prg_new_protected_conditional:Npnn \file_if_exist:n #1 { T , F , TF }
9710 {
9711   \file_add_path:nN {#1} \l_file_internal_name_tl
9712   \quark_if_no_value:NTF \l_file_internal_name_tl
9713   { \prg_return_false: }
9714   { \prg_return_true: }
9715 }

```

(End definition for \file\_if\_exist:nTF. This function is documented on page 155.)

**\file\_input:n** Loading a file is done in a safe way, checking first that the file exists and loading only if it does.

```

\file_input_aux:n\file_input_aux:V
\file_input_error:n
9716 \cs_new_protected:Npn \file_input:n #1
9717 {
9718   \file_add_path:nN {#1} \l_file_internal_name_tl
9719   \quark_if_no_value:NTF \l_file_internal_name_tl
9720   { \file_name_sanitiz:n {#1} { \file_input_error:n } }
9721   { \file_input_aux:V \l_file_internal_name_tl }
9722 }
9723 \cs_new_protected:Npn \file_input_aux:n #1
9724 {
9725   <*initex>
9726   \seq_gput_right:Nn \g_file_record_seq {#1}
9727   </initex>
9728   <*package>
9729   \@addtofilelist {#1}
9730   </package>
9731   \seq_gpush:Nn \g_file_stack_seq \g_file_current_name_tl
9732   \tl_gset:Nn \g_file_current_name_tl {#1}
9733   \tex_input:D #1 \c_space_tl
9734   \seq_gpop:NN \g_file_stack_seq \g_file_current_name_tl
9735 }
9736 \cs_generate_variant:Nn \file_input_aux:n { V }
9737 \cs_new_protected:Npn \file_input_error:n #1
9738 { \msg_kernel_error:nnx { file } { file-not-found } {#1} }

```

(End definition for \file\_input:n. This function is documented on page 156.)

**\file\_path\_include:n** Wrapper functions to manage the search path.

```

\file_path_remove:n
9739 \cs_new_protected:Npn \file_path_include:n #1
9740 {
9741   \seq_if_in:NnF \l_file_search_path_seq {#1}
9742   { \seq_put_right:Nn \l_file_search_path_seq {#1} }
9743 }
9744 \cs_new_protected:Npn \file_path_remove:n #1
9745 { \seq_remove_all:Nn \l_file_search_path_seq {#1} }

```

(End definition for `\file_path_include:n`. This function is documented on page 156.)

`\file_list:` A function to list all files used to the log.

```

9746 \cs_new_protected_nopar:Npn \file_list:
9747 {
9748   \seq_remove_duplicates:N \g_file_record_seq
9749   \iow_log:n { *~File~List~* }
9750   \seq_map_inline:Nn \g_file_record_seq { \iow_log:n {##1} }
9751   \iow_log:n { ***** }
9752 }

```

(End definition for `\file_list:`. This function is documented on page ??.)

When used as a package, there is a need to hold onto the standard file list as well as the new one here.

```

9753 <*package>
9754 \AtBeginDocument
9755 {
9756   \seq_set_from_clist:NN \l_file_internal_seq \@filelist
9757   \seq_gconcat:NNN \g_file_record_seq \g_file_record_seq \l_file_internal_seq
9758 }
9759 </package>

```

## 201.2 Input–output variables constants

`\c_term_ior` Reading from the terminal (with a prompt) is done using a positive but non-existent stream number. Unlike writing, there is no concept of reading from the log.

```

9760 \cs_new_eq:NN \c_term_ior \c_sixteen

```

(End definition for `\c_term_ior`. This variable is documented on page 161.)

`\c_log_iow` Here we allocate two output streams for writing to the transcript file only (`\c_log_iow`)  
`\c_term_iow` and to both the terminal and transcript file (`\c_term_iow`).

```

9761 \cs_new_eq:NN \c_log_iow \c_minus_one
9762 \cs_new_eq:NN \c_term_iow \c_sixteen

```

(End definition for `\c_log_iow` and `\c_term_iow`. These variables are documented on page 161.)

`\c_iow_streams_tl` The list of streams available, by number.

```

\c_ior_streams_tl
9763 \tl_const:Nn \c_iow_streams_tl
9764 {
9765   \c_zero
9766   \c_one
9767   \c_two
9768   \c_three
9769   \c_four
9770   \c_five
9771   \c_six
9772   \c_seven
9773   \c_eight
9774   \c_nine
9775   \c_ten

```

```

9776 \c_eleven
9777 \c_twelve
9778 \c_thirteen
9779 \c_fourteen
9780 \c_fifteen
9781 }
9782 \cs_new_eq:NN \c_ior_streams_tl \c_iow_streams_tl

```

(End definition for `\c_iow_streams_tl` and `\c_ior_streams_tl`. These variables are documented on page ??.)

`\g_iow_streams_prop`    The allocations for streams are stored in property lists, which are set up to have a “full”  
`\g_ior_streams_prop`    set of allocations from the start. In package mode, a few slots are always taken, so these  
are blocked off from use.

```

9783 \prop_new:N \g_iow_streams_prop
9784 \prop_new:N \g_ior_streams_prop
9785 <*package>
9786 \prop_put:Nnn \g_iow_streams_prop { 0 } { LaTeX2e~reserved }
9787 \prop_put:Nnn \g_iow_streams_prop { 1 } { LaTeX2e~reserved }
9788 \prop_put:Nnn \g_iow_streams_prop { 2 } { LaTeX2e~reserved }
9789 \prop_put:Nnn \g_ior_streams_prop { 0 } { LaTeX2e~reserved }
9790 </package>

```

(End definition for `\g_iow_streams_prop` and `\g_ior_streams_prop`. These variables are documented on page ??.)

`\l_iow_stream_int`    Used to track the number allocated to the stream being created: this is taken from the  
`\l_ior_stream_int`    property list but does alter.

```

9791 \int_new:N \l_iow_stream_int
9792 \cs_new_eq:NN \l_ior_stream_int \l_iow_stream_int

```

(End definition for `\l_iow_stream_int` and `\l_ior_stream_int`. These variables are documented on page ??.)

### 201.3 Stream management

`\ior_raw_new:N`    The lowest level for stream management is actually creating raw T<sub>E</sub>X streams. As these  
`\ior_raw_new:c`    are very limited (even with  $\varepsilon$ -T<sub>E</sub>X), this should not be addressed directly.

```

\ior_raw_new:N 9793 <*initex>
\ior_raw_new:c 9794 \alloc_setup_type:nnn { ior } \c_zero \c_sixteen
\ior_raw_new:N 9795 \cs_new_protected:Npn \ior_raw_new:N #1
\ior_raw_new:c 9796 { \alloc_reg:nnn { ior } \tex_chardef:D #1 }
9797 \alloc_setup_type:nnn { iow } \c_zero \c_sixteen
9798 \cs_new_protected:Npn \iow_raw_new:N #1
9799 { \alloc_reg:nnn { iow } \tex_chardef:D #1 }
9800 </initex>
9801 <*package>
9802 \cs_set_eq:NN \iow_raw_new:N \newwrite
9803 \cs_set_eq:NN \ior_raw_new:N \newread
9804 </package>
9805 \cs_generate_variant:Nn \ior_raw_new:N { c }
9806 \cs_generate_variant:Nn \iow_raw_new:N { c }

```

(End definition for \ior\_raw\_new:N and \ior\_raw\_new:c. These functions are documented on page ??.)

\ior\_new:N Reserving a new stream is done by defining the name as equal to using the terminal.

```
\ior_new:c 9807 \cs_new_protected:Npn \ior_new:N #1 { \cs_new_eq:NN #1 \c_term_ior }
\ior_new:N 9808 \cs_generate_variant:Nn \ior_new:N { c }
\ior_new:c 9809 \cs_new_protected:Npn \ior_new:N #1 { \cs_new_eq:NN #1 \c_term_ior }
\ior_new:c 9810 \cs_generate_variant:Nn \ior_new:N { c }
```

(End definition for \ior\_new:N and others. These functions are documented on page ??.)

\g\_file\_internal\_ior Delayed from above so that the mechanisms are in place.

```
9811 \ior_new:N \g_file_internal_ior
```

(End definition for \g\_file\_internal\_ior. This variable is documented on page ??.)

\ior\_open:Nn In both cases, opening a stream starts with a call to the closing function: this is safest.

\ior\_open:cn There is then a loop through the allocation number list to find the first free stream number.

\ior\_open:Nn When one is found the allocation can take place, the information can be stored

\ior\_open:cn and finally the file can actually be opened. Before any actual file operations there is a

\ior\_open\_aux:Nn precaution against special characters in file names. For reading files, there is an intermediate

\ior\_open:NnTF auxiliary to allow path addition, keeping the internal function fast and avoiding an

\ior\_open\_aux:NnTF infinite loop.

```
\ior_open_unsafe:Nn 9812 \cs_new_protected:Npn \ior_open:Nn #1#2
\ior_open_unsafe:No 9813 { \file_name_sanitiz:nn {#2} { \ior_open_aux:Nn #1 } }
\ior_open_unsafe:Nn 9814 \cs_generate_variant:Nn \ior_open:Nn { c }
9815 \cs_new_protected:Npn \ior_open:Nn #1#2
9816 { \file_name_sanitiz:nn {#2} { \ior_open_unsafe:Nn #1 } }
9817 \cs_generate_variant:Nn \ior_open:Nn { c }
9818 \cs_new_protected:Npn \ior_open_aux:Nn #1#2
9819 {
9820 \file_add_path:nN {#2} \l_file_name_internal_tl
9821 \quark_if_no_value:NTF \l_file_internal_name_tl
9822 { \file_input_error:n {#2} }
9823 { \ior_open_unsafe:No #1 \l_file_name_internal_tl }
9824 }
9825 \prg_new_protected_conditional:Npnn \ior_open:Nn #1#2 { T , F , TF }
9826 { \file_name_sanitiz:nn {#2} { \ior_open_aux:NnTF #1 } }
9827 \cs_new_protected:Npn \ior_open_aux:NnTF #1#2
9828 {
9829 \file_add_path:nN {#2} \l_file_name_internal_tl
9830 \quark_if_no_value:NTF \l_file_internal_name_tl
9831 { \prg_return_false: }
9832 {
9833 \ior_open_unsafe:No #1 \l_file_name_internal_tl
9834 \prg_return_true:
9835 }
9836 }
9837 \cs_generate_variant:Nn \ior_open:NnT { c }
9838 \cs_generate_variant:Nn \ior_open:NnF { c }
9839 \cs_generate_variant:Nn \ior_open:NnTF { c }
```

```

9840 \cs_new_protected:Npn \ior_open_unsafe:Nn #1#2
9841 {
9842   \ior_close:N #1
9843   \int_set:Nn \l_ior_stream_int \c_sixteen
9844   \tl_map_function:NN \c_ior_streams_tl \ior_alloc_read:n
9845   \int_compare:nNnTF \l_ior_stream_int = \c_sixteen
9846     { \msg_kernel_fatal:nn { ior } { streams-exhausted } }
9847     {
9848       \ior_stream_alloc:N #1
9849       \prop_gput:NVn \g_ior_streams_prop \l_ior_stream_int {#2}
9850       \tex_openin:D #1#2 \scan_stop:
9851     }
9852 }
9853 \cs_generate_variant:Nn \ior_open_unsafe:Nn { No }
9854 \cs_new_protected:Npn \iow_open_unsafe:Nn #1#2
9855 {
9856   \iow_close:N #1
9857   \int_set:Nn \l_iow_stream_int \c_sixteen
9858   \tl_map_function:NN \c_iow_streams_tl \iow_alloc_write:n
9859   \int_compare:nNnTF \l_iow_stream_int = \c_sixteen
9860     { \msg_kernel_fatal:nn { iow } { streams-exhausted } }
9861     {
9862       \iow_stream_alloc:N #1
9863       \prop_gput:NVn \g_iow_streams_prop \l_iow_stream_int {#2}
9864       \tex_immediate:D \tex_openout:D #1#2 \scan_stop:
9865     }
9866 }

```

(End definition for `\ior_open:Nn` and others. These functions are documented on page 162.)

`\ior_alloc_read:n`  
`\iow_alloc_write:n`

These functions are used to see if a particular stream is available. The property list contains file names for streams in use, so any unused ones are for the taking.

```

9867 \cs_new_protected:Npn \iow_alloc_write:n #1
9868 {
9869   \prop_if_in:NnF \g_iow_streams_prop {#1}
9870   {
9871     \int_set:Nn \l_iow_stream_int {#1}
9872     \tl_map_break:
9873   }
9874 }
9875 \cs_new_protected:Npn \ior_alloc_read:n #1
9876 {
9877   \prop_if_in:NnF \g_ior_streams_prop {#1}
9878   {
9879     \int_set:Nn \l_ior_stream_int {#1}
9880     \tl_map_break:
9881   }
9882 }

```

(End definition for `\ior_alloc_read:n`. This function is documented on page 162.)

<pre> \iow_stream_alloc:N \ior_stream_alloc:N \iow_stream_alloc_aux: \ior_stream_alloc_aux: \g_iow_internal_iow \g_ior_internal_ior </pre>	<p>Allocating a raw stream is much easier in <code>IniTeX</code> mode than for the package. For the format, all streams will be allocated by <code>l3file</code> and so there is a simple check to see if a raw stream is actually available. On the other hand, for the package there will be non-managed streams. So if the managed one is not open, a check is made to see if some other managed stream is available before deciding to open a new one. If a new one is needed, we get the number allocated by <code>L<sup>A</sup>T<sub>E</sub>X 2<sub>ε</sub></code> to get “back on track” with allocation.</p>
--	--

```

9883 \iow_new:N \g_iow_internal_iow
9884 \ior_new:N \g_ior_internal_ior
9885 \cs_new_protected:Npn \iow_stream_alloc:N #1
9886 {
9887   \cs_if_exist:cTF { g_iow_ \int_use:N \l_iow_stream_int _iow }
9888   { \cs_gset_eq:Nc #1 { g_iow_ \int_use:N \l_iow_stream_int _iow } }
9889   {
9890     <*package>
9891     \iow_stream_alloc_aux:
9892     \int_compare:nNnT \l_iow_stream_int = \c_sixteen
9893     {
9894       \iow_raw_new:N \g_iow_internal_iow
9895       \int_set:Nn \l_iow_stream_int { \g_iow_internal_iow }
9896       \cs_gset_eq:Nc
9897       { g_iow_ \int_use:N \l_iow_stream_int _iow } \g_iow_internal_iow
9898     }
9899   </package>
9900   <*initex>
9901   \iow_raw_new:c { g_iow_ \int_use:N \l_iow_stream_int _iow }
9902   </initex>
9903   \cs_gset_eq:Nc #1 { g_iow_ \int_use:N \l_iow_stream_int _iow }
9904   }
9905 }
9906 <*package>
9907 \cs_new_protected_nopar:Npn \iow_stream_alloc_aux:
9908 {
9909   \int_incr:N \l_iow_stream_int
9910   \int_compare:nNnT \l_iow_stream_int < \c_sixteen
9911   {
9912     \cs_if_exist:cTF { g_iow_ \int_use:N \l_iow_stream_int _iow }
9913     {
9914       \prop_if_in:NVT \g_iow_streams_prop \l_iow_stream_int
9915       { \iow_stream_alloc_aux: }
9916     }
9917     { \iow_stream_alloc_aux: }
9918   }
9919 }
9920 </package>
9921 \cs_new_protected:Npn \ior_stream_alloc:N #1
9922 {
9923   \cs_if_exist:cTF { g_ior_ \int_use:N \l_ior_stream_int _ior }
9924   { \cs_gset_eq:Nc #1 { g_ior_ \int_use:N \l_ior_stream_int _ior } }
9925   {

```

```

9926 <*package>
9927   \ior_stream_alloc_aux:
9928   \int_compare:nNnT \l_ior_stream_int = \c_sixteen
9929   {
9930     \ior_raw_new:N \g_ior_internal_ior
9931     \int_set:Nn \l_ior_stream_int { \g_ior_internal_ior }
9932     \cs_gset_eq:cN
9933       { g_ior_ \int_use:N \l_iow_stream_int _ior } \g_ior_internal_ior
9934   }
9935 </package>
9936 <*initex>
9937   \ior_raw_new:c { g_ior_ \int_use:N \l_ior_stream_int _ior }
9938 </initex>
9939   \cs_gset_eq:Nc #1 { g_ior_ \int_use:N \l_ior_stream_int _ior }
9940 }
9941 }
9942 <*package>
9943 \cs_new_protected_nopar:Npn \ior_stream_alloc_aux:
9944 {
9945   \int_incr:N \l_ior_stream_int
9946   \int_compare:nNnT \l_ior_stream_int < \c_sixteen
9947   {
9948     \cs_if_exist:cTF { g_ior_ \int_use:N \l_ior_stream_int _ior }
9949     {
9950       \prop_if_in:NVT \g_ior_streams_prop \l_ior_stream_int
9951       { \ior_stream_alloc_aux: }
9952     }
9953     { \ior_stream_alloc_aux: }
9954   }
9955 }
9956 </package>

```

(End definition for \iow\_stream\_alloc:N and \ior\_stream\_alloc:N. These functions are documented on page ??.)

\ior\_close:N Closing a stream is not quite the reverse of opening one. First, the close operation is easier than the open one, and second as the stream is actually a number we can use it directly to show that the slot has been freed up.

```

\ior_close:c
\iow_close:N
\iow_close:c
9957 \cs_new_protected:Npn \ior_close:N #1
9958 {
9959   \cs_if_exist:NT #1
9960   {
9961     \int_compare:nNnF #1 = \c_minus_one
9962     {
9963       \int_compare:nNnF #1 = \c_sixteen
9964       { \tex_closein:D #1 }
9965       \prop_gdel:NV \g_ior_streams_prop #1
9966       \cs_gset_eq:NN #1 \c_term_ior
9967     }
9968   }

```

```

9969 }
9970 \cs_new_protected:Npn \iow_close:N #1
9971 {
9972   \cs_if_exist:NT #1
9973   {
9974     \int_compare:nNnF #1 = \c_minus_one
9975     {
9976       \int_compare:nNnF #1 = \c_sixteen
9977       { \tex_closein:D #1 }
9978       \prop_gdel:NV \g_iow_streams_prop #1
9979       \cs_gset_eq:NN #1 \c_term_iow
9980     }
9981   }
9982 }
9983 \cs_generate_variant:Nn \ior_close:N { c }
9984 \cs_generate_variant:Nn \iow_close:N { c }

```

(End definition for `\ior_close:N` and others. These functions are documented on page ??.)

`\ior_list_streams:` Show the property lists, but with some “pretty printing”. See the `l3msg` module. If there are no open read streams, issue the message `show-no-stream`, and show an empty token list. If there are open read streams, format them with `\msg_aux_show_unbraced:nn`, and with the message `show-open-streams`.

```

9985 \cs_new_protected_nopar:Npn \ior_list_streams:
9986 { \ior_list_streams_aux:Nn \g_ior_streams_prop { ior } }
9987 \cs_new_protected_nopar:Npn \iow_list_streams:
9988 { \ior_list_streams_aux:Nn \g_iow_streams_prop { iow } }
9989 \cs_new_protected:Npn \ior_list_streams_aux:Nn #1#2
9990 {
9991   \msg_aux_use:nn { LaTeX / #2 }
9992   { \prop_if_empty:NTF #1 { show-no-stream } { show-open-streams } }
9993   \msg_aux_show:x
9994   { \prop_map_function:NN #1 \msg_aux_show_unbraced:nn }
9995 }

```

(End definition for `\ior_list_streams:`. This function is documented on page ??.)

Text for the error messages.

```

9996 \msg_kernel_new:nnnn { iow } { streams-exhausted }
9997 { Output~streams~exhausted }
9998 {
9999   TeX~can~only~open~up~to~16~output~streams~at~one~time.\\
10000   All~16 are currently~in~use,~and~something~wanted~to~open
10001   another~one.
10002 }
10003 \msg_kernel_new:nnnn { ior } { streams-exhausted }
10004 { Input~streams~exhausted }
10005 {
10006   TeX~can~only~open~up~to~16~input~streams~at~one~time.\\
10007   All~16 are currently~in~use,~and~something~wanted~to~open
10008   another~one.
10009 }

```

## 201.4 Deferred writing

`\iow_shipout_x:Nn` First the easy part, this is the primitive.  
`\iow_shipout_x:Nx`

```
10010 \cs_new_eq:NN \iow_shipout_x:Nn \tex_write:D
10011 \cs_generate_variant:Nn \iow_shipout_x:Nn { Nx }
```

(End definition for `\iow_shipout_x:Nn` and `\iow_shipout_x:Nx`. These functions are documented on page ??.)

`\iow_shipout:Nn` With  $\epsilon$ -TeX available deferred writing is easy.  
`\iow_shipout:Nx`

```
10012 \cs_new_protected:Npn \iow_shipout:Nn #1#2
10013 { \iow_shipout_x:Nn #1 { \exp_not:n {#2} } }
10014 \cs_generate_variant:Nn \iow_shipout:Nn { Nx }
```

(End definition for `\iow_shipout:Nn` and `\iow_shipout:Nx`. These functions are documented on page ??.)

## 201.5 Immediate writing

`\iow_now:Nx` An abbreviation for an often used operation, which immediately writes its second argument expanded to the output stream.

```
10015 \cs_new_protected_nopar:Npn \iow_now:Nx { \tex_immediate:D \iow_shipout_x:Nn }
```

(End definition for `\iow_now:Nx`. This function is documented on page ??.)

`\iow_now:Nn` This routine writes the second argument onto the output stream without expansion. If this stream isn't open, the output goes to the terminal instead. If the first argument is no output stream at all, we get an internal error.

```
10016 \cs_new_protected:Npn \iow_now:Nn #1#2
10017 { \iow_now:Nx #1 { \exp_not:n {#2} } }
```

(End definition for `\iow_now:Nn`. This function is documented on page 158.)

`\iow_log:n` Writing to the log and the terminal directly are relatively easy.  
`\iow_log:x`  
`\iow_term:n`  
`\iow_term:x`

```
10018 \cs_set_protected_nopar:Npn \iow_log:x { \iow_now:Nx \c_log_iow }
10019 \cs_new_protected_nopar:Npn \iow_log:n { \iow_now:Nn \c_log_iow }
10020 \cs_set_protected_nopar:Npn \iow_term:x { \iow_now:Nx \c_term_iow }
10021 \cs_new_protected_nopar:Npn \iow_term:n { \iow_now:Nn \c_term_iow }
```

(End definition for `\iow_log:n` and `\iow_log:x`. These functions are documented on page ??.)

## 201.6 Special characters for writing

`\iow_newline:` Global variable holding the character that forces a new line when something is written to an output stream

```
10022 \cs_new_nopar:Npn \iow_newline: { ^^J }
```

(End definition for `\iow_newline:`. This function is documented on page ??.)

`\iow_char:N` Function to write any escaped char to an output stream.

```
10023 \cs_new_eq:NN \iow_char:N \cs_to_str:N
```

(End definition for `\iow_char:N`. This function is documented on page 159.)

## 201.7 Hard-wrapping lines based on length

The code here implements a generic hard-wrapping function. This is used by the messaging system, but is designed such that it is available for other uses.

<code>\l_iow_line_length_int</code>	<p>This is the “raw” length of a line which can be written to a file. The standard value is the line length typically used by <math>\text{\TeX}</math>Live and <math>\text{\MikTeX}</math>.</p> <pre> 10024 \int_new:N \l_iow_line_length_int 10025 \int_set:Nn \l_iow_line_length_int { 78 } </pre> <p>(End definition for <code>\l_iow_line_length_int</code>. This function is documented on page 160.)</p>
<code>\l_iow_target_length_int</code>	<p>This stores the target line length: the full length minus any part for a leader at the start of each line.</p> <pre> 10026 \int_new:N \l_iow_target_length_int </pre> <p>(End definition for <code>\l_iow_target_length_int</code>.)</p>
<code>\l_iow_current_line_int</code> <code>\l_iow_current_word_int</code> <code>\l_iow_current_indentation_int</code>	<p>These store the number of characters in the line and word currently being constructed, and the current indentation, respectively.</p> <pre> 10027 \int_new:N \l_iow_current_line_int 10028 \int_new:N \l_iow_current_word_int 10029 \int_new:N \l_iow_current_indentation_int </pre> <p>(End definition for <code>\l_iow_current_line_int</code>, <code>\l_iow_current_word_int</code>, and <code>\l_iow_current_indentation_int</code>.)</p>
<code>\l_iow_current_line_tl</code> <code>\l_iow_current_word_tl</code> <code>\l_iow_current_indentation_tl</code>	<p>These hold the current line of text and current word, and a number of spaces for indentation, respectively.</p> <pre> 10030 \tl_new:N \l_iow_current_line_tl 10031 \tl_new:N \l_iow_current_word_tl 10032 \tl_new:N \l_iow_current_indentation_tl </pre> <p>(End definition for <code>\l_iow_current_line_tl</code>, <code>\l_iow_current_word_tl</code>, and <code>\l_iow_current_indentation_tl</code>.)</p>
<code>\l_iow_wrap_tl</code>	<p>Used for the expansion step before detokenizing.</p> <pre> 10033 \tl_new:N \l_iow_wrap_tl </pre> <p>(End definition for <code>\l_iow_wrap_tl</code>.)</p>
<code>\l_iow_wrapped_tl</code>	<p>The output from wrapping text: fully expanded and with lines which are not overly long.</p> <pre> 10034 \tl_new:N \l_iow_wrapped_tl </pre> <p>(End definition for <code>\l_iow_wrapped_tl</code>.)</p>
<code>\l_iow_line_start_bool</code>	<p>Boolean to avoid adding a space at the beginning of forced newlines.</p> <pre> 10035 \bool_new:N \l_iow_line_start_bool </pre> <p>(End definition for <code>\l_iow_line_start_bool</code>.)</p>
<code>\c_catcode_other_space_tl</code>	<p>Lowercase a character with category code 12 to produce an “other” space. We can do everything within the group, because <code>\tl_const:Nn</code> defines its argument globally.</p> <pre> 10036 \group_begin: 10037 \char_set_catcode_other:N \* 10038 \char_set_lccode:nn {'\*} {'\ } 10039 \tl_to_lowercase:n { \tl_const:Nn \c_catcode_other_space_tl { * } } 10040 \group_end: </pre>

(End definition for `\c_catcode_other_space_tl`.)

`\c_iow_wrap_marker_tl`  
`\c_iow_wrap_end_marker_tl`  
`\c_iow_wrap_newline_marker_tl`  
`\c_iow_wrap_indent_marker_tl`  
`\c_iow_wrap_unindent_marker_tl`  
`\iow_wrap_new_marker:n`

Every special action of the wrapping code is preceded by the same recognizable string, `\c_iow_wrap_marker_tl`. Upon seeing that “word”, the wrapping code reads one space-delimited argument to know what operation to perform. The setting of `\escapechar` here is not very important, but makes `\c_iow_wrap_marker_tl` look nicer. Note that `\iow_wrap_new_marker:n` does not survive the group, but all constants are defined globally.

```

10041 \group_begin:
10042   \int_set_eq:NN \tex_escapechar:D \c_minus_one
10043   \tl_const:Nx \c_iow_wrap_marker_tl
10044     { \tl_to_str:n { \^^I \^^O \^^W \^^_ \^^W \^^R \^^A \^^P } }
10045   \cs_set:Npn \iow_wrap_new_marker:n #1
10046     {
10047       \tl_const:cx { c_iow_wrap_ #1 _marker_tl }
10048       {
10049         \c_catcode_other_space_tl
10050         \c_iow_wrap_marker_tl
10051         \c_catcode_other_space_tl
10052         #1
10053         \c_catcode_other_space_tl
10054       }
10055     }
10056   \iow_wrap_new_marker:n { end }
10057   \iow_wrap_new_marker:n { newline }
10058   \iow_wrap_new_marker:n { indent }
10059   \iow_wrap_new_marker:n { unindent }
10060 \group_end:

```

(End definition for `\c_iow_wrap_marker_tl`. This function is documented on page 160.)

`\iow_indent:n`  
`\iow_indent_expandable:n`

We give a dummy (protected) definition to `\iow_indent:n` when outside messages. Within wrapped message, it places the instruction for increasing the indentation before its argument, and the instruction for unindenting afterwards. Note that there will be no forced line-break, so the indentation only changes when the next line is started.

```

10061 \cs_new_protected:Npn \iow_indent:n #1 { }
10062 \cs_new:Npx \iow_indent_expandable:n #1
10063 {
10064   \c_iow_wrap_indent_marker_tl
10065   #1
10066   \c_iow_wrap_unindent_marker_tl
10067 }

```

(End definition for `\iow_indent:n`. This function is documented on page 160.)

`\iow_wrap:xnnnN`

The main wrapping function works as follows. The target number of characters in a line is calculated, before fully-expanding the input such that `\` and `\_` are converted into the appropriate values. There is then a loop over each word in the input, which will do the actual wrapping. After the loop, the resulting text is passed on to the function which has been given as a post-processor. The argument `#4` is available for additional set up steps for the output. The definition of `\` and `\_` use an “other” space rather than a normal

space, because the latter might be absorbed by TeX to end a number or other f-type expansions. The `\tl_to_str:N` step converts the “other” space back to a normal space.

```

10068 \cs_new_protected:Npn \iow_wrap:xnnnN #1#2#3#4#5
10069 {
10070   \group_begin:
10071     \int_set:Nn \l_iow_target_length_int { \l_iow_line_length_int - ( #3 ) }
10072     \int_zero:N \l_iow_current_indentation_int
10073     \tl_clear:N \l_iow_current_indentation_tl
10074     \int_zero:N \l_iow_current_line_int
10075     \tl_clear:N \l_iow_current_line_tl
10076     \tl_clear:N \l_iow_wrap_tl
10077     \bool_set_true:N \l_iow_line_start_bool
10078     \int_set_eq:NN \tex_escapechar:D \c_minus_one
10079     \cs_set_nopar:Npx \{ { \token_to_str:N \{ }
10080     \cs_set_nopar:Npx \# { \token_to_str:N \# }
10081     \cs_set_nopar:Npx \} { \token_to_str:N \} }
10082     \cs_set_nopar:Npx \% { \token_to_str:N \% }
10083     \cs_set_nopar:Npx \~ { \token_to_str:N \~ }
10084     \int_set:Nn \tex_escapechar:D { 92 }
10085     \cs_set_eq:NN \ \ \c_iow_wrap_newline_marker_tl
10086     \cs_set_eq:NN \ \ \c_catcode_other_space_tl
10087     \cs_set_eq:NN \iow_indent:n \iow_indent_expandable:n
10088     #4
10089     <*initex>
10090     \tl_set:Nx \l_iow_wrap_tl {#1}
10091     </initex>
10092     <*package>
10093     \protected@edef \l_iow_wrap_tl {#1}
10094     </package>
10095     \cs_set:Npn \ \ { \iow_newline: #2 }
10096     \use:x
10097     {
10098       \iow_wrap_loop:w
10099       \tl_to_str:N \l_iow_wrap_tl
10100       \tl_to_str:N \c_iow_wrap_end_marker_tl
10101       \c_space_tl \c_space_tl
10102       \exp_not:N \q_stop
10103     }
10104     \exp_args:NNo \group_end:
10105     #5 \l_iow_wrapped_tl
10106   }

```

(End definition for `\iow_wrap:xnnnN`. This function is documented on page 160.)

`\iow_wrap_loop:w` The loop grabs one word in the input, and checks whether it is the special marker, or a normal word.

```

10107 \cs_new_protected:Npn \iow_wrap_loop:w #1 ~ %
10108 {
10109   \tl_set:Nn \l_iow_current_word_tl {#1}
10110   \tl_if_eq:NNTF \l_iow_current_word_tl \c_iow_wrap_marker_tl

```

```

10111     { \iow_wrap_special:w }
10112     { \iow_wrap_word: }
10113   }

```

(End definition for \iow\_wrap\_loop:w.)

\iow\_wrap\_word: For a normal word, update the line length, then test if the current word would fit in the current line, and call the appropriate function. If the word fits in the current line, \iow\_wrap\_word\_fits: add it to the line, preceded by a space unless it is the first word of the line. Otherwise, \iow\_wrap\_word\_newline: the current line is added to the result, with the run-on text. The current word (and its length) are then put in the new line.

```

10114 \cs_new_protected_nopar:Npn \iow_wrap_word:
10115 {
10116   \int_set:Nn \l_iow_current_word_int
10117     { \str_length_skip_spaces:N \l_iow_current_word_tl }
10118   \int_add:Nn \l_iow_current_line_int { \l_iow_current_word_int }
10119   \int_compare:nNnTF \l_iow_current_line_int < \l_iow_target_length_int
10120     { \iow_wrap_word_fits: }
10121     { \iow_wrap_word_newline: }
10122   \iow_wrap_loop:w
10123 }
10124 \cs_new_protected_nopar:Npn \iow_wrap_word_fits:
10125 {
10126   \bool_if:NTF \l_iow_line_start_bool
10127   {
10128     \bool_set_false:N \l_iow_line_start_bool
10129     \tl_put_right:Nx \l_iow_current_line_tl
10130       { \l_iow_current_indentation_tl \l_iow_current_word_tl }
10131     \int_add:Nn \l_iow_current_line_int
10132       { \l_iow_current_indentation_int }
10133   }
10134   {
10135     \tl_put_right:Nx \l_iow_current_line_tl
10136       { ~ \l_iow_current_word_tl }
10137     \int_incr:N \l_iow_current_line_int
10138   }
10139 }
10140 \cs_new_protected_nopar:Npn \iow_wrap_word_newline:
10141 {
10142   \tl_put_right:Nx \l_iow_wrapped_tl
10143     { \l_iow_current_line_tl \\ }
10144   \int_set:Nn \l_iow_current_line_int
10145   {
10146     \l_iow_current_word_int
10147     + \l_iow_current_indentation_int
10148   }
10149   \tl_set:Nx \l_iow_current_line_tl
10150     { \l_iow_current_indentation_tl \l_iow_current_word_tl }
10151 }

```

(End definition for \iow\_wrap\_word:. This function is documented on page 160.)

`\iow_wrap_special:w` When the “special” marker is encountered, read what operation to perform, as a space-  
`\iow_wrap_newline:w` delimited argument, perform it, and remember to loop. In fact, to avoid spurious spaces  
`\iow_wrap_indent:w` when two special actions follow each other, we look ahead for another copy of the marker.  
`\iow_wrap_unindent:w` Forced newlines are almost identical to those caused by overflow, except that here the  
`\iow_wrap_end:w` word is empty. To indent more, add four spaces to the start of the indentation token list.  
 To reduce indentation, rebuild the indentation token list using `\prg_replicate:nn`. At  
 the end, we simply save the last line (without the run-on text), and prevent the loop.

```

10152 \cs_new_protected:Npn \iow_wrap_special:w #1 ~ #2 ~ #3 ~ %
10153 {
10154   \use:c { iow_wrap_#1: }
10155   \str_if_eq:xxTF { #2~#3 } { ~ \c_iow_wrap_marker_tl }
10156   { \iow_wrap_special:w }
10157   { \iow_wrap_loop:w #2 ~ #3 ~ }
10158 }
10159 \cs_new_protected_nopar:Npn \iow_wrap_newline:
10160 {
10161   \tl_put_right:Nx \l_iow_wrapped_tl
10162   { \l_iow_current_line_tl \ }
10163   \int_zero:N \l_iow_current_line_int
10164   \tl_clear:N \l_iow_current_line_tl
10165   \bool_set_true:N \l_iow_line_start_bool
10166 }
10167 \cs_new_protected_nopar:Npx \iow_wrap_indent:
10168 {
10169   \int_add:Nn \l_iow_current_indentation_int \c_four
10170   \tl_put_right:Nx \exp_not:N \l_iow_current_indentation_tl
10171   { \c_space_tl \c_space_tl \c_space_tl \c_space_tl }
10172 }
10173 \cs_new_protected_nopar:Npn \iow_wrap_unindent:
10174 {
10175   \int_sub:Nn \l_iow_current_indentation_int \c_four
10176   \tl_set:Nx \l_iow_current_indentation_tl
10177   { \prg_replicate:nn \l_iow_current_indentation_int { ~ } }
10178 }
10179 \cs_new_protected_nopar:Npn \iow_wrap_end:
10180 {
10181   \tl_put_right:Nx \l_iow_wrapped_tl
10182   { \l_iow_current_line_tl }
10183   \use_none_delimit_by_q_stop:w
10184 }
  
```

(End definition for `\iow_wrap_special:w`. This function is documented on page 160.)

`\str_length_skip_spaces:N` The wrapping code requires to measure the number of character in each word. This could  
`\str_length_skip_spaces:n` be done with `\tl_length:n`, but it is ten times faster (literally) to use the code below.  
`\str_length_loop:NNNNNNNN`

```

10185 \cs_new_nopar:Npn \str_length_skip_spaces:N
10186 { \exp_args:No \str_length_skip_spaces:n }
10187 \cs_new:Npn \str_length_skip_spaces:n #1
10188 {
10189   \int_value:w \int_eval:w
  
```

```

10190     \exp_after:wN \str_length_loop:NNNNNNNNN \tl_to_str:n {#1}
10191     { X8 } { X7 } { X6 } { X5 } { X4 } { X3 } { X2 } { X1 } { X0 } \q_stop
10192   \int_eval_end:
10193 }
10194 \cs_new:Npn \str_length_loop:NNNNNNNNN #1#2#3#4#5#6#7#8#9
10195 {
10196   \if_catcode:w X #9
10197     \exp_after:wN \use_none_delimit_by_q_stop:w
10198   \else:
10199     9 +
10200     \exp_after:wN \str_length_loop:NNNNNNNNN
10201   \fi:
10202 }

```

(End definition for `\str_length_skip_spaces:N`. This function is documented on page 160.)

## 201.8 Reading input

`\if_eof:w` The primitive conditional

```

10203 \cs_new_eq:NN \if_eof:w \tex_ifeof:D

```

(End definition for `\if_eof:w`. This function is documented on page 162.)

`\ior_if_eof_p:N` To test if some particular input stream is exhausted the following conditional is provided.

```

\ior_if_eof:NTF
10204 \prg_new_conditional:Nnn \ior_if_eof:N { p , T , F , TF }
10205 {
10206   \cs_if_exist:NTF #1
10207   {
10208     \if_int_compare:w #1 = \c_sixteen
10209       \prg_return_true:
10210     \else:
10211       \if_eof:w #1
10212         \prg_return_true:
10213       \else:
10214         \prg_return_false:
10215       \fi:
10216     \fi:
10217   }
10218   { \prg_return_true: }
10219 }

```

(End definition for `\ior_if_eof:N`. These functions are documented on page 158.)

`\ior_to:NN` And here we read from files.

```

\ior_gto:NN
10220 \cs_new_protected:Npn \ior_to:NN #1#2
10221 { \tex_read:D #1 to #2 }
10222 \cs_new_protected:Npn \ior_gto:NN #1#2
10223 { \tex_global:D \tex_read:D #1 to #2 }

```

(End definition for `\ior_to:NN` and `\ior_gto:NN`. These functions are documented on page 158.)

`\ior_str_to:NN` Reading as strings is also a primitive wrapper.  
`\ior_str_gto:NN`

```

10224 \cs_new_protected:Npn \ior_str_to:NN #1#2
10225 { \etex_readline:D #1 to #2 }
10226 \cs_new_protected:Npn \ior_str_gto:NN #1#2
10227 { \tex_global:D \etex_readline:D #1 to #2 }

```

(End definition for `\ior_str_to:NN` and `\ior_str_gto:NN`. These functions are documented on page 158.)

## 201.9 Experimental functions

`\ior_map_inline:Nn` Mapping to an input stream can be done on either a token or a string basis, hence the  
`\ior_str_map_inline:Nn` set up. Within that, there is a check to avoid reading past the end of a file, hence the  
`\ior_str_map_inline_aux:NNn` two applications of `\ior_if_eof:N`. This mapping cannot be nested as the stream has  
`\ior_str_map_inline_aux:NNNn` only one “current line”.  
`\ior_str_map_inline_loop:NNN`  
`\l_ior_internal_tl`

```

10228 \cs_new_protected_nopar:Npn \ior_map_inline:Nn
10229 { \ior_map_inline_aux:NNn \ior_to:NN }
10230 \cs_new_protected_nopar:Npn \ior_str_map_inline:Nn
10231 { \ior_map_inline_aux:NNn \ior_str_to:NN }
10232 \cs_new_protected_nopar:Npn \ior_map_inline_aux:NNn
10233 {
10234   \exp_args:Nc \ior_map_inline_aux:NNNn
10235   { \ior_map_ \int_use:N \g_prg_map_int :n }
10236 }
10237 \cs_new_protected:Npn \ior_map_inline_aux:NNNn #1#2#3#4
10238 {
10239   \cs_set:Npn #1 ##1 {#4}
10240   \int_gincr:N \g_prg_map_int
10241   \ior_if_eof:NF #3 { \ior_map_inline_loop:NNN #1#2#3 }
10242   \prg_break_point:n { \int_gdecr:N \g_prg_map_int }
10243 }
10244 \cs_new_protected:Npn \ior_map_inline_loop:NNN #1#2#3
10245 {
10246   #2 #3 \l_ior_internal_tl
10247   \ior_if_eof:NF #3
10248   {
10249     \exp_args:No #1 \l_ior_internal_tl
10250     \ior_map_inline_loop:NNN #1#2#3
10251   }
10252 }
10253 \tl_new:N \l_ior_internal_tl

```

(End definition for `\ior_map_inline:Nn` and `\ior_str_map_inline:Nn`. These functions are documented on page ??.)

## 201.10 Messages

```

10254 \msg_kernel_new:nnnn { file } { file-not-found }
10255 { Space~in~file~name~'#1'. }
10256 {
10257   Spaces~are~not~permitted~in~files~loaded~by~LaTeX: \

```

```

10258     Further~errors~may~follow!
10259   }
10260   \msg_kernel_new:nnnn { file } { space-in-file-name }
10261   { Space~in~file~name~'~#1'~. }
10262   {
10263     Spaces~are~not~permitted~in~files~loaded~by~LaTeX: \\
10264     Further~errors~may~follow!
10265   }

```

## 201.11 Deprecated functions

Deprecated on 2012-02-10, for removal by 2012-05-31.

`\iow_now_when_avail:Nn` For writing only if the stream requested is open at all.  
`\iow_now_when_avail:Nx`

```

10266 \cs_new_protected:Npn \iow_now_when_avail:Nn #1
10267   { \cs_if_free:NTF #1 { \use_none:n } { \iow_now:Nn #1 } }
10268 \cs_new_protected:Npn \iow_now_when_avail:Nx #1
10269   { \cs_if_free:NTF #1 { \use_none:n } { \iow_now:Nx #1 } }

```

*(End definition for \iow\_now\_when\_avail:Nn and \iow\_now\_when\_avail:Nx. These functions are documented on page ??.)*

Deprecated on 2011-05-27, for removal by 2011-08-31.

`\iow_now_buffer_safe:Nn` This is much more easily done using the wrapping system: there is an expansion there,  
`\iow_now_buffer_safe:Nx` so a bit of a hack is needed.

```

10270 \<deprecated>
10271 \cs_new_protected:Npn \iow_now_buffer_safe:Nn #1#2
10272   { \iow_wrap:xnnnN { \exp_not:n {#2} } { } \c_zero { } \iow_now:Nn #1 }
10273 \cs_new_protected:Npn \iow_now_buffer_safe:Nx #1#2
10274   { \iow_wrap:xnnnN {#2} { } \c_zero { } \iow_now:Nx #1 }
10275 \</deprecated>

```

*(End definition for \iow\_now\_buffer\_safe:Nn and \iow\_now\_buffer\_safe:Nx. These functions are documented on page ??.)*

`\ior_open_streams:` Slightly misleading names.

```

\ior_open_streams:
10276 \<deprecated>
10277 \cs_new_eq:NN \ior_open_streams: \ior_list_streams:
10278 \cs_new_eq:NN \iow_open_streams: \iow_list_streams:
10279 \</deprecated>

```

*(End definition for \ior\_open\_streams:. This function is documented on page ??.)*

```

10280 \</initex | package>

```

## 202 l3fp Implementation

The following test files are used for this code: `m3fp003.lvt`.

```

10281 \<initex | package>

```

```

10282 <*package>
10283 \ProvidesExplPackage
10284   {\ExplFileName}{\ExplFileDate}{\ExplFileVersion}{\ExplFileDescription}
10285 \package_check_loaded_expl:
10286 </package>

```

## 202.1 Constants

`\c_forty_four` There is some speed to gain by moving numbers into fixed positions.

```

\c_one_million 10287 \int_const:Nn \c_forty_four { 44 }
\c_one_hundred_million 10288 \int_const:Nn \c_one_million { 1 000 000 }
\c_five_hundred_million 10289 \int_const:Nn \c_one_hundred_million { 100 000 000 }
\c_one_thousand_million 10290 \int_const:Nn \c_five_hundred_million { 500 000 000 }
10291 \int_const:Nn \c_one_thousand_million { 1 000 000 000 }
(End definition for \c_forty_four. This function is documented on page ??.)

```

`\c_fp_pi_by_four_decimal_int` Parts of  $\pi$  for trigonometric range reduction, implemented as `int` variables for speed.

```

\c_fp_pi_by_four_extended_int 10292 \int_new:N \c_fp_pi_by_four_decimal_int
\c_fp_pi_decimal_int 10293 \int_set:Nn \c_fp_pi_by_four_decimal_int { 785 398 158 }
\c_fp_pi_extended_int 10294 \int_new:N \c_fp_pi_by_four_extended_int
\c_fp_two_pi_decimal_int 10295 \int_set:Nn \c_fp_pi_by_four_extended_int { 897 448 310 }
\c_fp_two_pi_extended_int 10296 \int_new:N \c_fp_pi_decimal_int
10297 \int_set:Nn \c_fp_pi_decimal_int { 141 592 653 }
10298 \int_new:N \c_fp_pi_extended_int
10299 \int_set:Nn \c_fp_pi_extended_int { 589 793 238 }
10300 \int_new:N \c_fp_two_pi_decimal_int
10301 \int_set:Nn \c_fp_two_pi_decimal_int { 283 185 307 }
10302 \int_new:N \c_fp_two_pi_extended_int
10303 \int_set:Nn \c_fp_two_pi_extended_int { 179 586 477 }
(End definition for \c_fp_pi_by_four_decimal_int. This function is documented on page ??.)

```

`\c_e_fp` The value  $e$  as a “machine number”.

```

10304 \tl_const:Nn \c_e_fp { + 2.718281828 e 0 }
(End definition for \c_e_fp. This variable is documented on page 168.)

```

`\c_one_fp` The constant value 1: used for fast comparisons.

```

10305 \tl_const:Nn \c_one_fp { + 1.000000000 e 0 }
(End definition for \c_one_fp. This variable is documented on page 168.)

```

`\c_pi_fp` The value  $\pi$  as a “machine number”.

```

10306 \tl_const:Nn \c_pi_fp { + 3.141592654 e 0 }
(End definition for \c_pi_fp. This variable is documented on page 168.)

```

`\c_undefined_fp` A marker for undefined values.

```

10307 \tl_const:Nn \c_undefined_fp { X 0.000000000 e 0 }
(End definition for \c_undefined_fp. This variable is documented on page 169.)

```

`\c_zero_fp` The constant zero value.

```

10308 \tl_const:Nn \c_zero_fp { + 0.000000000 e 0 }
(End definition for \c_zero_fp. This variable is documented on page 169.)

```

## 202.2 Variables

`\l_fp_arg_tl` A token list to store the formalised representation of the input for transcendental functions.

10309 `\tl_new:N \l_fp_arg_tl`

(End definition for `\l_fp_arg_tl`. This variable is documented on page ??.)

`\l_fp_count_int` A counter for things like the number of divisions possible.

10310 `\int_new:N \l_fp_count_int`

(End definition for `\l_fp_count_int`. This variable is documented on page ??.)

`\l_fp_div_offset_int` When carrying out division, an offset is used for the results to get the decimal part correct.

10311 `\int_new:N \l_fp_div_offset_int`

(End definition for `\l_fp_div_offset_int`. This variable is documented on page ??.)

`\l_fp_exp_integer_int` Used for the calculation of exponent values.

`\l_fp_exp_decimal_int` 10312 `\int_new:N \l_fp_exp_integer_int`

`\l_fp_exp_extended_int` 10313 `\int_new:N \l_fp_exp_decimal_int`

`\l_fp_exp_exponent_int` 10314 `\int_new:N \l_fp_exp_extended_int`

10315 `\int_new:N \l_fp_exp_exponent_int`

(End definition for `\l_fp_exp_integer_int`. This function is documented on page ??.)

`\l_fp_input_a_sign_int` Storage for the input: two storage areas as there are at most two inputs.

`\l_fp_input_a_integer_int` 10316 `\int_new:N \l_fp_input_a_sign_int`

`\l_fp_input_a_decimal_int` 10317 `\int_new:N \l_fp_input_a_integer_int`

`\l_fp_input_a_exponent_int` 10318 `\int_new:N \l_fp_input_a_decimal_int`

`\l_fp_input_b_sign_int` 10319 `\int_new:N \l_fp_input_a_exponent_int`

`\l_fp_input_b_integer_int` 10320 `\int_new:N \l_fp_input_b_sign_int`

`\l_fp_input_b_decimal_int` 10321 `\int_new:N \l_fp_input_b_integer_int`

`\l_fp_input_b_exponent_int` 10322 `\int_new:N \l_fp_input_b_decimal_int`

10323 `\int_new:N \l_fp_input_b_exponent_int`

(End definition for `\l_fp_input_a_sign_int`. This function is documented on page ??.)

`\l_fp_input_a_extended_int` For internal use, “extended” floating point numbers are needed.

`\l_fp_input_b_extended_int` 10324 `\int_new:N \l_fp_input_a_extended_int`

10325 `\int_new:N \l_fp_input_b_extended_int`

(End definition for `\l_fp_input_a_extended_int`. This function is documented on page ??.)

`\l_fp_mul_a_i_int` Multiplication requires that the decimal part is split into parts so that there are no overflows.

`\l_fp_mul_a_ii_int` 10326 `\int_new:N \l_fp_mul_a_i_int`

`\l_fp_mul_a_iii_int` 10327 `\int_new:N \l_fp_mul_a_ii_int`

`\l_fp_mul_a_iv_int` 10328 `\int_new:N \l_fp_mul_a_iii_int`

`\l_fp_mul_a_v_int` 10329 `\int_new:N \l_fp_mul_a_iv_int`

`\l_fp_mul_a_vi_int` 10330 `\int_new:N \l_fp_mul_a_v_int`

`\l_fp_mul_b_i_int` 10331 `\int_new:N \l_fp_mul_a_vi_int`

`\l_fp_mul_b_ii_int` 10332 `\int_new:N \l_fp_mul_b_i_int`

`\l_fp_mul_b_iii_int`

`\l_fp_mul_b_iv_int`

`\l_fp_mul_b_v_int`

`\l_fp_mul_b_vi_int`

```

10333 \int_new:N \l_fp_mul_b_ii_int
10334 \int_new:N \l_fp_mul_b_iii_int
10335 \int_new:N \l_fp_mul_b_iv_int
10336 \int_new:N \l_fp_mul_b_v_int
10337 \int_new:N \l_fp_mul_b_vi_int
(End definition for \l_fp_mul_a_i_int. This function is documented on page ??.)

```

`\l_fp_mul_output_int` Space for multiplication results.

```

\l_fp_mul_output_tl 10338 \int_new:N \l_fp_mul_output_int
10339 \tl_new:N \l_fp_mul_output_tl
(End definition for \l_fp_mul_output_int. This function is documented on page ??.)

```

`\l_fp_output_sign_int` Output is stored in the same way as input.

```

\l_fp_output_integer_int 10340 \int_new:N \l_fp_output_sign_int
\l_fp_output_decimal_int 10341 \int_new:N \l_fp_output_integer_int
\l_fp_output_exponent_int 10342 \int_new:N \l_fp_output_decimal_int
10343 \int_new:N \l_fp_output_exponent_int
(End definition for \l_fp_output_sign_int. This function is documented on page ??.)

```

`\l_fp_output_extended_int` Again, for calculations an extended part.

```

10344 \int_new:N \l_fp_output_extended_int
(End definition for \l_fp_output_extended_int. This variable is documented on page ??.)

```

`\l_fp_round_carry_bool` To indicate that a digit needs to be carried forward.

```

10345 \bool_new:N \l_fp_round_carry_bool
(End definition for \l_fp_round_carry_bool. This variable is documented on page ??.)

```

`\l_fp_round_decimal_tl` A temporary store when rounding, to build up the decimal part without needing to do any maths.

```

10346 \tl_new:N \l_fp_round_decimal_tl
(End definition for \l_fp_round_decimal_tl. This variable is documented on page ??.)

```

`\l_fp_round_position_int` Used to check the position for rounding.

```

\l_fp_round_target_int 10347 \int_new:N \l_fp_round_position_int
10348 \int_new:N \l_fp_round_target_int
(End definition for \l_fp_round_position_int. This function is documented on page ??.)

```

`\l_fp_sign_tl` There are places where the sign needs to be set up “early”, so that the registers can be re-used.

```

10349 \tl_new:N \l_fp_sign_tl
(End definition for \l_fp_sign_tl. This variable is documented on page ??.)

```

`\l_fp_split_sign_int` When splitting the input it is fastest to use a fixed name for the sign part, and to transfer it after the split is complete.

```

10350 \int_new:N \l_fp_split_sign_int
(End definition for \l_fp_split_sign_int. This variable is documented on page ??.)

```

`\l_fp_internal_int` A scratch int: used only where the value is not carried forward.

```

10351 \int_new:N \l_fp_internal_int
(End definition for \l_fp_internal_int. This variable is documented on page ??.)

```

`\l_fp_internal_tl` A scratch token list variable for expanding material.

```

10352 \tl_new:N \l_fp_internal_tl
(End definition for \l_fp_internal_tl. This variable is documented on page ??.)

```

`\l_fp_trig_octant_int` To track which octant the trigonometric input is in.

```

10353 \int_new:N \l_fp_trig_octant_int
(End definition for \l_fp_trig_octant_int. This variable is documented on page ??.)

```

`\l_fp_trig_sign_int` Used for the calculation of trigonometric values.

```

10354 \int_new:N \l_fp_trig_sign_int
10355 \int_new:N \l_fp_trig_decimal_int
10356 \int_new:N \l_fp_trig_extended_int
(End definition for \l_fp_trig_sign_int. This function is documented on page ??.)

```

### 202.3 Parsing numbers

`\fp_read:N` Reading a stored value is made easier as the format is designed to match the delimited function. This is always used to read the first value (register a).

```

10357 \cs_new_protected:Npn \fp_read:N #1
10358 { \exp_after:wN \fp_read_aux:w #1 \q_stop }
10359 \cs_new_protected:Npn \fp_read_aux:w #1#2 . #3 e #4 \q_stop
10360 {
10361   \if:w #1 -
10362     \l_fp_input_a_sign_int \c_minus_one
10363   \else:
10364     \l_fp_input_a_sign_int \c_one
10365   \fi:
10366   \l_fp_input_a_integer_int #2 \scan_stop:
10367   \l_fp_input_a_decimal_int #3 \scan_stop:
10368   \l_fp_input_a_exponent_int #4 \scan_stop:
10369 }
(End definition for \fp_read:N. This function is documented on page ??.)

```

`\fp_split:Nn` The aim here is to use as much of TeX's mechanism as possible to pick up the numerical input without any mistakes. In particular, negative numbers have to be filtered out first in case the integer part is 0 (in which case TeX would drop the - sign). That process has to be done in a loop for cases where the sign is repeated. Finding an exponent is relatively easy, after which the next phase is to find the integer part, which will terminate with a ., and trigger the decimal-finding code. The later will allow the decimal to be too long, truncating the result.

```

10370 \cs_new_protected:Npn \fp_split:Nn #1#2
10371 {
10372   \tl_set:Nx \l_fp_internal_tl {#2}

```

```

10373 \tl_set_rescan:Nno \l_fp_internal_tl { \char_set_catcode_ignore:n { 32 } }
10374 { \l_fp_internal_tl }
10375 \l_fp_split_sign_int \c_one
10376 \fp_split_sign:
10377 \use:c { l_fp_input_ #1 _sign_int } \l_fp_split_sign_int
10378 \exp_after:wN \fp_split_exponent:w \l_fp_internal_tl e e \q_stop #1
10379 }
10380 \cs_new_protected_nopar:Npn \fp_split_sign:
10381 {
10382   \if_int_compare:w \pdfTeX_strcmp:D
10383   { \exp_after:wN \tl_head:w \l_fp_internal_tl ? \q_stop } { - }
10384   = \c_zero
10385   \tl_set:Nx \l_fp_internal_tl
10386   {
10387     \exp_after:wN
10388     \tl_tail:w \l_fp_internal_tl \prg_do_nothing: \q_stop
10389   }
10390   \l_fp_split_sign_int -\l_fp_split_sign_int
10391   \exp_after:wN \fp_split_sign:
10392 \else:
10393   \if_int_compare:w \pdfTeX_strcmp:D
10394   { \exp_after:wN \tl_head:w \l_fp_internal_tl ? \q_stop } { + }
10395   = \c_zero
10396   \tl_set:Nx \l_fp_internal_tl
10397   {
10398     \exp_after:wN
10399     \tl_tail:w \l_fp_internal_tl \prg_do_nothing: \q_stop
10400   }
10401   \exp_after:wN \exp_after:wN \exp_after:wN \fp_split_sign:
10402 \fi:
10403 \fi:
10404 }
10405 \cs_new_protected:Npn \fp_split_exponent:w #1 e #2 e #3 \q_stop #4
10406 {
10407   \use:c { l_fp_input_ #4 _exponent_int }
10408   \int_eval:w 0 #2 \scan_stop:
10409   \tex_afterassignment:D \fp_split_aux_i:w
10410   \use:c { l_fp_input_ #4 _integer_int }
10411   \int_eval:w 0 #1 . . \q_stop #4
10412 }
10413 \cs_new_protected:Npn \fp_split_aux_i:w #1 . #2 . #3 \q_stop
10414 { \fp_split_aux_ii:w #2 000000000 \q_stop }
10415 \cs_new_protected:Npn \fp_split_aux_ii:w #1#2#3#4#5#6#7#8#9
10416 { \fp_split_aux_iii:w {#1#2#3#4#5#6#7#8#9} }
10417 \cs_new_protected:Npn \fp_split_aux_iii:w #1#2 \q_stop
10418 {
10419   \l_fp_internal_int 1 #1 \scan_stop:
10420   \exp_after:wN \fp_split_decimal:w
10421   \int_use:N \l_fp_internal_int 000000000 \q_stop
10422 }

```

```

10423 \cs_new_protected:Npn \fp_split_decimal:w #1#2#3#4#5#6#7#8#9
10424 { \fp_split_decimal_aux:w {#2#3#4#5#6#7#8#9} }
10425 \cs_new_protected:Npn \fp_split_decimal_aux:w #1#2#3 \q_stop #4
10426 {
10427   \use:c { l_fp_input_ #4 _decimal_int } #1#2 \scan_stop:
10428   \if_int_compare:w
10429     \int_eval:w
10430       \use:c { l_fp_input_ #4 _integer_int } +
10431       \use:c { l_fp_input_ #4 _decimal_int }
10432     \scan_stop:
10433     = \c_zero
10434     \use:c { l_fp_input_ #4 _sign_int } \c_one
10435   \fi:
10436   \if_int_compare:w
10437     \use:c { l_fp_input_ #4 _integer_int } < \c_one_thousand_million
10438   \else:
10439     \exp_after:wN \fp_overflow_msg:
10440   \fi:
10441 }

```

(End definition for `\fp_split:Nn`. This function is documented on page ??.)

`\fp_standardise:NNNN` The idea here is to shift the input into a known exponent range. This is done using  $\TeX$  tokens where possible, as this is faster than arithmetic.

```

\fp_standardise_aux:NNNN
\fp_standardise_aux:
\fp_standardise_aux:w
10442 \cs_new_protected:Npn \fp_standardise:NNNN #1#2#3#4
10443 {
10444   \if_int_compare:w
10445     \int_eval:w #2 + #3 = \c_zero
10446     #1 \c_one
10447     #4 \c_zero
10448     \exp_after:wN \use_none:nnnn
10449   \else:
10450     \exp_after:wN \fp_standardise_aux:NNNN
10451   \fi:
10452   #1#2#3#4
10453 }
10454 \cs_new_protected:Npn \fp_standardise_aux:NNNN #1#2#3#4
10455 {
10456   \cs_set_protected_nopar:Npn \fp_standardise_aux:
10457   {
10458     \if_int_compare:w #2 = \c_zero
10459       \tex_advance:D #3 \c_one_thousand_million
10460       \exp_after:wN \fp_standardise_aux:w
10461       \int_use:N #3 \q_stop
10462       \exp_after:wN \fp_standardise_aux:
10463     \fi:
10464   }
10465   \cs_set_protected:Npn
10466     \fp_standardise_aux:w ##1##2##3##4##5##6##7##8##9 \q_stop
10467   {

```

```

10468     #2 ##2 \scan_stop:
10469     #3 ##3##4##5##6##7##8##9 0 \scan_stop:
10470     \tex_advance:D #4 \c_minus_one
10471   }
10472   \fp_standardise_aux:
10473   \cs_set_protected_nopar:Npn \fp_standardise_aux:
10474   {
10475     \if_int_compare:w #2 > \c_nine
10476       \tex_advance:D #2 \c_one_thousand_million
10477       \exp_after:wN \use_i:nn \exp_after:wN
10478       \fp_standardise_aux:w \int_use:N #2
10479       \exp_after:wN \fp_standardise_aux:
10480     \fi:
10481   }
10482   \cs_set_protected:Npn
10483   \fp_standardise_aux:w ##1##2##3##4##5##6##7##8##9
10484   {
10485     #2 ##1##2##3##4##5##6##7##8 \scan_stop:
10486     \tex_advance:D #3 \c_one_thousand_million
10487     \tex_divide:D #3 \c_ten
10488     \tl_set:Nx \l_fp_internal_tl
10489     {
10490       ##9
10491       \exp_after:wN \use_none:n \int_use:N #3
10492     }
10493     #3 \l_fp_internal_tl \scan_stop:
10494     \tex_advance:D #4 \c_one
10495   }
10496   \fp_standardise_aux:
10497   \if_int_compare:w #4 < \c_one_hundred
10498     \if_int_compare:w #4 > -\c_one_hundred
10499     \else:
10500       #1 \c_one
10501       #2 \c_zero
10502       #3 \c_zero
10503       #4 \c_zero
10504     \fi:
10505   \else:
10506     \exp_after:wN \fp_overflow_msg:
10507   \fi:
10508 }
10509 \cs_new_protected_nopar:Npn \fp_standardise_aux: { }
10510 \cs_new_protected_nopar:Npn \fp_standardise_aux:w { }

```

(End definition for \fp\_standardise:NNNN. This function is documented on page ??.)

## 202.4 Internal utilities

`\fp_level_input_exponents:` The routines here are similar to those used to standardise the exponent. However, the aim here is different: the two exponents need to end up the same.

`\fp_level_input_exponents_a:`

`\fp_level_input_exponents_a:NNNNNNNNN`

`\fp_level_input_exponents_b:`

`\fp_level_input_exponents_b:NNNNNNNNN`

```

10511 \cs_new_protected_nopar:Npn \fp_level_input_exponents:
10512 {
10513   \if_int_compare:w \l_fp_input_a_exponent_int > \l_fp_input_b_exponent_int
10514     \exp_after:wN \fp_level_input_exponents_a:
10515   \else:
10516     \exp_after:wN \fp_level_input_exponents_b:
10517   \fi:
10518 }
10519 \cs_new_protected_nopar:Npn \fp_level_input_exponents_a:
10520 {
10521   \if_int_compare:w \l_fp_input_a_exponent_int > \l_fp_input_b_exponent_int
10522     \tex_advance:D \l_fp_input_b_integer_int \c_one_thousand_million
10523     \exp_after:wN \use_i:nn \exp_after:wN
10524       \fp_level_input_exponents_a:NNNNNNNNN
10525     \int_use:N \l_fp_input_b_integer_int
10526     \exp_after:wN \fp_level_input_exponents_a:
10527   \fi:
10528 }
10529 \cs_new_protected:Npn \fp_level_input_exponents_a:NNNNNNNNN
10530   #1#2#3#4#5#6#7#8#9
10531 {
10532   \l_fp_input_b_integer_int #1#2#3#4#5#6#7#8 \scan_stop:
10533   \tex_advance:D \l_fp_input_b_decimal_int \c_one_thousand_million
10534   \tex_divide:D \l_fp_input_b_decimal_int \c_ten
10535   \tl_set:Nx \l_fp_internal_tl
10536     {
10537       #9
10538       \exp_after:wN \use_none:n
10539       \int_use:N \l_fp_input_b_decimal_int
10540     }
10541   \l_fp_input_b_decimal_int \l_fp_internal_tl \scan_stop:
10542   \tex_advance:D \l_fp_input_b_exponent_int \c_one
10543 }
10544 \cs_new_protected_nopar:Npn \fp_level_input_exponents_b:
10545 {
10546   \if_int_compare:w \l_fp_input_b_exponent_int > \l_fp_input_a_exponent_int
10547     \tex_advance:D \l_fp_input_a_integer_int \c_one_thousand_million
10548     \exp_after:wN \use_i:nn \exp_after:wN
10549       \fp_level_input_exponents_b:NNNNNNNNN
10550     \int_use:N \l_fp_input_a_integer_int
10551     \exp_after:wN \fp_level_input_exponents_b:
10552   \fi:
10553 }
10554 \cs_new_protected:Npn \fp_level_input_exponents_b:NNNNNNNNN
10555   #1#2#3#4#5#6#7#8#9
10556 {
10557   \l_fp_input_a_integer_int #1#2#3#4#5#6#7#8 \scan_stop:
10558   \tex_advance:D \l_fp_input_a_decimal_int \c_one_thousand_million
10559   \tex_divide:D \l_fp_input_a_decimal_int \c_ten
10560   \tl_set:Nx \l_fp_internal_tl

```

```

10561     {
10562         #9
10563         \exp_after:wN \use_none:n
10564         \int_use:N \l_fp_input_a_decimal_int
10565     }
10566     \l_fp_input_a_decimal_int \l_fp_internal_tl \scan_stop:
10567     \tex_advance:D \l_fp_input_a_exponent_int \c_one
10568 }

```

(End definition for `\fp_level_input_exponents:`. This function is documented on page ??.)

`\fp_tmp:w` Used for output of results, cutting down on `\exp_after:wN`. This is just a place holder definition.

```

10569 \cs_new_protected:Npn \fp_tmp:w #1#2 { }

```

(End definition for `\fp_tmp:w`.)

## 202.5 Operations for fp variables

The format of `fp` variables is tightly defined, so that they can be read quickly by the internal code. The format is a single sign token, a single number, the decimal point, nine decimal numbers, an `e` and finally the exponent. This final part may vary in length. When stored, floating points will always be stored with a value in the integer position unless the number is zero.

`\fp_new:N` Fixed-points always have a value, and of course this has to be initialised globally.

```

\fp_new:c
10570 \cs_new_protected:Npn \fp_new:N #1
10571 {
10572     \tl_new:N #1
10573     \tl_gset_eq:NN #1 \c_zero_fp
10574 }
10575 \cs_generate_variant:Nn \fp_new:N { c }

```

(End definition for `\fp_new:N` and `\fp_new:c`. These functions are documented on page ??.)

`\fp_const:Nn` A simple wrapper.

```

\fp_const:cn
10576 \cs_new_protected:Npn \fp_const:Nn #1#2
10577 {
10578     \fp_new:N #1
10579     \fp_gset:Nn #1 {#2}
10580 }
10581 \cs_generate_variant:Nn \fp_const:Nn { c }

```

(End definition for `\fp_const:Nn` and `\fp_const:cn`. These functions are documented on page ??.)

`\fp_zero:N` Zeroing fixed-points is pretty obvious.

```

\fp_zero:c
10582 \cs_new_protected:Npn \fp_zero:N #1
\fp_gzero:N
10583 { \tl_set_eq:NN #1 \c_zero_fp }
\fp_gzero:c
10584 \cs_new_protected:Npn \fp_gzero:N #1
10585 { \tl_gset_eq:NN #1 \c_zero_fp }
10586 \cs_generate_variant:Nn \fp_zero:N { c }
10587 \cs_generate_variant:Nn \fp_gzero:N { c }

```

(End definition for \fp\_zero:N and \fp\_zero:c. These functions are documented on page ??.)

```

\fp_zero_new:N Create a floating point if needed, otherwise clear it.
\fp_zero_new:c 10588 \cs_new_protected:Npn \fp_zero_new:N #1
\fp_gzero_new:N 10589 { \cs_if_exist:NTF #1 { \fp_zero:N #1 } { \fp_new:N #1 } }
\fp_gzero_new:c 10590 \cs_new_protected:Npn \fp_gzero_new:N #1
10591 { \cs_if_exist:NTF #1 { \fp_gzero:N #1 } { \fp_new:N #1 } }
10592 \cs_generate_variant:Nn \fp_zero_new:N { c }
10593 \cs_generate_variant:Nn \fp_gzero_new:N { c }

```

(End definition for \fp\_zero\_new:N and others. These functions are documented on page ??.)

\fp\_set:Nn To trap any input errors, a very simple version of the parser is run here. This will pick up any invalid characters at this stage, saving issues later. The splitting approach is the same as the more advanced function later.

```

\fp_set:Nn 10594 \cs_new_protected_nopar:Npn \fp_set:Nn { \fp_set_aux:NNn \tl_set:Nn }
\fp_set:Nn 10595 \cs_new_protected_nopar:Npn \fp_gset:Nn { \fp_set_aux:NNn \tl_gset:Nn }
\fp_set_aux:NNn 10596 \cs_new_protected:Npn \fp_set_aux:NNn #1#2#3
10597 {
10598   \group_begin:
10599   \fp_split:Nn a {#3}
10600   \fp_standardise:NNNN
10601   \l_fp_input_a_sign_int
10602   \l_fp_input_a_integer_int
10603   \l_fp_input_a_decimal_int
10604   \l_fp_input_a_exponent_int
10605   \tex_advance:D \l_fp_input_a_decimal_int \c_one_thousand_million
10606   \cs_set_protected_nopar:Npx \fp_tmp:w
10607   {
10608     \group_end:
10609     #1 \exp_not:N #2
10610     {
10611       \if_int_compare:w \l_fp_input_a_sign_int < \c_zero
10612       -
10613       \else:
10614       +
10615       \fi:
10616       \int_use:N \l_fp_input_a_integer_int
10617       .
10618       \exp_after:wN \use_none:n
10619       \int_use:N \l_fp_input_a_decimal_int
10620       e
10621       \int_use:N \l_fp_input_a_exponent_int
10622     }
10623   }
10624   \fp_tmp:w
10625 }
10626 \cs_generate_variant:Nn \fp_set:Nn { c }
10627 \cs_generate_variant:Nn \fp_gset:Nn { c }

```

(End definition for \fp\_set:Nn and \fp\_set:cn. These functions are documented on page ??.)

`\fp_set_from_dim:Nn` Here, dimensions are converted to fixed-points *via* a temporary variable. This ensures  
`\fp_set_from_dim:cn` that they always convert as points. The code is then essentially the same as for `\fp_-`  
`\fp_gset_from_dim:Nn` `set:Nn`, but with the dimension passed so that it will be striped of the `pt` on the way  
`\fp_gset_from_dim:cn` through. The passage through a skip is used to remove any rubber part.  
`\fp_set_from_dim_aux:NNn`  
`\fp_set_from_dim_aux:w`  
`\l_fp_internal_dim`  
`\l_fp_internal_skip`

```

10628 \cs_new_protected_nopar:Npn \fp_set_from_dim:Nn
10629 { \fp_set_from_dim_aux:NNn \tl_set:Nx }
10630 \cs_new_protected_nopar:Npn \fp_gset_from_dim:Nn
10631 { \fp_set_from_dim_aux:NNn \tl_gset:Nx }
10632 \cs_new_protected:Npn \fp_set_from_dim_aux:NNn #1#2#3
10633 {
10634   \group_begin:
10635     \l_fp_internal_skip \etex_glueexpr:D #3 \scan_stop:
10636     \l_fp_internal_dim \l_fp_internal_skip
10637     \fp_split:Nn a
10638     {
10639       \exp_after:wN \fp_set_from_dim_aux:w
10640       \dim_use:N \l_fp_internal_dim
10641     }
10642     \fp_standardise:NNNN
10643     \l_fp_input_a_sign_int
10644     \l_fp_input_a_integer_int
10645     \l_fp_input_a_decimal_int
10646     \l_fp_input_a_exponent_int
10647     \tex_advance:D \l_fp_input_a_decimal_int \c_one_thousand_million
10648     \cs_set_protected_nopar:Npx \fp_tmp:w
10649     {
10650       \group_end:
10651       #1 \exp_not:N #2
10652       {
10653         \if_int_compare:w \l_fp_input_a_sign_int < \c_zero
10654         -
10655         \else:
10656         +
10657         \fi:
10658         \int_use:N \l_fp_input_a_integer_int
10659         .
10660         \exp_after:wN \use_none:n
10661         \int_use:N \l_fp_input_a_decimal_int
10662         e
10663         \int_use:N \l_fp_input_a_exponent_int
10664       }
10665     }
10666     \fp_tmp:w
10667   }
10668 \cs_set_protected_nopar:Npx \fp_set_from_dim_aux:w
10669 {
10670   \cs_set:Npn \exp_not:N \fp_set_from_dim_aux:w
10671   ##1 \tl_to_str:n { pt } {##1}
10672 }

```

```

10673 \fp_set_from_dim_aux:w
10674 \cs_generate_variant:Nn \fp_set_from_dim:Nn { c }
10675 \cs_generate_variant:Nn \fp_gset_from_dim:Nn { c }
10676 \dim_new:N \l_fp_internal_dim
10677 \skip_new:N \l_fp_internal_skip

```

(End definition for `\fp_set_from_dim:Nn` and `\fp_set_from_dim:cn`. These functions are documented on page ??.)

```

\fp_set_eq:NN Pretty simple, really.
\fp_set_eq:cN 10678 \cs_new_eq:NN \fp_set_eq:NN \tl_set_eq:NN
\fp_set_eq:Nc 10679 \cs_new_eq:NN \fp_set_eq:cN \tl_set_eq:cN
\fp_set_eq:cc 10680 \cs_new_eq:NN \fp_set_eq:Nc \tl_set_eq:Nc
\fp_gset_eq:NN 10681 \cs_new_eq:NN \fp_set_eq:cc \tl_set_eq:cc
\fp_gset_eq:cN 10682 \cs_new_eq:NN \fp_gset_eq:NN \tl_gset_eq:NN
\fp_gset_eq:cN 10683 \cs_new_eq:NN \fp_gset_eq:cN \tl_gset_eq:cN
\fp_gset_eq:Nc 10684 \cs_new_eq:NN \fp_gset_eq:Nc \tl_gset_eq:Nc
\fp_gset_eq:cc 10685 \cs_new_eq:NN \fp_gset_eq:cc \tl_gset_eq:cc

```

(End definition for `\fp_set_eq:NN` and others. These functions are documented on page ??.)

```

\fp_show:N Simple showing of the underlying variable.
\fp_show:c 10686 \cs_new_eq:NN \fp_show:N \tl_show:N
10687 \cs_new_eq:NN \fp_show:c \tl_show:c

```

(End definition for `\fp_show:N` and `\fp_show:c`. These functions are documented on page ??.)

```

\fp_use:N The idea of the \fp_use:N function to convert the stored value into something suitable
\fp_use:c for TeX to use as a number in an expandable manner. The first step is to deal with the
\fp_use_aux:w sign, then work out how big the input is.
\fp_use_none:w 10688 \cs_new:Npn \fp_use:N #1
\fp_use_small:w 10689 { \exp_after:wN \fp_use_aux:w #1 \q_stop }
\fp_use_large:w 10690 \cs_generate_variant:Nn \fp_use:N { c }
\fp_use_large_aux_i:w 10691 \cs_new:Npn \fp_use_aux:w #1#2 e #3 \q_stop
\fp_use_large_aux_1:w 10692 {
\fp_use_large_aux_2:w 10693 \if:w #1 -
\fp_use_large_aux_3:w 10694 -
\fp_use_large_aux_4:w 10695 \fi:
\fp_use_large_aux_5:w 10696 \if_int_compare:w #3 > \c_zero
\fp_use_large_aux_6:w 10697 \exp_after:wN \fp_use_large:w
\fp_use_large_aux_7:w 10698 \else:
\fp_use_large_aux_8:w 10699 \if_int_compare:w #3 < \c_zero
\fp_use_large_aux_i:w 10700 \exp_after:wN \exp_after:wN \exp_after:wN
\fp_use_large_aux_ii:w 10701 \fp_use_small:w
10702 \else:
10703 \exp_after:wN \exp_after:wN \exp_after:wN \fp_use_none:w
10704 \fi:
10705 \fi:
10706 #2 e #3 \q_stop
10707 }

```

When the exponent is zero, the input is simply returned as output.

```

10708 \cs_new:Npn \fp_use_none:w #1 e #2 \q_stop {#1}

```

For small numbers (less than 1) the correct number of zeros have to be inserted, but the decimal point is easy.

```

10709 \cs_new:Npn \fp_use_small:w #1 . #2 e #3 \q_stop
10710 {
10711   0 .
10712   \prg_replicate:nn { -#3 - 1 } { 0 }
10713   #1#2
10714 }

```

Life is more complex for large numbers. The decimal point needs to be shuffled, with potentially some zero-filling for very large values.

```

10715 \cs_new:Npn \fp_use_large:w #1 . #2 e #3 \q_stop
10716 {
10717   \if_int_compare:w #3 < \c_ten
10718     \exp_after:wN \fp_use_large_aux_i:w
10719   \else:
10720     \exp_after:wN \fp_use_large_aux_ii:w
10721   \fi:
10722   #1#2 e #3 \q_stop
10723 }
10724 \cs_new:Npn \fp_use_large_aux_i:w #1#2 e #3 \q_stop
10725 {
10726   #1
10727   \use:c { fp_use_large_aux_#3 :w } #2 \q_stop
10728 }
10729 \cs_new:cpn { fp_use_large_aux_1:w } #1#2 \q_stop { #1 . #2 }
10730 \cs_new:cpn { fp_use_large_aux_2:w } #1#2#3 \q_stop
10731 { #1#2 . #3 }
10732 \cs_new:cpn { fp_use_large_aux_3:w } #1#2#3#4 \q_stop
10733 { #1#2#3 . #4 }
10734 \cs_new:cpn { fp_use_large_aux_4:w } #1#2#3#4#5 \q_stop
10735 { #1#2#3#4 . #5 }
10736 \cs_new:cpn { fp_use_large_aux_5:w } #1#2#3#4#5#6 \q_stop
10737 { #1#2#3#4#5 . #6 }
10738 \cs_new:cpn { fp_use_large_aux_6:w } #1#2#3#4#5#6#7 \q_stop
10739 { #1#2#3#4#5#6 . #7 }
10740 \cs_new:cpn { fp_use_large_aux_7:w } #1#2#3#4#5#6#7#8 \q_stop
10741 { #1#2#3#4#6#7 . #8 }
10742 \cs_new:cpn { fp_use_large_aux_8:w } #1#2#3#4#5#6#7#8#9 \q_stop
10743 { #1#2#3#4#5#6#7#8 . #9 }
10744 \cs_new:cpn { fp_use_large_aux_9:w } #1 \q_stop { #1 . }
10745 \cs_new:Npn \fp_use_large_aux_ii:w #1 e #2 \q_stop
10746 {
10747   #1
10748   \prg_replicate:nn { #2 - 9 } { 0 }
10749   .
10750 }

```

(End definition for \fp\_use:N and \fp\_use:c. These functions are documented on page ??.)

## 202.6 Transferring to other types

The `\fp_use:N` function converts a floating point variable to a form that can be used by  $\TeX$ . Here, the functions are slightly different, as some information may be discarded.

`\fp_to_dim:N` A very simple wrapper.

```
\fp_to_dim:c 10751 \cs_new:Npn \fp_to_dim:N #1 { \fp_use:N #1 pt }
10752 \cs_generate_variant:Nn \fp_to_dim:N { c }
```

(End definition for `\fp_to_dim:N` and `\fp_to_dim:c`. These functions are documented on page ??.)

`\fp_to_int:N` Converting to integers in an expandable manner is very similar to simply using floating point variables, particularly in the lead-off.

`\fp_to_int:c`

```
\fp_to_int_aux:w 10753 \cs_new:Npn \fp_to_int:N #1
\fp_to_int_none:w 10754 { \exp_after:wN \fp_to_int_aux:w #1 \q_stop }
\fp_to_int_small:w 10755 \cs_generate_variant:Nn \fp_to_int:N { c }
\fp_to_int_large:w 10756 \cs_new:Npn \fp_to_int_aux:w #1#2 e #3 \q_stop
\fp_to_int_large_aux_i:w 10757 {
\fp_to_int_large_aux_1:w 10758 \if:w #1 -
\fp_to_int_large_aux_2:w 10759 -
\fp_to_int_large_aux_3:w 10760 \fi:
\fp_to_int_large_aux_4:w 10761 \if_int_compare:w #3 < \c_zero
\fp_to_int_large_aux_5:w 10762 \exp_after:wN \fp_to_int_small:w
\fp_to_int_large_aux_6:w 10763 \else:
\fp_to_int_large_aux_7:w 10764 \exp_after:wN \fp_to_int_large:w
\fp_to_int_large_aux_8:w 10765 \fi:
\fp_to_int_large_aux_8:w 10766 #2 e #3 \q_stop
\fp_to_int_large_aux_i:w 10767 }
```

`\fp_to_int_large_aux:nnn` For small numbers, if the decimal part is greater than a half then there is rounding up to do.

```
\fp_to_int_large_aux_ii:w 10768 \cs_new:Npn \fp_to_int_small:w #1 . #2 e #3 \q_stop
10769 {
10770 \if_int_compare:w #3 > \c_one
10771 \else:
10772 \if_int_compare:w #1 < \c_five
10773 0
10774 \else:
10775 1
10776 \fi:
10777 \fi:
10778 }
```

For large numbers, the idea is to split off the part for rounding, do the rounding and fill if needed.

```
10779 \cs_new:Npn \fp_to_int_large:w #1 . #2 e #3 \q_stop
10780 {
10781 \if_int_compare:w #3 < \c_ten
10782 \exp_after:wN \fp_to_int_large_aux_i:w
10783 \else:
10784 \exp_after:wN \fp_to_int_large_aux_ii:w
```

```

10785     \fi:
10786     #1#2 e #3 \q_stop
10787 }
10788 \cs_new:Npn \fp_to_int_large_aux_i:w #1#2 e #3 \q_stop
10789 { \use:c { fp_to_int_large_aux_#3 :w } #2 \q_stop {#1} }
10790 \cs_new:cpn { fp_to_int_large_aux_1:w } #1#2 \q_stop
10791 { \fp_to_int_large_aux:nnn { #2 0 } {#1} }
10792 \cs_new:cpn { fp_to_int_large_aux_2:w } #1#2#3 \q_stop
10793 { \fp_to_int_large_aux:nnn { #3 00 } {#1#2} }
10794 \cs_new:cpn { fp_to_int_large_aux_3:w } #1#2#3#4 \q_stop
10795 { \fp_to_int_large_aux:nnn { #4 000 } {#1#2#3} }
10796 \cs_new:cpn { fp_to_int_large_aux_4:w } #1#2#3#4#5 \q_stop
10797 { \fp_to_int_large_aux:nnn { #5 0000 } {#1#2#3#4} }
10798 \cs_new:cpn { fp_to_int_large_aux_5:w } #1#2#3#4#5#6 \q_stop
10799 { \fp_to_int_large_aux:nnn { #6 00000 } {#1#2#3#4#5} }
10800 \cs_new:cpn { fp_to_int_large_aux_6:w } #1#2#3#4#5#6#7 \q_stop
10801 { \fp_to_int_large_aux:nnn { #7 000000 } {#1#2#3#4#5#6} }
10802 \cs_new:cpn { fp_to_int_large_aux_7:w } #1#2#3#4#5#6#7#8 \q_stop
10803 { \fp_to_int_large_aux:nnn { #8 0000000 } {#1#2#3#4#5#6#7} }
10804 \cs_new:cpn { fp_to_int_large_aux_8:w } #1#2#3#4#5#6#7#8#9 \q_stop
10805 { \fp_to_int_large_aux:nnn { #9 00000000 } {#1#2#3#4#5#6#7#8} }
10806 \cs_new:cpn { fp_to_int_large_aux_9:w } #1 \q_stop {#1}
10807 \cs_new:Npn \fp_to_int_large_aux:nnn #1#2#3
10808 {
10809     \if_int_compare:w #1 < \c_five_hundred_million
10810     #3#2
10811     \else:
10812         \int_value:w \int_eval:w #3#2 + 1 \int_eval_end:
10813     \fi:
10814 }
10815 \cs_new:Npn \fp_to_int_large_aux_ii:w #1 e #2 \q_stop
10816 {
10817     #1
10818     \prg_replicate:nn { #2 - 9 } { 0 }
10819 }

```

(End definition for \fp\_to\_int:N and \fp\_to\_int:c. These functions are documented on page ??.)

\fp\_to\_tl:N Converting to integers in an expandable manner is very similar to simply using floating  
\fp\_to\_tl:c point variables, particularly in the lead-off.

```

\fp_to_tl_aux:w 10820 \cs_new:Npn \fp_to_tl:N #1
\fp_to_tl_large:w 10821 { \exp_after:wN \fp_to_tl_aux:w #1 \q_stop }
\fp_to_tl_large_aux_i:w 10822 \cs_generate_variant:Nn \fp_to_tl:N { c }
\fp_to_tl_large_aux_ii:w 10823 \cs_new:Npn \fp_to_tl_aux:w #1#2 e #3 \q_stop
\fp_to_tl_large_0:w 10824 {
\fp_to_tl_large_1:w 10825     \if:w #1 -
\fp_to_tl_large_2:w 10826     -
\fp_to_tl_large_3:w 10827     \fi:
\fp_to_tl_large_4:w 10828     \if_int_compare:w #3 < \c_zero
\fp_to_tl_large_5:w 10829     \exp_after:wN \fp_to_tl_small:w
\fp_to_tl_large_6:w
\fp_to_tl_large_7:w
\fp_to_tl_large_8:w
\fp_to_tl_large_8_aux:w
\fp_to_tl_large_9:w
\fp_to_tl_small:w
\fp_to_tl_small_one:w
\fp_to_tl_small_two:w
\fp_to_tl_small_aux:w
\fp_to_tl_large_zeros:NNNNNNNNN

```

```

10830     \else:
10831         \exp_after:wN \fp_to_tl_large:w
10832     \fi:
10833     #2 e #3 \q_stop
10834 }

```

For “large” numbers (exponent  $\geq 0$ ) there are two cases. For very large exponents ( $\geq 10$ ) life is easy: apart from dropping extra zeros there is no work to do. On the other hand, for intermediate exponent values the decimal needs to be moved, then zeros can be dropped.

```

10835 \cs_new:Npn \fp_to_tl_large:w #1 e #2 \q_stop
10836 {
10837     \if_int_compare:w #2 < \c_ten
10838         \exp_after:wN \fp_to_tl_large_aux_i:w
10839     \else:
10840         \exp_after:wN \fp_to_tl_large_aux_ii:w
10841     \fi:
10842     #1 e #2 \q_stop
10843 }
10844 \cs_new:Npn \fp_to_tl_large_aux_i:w #1 e #2 \q_stop
10845 { \use:c { fp_to_tl_large_#2 :w } #1 \q_stop }
10846 \cs_new:Npn \fp_to_tl_large_aux_ii:w #1 . #2 e #3 \q_stop
10847 {
10848     #1
10849     \fp_to_tl_large_zeros:NNNNNNNN #2
10850     e #3
10851 }
10852 \cs_new:cpn { fp_to_tl_large_0:w } #1 . #2 \q_stop
10853 {
10854     #1
10855     \fp_to_tl_large_zeros:NNNNNNNN #2
10856 }
10857 \cs_new:cpn { fp_to_tl_large_1:w } #1 . #2#3 \q_stop
10858 {
10859     #1#2
10860     \fp_to_tl_large_zeros:NNNNNNNN #3 0
10861 }
10862 \cs_new:cpn { fp_to_tl_large_2:w } #1 . #2#3#4 \q_stop
10863 {
10864     #1#2#3
10865     \fp_to_tl_large_zeros:NNNNNNNN #4 00
10866 }
10867 \cs_new:cpn { fp_to_tl_large_3:w } #1 . #2#3#4#5 \q_stop
10868 {
10869     #1#2#3#4
10870     \fp_to_tl_large_zeros:NNNNNNNN #5 000
10871 }
10872 \cs_new:cpn { fp_to_tl_large_4:w } #1 . #2#3#4#5#6 \q_stop
10873 {
10874     #1#2#3#4#5
10875     \fp_to_tl_large_zeros:NNNNNNNN #6 0000

```

```

10876 }
10877 \cs_new:cpn { fp_to_tl_large_5:w } #1 . #2#3#4#5#6#7 \q_stop
10878 {
10879     #1#2#3#4#5#6
10880     \fp_to_tl_large_zeros:NNNNNNNN #7 00000
10881 }
10882 \cs_new:cpn { fp_to_tl_large_6:w } #1 . #2#3#4#5#6#7#8 \q_stop
10883 {
10884     #1#2#3#4#5#6#7
10885     \fp_to_tl_large_zeros:NNNNNNNN #8 000000
10886 }
10887 \cs_new:cpn { fp_to_tl_large_7:w } #1 . #2#3#4#5#6#7#8#9 \q_stop
10888 {
10889     #1#2#3#4#5#6#7#8
10890     \fp_to_tl_large_zeros:NNNNNNNN #9 0000000
10891 }
10892 \cs_new:cpn { fp_to_tl_large_8:w } #1 .
10893 {
10894     #1
10895     \use:c { fp_to_tl_large_8_aux:w }
10896 }
10897 \cs_new:cpn { fp_to_tl_large_8_aux:w } #1#2#3#4#5#6#7#8#9 \q_stop
10898 {
10899     #1#2#3#4#5#6#7#8
10900     \fp_to_tl_large_zeros:NNNNNNNN #9 00000000
10901 }
10902 \cs_new:cpn { fp_to_tl_large_9:w } #1 . #2 \q_stop {#1#2}

```

Dealing with small numbers is a bit more complex as there has to be rounding. This makes life rather awkward, as there need to be a series of tests and calculations, as things cannot be stored in an expandable system.

```

10903 \cs_new:Npn \fp_to_tl_small:w #1 e #2 \q_stop
10904 {
10905     \if_int_compare:w #2 = \c_minus_one
10906         \exp_after:wN \fp_to_tl_small_one:w
10907     \else:
10908         \if_int_compare:w #2 = -\c_two
10909             \exp_after:wN \exp_after:wN \exp_after:wN \fp_to_tl_small_two:w
10910         \else:
10911             \exp_after:wN \exp_after:wN \exp_after:wN \fp_to_tl_small_aux:w
10912         \fi:
10913     \fi:
10914     #1 e #2 \q_stop
10915 }
10916 \cs_new:Npn \fp_to_tl_small_one:w #1 . #2 e #3 \q_stop
10917 {
10918     \if_int_compare:w \fp_use_ix:NNNNNNNN #2 > \c_four
10919         \if_int_compare:w
10920             \int_eval:w #1 \fp_use_i_to_iix:NNNNNNNN #2 + 1
10921             < \c_one_thousand_million

```

```

10922         0.
10923         \exp_after:wN \fp_to_tl_small_zeros:NNNNNNNNN
10924         \int_value:w \int_eval:w
10925         #1 \fp_use_i_to_iix:NNNNNNNNN #2 + 1
10926         \int_eval_end:
10927     \else:
10928         1
10929     \fi:
10930 \else:
10931     0. #1
10932     \fp_to_tl_small_zeros:NNNNNNNNN #2
10933 \fi:
10934 }
10935 \cs_new:Npn \fp_to_tl_small_two:w #1 . #2 e #3 \q_stop
10936 {
10937     \if_int_compare:w \fp_use_iix_ix:NNNNNNNNN #2 > \c_forty_four
10938     \if_int_compare:w
10939         \int_eval:w #1 \fp_use_i_to_vii:NNNNNNNNN #2 0 + \c_ten
10940         < \c_one_thousand_million
10941         0.0
10942         \exp_after:wN \fp_to_tl_small_zeros:NNNNNNNNN
10943         \int_value:w \int_eval:w
10944         #1 \fp_use_i_to_vii:NNNNNNNNN #2 0 + \c_ten
10945         \int_eval_end:
10946     \else:
10947         0.1
10948     \fi:
10949 \else:
10950     0.0
10951     #1
10952     \fp_to_tl_small_zeros:NNNNNNNNN #2
10953 \fi:
10954 }
10955 \cs_new:Npn \fp_to_tl_small_aux:w #1 . #2 e #3 \q_stop
10956 {
10957     #1
10958     \fp_to_tl_large_zeros:NNNNNNNNN #2
10959     e #3
10960 }

```

Rather than a complex recursion, the tests for finding trailing zeros are written out long-hand. The difference between the two is only the need for a decimal marker.

```

10961 \cs_new:Npn \fp_to_tl_large_zeros:NNNNNNNNN #1#2#3#4#5#6#7#8#9
10962 {
10963     \if_int_compare:w #9 = \c_zero
10964     \if_int_compare:w #8 = \c_zero
10965     \if_int_compare:w #7 = \c_zero
10966     \if_int_compare:w #6 = \c_zero
10967     \if_int_compare:w #5 = \c_zero
10968     \if_int_compare:w #4 = \c_zero

```

```

10969         \if_int_compare:w #3 = \c_zero
10970         \if_int_compare:w #2 = \c_zero
10971         \if_int_compare:w #1 = \c_zero
10972         \else:
10973         . #1
10974         \fi:
10975         \else:
10976         . #1#2
10977         \fi:
10978         \else:
10979         . #1#2#3
10980         \fi:
10981         \else:
10982         . #1#2#3#4
10983         \fi:
10984         \else:
10985         . #1#2#3#4#5
10986         \fi:
10987         \else:
10988         . #1#2#3#4#5#6
10989         \fi:
10990         \else:
10991         . #1#2#3#4#5#6#7
10992         \fi:
10993         \else:
10994         . #1#2#3#4#5#6#7#8
10995         \fi:
10996         \else:
10997         . #1#2#3#4#5#6#7#8#9
10998         \fi:
10999     }
11000 \cs_new:Npn \fp_to_tl_small_zeros:NNNNNNNN #1#2#3#4#5#6#7#8#9
11001 {
11002     \if_int_compare:w #9 = \c_zero
11003     \if_int_compare:w #8 = \c_zero
11004     \if_int_compare:w #7 = \c_zero
11005     \if_int_compare:w #6 = \c_zero
11006     \if_int_compare:w #5 = \c_zero
11007     \if_int_compare:w #4 = \c_zero
11008     \if_int_compare:w #3 = \c_zero
11009     \if_int_compare:w #2 = \c_zero
11010     \if_int_compare:w #1 = \c_zero
11011     \else:
11012     #1
11013     \fi:
11014     \else:
11015     #1#2
11016     \fi:
11017     \else:
11018     #1#2#3

```

```

11019         \fi:
11020     \else:
11021         #1#2#3#4
11022     \fi:
11023     \else:
11024         #1#2#3#4#5
11025     \fi:
11026     \else:
11027         #1#2#3#4#5#6
11028     \fi:
11029     \else:
11030         #1#2#3#4#5#6#7
11031     \fi:
11032     \else:
11033         #1#2#3#4#5#6#7#8
11034     \fi:
11035     \else:
11036         #1#2#3#4#5#6#7#8#9
11037     \fi:
11038 }

```

Some quick “return a few” functions.

```

11039 \cs_new:Npn \fp_use_iix_ix:NNNNNNNNN #1#2#3#4#5#6#7#8#9 {#8#9}
11040 \cs_new:Npn \fp_use_ix:NNNNNNNNN #1#2#3#4#5#6#7#8#9 {#9}
11041 \cs_new:Npn \fp_use_i_to_vii:NNNNNNNNN #1#2#3#4#5#6#7#8#9
11042     {#1#2#3#4#5#6#7}
11043 \cs_new:Npn \fp_use_i_to_iix:NNNNNNNNN #1#2#3#4#5#6#7#8#9
11044     {#1#2#3#4#5#6#7#8}

```

(End definition for \fp\_to\_tl:N and \fp\_to\_tl:c. These functions are documented on page ??.)

## 202.7 Rounding numbers

The results may well need to be rounded. A couple of related functions to do this for a stored value.

```

\fp_round_figures:Nn Rounding to figures needs only an adjustment to the target by one (as the target is in
\fp_round_figures:cn decimal places).
\fp_ground_figures:Nn
\fp_ground_figures:cn
\fp_round_figures_aux:NNn
11045 \cs_new_protected_nopar:Npn \fp_round_figures:Nn
11046     { \fp_round_figures_aux:NNn \tl_set:Nn }
11047 \cs_generate_variant:Nn \fp_round_figures:Nn { c }
11048 \cs_new_protected_nopar:Npn \fp_ground_figures:Nn
11049     { \fp_round_figures_aux:NNn \tl_gset:Nn }
11050 \cs_generate_variant:Nn \fp_ground_figures:Nn { c }
11051 \cs_new_protected:Npn \fp_round_figures_aux:NNn #1#2#3
11052     {
11053     \group_begin:
11054     \fp_read:N #2
11055     \int_set:Nn \l_fp_round_target_int { #3 - 1 }
11056     \if_int_compare:w \l_fp_round_target_int < \c_ten

```

```

11057     \exp_after:wN \fp_round:
11058 \fi:
11059 \tex_advance:D \l_fp_input_a_decimal_int \c_one_thousand_million
11060 \cs_set_protected_nopar:Npx \fp_tmp:w
11061 {
11062     \group_end:
11063     #1 \exp_not:N #2
11064     {
11065         \if_int_compare:w \l_fp_input_a_sign_int < \c_zero
11066         -
11067         \else:
11068         +
11069         \fi:
11070         \int_use:N \l_fp_input_a_integer_int
11071         .
11072         \exp_after:wN \use_none:n
11073         \int_use:N \l_fp_input_a_decimal_int
11074         e
11075         \int_use:N \l_fp_input_a_exponent_int
11076     }
11077 }
11078 \fp_tmp:w
11079 }

```

(End definition for `\fp_round_figures:Nn` and `\fp_round_figures:cn`. These functions are documented on page ??.)

`\fp_round_places:Nn` Rounding to places needs an adjustment for the exponent value, which will mean that  
`\fp_round_places:cn` everything should be correct.

```

\fp_ground_places:Nn 11080 \cs_new_protected_nopar:Npn \fp_round_places:Nn
\fp_ground_places:cn 11081 { \fp_round_places_aux:NNn \tl_set:Nn }
\fp_round_places_aux:NNn 11082 \cs_generate_variant:Nn \fp_round_places:Nn { c }
11083 \cs_new_protected_nopar:Npn \fp_ground_places:Nn
11084 { \fp_round_places_aux:NNn \tl_gset:Nn }
11085 \cs_generate_variant:Nn \fp_ground_places:Nn { c }
11086 \cs_new_protected:Npn \fp_round_places_aux:NNn #1#2#3
11087 {
11088     \group_begin:
11089     \fp_read:N #2
11090     \int_set:Nn \l_fp_round_target_int
11091     { #3 + \l_fp_input_a_exponent_int }
11092     \if_int_compare:w \l_fp_round_target_int < \c_ten
11093     \exp_after:wN \fp_round:
11094     \fi:
11095     \tex_advance:D \l_fp_input_a_decimal_int \c_one_thousand_million
11096     \cs_set_protected_nopar:Npx \fp_tmp:w
11097     {
11098         \group_end:
11099         #1 \exp_not:N #2
11100         {
11101             \if_int_compare:w \l_fp_input_a_sign_int < \c_zero

```

```

11102         -
11103         \else:
11104         +
11105         \fi:
11106         \int_use:N \l_fp_input_a_integer_int
11107         .
11108         \exp_after:wN \use_none:n
11109         \int_use:N \l_fp_input_a_decimal_int
11110         e
11111         \int_use:N \l_fp_input_a_exponent_int
11112     }
11113 }
11114 \fp_tmp:w
11115 }

```

(End definition for `\fp_round_places:Nn` and `\fp_round_places:cn`. These functions are documented on page ??.)

`\fp_round:` The rounding approach is the same for decimal places and significant figures. There are always nine decimal digits to round, so the code can be written to account for this. The basic logic is simply to find the rounding, track any carry digit and move along. At the end of the loop there is a possible shuffle if the integer part has become 10.

```

11116 \cs_new_protected_nopar:Npn \fp_round:
11117 {
11118     \bool_set_false:N \l_fp_round_carry_bool
11119     \l_fp_round_position_int \c_eight
11120     \tl_clear:N \l_fp_round_decimal_tl
11121     \tex_advance:D \l_fp_input_a_decimal_int \c_one_thousand_million
11122     \exp_after:wN \use_i:nn \exp_after:wN
11123     \fp_round_aux:NNNNNNNNN \int_use:N \l_fp_input_a_decimal_int
11124 }
11125 \cs_new_protected:Npn \fp_round_aux:NNNNNNNNN #1#2#3#4#5#6#7#8#9
11126 {
11127     \fp_round_loop:N #9#8#7#6#5#4#3#2#1
11128     \bool_if:NT \l_fp_round_carry_bool
11129     { \tex_advance:D \l_fp_input_a_integer_int \c_one }
11130     \l_fp_input_a_decimal_int \l_fp_round_decimal_tl \scan_stop:
11131     \if_int_compare:w \l_fp_input_a_integer_int < \c_ten
11132     \else:
11133         \l_fp_input_a_integer_int \c_one
11134         \tex_divide:D \l_fp_input_a_decimal_int \c_ten
11135         \tex_advance:D \l_fp_input_a_exponent_int \c_one
11136     \fi:
11137 }
11138 \cs_new_protected:Npn \fp_round_loop:N #1
11139 {
11140     \if_int_compare:w \l_fp_round_position_int < \l_fp_round_target_int
11141     \bool_if:NTF \l_fp_round_carry_bool
11142     { \l_fp_internal_int \int_eval:w #1 + \c_one \scan_stop: }
11143     { \l_fp_internal_int \int_eval:w #1 \scan_stop: }

```

```

11144 \if_int_compare:w \l_fp_internal_int = \c_ten
11145 \l_fp_internal_int \c_zero
11146 \else:
11147 \bool_set_false:N \l_fp_round_carry_bool
11148 \fi:
11149 \tl_set:Nx \l_fp_round_decimal_tl
11150 { \int_use:N \l_fp_internal_int \l_fp_round_decimal_tl }
11151 \else:
11152 \tl_set:Nx \l_fp_round_decimal_tl { 0 \l_fp_round_decimal_tl }
11153 \if_int_compare:w \l_fp_round_position_int = \l_fp_round_target_int
11154 \if_int_compare:w #1 > \c_four
11155 \bool_set_true:N \l_fp_round_carry_bool
11156 \fi:
11157 \fi:
11158 \fi:
11159 \tex_advance:D \l_fp_round_position_int \c_minus_one
11160 \if_int_compare:w \l_fp_round_position_int > \c_minus_one
11161 \exp_after:wN \fp_round_loop:N
11162 \fi:
11163 }

```

(End definition for `\fp_round`:. This function is documented on page ??.)

## 202.8 Unary functions

`\fp_abs:N` Setting the absolute value is easy: read the value, ignore the sign, return the result.

```

\fp_abs:c 11164 \cs_new_protected_nopar:Npn \fp_abs:N { \fp_abs_aux:NN \tl_set:Nn }
\fp_gabs:N 11165 \cs_new_protected_nopar:Npn \fp_gabs:N { \fp_abs_aux:NN \tl_gset:Nn }
\fp_gabs:c 11166 \cs_generate_variant:Nn \fp_abs:N { c }
\fp_abs_aux:NN 11167 \cs_generate_variant:Nn \fp_gabs:N { c }
11168 \cs_new_protected:Npn \fp_abs_aux:NN #1#2
11169 {
11170 \group_begin:
11171 \fp_read:N #2
11172 \tex_advance:D \l_fp_input_a_decimal_int \c_one_thousand_million
11173 \cs_set_protected_nopar:Npx \fp_tmp:w
11174 {
11175 \group_end:
11176 #1 \exp_not:N #2
11177 {
11178 +
11179 \int_use:N \l_fp_input_a_integer_int
11180 .
11181 \exp_after:wN \use_none:n
11182 \int_use:N \l_fp_input_a_decimal_int
11183 e
11184 \int_use:N \l_fp_input_a_exponent_int
11185 }
11186 }
11187 \fp_tmp:w

```

```
11188 }
(End definition for \fp_abs:N and \fp_abs:c. These functions are documented on page ??.)
```

```
\fp_neg:N Just a bit more complex: read the input, reverse the sign and output the result.
\fp_neg:c 11189 \cs_new_protected_nopar:Npn \fp_neg:N { \fp_neg_aux:NN \tl_set:Nn }
\fp_gneg:N 11190 \cs_new_protected_nopar:Npn \fp_gneg:N { \fp_neg_aux:NN \tl_gset:Nn }
\fp_gneg:c 11191 \cs_generate_variant:Nn \fp_neg:N { c }
\fp_neg:NN 11192 \cs_generate_variant:Nn \fp_gneg:N { c }
11193 \cs_new_protected:Npn \fp_neg_aux:NN #1#2
11194 {
11195   \group_begin:
11196   \fp_read:N #2
11197   \tex_advance:D \l_fp_input_a_decimal_int \c_one_thousand_million
11198   \tl_set:Nx \l_fp_internal_tl
11199   {
11200     \if_int_compare:w \l_fp_input_a_sign_int < \c_zero
11201       +
11202     \else:
11203       -
11204     \fi:
11205     \int_use:N \l_fp_input_a_integer_int
11206     .
11207     \exp_after:wN \use_none:n
11208     \int_use:N \l_fp_input_a_decimal_int
11209     e
11210     \int_use:N \l_fp_input_a_exponent_int
11211   }
11212   \exp_after:wN \group_end: \exp_after:wN
11213   #1 \exp_after:wN #2 \exp_after:wN { \l_fp_internal_tl }
11214 }
```

(End definition for \fp\_neg:N and \fp\_neg:c. These functions are documented on page ??.)

## 202.9 Basic arithmetic

\fp\_add:Nn The various addition functions are simply different ways to call the single master function below. This pattern is repeated for the other arithmetic functions.

```
\fp_add:cn
\fp_gadd:Nn 11215 \cs_new_protected_nopar:Npn \fp_add:Nn { \fp_add_aux:NNn \tl_set:Nn }
\fp_gadd:cn 11216 \cs_new_protected_nopar:Npn \fp_gadd:Nn { \fp_add_aux:NNn \tl_gset:Nn }
\fp_add_aux:NNn 11217 \cs_generate_variant:Nn \fp_add:Nn { c }
\fp_add_core: 11218 \cs_generate_variant:Nn \fp_gadd:Nn { c }
\fp_add_sum:
\fp_add_difference:
```

Addition takes place using one of two paths. If the signs of the two parts are the same, they are simply combined. On the other hand, if the signs are different the calculation finds this difference.

```
11219 \cs_new_protected:Npn \fp_add_aux:NNn #1#2#3
11220 {
11221   \group_begin:
11222   \fp_read:N #2
11223   \fp_split:Nn b {#3}
```

```

11224     \fp_standardise:NNNN
11225     \l_fp_input_b_sign_int
11226     \l_fp_input_b_integer_int
11227     \l_fp_input_b_decimal_int
11228     \l_fp_input_b_exponent_int
11229     \fp_add_core:
11230     \fp_tmp:w #1#2
11231 }
11232 \cs_new_protected_nopar:Npn \fp_add_core:
11233 {
11234     \fp_level_input_exponents:
11235     \if_int_compare:w
11236     \int_eval:w
11237     \l_fp_input_a_sign_int * \l_fp_input_b_sign_int
11238     > \c_zero
11239     \exp_after:wN \fp_add_sum:
11240 \else:
11241     \exp_after:wN \fp_add_difference:
11242 \fi:
11243 \l_fp_output_exponent_int \l_fp_input_a_exponent_int
11244 \fp_standardise:NNNN
11245     \l_fp_output_sign_int
11246     \l_fp_output_integer_int
11247     \l_fp_output_decimal_int
11248     \l_fp_output_exponent_int
11249 \cs_set_protected:Npx \fp_tmp:w ##1##2
11250 {
11251     \group_end:
11252     ##1 ##2
11253     {
11254         \if_int_compare:w \l_fp_output_sign_int < \c_zero
11255         -
11256         \else:
11257         +
11258         \fi:
11259         \int_use:N \l_fp_output_integer_int
11260         .
11261         \exp_after:wN \use_none:n
11262         \int_value:w \int_eval:w
11263         \l_fp_output_decimal_int + \c_one_thousand_million
11264         e
11265         \int_use:N \l_fp_output_exponent_int
11266     }
11267 }
11268 }

```

Finding the sum of two numbers is trivially easy.

```

11269 \cs_new_protected_nopar:Npn \fp_add_sum:
11270 {
11271     \l_fp_output_sign_int \l_fp_input_a_sign_int

```

```

11272 \l_fp_output_integer_int
11273 \int_eval:w
11274 \l_fp_input_a_integer_int + \l_fp_input_b_integer_int
11275 \scan_stop:
11276 \l_fp_output_decimal_int
11277 \int_eval:w
11278 \l_fp_input_a_decimal_int + \l_fp_input_b_decimal_int
11279 \scan_stop:
11280 \if_int_compare:w \l_fp_output_decimal_int < \c_one_thousand_million
11281 \else:
11282 \tex_advance:D \l_fp_output_integer_int \c_one
11283 \tex_advance:D \l_fp_output_decimal_int -\c_one_thousand_million
11284 \fi:
11285 }

```

When the signs of the two parts of the input are different, the absolute difference is worked out first. There is then a calculation to see which way around everything has worked out, so that the final sign is correct. The difference might also give a zero result with a negative sign, which is reversed as zero is regarded as positive.

```

11286 \cs_new_protected_nopar:Npn \fp_add_difference:
11287 {
11288 \l_fp_output_integer_int
11289 \int_eval:w
11290 \l_fp_input_a_integer_int - \l_fp_input_b_integer_int
11291 \scan_stop:
11292 \l_fp_output_decimal_int
11293 \int_eval:w
11294 \l_fp_input_a_decimal_int - \l_fp_input_b_decimal_int
11295 \scan_stop:
11296 \if_int_compare:w \l_fp_output_decimal_int < \c_zero
11297 \tex_advance:D \l_fp_output_integer_int \c_minus_one
11298 \tex_advance:D \l_fp_output_decimal_int \c_one_thousand_million
11299 \fi:
11300 \if_int_compare:w \l_fp_output_integer_int < \c_zero
11301 \l_fp_output_sign_int \l_fp_input_b_sign_int
11302 \if_int_compare:w \l_fp_output_decimal_int = \c_zero
11303 \l_fp_output_integer_int -\l_fp_output_integer_int
11304 \else:
11305 \l_fp_output_decimal_int
11306 \int_eval:w
11307 \c_one_thousand_million - \l_fp_output_decimal_int
11308 \scan_stop:
11309 \l_fp_output_integer_int
11310 \int_eval:w
11311 - \l_fp_output_integer_int - \c_one
11312 \scan_stop:
11313 \fi:
11314 \else:
11315 \l_fp_output_sign_int \l_fp_input_a_sign_int
11316 \fi:

```

11317 }

(End definition for `\fp_add:Nn` and `\fp_add:cn`. These functions are documented on page ??.)

`\fp_sub:Nn` Subtraction is essentially the same as addition, but with the sign of the second component  
`\fp_sub:cn` reversed. Thus the core of the two function groups is the same, with just a little set up  
`\fp_gsub:Nn` here.

```

11318 \cs_new_protected_nopar:Npn \fp_sub:Nn { \fp_sub_aux:NNn \tl_set:Nn }
11319 \cs_new_protected_nopar:Npn \fp_gsub:Nn { \fp_sub_aux:NNn \tl_gset:Nn }
11320 \cs_generate_variant:Nn \fp_sub:Nn { c }
11321 \cs_generate_variant:Nn \fp_gsub:Nn { c }
11322 \cs_new_protected:Npn \fp_sub_aux:NNn #1#2#3
11323 {
11324   \group_begin:
11325   \fp_read:N #2
11326   \fp_split:Nn b {#3}
11327   \fp_standardise:NNNN
11328   \l_fp_input_b_sign_int
11329   \l_fp_input_b_integer_int
11330   \l_fp_input_b_decimal_int
11331   \l_fp_input_b_exponent_int
11332   \tex_multiply:D \l_fp_input_b_sign_int \c_minus_one
11333   \fp_add_core:
11334   \fp_tmp:w #1#2
11335 }

```

(End definition for `\fp_sub:Nn` and `\fp_sub:cn`. These functions are documented on page ??.)

`\fp_mul:Nn` The pattern is much the same for multiplication.

```

11336 \cs_new_protected_nopar:Npn \fp_mul:Nn { \fp_mul_aux:NNn \tl_set:Nn }
11337 \cs_new_protected_nopar:Npn \fp_gmul:Nn { \fp_mul_aux:NNn \tl_gset:Nn }
11338 \cs_generate_variant:Nn \fp_mul:Nn { c }
11339 \cs_generate_variant:Nn \fp_gmul:Nn { c }

```

`\fp_mul_internal:` The approach to multiplication is as follows. First, the two numbers are split into blocks  
`\fp_mul_split:NNNN` of three digits. These are then multiplied together to find products for each group of three  
`\fp_mul_split:w` output digits. This is all written out in full for speed reasons. Between each block of three  
`\fp_mul_end_level:` digits in the output, there is a carry step. The very lowest digits are not calculated, while

```

\fp_mul_end_level:NNNNNNNN
11340 \cs_new_protected:Npn \fp_mul_aux:NNn #1#2#3
11341 {
11342   \group_begin:
11343   \fp_read:N #2
11344   \fp_split:Nn b {#3}
11345   \fp_standardise:NNNN
11346   \l_fp_input_b_sign_int
11347   \l_fp_input_b_integer_int
11348   \l_fp_input_b_decimal_int
11349   \l_fp_input_b_exponent_int
11350   \fp_mul_internal:
11351   \l_fp_output_exponent_int
11352   \int_eval:w

```

```

11353         \l_fp_input_a_exponent_int + \l_fp_input_b_exponent_int
11354     \scan_stop:
11355     \fp_standardise:NNNN
11356         \l_fp_output_sign_int
11357         \l_fp_output_integer_int
11358         \l_fp_output_decimal_int
11359         \l_fp_output_exponent_int
11360     \cs_set_protected_nopar:Npx \fp_tmp:w
11361     {
11362         \group_end:
11363         #1 \exp_not:N #2
11364         {
11365             \if_int_compare:w
11366                 \int_eval:w
11367                 \l_fp_input_a_sign_int * \l_fp_input_b_sign_int
11368                 < \c_zero
11369             \if_int_compare:w
11370                 \int_eval:w
11371                 \l_fp_output_integer_int + \l_fp_output_decimal_int
11372                 = \c_zero
11373             +
11374             \else:
11375                 -
11376             \fi:
11377             \else:
11378                 +
11379             \fi:
11380             \int_use:N \l_fp_output_integer_int
11381             .
11382             \exp_after:wN \use_none:n
11383             \int_value:w \int_eval:w
11384             \l_fp_output_decimal_int + \c_one_thousand_million
11385             e
11386             \int_use:N \l_fp_output_exponent_int
11387         }
11388     }
11389     \fp_tmp:w
11390 }

```

Done separately so that the internal use is a bit easier.

```

11391 \cs_new_protected_nopar:Npn \fp_mul_internal:
11392 {
11393     \fp_mul_split:NNNN \l_fp_input_a_decimal_int
11394     \l_fp_mul_a_i_int \l_fp_mul_a_ii_int \l_fp_mul_a_iii_int
11395     \fp_mul_split:NNNN \l_fp_input_b_decimal_int
11396     \l_fp_mul_b_i_int \l_fp_mul_b_ii_int \l_fp_mul_b_iii_int
11397     \l_fp_mul_output_int \c_zero
11398     \tl_clear:N \l_fp_mul_output_tl
11399     \fp_mul_product:NN \l_fp_mul_a_i_int          \l_fp_mul_b_iii_int
11400     \fp_mul_product:NN \l_fp_mul_a_ii_int         \l_fp_mul_b_ii_int

```

```

11401 \fp_mul_product:NN \l_fp_mul_a_iii_int \l_fp_mul_b_i_int
11402 \tex_divide:D \l_fp_mul_output_int \c_one_thousand
11403 \fp_mul_product:NN \l_fp_input_a_integer_int \l_fp_mul_b_iii_int
11404 \fp_mul_product:NN \l_fp_mul_a_i_int \l_fp_mul_b_ii_int
11405 \fp_mul_product:NN \l_fp_mul_a_ii_int \l_fp_mul_b_i_int
11406 \fp_mul_product:NN \l_fp_mul_a_iii_int \l_fp_input_b_integer_int
11407 \fp_mul_end_level:
11408 \fp_mul_product:NN \l_fp_input_a_integer_int \l_fp_mul_b_ii_int
11409 \fp_mul_product:NN \l_fp_mul_a_i_int \l_fp_mul_b_i_int
11410 \fp_mul_product:NN \l_fp_mul_a_ii_int \l_fp_input_b_integer_int
11411 \fp_mul_end_level:
11412 \fp_mul_product:NN \l_fp_input_a_integer_int \l_fp_mul_b_i_int
11413 \fp_mul_product:NN \l_fp_mul_a_i_int \l_fp_input_b_integer_int
11414 \fp_mul_end_level:
11415 \l_fp_output_decimal_int 0 \l_fp_mul_output_tl \scan_stop:
11416 \tl_clear:N \l_fp_mul_output_tl
11417 \fp_mul_product:NN \l_fp_input_a_integer_int \l_fp_input_b_integer_int
11418 \fp_mul_end_level:
11419 \l_fp_output_integer_int 0 \l_fp_mul_output_tl \scan_stop:
11420 }

```

The split works by making a 10 digit number, from which the first digit can then be dropped using a delimited argument. The groups of three digits are then assigned to the various parts of the input: notice that ##9 contains the last two digits of the smallest part of the input.

```

11421 \cs_new_protected:Npn \fp_mul_split:NNNN #1#2#3#4
11422 {
11423   \tex_advance:D #1 \c_one_thousand_million
11424   \cs_set_protected:Npn \fp_mul_split_aux:w
11425     ##1##2##3##4##5##6##7##8##9 \q_stop {
11426     #2 ##2##3##4 \scan_stop:
11427     #3 ##5##6##7 \scan_stop:
11428     #4 ##8##9 \scan_stop:
11429   }
11430   \exp_after:wN \fp_mul_split_aux:w \int_use:N #1 \q_stop
11431   \tex_advance:D #1 -\c_one_thousand_million
11432 }
11433 \cs_new_protected:Npn \fp_mul_product:NN #1#2
11434 {
11435   \l_fp_mul_output_int
11436   \int_eval:w \l_fp_mul_output_int + #1 * #2 \scan_stop:
11437 }

```

At the end of each output group of three, there is a transfer of information so that there is no danger of an overflow. This is done by expansion to keep the number of calculations down.

```

11438 \cs_new_protected_nopar:Npn \fp_mul_end_level:
11439 {
11440   \tex_advance:D \l_fp_mul_output_int \c_one_thousand_million
11441   \exp_after:wN \use_i:nn \exp_after:wN

```

```

11442     \fp_mul_end_level:NNNNNNNNN \int_use:N \l_fp_mul_output_int
11443   }
11444   \cs_new_protected:Npn \fp_mul_end_level:NNNNNNNNN #1#2#3#4#5#6#7#8#9
11445   {
11446     \tl_set:Nx \l_fp_mul_output_tl { #7#8#9 \l_fp_mul_output_tl }
11447     \l_fp_mul_output_int #1#2#3#4#5#6 \scan_stop:
11448   }

```

(End definition for \fp\_mul:Nn and \fp\_mul:cn. These functions are documented on page ??.)

\fp\_div:Nn The pattern is much the same for multiplication.

```

\fp_div:cn 11449 \cs_new_protected_nopar:Npn \fp_div:Nn { \fp_div_aux:NNn \tl_set:Nn }
\fp_gdiv:Nn 11450 \cs_new_protected_nopar:Npn \fp_gdiv:Nn { \fp_div_aux:NNn \tl_gset:Nn }
\fp_gdiv:cn 11451 \cs_generate_variant:Nn \fp_div:Nn { c }
\fp_div_aux:NNn 11452 \cs_generate_variant:Nn \fp_gdiv:Nn { c }

```

\fp\_div\_internal: Division proper starts with a couple of tests. If the denominator is zero then a error is issued. On the other hand, if the numerator is zero then the result must be 0.0 and can be given with no further work.

```

\fp_div_loop:
\fp_div_divide:
\fp_div_divide_aux: 11453 \cs_new_protected:Npn \fp_div_aux:NNn #1#2#3
\fp_div_store: 11454 {
\fp_div_store_integer: 11455   \group_begin:
\fp_div_store_decimal: 11456   \fp_read:N #2
11457   \fp_split:Nn b {#3}
11458   \fp_standardise:NNNN
11459   \l_fp_input_b_sign_int
11460   \l_fp_input_b_integer_int
11461   \l_fp_input_b_decimal_int
11462   \l_fp_input_b_exponent_int
11463   \if_int_compare:w
11464   \int_eval:w
11465   \l_fp_input_b_integer_int + \l_fp_input_b_decimal_int
11466   = \c_zero
11467   \cs_set_protected:Npx \fp_tmp:w ##1##2
11468   {
11469     \group_end:
11470     #1 \exp_not:N #2 { \c_undefined_fp }
11471   }
11472   \else:
11473   \if_int_compare:w
11474   \int_eval:w
11475   \l_fp_input_a_integer_int + \l_fp_input_a_decimal_int
11476   = \c_zero
11477   \cs_set_protected:Npx \fp_tmp:w ##1##2
11478   {
11479     \group_end:
11480     #1 \exp_not:N #2 { \c_zero_fp }
11481   }
11482   \else:
11483   \exp_after:wN \exp_after:wN \exp_after:wN \fp_div_internal:
11484   \fi:

```

```

11485     \fi:
11486     \fp_tmp:w #1#2
11487 }

```

The main division algorithm works by finding how many times **b** can be removed from **a**, storing the result and doing the subtraction. Input **a** is then multiplied by 10, and the process is repeated. The looping ends either when there is nothing left of **a** (*i.e.* an exact result) or when the code reaches the ninth decimal place. Most of the process takes place in the loop function below.

```

11488 \cs_new_protected_nopar:Npn \fp_div_internal: {
11489   \l_fp_output_integer_int \c_zero
11490   \l_fp_output_decimal_int \c_zero
11491   \cs_set_eq:NN \fp_div_store: \fp_div_store_integer:
11492   \l_fp_div_offset_int \c_one_hundred_million
11493   \fp_div_loop:
11494   \l_fp_output_exponent_int
11495   \int_eval:w
11496     \l_fp_input_a_exponent_int - \l_fp_input_b_exponent_int
11497   \scan_stop:
11498   \fp_standardise:NNNN
11499   \l_fp_output_sign_int
11500   \l_fp_output_integer_int
11501   \l_fp_output_decimal_int
11502   \l_fp_output_exponent_int
11503   \cs_set_protected:Npx \fp_tmp:w ##1##2
11504   {
11505     \group_end:
11506     ##1 ##2
11507     {
11508       \if_int_compare:w
11509         \int_eval:w
11510           \l_fp_input_a_sign_int * \l_fp_input_b_sign_int
11511         < \c_zero
11512       \if_int_compare:w
11513         \int_eval:w
11514           \l_fp_output_integer_int + \l_fp_output_decimal_int
11515         = \c_zero
11516       +
11517       \else:
11518         -
11519       \fi:
11520     \else:
11521       +
11522     \fi:
11523     \int_use:N \l_fp_output_integer_int
11524     .
11525     \exp_after:wN \use_none:n
11526     \int_value:w \int_eval:w
11527       \l_fp_output_decimal_int + \c_one_thousand_million
11528     \int_eval_end:

```

```

11529         e
11530         \int_use:N \l_fp_output_exponent_int
11531     }
11532 }
11533 }

```

The main loop implements the approach described above. The storing function is done as a function so that the integer and decimal parts can be done separately but rapidly.

```

11534 \cs_new_protected_nopar:Npn \fp_div_loop:
11535 {
11536     \l_fp_count_int \c_zero
11537     \fp_div_divide:
11538     \fp_div_store:
11539     \tex_multiply:D \l_fp_input_a_integer_int \c_ten
11540     \tex_advance:D \l_fp_input_a_decimal_int \c_one_thousand_million
11541     \exp_after:wN \fp_div_loop_step:w
11542     \int_use:N \l_fp_input_a_decimal_int \q_stop
11543     \if_int_compare:w
11544         \int_eval:w \l_fp_input_a_integer_int + \l_fp_input_a_decimal_int
11545         > \c_zero
11546         \if_int_compare:w \l_fp_div_offset_int > \c_zero
11547             \exp_after:wN \exp_after:wN \exp_after:wN
11548             \fp_div_loop:
11549         \fi:
11550     \fi:
11551 }

```

Checking to see if the numerator can be divides needs quite an involved check. Either the integer part has to be bigger for the numerator or, if it is not smaller then the decimal part of the numerator must not be smaller than that of the denominator. Once the test is right the rest is much as elsewhere.

```

11552 \cs_new_protected_nopar:Npn \fp_div_divide:
11553 {
11554     \if_int_compare:w \l_fp_input_a_integer_int > \l_fp_input_b_integer_int
11555         \exp_after:wN \fp_div_divide_aux:
11556     \else:
11557         \if_int_compare:w \l_fp_input_a_integer_int < \l_fp_input_b_integer_int
11558             \else:
11559                 \if_int_compare:w
11560                     \l_fp_input_a_decimal_int < \l_fp_input_b_decimal_int
11561                 \else:
11562                     \exp_after:wN \exp_after:wN \exp_after:wN
11563                     \exp_after:wN \exp_after:wN \exp_after:wN
11564                     \exp_after:wN \fp_div_divide_aux:
11565                 \fi:
11566             \fi:
11567         \fi:
11568     }
11569 \cs_new_protected_nopar:Npn \fp_div_divide_aux:
11570 {

```

```

11571 \tex_advance:D \l_fp_count_int \c_one
11572 \tex_advance:D \l_fp_input_a_integer_int -\l_fp_input_b_integer_int
11573 \tex_advance:D \l_fp_input_a_decimal_int -\l_fp_input_b_decimal_int
11574 \if_int_compare:w \l_fp_input_a_decimal_int < \c_zero
11575   \tex_advance:D \l_fp_input_a_integer_int \c_minus_one
11576   \tex_advance:D \l_fp_input_a_decimal_int \c_one_thousand_million
11577 \fi:
11578 \fp_div_divide:
11579 }

```

Storing the number of each division is done differently for the integer and decimal. The integer is easy and a one-off, while the decimal also needs to account for the position of the digit to store.

```

11580 \cs_new_protected_nopar:Npn \fp_div_store: { }
11581 \cs_new_protected_nopar:Npn \fp_div_store_integer:
11582 {
11583   \l_fp_output_integer_int \l_fp_count_int
11584   \cs_set_eq:NN \fp_div_store: \fp_div_store_decimal:
11585 }
11586 \cs_new_protected_nopar:Npn \fp_div_store_decimal:
11587 {
11588   \l_fp_output_decimal_int
11589   \int_eval:w
11590     \l_fp_output_decimal_int +
11591     \l_fp_count_int * \l_fp_div_offset_int
11592   \int_eval_end:
11593   \tex_divide:D \l_fp_div_offset_int \c_ten
11594 }
11595 \cs_new_protected:Npn \fp_div_loop_step:w #1#2#3#4#5#6#7#8#9 \q_stop
11596 {
11597   \l_fp_input_a_integer_int
11598   \int_eval:w #2 + \l_fp_input_a_integer_int \int_eval_end:
11599   \l_fp_input_a_decimal_int #3#4#5#6#7#8#9 0 \scan_stop:
11600 }

```

*(End definition for \fp\_div:Nn and \fp\_div:cn. These functions are documented on page ??.)*

## 202.10 Arithmetic for internal use

For the more complex functions, it is only possible to deliver reliable 10 digit accuracy if the internal calculations are carried out to a higher degree of precision. This is done using a second set of functions so that the ‘user’ versions are not slowed down. These versions are also focussed on the needs of internal calculations. No error checking, sign checking or exponent levelling is done. For addition and subtraction, the arguments are:

- Integer part of input a.
- Decimal part of input a.
- Additional decimal part of input a.

- Integer part of input b.
- Decimal part of input b.
- Additional decimal part of input b.
- Integer part of output.
- Decimal part of output.
- Additional decimal part of output.

The situation for multiplication and division is a little different as they only deal with the decimal part.

`\fp_add:NNNNNNNN` The internal sum is always exactly that: it is always a sum and there is no sign check.

```

11601 \cs_new_protected:Npn \fp_add:NNNNNNNN #1#2#3#4#5#6#7#8#9
11602 {
11603   #7 \int_eval:w #1 + #4 \int_eval_end:
11604   #8 \int_eval:w #2 + #5 \int_eval_end:
11605   #9 \int_eval:w #3 + #6 \int_eval_end:
11606   \if_int_compare:w #9 < \c_one_thousand_million
11607   \else:
11608     \tex_advance:D #8 \c_one
11609     \tex_advance:D #9 -\c_one_thousand_million
11610   \fi:
11611   \if_int_compare:w #8 < \c_one_thousand_million
11612   \else:
11613     \tex_advance:D #7 \c_one
11614     \tex_advance:D #8 -\c_one_thousand_million
11615   \fi:
11616 }

```

*(End definition for `\fp_add:NNNNNNNN`. This function is documented on page ??.)*

`\fp_sub:NNNNNNNN` Internal subtraction is needed only when the first number is bigger than the second, so there is no need to worry about the sign. This is a good job as there are no arguments left. The flipping flag is used in the rare case where a sign change is possible.

```

11617 \cs_new_protected:Npn \fp_sub:NNNNNNNN #1#2#3#4#5#6#7#8#9
11618 {
11619   #7 \int_eval:w #1 - #4 \int_eval_end:
11620   #8 \int_eval:w #2 - #5 \int_eval_end:
11621   #9 \int_eval:w #3 - #6 \int_eval_end:
11622   \if_int_compare:w #9 < \c_zero
11623     \tex_advance:D #8 \c_minus_one
11624     \tex_advance:D #9 \c_one_thousand_million
11625   \fi:
11626   \if_int_compare:w #8 < \c_zero
11627     \tex_advance:D #7 \c_minus_one
11628     \tex_advance:D #8 \c_one_thousand_million
11629   \fi:

```

```

11630 \if_int_compare:w #7 < \c_zero
11631 \if_int_compare:w \int_eval:w #8 + #9 = \c_zero
11632 #7 -#7
11633 \else:
11634 \tex_advance:D #7 \c_one
11635 #8 \int_eval:w \c_one_thousand_million - #8 \int_eval_end:
11636 #9 \int_eval:w \c_one_thousand_million - #9 \int_eval_end:
11637 \fi:
11638 \fi:
11639 }

```

(End definition for \fp\_sub:NNNNNNNN. This function is documented on page ??.)

\fp\_mul:NNNNNN Decimal-part only multiplication but with higher accuracy than the user version.

```

11640 \cs_new_protected:Npn \fp_mul:NNNNNN #1#2#3#4#5#6
11641 {
11642 \fp_mul_split:NNNN #1
11643 \l_fp_mul_a_i_int \l_fp_mul_a_ii_int \l_fp_mul_a_iii_int
11644 \fp_mul_split:NNNN #2
11645 \l_fp_mul_a_iv_int \l_fp_mul_a_v_int \l_fp_mul_a_vi_int
11646 \fp_mul_split:NNNN #3
11647 \l_fp_mul_b_i_int \l_fp_mul_b_ii_int \l_fp_mul_b_iii_int
11648 \fp_mul_split:NNNN #4
11649 \l_fp_mul_b_iv_int \l_fp_mul_b_v_int \l_fp_mul_b_vi_int
11650 \l_fp_mul_output_int \c_zero
11651 \tl_clear:N \l_fp_mul_output_tl
11652 \fp_mul_product:NN \l_fp_mul_a_i_int \l_fp_mul_b_vi_int
11653 \fp_mul_product:NN \l_fp_mul_a_ii_int \l_fp_mul_b_v_int
11654 \fp_mul_product:NN \l_fp_mul_a_iii_int \l_fp_mul_b_iv_int
11655 \fp_mul_product:NN \l_fp_mul_a_iv_int \l_fp_mul_b_iii_int
11656 \fp_mul_product:NN \l_fp_mul_a_v_int \l_fp_mul_b_ii_int
11657 \fp_mul_product:NN \l_fp_mul_a_vi_int \l_fp_mul_b_i_int
11658 \tex_divide:D \l_fp_mul_output_int \c_one_thousand
11659 \fp_mul_product:NN \l_fp_mul_a_i_int \l_fp_mul_b_v_int
11660 \fp_mul_product:NN \l_fp_mul_a_ii_int \l_fp_mul_b_iv_int
11661 \fp_mul_product:NN \l_fp_mul_a_iii_int \l_fp_mul_b_iii_int
11662 \fp_mul_product:NN \l_fp_mul_a_iv_int \l_fp_mul_b_ii_int
11663 \fp_mul_product:NN \l_fp_mul_a_v_int \l_fp_mul_b_i_int
11664 \fp_mul_end_level:
11665 \fp_mul_product:NN \l_fp_mul_a_i_int \l_fp_mul_b_iv_int
11666 \fp_mul_product:NN \l_fp_mul_a_ii_int \l_fp_mul_b_iii_int
11667 \fp_mul_product:NN \l_fp_mul_a_iii_int \l_fp_mul_b_ii_int
11668 \fp_mul_product:NN \l_fp_mul_a_iv_int \l_fp_mul_b_i_int
11669 \fp_mul_end_level:
11670 \fp_mul_product:NN \l_fp_mul_a_i_int \l_fp_mul_b_iii_int
11671 \fp_mul_product:NN \l_fp_mul_a_ii_int \l_fp_mul_b_ii_int
11672 \fp_mul_product:NN \l_fp_mul_a_iii_int \l_fp_mul_b_i_int
11673 \fp_mul_end_level:
11674 #6 0 \l_fp_mul_output_tl \scan_stop:
11675 \tl_clear:N \l_fp_mul_output_tl
11676 \fp_mul_product:NN \l_fp_mul_a_i_int \l_fp_mul_b_ii_int

```

```

11677 \fp_mul_product:NN \l_fp_mul_a_ii_int \l_fp_mul_b_i_int
11678 \fp_mul_end_level:
11679 \fp_mul_product:NN \l_fp_mul_a_i_int \l_fp_mul_b_i_int
11680 \fp_mul_end_level:
11681 \fp_mul_end_level:
11682 #5 0 \l_fp_mul_output_tl \scan_stop:
11683 }

```

(End definition for \fp\_mul:NNNNNN. This function is documented on page ??.)

\fp\_mul:NNNNNNNN For internal multiplication where the integer does need to be retained. This means of course that this code is quite slow, and so is only used when necessary.

```

11684 \cs_new_protected:Npn \fp_mul:NNNNNNNN #1#2#3#4#5#6#7#8#9
11685 {
11686   \fp_mul_split:NNNN #2
11687   \l_fp_mul_a_i_int \l_fp_mul_a_ii_int \l_fp_mul_a_iii_int
11688   \fp_mul_split:NNNN #3
11689   \l_fp_mul_a_iv_int \l_fp_mul_a_v_int \l_fp_mul_a_vi_int
11690   \fp_mul_split:NNNN #5
11691   \l_fp_mul_b_i_int \l_fp_mul_b_ii_int \l_fp_mul_b_iii_int
11692   \fp_mul_split:NNNN #6
11693   \l_fp_mul_b_iv_int \l_fp_mul_b_v_int \l_fp_mul_b_vi_int
11694   \l_fp_mul_output_int \c_zero
11695   \tl_clear:N \l_fp_mul_output_tl
11696   \fp_mul_product:NN \l_fp_mul_a_i_int \l_fp_mul_b_vi_int
11697   \fp_mul_product:NN \l_fp_mul_a_ii_int \l_fp_mul_b_v_int
11698   \fp_mul_product:NN \l_fp_mul_a_iii_int \l_fp_mul_b_iv_int
11699   \fp_mul_product:NN \l_fp_mul_a_iv_int \l_fp_mul_b_iii_int
11700   \fp_mul_product:NN \l_fp_mul_a_v_int \l_fp_mul_b_ii_int
11701   \fp_mul_product:NN \l_fp_mul_a_vi_int \l_fp_mul_b_i_int
11702   \tex_divide:D \l_fp_mul_output_int \c_one_thousand
11703   \fp_mul_product:NN #1 \l_fp_mul_b_vi_int
11704   \fp_mul_product:NN \l_fp_mul_a_i_int \l_fp_mul_b_v_int
11705   \fp_mul_product:NN \l_fp_mul_a_ii_int \l_fp_mul_b_iv_int
11706   \fp_mul_product:NN \l_fp_mul_a_iii_int \l_fp_mul_b_iii_int
11707   \fp_mul_product:NN \l_fp_mul_a_iv_int \l_fp_mul_b_ii_int
11708   \fp_mul_product:NN \l_fp_mul_a_v_int \l_fp_mul_b_i_int
11709   \fp_mul_product:NN \l_fp_mul_a_vi_int #4
11710   \fp_mul_end_level:
11711   \fp_mul_product:NN #1 \l_fp_mul_b_v_int
11712   \fp_mul_product:NN \l_fp_mul_a_i_int \l_fp_mul_b_iv_int
11713   \fp_mul_product:NN \l_fp_mul_a_ii_int \l_fp_mul_b_iii_int
11714   \fp_mul_product:NN \l_fp_mul_a_iii_int \l_fp_mul_b_ii_int
11715   \fp_mul_product:NN \l_fp_mul_a_iv_int \l_fp_mul_b_i_int
11716   \fp_mul_product:NN \l_fp_mul_a_v_int #4
11717   \fp_mul_end_level:
11718   \fp_mul_product:NN #1 \l_fp_mul_b_iv_int
11719   \fp_mul_product:NN \l_fp_mul_a_i_int \l_fp_mul_b_iii_int
11720   \fp_mul_product:NN \l_fp_mul_a_ii_int \l_fp_mul_b_ii_int
11721   \fp_mul_product:NN \l_fp_mul_a_iii_int \l_fp_mul_b_i_int

```

```

11722 \fp_mul_product:NN \l_fp_mul_a_iv_int #4
11723 \fp_mul_end_level:
11724 #9 0 \l_fp_mul_output_tl \scan_stop:
11725 \tl_clear:N \l_fp_mul_output_tl
11726 \fp_mul_product:NN #1 \l_fp_mul_b_iii_int
11727 \fp_mul_product:NN \l_fp_mul_a_i_int \l_fp_mul_b_ii_int
11728 \fp_mul_product:NN \l_fp_mul_a_ii_int \l_fp_mul_b_i_int
11729 \fp_mul_product:NN \l_fp_mul_a_iii_int #4
11730 \fp_mul_end_level:
11731 \fp_mul_product:NN #1 \l_fp_mul_b_ii_int
11732 \fp_mul_product:NN \l_fp_mul_a_i_int \l_fp_mul_b_i_int
11733 \fp_mul_product:NN \l_fp_mul_a_ii_int #4
11734 \fp_mul_end_level:
11735 \fp_mul_product:NN #1 \l_fp_mul_b_i_int
11736 \fp_mul_product:NN \l_fp_mul_a_i_int #4
11737 \fp_mul_end_level:
11738 #8 0 \l_fp_mul_output_tl \scan_stop:
11739 \tl_clear:N \l_fp_mul_output_tl
11740 \fp_mul_product:NN #1 #4
11741 \fp_mul_end_level:
11742 #7 0 \l_fp_mul_output_tl \scan_stop:
11743 }

```

(End definition for `\fp_mul:NNNNNNNN`. This function is documented on page ??.)

`\fp_div_integer:NNNNN` Here, division is always by an integer, and so it is possible to use TeX's native calculations rather than doing it in macros. The idea here is to divide the decimal part, find any remainder, then do the real division of the two parts before adding in what is needed for the remainder.

```

11744 \cs_new_protected:Npn \fp_div_integer:NNNNN #1#2#3#4#5
11745 {
11746   \l_fp_internal_int #1
11747   \tex_divide:D \l_fp_internal_int #3
11748   \l_fp_internal_int \int_eval:w #1 - \l_fp_internal_int * #3 \int_eval_end:
11749   #4 #1
11750   \tex_divide:D #4 #3
11751   #5 #2
11752   \tex_divide:D #5 #3
11753   \tex_multiply:D \l_fp_internal_int \c_one_thousand
11754   \tex_divide:D \l_fp_internal_int #3
11755   #5 \int_eval:w #5 + \l_fp_internal_int * \c_one_million \int_eval_end:
11756   \if_int_compare:w #5 > \c_one_thousand_million
11757     \tex_advance:D #4 \c_one
11758     \tex_advance:D #5 -\c_one_thousand_million
11759   \fi:
11760 }

```

(End definition for `\fp_div_integer:NNNNN`. This function is documented on page ??.)

`\fp_extended_normalise:` The “extended” integers for internal use are mainly used in fixed-point mode. This comes up in a few places, so a generalised utility is made available to carry out the

```

\fp_extended_normalise_aux_i:
\fp_extended_normalise_aux_i:w
\fp_extended_normalise_aux_ii:w
\fp_extended_normalise_aux_ii:
\fp_extended_normalise_aux:NNNNNNNN

```

change. This function simply calls the two loops to shift the input to the point of having a zero exponent.

```

11761 \cs_new_protected_nopar:Npn \fp_extended_normalise:
11762 {
11763   \fp_extended_normalise_aux_i:
11764   \fp_extended_normalise_aux_ii:
11765 }
11766 \cs_new_protected_nopar:Npn \fp_extended_normalise_aux_i:
11767 {
11768   \if_int_compare:w \l_fp_input_a_exponent_int > \c_zero
11769     \tex_multiply:D \l_fp_input_a_integer_int \c_ten
11770     \tex_advance:D \l_fp_input_a_decimal_int \c_one_thousand_million
11771     \exp_after:wN \fp_extended_normalise_aux_i:w
11772     \int_use:N \l_fp_input_a_decimal_int \q_stop
11773     \exp_after:wN \fp_extended_normalise_aux_i:
11774   \fi:
11775 }
11776 \cs_new_protected:Npn \fp_extended_normalise_aux_i:w
11777 #1#2#3#4#5#6#7#8#9 \q_stop
11778 {
11779   \l_fp_input_a_integer_int
11780   \int_eval:w \l_fp_input_a_integer_int + #2 \scan_stop:
11781   \l_fp_input_a_decimal_int #3#4#5#6#7#8#9 0 \scan_stop:
11782   \tex_advance:D \l_fp_input_a_extended_int \c_one_thousand_million
11783   \exp_after:wN \fp_extended_normalise_aux_ii:w
11784   \int_use:N \l_fp_input_a_extended_int \q_stop
11785 }
11786 \cs_new_protected:Npn \fp_extended_normalise_aux_ii:w
11787 #1#2#3#4#5#6#7#8#9 \q_stop
11788 {
11789   \l_fp_input_a_decimal_int
11790   \int_eval:w \l_fp_input_a_decimal_int + #2 \scan_stop:
11791   \l_fp_input_a_extended_int #3#4#5#6#7#8#9 0 \scan_stop:
11792   \tex_advance:D \l_fp_input_a_exponent_int \c_minus_one
11793 }
11794 \cs_new_protected_nopar:Npn \fp_extended_normalise_aux_ii:
11795 {
11796   \if_int_compare:w \l_fp_input_a_exponent_int < \c_zero
11797     \tex_advance:D \l_fp_input_a_decimal_int \c_one_thousand_million
11798     \exp_after:wN \use_i:nn \exp_after:wN
11799     \fp_extended_normalise_ii_aux:NNNNNNNNN
11800     \int_use:N \l_fp_input_a_decimal_int
11801     \exp_after:wN \fp_extended_normalise_aux_ii:
11802   \fi:
11803 }
11804 \cs_new_protected:Npn \fp_extended_normalise_ii_aux:NNNNNNNNN
11805 #1#2#3#4#5#6#7#8#9
11806 {
11807   \if_int_compare:w \l_fp_input_a_integer_int = \c_zero

```

```

11808     \l_fp_input_a_decimal_int #1#2#3#4#5#6#7#8 \scan_stop:
11809 \else:
11810     \tl_set:Nx \l_fp_internal_tl
11811     {
11812         \int_use:N \l_fp_input_a_integer_int
11813         #1#2#3#4#5#6#7#8
11814     }
11815     \l_fp_input_a_integer_int \c_zero
11816     \l_fp_input_a_decimal_int \l_fp_internal_tl \scan_stop:
11817 \fi:
11818 \tex_divide:D \l_fp_input_a_extended_int \c_ten
11819 \tl_set:Nx \l_fp_internal_tl
11820     {
11821         #9
11822         \int_use:N \l_fp_input_a_extended_int
11823     }
11824     \l_fp_input_a_extended_int \l_fp_internal_tl \scan_stop:
11825     \tex_advance:D \l_fp_input_a_exponent_int \c_one
11826 }

```

(End definition for `\fp_extended_normalise:`. This function is documented on page ??.)

`\fp_extended_normalise_output:` At some stages in working out extended output, it is possible for the value to need shifting to keep the integer part in range. This only ever happens such that the integer needs to be made smaller.

`\fp_extended_normalise_output_aux_i:NNNNNNNNN`  
`\fp_extended_normalise_output_aux_ii:NNNNNNNNN`  
`\fp_extended_normalise_output_aux:N`

```

11827 \cs_new_protected_nopar:Npn \fp_extended_normalise_output:
11828 {
11829     \if_int_compare:w \l_fp_output_integer_int > \c_nine
11830     \tex_advance:D \l_fp_output_integer_int \c_one_thousand_million
11831     \exp_after:wN \use_i:nn \exp_after:wN
11832     \fp_extended_normalise_output_aux_i:NNNNNNNNN
11833     \int_use:N \l_fp_output_integer_int
11834     \exp_after:wN \fp_extended_normalise_output:
11835 \fi:
11836 }
11837 \cs_new_protected:Npn \fp_extended_normalise_output_aux_i:NNNNNNNNN
11838 #1#2#3#4#5#6#7#8#9
11839 {
11840     \l_fp_output_integer_int #1#2#3#4#5#6#7#8 \scan_stop:
11841     \tex_advance:D \l_fp_output_decimal_int \c_one_thousand_million
11842     \tl_set:Nx \l_fp_internal_tl
11843     {
11844         #9
11845         \exp_after:wN \use_none:n
11846         \int_use:N \l_fp_output_decimal_int
11847     }
11848     \exp_after:wN \fp_extended_normalise_output_aux_ii:NNNNNNNNN
11849     \l_fp_internal_tl
11850 }
11851 \cs_new_protected:Npn \fp_extended_normalise_output_aux_ii:NNNNNNNNN

```

```

11852 #1#2#3#4#5#6#7#8#9
11853 {
11854   \l_fp_output_decimal_int #1#2#3#4#5#6#7#8#9 \scan_stop:
11855   \fp_extended_normalise_output_aux:N
11856 }
11857 \cs_new_protected:Npn \fp_extended_normalise_output_aux:N #1
11858 {
11859   \tex_advance:D \l_fp_output_extended_int \c_one_thousand_million
11860   \tex_divide:D \l_fp_output_extended_int \c_ten
11861   \tl_set:Nx \l_fp_internal_tl
11862   {
11863     #1
11864     \exp_after:wN \use_none:n
11865     \int_use:N \l_fp_output_extended_int
11866   }
11867   \l_fp_output_extended_int \l_fp_internal_tl \scan_stop:
11868   \tex_advance:D \l_fp_output_exponent_int \c_one
11869 }

```

(End definition for `\fp_extended_normalise_output:`. This function is documented on page ??.)

## 202.11 Trigonometric functions

`\fp_trig_normalise:` For normalisation, the code essentially switches to fixed-point arithmetic. There is a shift of the exponent, then repeated subtractions. The end result is a number in the range  $-\pi < x \leq \pi$ .

```

11870 \cs_new_protected_nopar:Npn \fp_trig_normalise:
11871 {
11872   \if_int_compare:w \l_fp_input_a_exponent_int < \c_ten
11873     \l_fp_input_a_extended_int \c_zero
11874     \fp_extended_normalise:
11875     \fp_trig_normalise_aux:
11876     \if_int_compare:w \l_fp_input_a_integer_int < \c_zero
11877       \l_fp_input_a_sign_int -\l_fp_input_a_sign_int
11878       \l_fp_input_a_integer_int -\l_fp_input_a_integer_int
11879       \fi:
11880       \exp_after:wN \fp_trig_octant:
11881     \else:
11882       \l_fp_input_a_sign_int \c_one
11883       \l_fp_output_integer_int \c_zero
11884       \l_fp_output_decimal_int \c_zero
11885       \l_fp_output_exponent_int \c_zero
11886       \exp_after:wN \fp_trig_overflow_msg:
11887     \fi:
11888   }
11889   \cs_new_protected_nopar:Npn \fp_trig_normalise_aux:
11890   {
11891     \if_int_compare:w \l_fp_input_a_integer_int > \c_three
11892       \fp_trig_sub:NNN
11893       \c_six \c_fp_two_pi_decimal_int \c_fp_two_pi_extended_int

```

```

11894     \exp_after:wN \fp_trig_normalise_aux:
11895   \else:
11896     \if_int_compare:w \l_fp_input_a_integer_int > \c_two
11897       \if_int_compare:w \l_fp_input_a_decimal_int > \c_fp_pi_decimal_int
11898         \fp_trig_sub:NNN
11899         \c_six \c_fp_two_pi_decimal_int \c_fp_two_pi_extended_int
11900         \exp_after:wN \exp_after:wN \exp_after:wN
11901         \exp_after:wN \exp_after:wN \exp_after:wN
11902         \exp_after:wN \fp_trig_normalise_aux:
11903       \fi:
11904     \fi:
11905   \fi:
11906 }

```

Here, there may be a sign change but there will never be any variation in the input. So a dedicated function can be used.

```

11907 \cs_new_protected:Npn \fp_trig_sub:NNN #1#2#3
11908 {
11909   \l_fp_input_a_integer_int
11910   \int_eval:w \l_fp_input_a_integer_int - #1 \int_eval_end:
11911   \l_fp_input_a_decimal_int
11912   \int_eval:w \l_fp_input_a_decimal_int - #2 \int_eval_end:
11913   \l_fp_input_a_extended_int
11914   \int_eval:w \l_fp_input_a_extended_int - #3 \int_eval_end:
11915   \if_int_compare:w \l_fp_input_a_extended_int < \c_zero
11916     \tex_advance:D \l_fp_input_a_decimal_int \c_minus_one
11917     \tex_advance:D \l_fp_input_a_extended_int \c_one_thousand_million
11918   \fi:
11919   \if_int_compare:w \l_fp_input_a_decimal_int < \c_zero
11920     \tex_advance:D \l_fp_input_a_integer_int \c_minus_one
11921     \tex_advance:D \l_fp_input_a_decimal_int \c_one_thousand_million
11922   \fi:
11923   \if_int_compare:w \l_fp_input_a_integer_int < \c_zero
11924     \l_fp_input_a_sign_int -\l_fp_input_a_sign_int
11925     \if_int_compare:w
11926       \int_eval:w
11927         \l_fp_input_a_decimal_int + \l_fp_input_a_extended_int
11928       = \c_zero
11929       \l_fp_input_a_integer_int -\l_fp_input_a_integer_int
11930     \else:
11931       \l_fp_input_a_integer_int
11932       \int_eval:w
11933         - \l_fp_input_a_integer_int - \c_one
11934       \int_eval_end:
11935     \l_fp_input_a_decimal_int
11936     \int_eval:w
11937       \c_one_thousand_million - \l_fp_input_a_decimal_int
11938     \int_eval_end:
11939     \l_fp_input_a_extended_int
11940     \int_eval:w

```

```

11941         \c_one_thousand_million - \l_fp_input_a_extended_int
11942     \int_eval_end:
11943     \fi:
11944     \fi:
11945 }

```

(End definition for `\fp_trig_normalise`:. This function is documented on page ??.)

`\fp_trig_octant`: Here, the input is further reduced into the range  $0 < x \leq \pi/4$ . This is pretty simple: check if  $\pi/4$  can be taken off and if it can do it and loop. The check at the end is to “mop up” values which are so close to  $\pi/4$  that they should be treated as such. The test for an even octant is needed as the ‘remainder’ needed is from the nearest  $\pi/2$ . The check for octant 4 is needed as an exact  $\pi$  input will otherwise end up in the wrong place!

```

11946 \cs_new_protected_nopar:Npn \fp_trig_octant:
11947 {
11948     \l_fp_trig_octant_int \c_one
11949     \fp_trig_octant_aux_i:
11950     \if_int_compare:w \l_fp_input_a_decimal_int < \c_ten
11951         \l_fp_input_a_decimal_int \c_zero
11952         \l_fp_input_a_extended_int \c_zero
11953     \fi:
11954     \if_int_odd:w \l_fp_trig_octant_int
11955     \else:
11956         \fp_sub:NNNNNNNNN
11957         \c_zero \c_fp_pi_by_four_decimal_int \c_fp_pi_by_four_extended_int
11958         \l_fp_input_a_integer_int \l_fp_input_a_decimal_int
11959         \l_fp_input_a_extended_int
11960         \l_fp_input_a_integer_int \l_fp_input_a_decimal_int
11961         \l_fp_input_a_extended_int
11962     \fi:
11963 }
11964 \cs_new_protected_nopar:Npn \fp_trig_octant_aux_i:
11965 {
11966     \if_int_compare:w \l_fp_trig_octant_int > \c_four
11967         \l_fp_trig_octant_int \c_four
11968         \l_fp_input_a_decimal_int \c_fp_pi_by_four_decimal_int
11969         \l_fp_input_a_extended_int \c_fp_pi_by_four_extended_int
11970     \else:
11971         \exp_after:wN \fp_trig_octant_aux_ii:
11972     \fi:
11973 }
11974 \cs_new_protected_nopar:Npn \fp_trig_octant_aux_ii:
11975 {
11976     \if_int_compare:w \l_fp_input_a_integer_int > \c_zero
11977         \fp_sub:NNNNNNNNN
11978         \l_fp_input_a_integer_int \l_fp_input_a_decimal_int
11979         \l_fp_input_a_extended_int
11980         \c_zero \c_fp_pi_by_four_decimal_int \c_fp_pi_by_four_extended_int
11981         \l_fp_input_a_integer_int \l_fp_input_a_decimal_int
11982         \l_fp_input_a_extended_int

```

```

11983     \tex_advance:D \l_fp_trig_octant_int \c_one
11984     \exp_after:wN \fp_trig_octant_aux_i:
11985   \else:
11986     \if_int_compare:w
11987       \l_fp_input_a_decimal_int > \c_fp_pi_by_four_decimal_int
11988     \fp_sub:NNNNNNNNN
11989       \l_fp_input_a_integer_int \l_fp_input_a_decimal_int
11990       \l_fp_input_a_extended_int
11991       \c_zero \c_fp_pi_by_four_decimal_int
11992       \c_fp_pi_by_four_extended_int
11993       \l_fp_input_a_integer_int \l_fp_input_a_decimal_int
11994       \l_fp_input_a_extended_int
11995     \tex_advance:D \l_fp_trig_octant_int \c_one
11996     \exp_after:wN \exp_after:wN \exp_after:wN
11997       \fp_trig_octant_aux_i:
11998   \fi:
11999 \fi:
12000 }

```

(End definition for `\fp_trig_octant`:. This function is documented on page ??.)

`\fp_sin:Nn` Calculating the sine starts off in the usual way. There is a check to see if the value has  
`\fp_sin:cn` already been worked out before proceeding further.  
`\fp_gsin:Nn` 12001 `\cs_new_protected_nopar:Npn \fp_sin:Nn { \fp_sin_aux:NNn \tl_set:Nn }`  
`\fp_gsin:cn` 12002 `\cs_new_protected_nopar:Npn \fp_gsin:Nn { \fp_sin_aux:NNn \tl_gset:Nn }`  
`\fp_sin_aux:NNn` 12003 `\cs_generate_variant:Nn \fp_sin:Nn { c }`  
`\fp_sin_aux_i:` 12004 `\cs_generate_variant:Nn \fp_gsin:Nn { c }`  
`\fp_sin_aux_ii:`

The internal routine for sines does a check to see if the value is already known. This saves a lot of repetition when doing rotations. For very small values it is best to simply return the input as the sine: the cut-off is  $1 \times 10^{-5}$ .

```

12005 \cs_new_protected:Npn \fp_sin_aux:NNn #1#2#3
12006 {
12007   \group_begin:
12008   \fp_split:Nn a {#3}
12009   \fp_standardise:NNNN
12010   \l_fp_input_a_sign_int
12011   \l_fp_input_a_integer_int
12012   \l_fp_input_a_decimal_int
12013   \l_fp_input_a_exponent_int
12014   \tl_set:Nx \l_fp_arg_tl
12015   {
12016     \if_int_compare:w \l_fp_input_a_sign_int < \c_zero
12017     -
12018     \else:
12019     +
12020     \fi:
12021     \int_use:N \l_fp_input_a_integer_int
12022     .
12023     \exp_after:wN \use_none:n
12024     \int_value:w \int_eval:w

```

```

12025         \l_fp_input_a_decimal_int + \c_one_thousand_million
12026     e
12027     \int_use:N \l_fp_input_a_exponent_int
12028 }
12029 \if_int_compare:w \l_fp_input_a_exponent_int < -\c_five
12030     \cs_set_protected_nopar:Npx \fp_tmp:w
12031     {
12032         \group_end:
12033         #1 \exp_not:N #2 { \l_fp_arg_tl }
12034     }
12035 \else:
12036     \if_cs_exist:w
12037         c_fp_sin ( \l_fp_arg_tl ) _fp
12038     \cs_end:
12039 \else:
12040     \exp_after:wN \exp_after:wN \exp_after:wN
12041     \fp_sin_aux_i:
12042 \fi:
12043 \cs_set_protected_nopar:Npx \fp_tmp:w
12044     {
12045         \group_end:
12046         #1 \exp_not:N #2
12047         { \use:c { c_fp_sin ( \l_fp_arg_tl ) _fp } }
12048     }
12049 \fi:
12050 \fp_tmp:w
12051 }

```

The internals for sine first normalise the input into an octant, then choose the correct set up for the Taylor series. The sign for the sine function is easy, so there is no worry about it. So the only thing to do is to get the output standardised.

```

12052 \cs_new_protected_nopar:Npn \fp_sin_aux_i:
12053 {
12054     \fp_trig_normalise:
12055     \fp_sin_aux_ii:
12056     \if_int_compare:w \l_fp_output_integer_int = \c_one
12057         \l_fp_output_exponent_int \c_zero
12058     \else:
12059         \l_fp_output_integer_int \l_fp_output_decimal_int
12060         \l_fp_output_decimal_int \l_fp_output_extended_int
12061         \l_fp_output_exponent_int -\c_nine
12062     \fi:
12063     \fp_standardise:NNNN
12064     \l_fp_input_a_sign_int
12065     \l_fp_output_integer_int
12066     \l_fp_output_decimal_int
12067     \l_fp_output_exponent_int
12068     \tl_new:c { c_fp_sin ( \l_fp_arg_tl ) _fp }
12069     \tl_gset:cx { c_fp_sin ( \l_fp_arg_tl ) _fp }
12070     {

```

```

12071         \if_int_compare:w \l_fp_input_a_sign_int > \c_zero
12072         +
12073         \else:
12074         -
12075         \fi:
12076         \int_use:N \l_fp_output_integer_int
12077         .
12078         \exp_after:wN \use_none:n
12079         \int_value:w \int_eval:w
12080         \l_fp_output_decimal_int + \c_one_thousand_million
12081         e
12082         \int_use:N \l_fp_output_exponent_int
12083     }
12084 }
12085 \cs_new_protected_nopar:Npn \fp_sin_aux_ii:
12086 {
12087     \if_case:w \l_fp_trig_octant_int
12088     \or:
12089         \exp_after:wN \fp_trig_calc_sin:
12090     \or:
12091         \exp_after:wN \fp_trig_calc_cos:
12092     \or:
12093         \exp_after:wN \fp_trig_calc_cos:
12094     \or:
12095         \exp_after:wN \fp_trig_calc_sin:
12096     \fi:
12097 }

```

(End definition for \fp\_sin:Nn and \fp\_sin:cn. These functions are documented on page ??.)

```

\fp_cos:Nn Cosine is almost identical, but there is no short cut code here.
\fp_cos:cn 12098 \cs_new_protected_nopar:Npn \fp_cos:Nn { \fp_cos_aux:NNn \tl_set:Nn }
\fp_gcos:Nn 12099 \cs_new_protected_nopar:Npn \fp_gcos:Nn { \fp_cos_aux:NNn \tl_gset:Nn }
\fp_gcos:cn 12100 \cs_generate_variant:Nn \fp_cos:Nn { c }
\fp_cos_aux:NNn 12101 \cs_generate_variant:Nn \fp_gcos:Nn { c }
\fp_cos_aux_i: 12102 \cs_new_protected:Npn \fp_cos_aux:NNn #1#2#3
\fp_cos_aux_ii: 12103 {
12104     \group_begin:
12105     \fp_split:Nn a {#3}
12106     \fp_standardise:NNNN
12107     \l_fp_input_a_sign_int
12108     \l_fp_input_a_integer_int
12109     \l_fp_input_a_decimal_int
12110     \l_fp_input_a_exponent_int
12111     \tl_set:Nx \l_fp_arg_tl
12112     {
12113         \if_int_compare:w \l_fp_input_a_sign_int < \c_zero
12114         -
12115         \else:
12116         +
12117         \fi:

```

```

12118         \int_use:N \l_fp_input_a_integer_int
12119         .
12120         \exp_after:wN \use_none:n
12121         \int_value:w \int_eval:w
12122         \l_fp_input_a_decimal_int + \c_one_thousand_million
12123         e
12124         \int_use:N \l_fp_input_a_exponent_int
12125     }
12126     \if_cs_exist:w c_fp_cos ( \l_fp_arg_tl ) _fp \cs_end:
12127     \else:
12128         \exp_after:wN \fp_cos_aux_i:
12129     \fi:
12130     \cs_set_protected_nopar:Npx \fp_tmp:w
12131     {
12132         \group_end:
12133         #1 \exp_not:N #2
12134         { \use:c { c_fp_cos ( \l_fp_arg_tl ) _fp } }
12135     }
12136     \fp_tmp:w
12137 }

```

Almost the same as for sine: just a bit of correction for the sign of the output.

```

12138 \cs_new_protected_nopar:Npn \fp_cos_aux_i:
12139 {
12140     \fp_trig_normalise:
12141     \fp_cos_aux_ii:
12142     \if_int_compare:w \l_fp_output_integer_int = \c_one
12143     \l_fp_output_exponent_int \c_zero
12144     \else:
12145         \l_fp_output_integer_int \l_fp_output_decimal_int
12146         \l_fp_output_decimal_int \l_fp_output_extended_int
12147         \l_fp_output_exponent_int -\c_nine
12148     \fi:
12149     \fp_standardise:NNNN
12150     \l_fp_input_a_sign_int
12151     \l_fp_output_integer_int
12152     \l_fp_output_decimal_int
12153     \l_fp_output_exponent_int
12154     \tl_new:c { c_fp_cos ( \l_fp_arg_tl ) _fp }
12155     \tl_gset:cx { c_fp_cos ( \l_fp_arg_tl ) _fp }
12156     {
12157         \if_int_compare:w \l_fp_input_a_sign_int > \c_zero
12158         +
12159         \else:
12160         -
12161         \fi:
12162         \int_use:N \l_fp_output_integer_int
12163         .
12164         \exp_after:wN \use_none:n
12165         \int_value:w \int_eval:w

```

```

12166         \l_fp_output_decimal_int + \c_one_thousand_million
12167     e
12168     \int_use:N \l_fp_output_exponent_int
12169 }
12170 }
12171 \cs_new_protected_nopar:Npn \fp_cos_aux_ii:
12172 {
12173     \if_case:w \l_fp_trig_octant_int
12174     \or:
12175         \exp_after:wN \fp_trig_calc_cos:
12176     \or:
12177         \exp_after:wN \fp_trig_calc_sin:
12178     \or:
12179         \exp_after:wN \fp_trig_calc_sin:
12180     \or:
12181         \exp_after:wN \fp_trig_calc_cos:
12182     \fi:
12183     \if_int_compare:w \l_fp_input_a_sign_int > \c_zero
12184     \if_int_compare:w \l_fp_trig_octant_int > \c_two
12185         \l_fp_input_a_sign_int \c_minus_one
12186     \fi:
12187     \else:
12188         \if_int_compare:w \l_fp_trig_octant_int > \c_two
12189         \else:
12190             \l_fp_input_a_sign_int \c_one
12191         \fi:
12192     \fi:
12193 }

```

(End definition for \fp\_cos:Nn and \fp\_cos:cn. These functions are documented on page ??.)

\fp\_trig\_calc\_cos: These functions actually do the calculation for sine and cosine.

\fp\_trig\_calc\_sin: 12194 \cs\_new\_protected\_nopar:Npn \fp\_trig\_calc\_cos:

\fp\_trig\_calc\_Taylor: 12195 {

```

12196     \if_int_compare:w \l_fp_input_a_decimal_int = \c_zero
12197     \l_fp_output_integer_int \c_one
12198     \l_fp_output_decimal_int \c_zero
12199     \else:
12200         \l_fp_trig_sign_int \c_minus_one
12201         \fp_mul:NNNNNN
12202         \l_fp_input_a_decimal_int \l_fp_input_a_extended_int
12203         \l_fp_input_a_decimal_int \l_fp_input_a_extended_int
12204         \l_fp_trig_decimal_int \l_fp_trig_extended_int
12205         \fp_div_integer:NNNNN
12206         \l_fp_trig_decimal_int \l_fp_trig_extended_int
12207         \c_two
12208         \l_fp_trig_decimal_int \l_fp_trig_extended_int
12209         \l_fp_count_int \c_three
12210         \if_int_compare:w \l_fp_trig_extended_int = \c_zero
12211         \if_int_compare:w \l_fp_trig_decimal_int = \c_zero
12212             \l_fp_output_integer_int \c_one

```

```

12213         \l_fp_output_decimal_int \c_zero
12214         \l_fp_output_extended_int \c_zero
12215     \else:
12216         \l_fp_output_integer_int \c_zero
12217         \l_fp_output_decimal_int \c_one_thousand_million
12218         \l_fp_output_extended_int \c_zero
12219     \fi:
12220 \else:
12221     \l_fp_output_integer_int \c_zero
12222     \l_fp_output_decimal_int 999999999 \scan_stop:
12223     \l_fp_output_extended_int \c_one_thousand_million
12224 \fi:
12225 \tex_advance:D \l_fp_output_extended_int -\l_fp_trig_extended_int
12226 \tex_advance:D \l_fp_output_decimal_int -\l_fp_trig_decimal_int
12227 \exp_after:wN \fp_trig_calc_Taylor:
12228 \fi:
12229 }
12230 \cs_new_protected_nopar:Npn \fp_trig_calc_sin:
12231 {
12232     \l_fp_output_integer_int \c_zero
12233     \if_int_compare:w \l_fp_input_a_decimal_int = \c_zero
12234         \l_fp_output_decimal_int \c_zero
12235     \else:
12236         \l_fp_output_decimal_int \l_fp_input_a_decimal_int
12237         \l_fp_output_extended_int \l_fp_input_a_extended_int
12238         \l_fp_trig_sign_int \c_one
12239         \l_fp_trig_decimal_int \l_fp_input_a_decimal_int
12240         \l_fp_trig_extended_int \l_fp_input_a_extended_int
12241         \l_fp_count_int \c_two
12242         \exp_after:wN \fp_trig_calc_Taylor:
12243     \fi:
12244 }

```

This implements a Taylor series calculation for the trigonometric functions. Lots of shuffling about as T<sub>E</sub>X is not exactly a natural choice for this sort of thing.

```

12245 \cs_new_protected_nopar:Npn \fp_trig_calc_Taylor:
12246 {
12247     \l_fp_trig_sign_int -\l_fp_trig_sign_int
12248     \fp_mul:NNNNNN
12249     \l_fp_trig_decimal_int \l_fp_trig_extended_int
12250     \l_fp_input_a_decimal_int \l_fp_input_a_extended_int
12251     \l_fp_trig_decimal_int \l_fp_trig_extended_int
12252     \fp_mul:NNNNNN
12253     \l_fp_trig_decimal_int \l_fp_trig_extended_int
12254     \l_fp_input_a_decimal_int \l_fp_input_a_extended_int
12255     \l_fp_trig_decimal_int \l_fp_trig_extended_int
12256     \fp_div_integer:NNNNN
12257     \l_fp_trig_decimal_int \l_fp_trig_extended_int
12258     \l_fp_count_int
12259     \l_fp_trig_decimal_int \l_fp_trig_extended_int

```

```

12260 \tex_advance:D \l_fp_count_int \c_one
12261 \fp_div_integer:NNNNN
12262 \l_fp_trig_decimal_int \l_fp_trig_extended_int
12263 \l_fp_count_int
12264 \l_fp_trig_decimal_int \l_fp_trig_extended_int
12265 \tex_advance:D \l_fp_count_int \c_one
12266 \if_int_compare:w \l_fp_trig_decimal_int > \c_zero
12267 \if_int_compare:w \l_fp_trig_sign_int > \c_zero
12268 \tex_advance:D \l_fp_output_decimal_int \l_fp_trig_decimal_int
12269 \tex_advance:D \l_fp_output_extended_int
12270 \l_fp_trig_extended_int
12271 \if_int_compare:w \l_fp_output_extended_int < \c_one_thousand_million
12272 \else:
12273 \tex_advance:D \l_fp_output_decimal_int \c_one
12274 \tex_advance:D \l_fp_output_extended_int
12275 -\c_one_thousand_million
12276 \fi:
12277 \if_int_compare:w \l_fp_output_decimal_int < \c_one_thousand_million
12278 \else:
12279 \tex_advance:D \l_fp_output_integer_int \c_one
12280 \tex_advance:D \l_fp_output_decimal_int
12281 -\c_one_thousand_million
12282 \fi:
12283 \else:
12284 \tex_advance:D \l_fp_output_decimal_int -\l_fp_trig_decimal_int
12285 \tex_advance:D \l_fp_output_extended_int
12286 -\l_fp_input_a_extended_int
12287 \if_int_compare:w \l_fp_output_extended_int < \c_zero
12288 \tex_advance:D \l_fp_output_decimal_int \c_minus_one
12289 \tex_advance:D \l_fp_output_extended_int \c_one_thousand_million
12290 \fi:
12291 \if_int_compare:w \l_fp_output_decimal_int < \c_zero
12292 \tex_advance:D \l_fp_output_integer_int \c_minus_one
12293 \tex_advance:D \l_fp_output_decimal_int \c_one_thousand_million
12294 \fi:
12295 \fi:
12296 \exp_after:wN \fp_trig_calc_Taylor:
12297 \fi:
12298 }

```

(End definition for `\fp_trig_calc_cos:`. This function is documented on page ??.)

`\fp_tan:Nn` As might be expected, tangents are calculated from the sine and cosine by division. So  
`\fp_tan:cn` there is a bit of set up, the two subsidiary pieces of work are done and then a division  
`\fp_gtan:Nn` takes place. For small numbers, the same approach is used as for sines, with the input  
`\fp_gtan:cn` value simply returned as is.

```

\fp_tan_aux:NNn 12299 \cs_new_protected_nopar:Npn \fp_tan:Nn { \fp_tan_aux:NNn \tl_set:Nn }
\fp_tan_aux_i: 12300 \cs_new_protected_nopar:Npn \fp_gtan:Nn { \fp_tan_aux:NNn \tl_gset:Nn }
\fp_tan_aux_ii: 12301 \cs_generate_variant:Nn \fp_tan:Nn { c }
\fp_tan_aux_iii: 12302 \cs_generate_variant:Nn \fp_gtan:Nn { c }
\fp_tan_aux_iv:

```

```

12303 \cs_new_protected:Npn \fp_tan_aux:NNn #1#2#3
12304 {
12305   \group_begin:
12306     \fp_split:Nn a {#3}
12307     \fp_standardise:NNNN
12308     \l_fp_input_a_sign_int
12309     \l_fp_input_a_integer_int
12310     \l_fp_input_a_decimal_int
12311     \l_fp_input_a_exponent_int
12312     \tl_set:Nx \l_fp_arg_tl
12313     {
12314       \if_int_compare:w \l_fp_input_a_sign_int < \c_zero
12315         -
12316       \else:
12317         +
12318       \fi:
12319       \int_use:N \l_fp_input_a_integer_int
12320       .
12321       \exp_after:wN \use_none:n
12322       \int_value:w \int_eval:w
12323       \l_fp_input_a_decimal_int + \c_one_thousand_million
12324       e
12325       \int_use:N \l_fp_input_a_exponent_int
12326     }
12327     \if_int_compare:w \l_fp_input_a_exponent_int < -\c_five
12328     \cs_set_protected_nopar:Npx \fp_tmp:w
12329     {
12330       \group_end:
12331       #1 \exp_not:N #2 { \l_fp_arg_tl }
12332     }
12333     \else:
12334       \if_cs_exist:w
12335       c_fp_tan ( \l_fp_arg_tl ) _fp
12336       \cs_end:
12337     \else:
12338       \exp_after:wN \exp_after:wN \exp_after:wN
12339       \fp_tan_aux_i:
12340     \fi:
12341     \cs_set_protected_nopar:Npx \fp_tmp:w
12342     {
12343       \group_end:
12344       #1 \exp_not:N #2
12345       { \use:c { c_fp_tan ( \l_fp_arg_tl ) _fp } }
12346     }
12347     \fi:
12348     \fp_tmp:w
12349   }

```

The business of the calculation does not check for stored sines or cosines as there would then be an overhead to reading them back in. There is also no need to worry about

“small” sine values as these will have been dealt with earlier. There is a two-step lead off so that undefined division is not even attempted.

```

12350 \cs_new_protected_nopar:Npn \fp_tan_aux_i:
12351 {
12352   \if_int_compare:w \l_fp_input_a_exponent_int < \c_ten
12353     \exp_after:wN \fp_tan_aux_ii:
12354   \else:
12355     \cs_new_eq:cN { c_fp_tan ( \l_fp_arg_tl ) _fp }
12356     \c_zero_fp
12357     \exp_after:wN \fp_trig_overflow_msg:
12358   \fi:
12359 }
12360 \cs_new_protected_nopar:Npn \fp_tan_aux_ii:
12361 {
12362   \fp_trig_normalise:
12363   \if_int_compare:w \l_fp_input_a_sign_int > \c_zero
12364     \if_int_compare:w \l_fp_trig_octant_int > \c_two
12365       \l_fp_output_sign_int \c_minus_one
12366     \else:
12367       \l_fp_output_sign_int \c_one
12368   \fi:
12369 \else:
12370   \if_int_compare:w \l_fp_trig_octant_int > \c_two
12371     \l_fp_output_sign_int \c_one
12372   \else:
12373     \l_fp_output_sign_int \c_minus_one
12374   \fi:
12375 \fi:
12376 \fp_cos_aux_ii:
12377 \if_int_compare:w \l_fp_input_a_decimal_int = \c_zero
12378   \if_int_compare:w \l_fp_input_a_integer_int = \c_zero
12379     \cs_new_eq:cN { c_fp_tan ( \l_fp_arg_tl ) _fp }
12380     \c_undefined_fp
12381   \else:
12382     \exp_after:wN \exp_after:wN \exp_after:wN
12383     \fp_tan_aux_iii:
12384   \fi:
12385 \else:
12386   \exp_after:wN \fp_tan_aux_iii:
12387 \fi:
12388 }

```

The division is done here using the same code as the standard division unit, shifting the digits in the calculated sine and cosine to maintain accuracy.

```

12389 \cs_new_protected_nopar:Npn \fp_tan_aux_iii:
12390 {
12391   \l_fp_input_b_integer_int \l_fp_output_decimal_int
12392   \l_fp_input_b_decimal_int \l_fp_output_extended_int
12393   \l_fp_input_b_exponent_int -\c_nine
12394   \fp_standardise:NNNN

```

```

12395     \l_fp_input_b_sign_int
12396     \l_fp_input_b_integer_int
12397     \l_fp_input_b_decimal_int
12398     \l_fp_input_b_exponent_int
12399 \fp_sin_aux_ii:
12400 \l_fp_input_a_integer_int \l_fp_output_decimal_int
12401 \l_fp_input_a_decimal_int \l_fp_output_extended_int
12402 \l_fp_input_a_exponent_int -\c_nine
12403 \fp_standardise:NNNN
12404     \l_fp_input_a_sign_int
12405     \l_fp_input_a_integer_int
12406     \l_fp_input_a_decimal_int
12407     \l_fp_input_a_exponent_int
12408 \if_int_compare:w \l_fp_input_a_decimal_int = \c_zero
12409     \if_int_compare:w \l_fp_input_a_integer_int = \c_zero
12410         \cs_new_eq:cN { c_fp_tan ( \l_fp_arg_tl ) _fp }
12411             \c_zero_fp
12412     \else:
12413         \exp_after:wN \exp_after:wN \exp_after:wN \fp_tan_aux_iv:
12414     \fi:
12415 \else:
12416     \exp_after:wN \fp_tan_aux_iv:
12417 \fi:
12418 }
12419 \cs_new_protected_nopar:Npn \fp_tan_aux_iv:
12420 {
12421     \l_fp_output_integer_int \c_zero
12422     \l_fp_output_decimal_int \c_zero
12423     \cs_set_eq:NN \fp_div_store: \fp_div_store_integer:
12424     \l_fp_div_offset_int \c_one_hundred_million
12425     \fp_div_loop:
12426     \l_fp_output_exponent_int
12427     \int_eval:w
12428         \l_fp_input_a_exponent_int - \l_fp_input_b_exponent_int
12429     \int_eval_end:
12430 \fp_standardise:NNNN
12431     \l_fp_output_sign_int
12432     \l_fp_output_integer_int
12433     \l_fp_output_decimal_int
12434     \l_fp_output_exponent_int
12435 \tl_new:c { c_fp_tan ( \l_fp_arg_tl ) _fp }
12436 \tl_gset:cx { c_fp_tan ( \l_fp_arg_tl ) _fp }
12437 {
12438     \if_int_compare:w \l_fp_output_sign_int > \c_zero
12439         +
12440     \else:
12441         -
12442     \fi:
12443     \int_use:N \l_fp_output_integer_int
12444     .

```

```

12445         \exp_after:wN \use_none:n
12446         \int_value:w \int_eval:w
12447         \l_fp_output_decimal_int + \c_one_thousand_million
12448     e
12449     \int_use:N \l_fp_output_exponent_int
12450 }
12451 }

```

(End definition for `\fp_tan:Nn` and `\fp_tan:cn`. These functions are documented on page ??.)

## 202.12 Exponent and logarithm functions

`\c_fp_exp_1_tl` Calculation of exponentials requires a number of precomputed values: first the positive integers.

```

12452 \tl_const:cn { c_fp_exp_1_tl } { { 2 } { 718281828 } { 459045235 } { 0 } }
12453 \tl_const:cn { c_fp_exp_2_tl } { { 7 } { 389056098 } { 930650227 } { 0 } }
12454 \tl_const:cn { c_fp_exp_3_tl } { { 2 } { 008553692 } { 318766774 } { 1 } }
12455 \tl_const:cn { c_fp_exp_4_tl } { { 5 } { 459815003 } { 314423908 } { 1 } }
12456 \tl_const:cn { c_fp_exp_5_tl } { { 1 } { 484131591 } { 025766034 } { 2 } }
12457 \tl_const:cn { c_fp_exp_6_tl } { { 4 } { 034287934 } { 927351226 } { 2 } }
12458 \tl_const:cn { c_fp_exp_7_tl } { { 1 } { 096633158 } { 428458599 } { 3 } }
12459 \tl_const:cn { c_fp_exp_8_tl } { { 2 } { 980957987 } { 041728275 } { 3 } }
12460 \tl_const:cn { c_fp_exp_9_tl } { { 8 } { 103083927 } { 575384008 } { 3 } }
12461 \tl_const:cn { c_fp_exp_10_tl } { { 2 } { 202646579 } { 480671652 } { 4 } }
12462 \tl_const:cn { c_fp_exp_20_tl } { { 4 } { 851651954 } { 097902280 } { 8 } }
12463 \tl_const:cn { c_fp_exp_30_tl } { { 1 } { 068647458 } { 152446215 } { 13 } }
12464 \tl_const:cn { c_fp_exp_40_tl } { { 2 } { 353852668 } { 370199854 } { 17 } }
12465 \tl_const:cn { c_fp_exp_50_tl } { { 5 } { 184705528 } { 587072464 } { 21 } }
12466 \tl_const:cn { c_fp_exp_60_tl } { { 1 } { 142007389 } { 815684284 } { 26 } }
12467 \tl_const:cn { c_fp_exp_70_tl } { { 2 } { 515438670 } { 919167006 } { 30 } }
12468 \tl_const:cn { c_fp_exp_80_tl } { { 5 } { 540622384 } { 393510053 } { 34 } }
12469 \tl_const:cn { c_fp_exp_90_tl } { { 1 } { 220403294 } { 317840802 } { 39 } }
12470 \tl_const:cn { c_fp_exp_100_tl } { { 2 } { 688117141 } { 816135448 } { 43 } }
12471 \tl_const:cn { c_fp_exp_200_tl } { { 7 } { 225973768 } { 125749258 } { 86 } }

```

(End definition for `\c_fp_exp_1_tl`. This function is documented on page ??.)

`\c_fp_exp_-1_tl` Now the negative integers.

```

12472 \tl_const:cn { c_fp_exp_-1_tl } { { 3 } { 678794411 } { 71442322 } { -1 } }
12473 \tl_const:cn { c_fp_exp_-2_tl } { { 1 } { 353352832 } { 366132692 } { -1 } }
12474 \tl_const:cn { c_fp_exp_-3_tl } { { 4 } { 978706836 } { 786394298 } { -2 } }
12475 \tl_const:cn { c_fp_exp_-4_tl } { { 1 } { 831563888 } { 873418029 } { -2 } }
12476 \tl_const:cn { c_fp_exp_-5_tl } { { 6 } { 737946999 } { 085467097 } { -3 } }
12477 \tl_const:cn { c_fp_exp_-6_tl } { { 2 } { 478752176 } { 666358423 } { -3 } }
12478 \tl_const:cn { c_fp_exp_-7_tl } { { 9 } { 118819655 } { 545162080 } { -4 } }
12479 \tl_const:cn { c_fp_exp_-8_tl } { { 3 } { 354626279 } { 025118388 } { -4 } }
12480 \tl_const:cn { c_fp_exp_-9_tl } { { 1 } { 234098040 } { 866795495 } { -4 } }
12481 \tl_const:cn { c_fp_exp_-10_tl } { { 4 } { 539992976 } { 248451536 } { -5 } }
12482 \tl_const:cn { c_fp_exp_-20_tl } { { 2 } { 061153622 } { 438557828 } { -9 } }
12483 \tl_const:cn { c_fp_exp_-30_tl } { { 9 } { 357622968 } { 840174605 } { -14 } }
12484 \tl_const:cn { c_fp_exp_-40_tl } { { 4 } { 248354255 } { 291588995 } { -18 } }

```

```

12485 \tl_const:cn { c_fp_exp_-50_tl } { { 1 } { 928749847 } { 963917783 } { -22 } }
12486 \tl_const:cn { c_fp_exp_-60_tl } { { 8 } { 756510762 } { 696520338 } { -27 } }
12487 \tl_const:cn { c_fp_exp_-70_tl } { { 3 } { 975449735 } { 908646808 } { -31 } }
12488 \tl_const:cn { c_fp_exp_-80_tl } { { 1 } { 804851387 } { 845415172 } { -35 } }
12489 \tl_const:cn { c_fp_exp_-90_tl } { { 8 } { 194012623 } { 990515430 } { -40 } }
12490 \tl_const:cn { c_fp_exp_-100_tl } { { 3 } { 720075976 } { 020835963 } { -44 } }
12491 \tl_const:cn { c_fp_exp_-200_tl } { { 1 } { 383896526 } { 736737530 } { -87 } }

```

(End definition for `c_fp_exp_-1_tl`. This function is documented on page ??.)

`\fp_exp:Nn` The calculation of an exponent starts off starts in much the same way as the trigonometric  
`\fp_exp:cn` functions: normalise the input, look for a pre-defined value and if one is not found hand  
`\fp_gexp:Nn` off to the real workhorse function. The test for a definition of the result is used so that  
`\fp_gexp:cn` overflows do not result in any outcome being defined.

```

\fp_exp_aux:NNn 12492 \cs_new_protected_nopar:Npn \fp_exp:Nn { \fp_exp_aux:NNn \tl_set:Nn }
\fp_exp_internal: 12493 \cs_new_protected_nopar:Npn \fp_gexp:Nn { \fp_exp_aux:NNn \tl_gset:Nn }
\fp_exp_aux: 12494 \cs_generate_variant:Nn \fp_exp:Nn { c }
\fp_exp_integer: 12495 \cs_generate_variant:Nn \fp_gexp:Nn { c }
\fp_exp_integer_tens: 12496 \cs_new_protected:Npn \fp_exp_aux:NNn #1#2#3
\fp_exp_integer_units: 12497 {
\fp_exp_integer_const:n 12498 \group_begin:
\fp_exp_integer_const:nnnn 12499 \fp_split:Nn a {#3}
12500 \fp_standardise:NNNN
12501 \l_fp_input_a_sign_int
12502 \l_fp_input_a_integer_int
12503 \l_fp_input_a_decimal_int
12504 \l_fp_input_a_exponent_int
12505 \l_fp_input_a_extended_int \c_zero
12506 \tl_set:Nx \l_fp_arg_tl
12507 {
12508 \if_int_compare:w \l_fp_input_a_sign_int < \c_zero
12509 -
12510 \else:
12511 +
12512 \fi:
12513 \int_use:N \l_fp_input_a_integer_int
12514 .
12515 \exp_after:wN \use_none:n
12516 \int_value:w \int_eval:w
12517 \l_fp_input_a_decimal_int + \c_one_thousand_million
12518 e
12519 \int_use:N \l_fp_input_a_exponent_int
12520 }
12521 \if_cs_exist:w c_fp_exp ( \l_fp_arg_tl ) _fp \cs_end:
12522 \else:
12523 \exp_after:wN \fp_exp_internal:
12524 \fi:
12525 \cs_set_protected_nopar:Npx \fp_tmp:w
12526 {
12527 \group_end:

```

```

12528         #1 \exp_not:N #2
12529         {
12530             \if_cs_exist:w c_fp_exp ( \l_fp_arg_tl ) _fp
12531             \cs_end:
12532             \use:c { c_fp_exp ( \l_fp_arg_tl ) _fp }
12533             \else:
12534             \c_zero_fp
12535             \fi:
12536         }
12537     }
12538     \fp_tmp:w
12539 }

```

The first real step is to convert the input into a fixed-point representation for further calculation: anything which is dropped here as too small would not influence the output in any case. There are a couple of overflow tests: the maximum

```

12540 \cs_new_protected_nopar:Npn \fp_exp_internal:
12541 {
12542     \if_int_compare:w \l_fp_input_a_exponent_int < \c_three
12543     \fp_extended_normalise:
12544     \if_int_compare:w \l_fp_input_a_sign_int > \c_zero
12545     \if_int_compare:w \l_fp_input_a_integer_int < 230 \scan_stop:
12546     \exp_after:wN \exp_after:wN \exp_after:wN
12547     \exp_after:wN \exp_after:wN \exp_after:wN
12548     \exp_after:wN \fp_exp_aux:
12549     \else:
12550     \exp_after:wN \exp_after:wN \exp_after:wN
12551     \exp_after:wN \exp_after:wN \exp_after:wN
12552     \exp_after:wN \fp_exp_overflow_msg:
12553     \fi:
12554     \else:
12555     \if_int_compare:w \l_fp_input_a_integer_int < 230 \scan_stop:
12556     \exp_after:wN \exp_after:wN \exp_after:wN
12557     \exp_after:wN \exp_after:wN \exp_after:wN
12558     \exp_after:wN \fp_exp_aux:
12559     \else:
12560     \fp_exp_const:cx { c_fp_exp ( \l_fp_arg_tl ) _fp }
12561     { \c_zero_fp }
12562     \fi:
12563     \fi:
12564     \else:
12565     \exp_after:wN \fp_exp_overflow_msg:
12566     \fi:
12567 }

```

The main algorithm makes use of the fact that

$$e^{nmp.q} = e^n e^m e^p e^{0.q}$$

and that there is a Taylor series that can be used to calculate  $e^{0.q}$ . Thus the approach needed is in three parts. First, the exponent of the integer part of the input is found

using the pre-calculated constants. Second, the Taylor series is used to find the exponent for the decimal part of the input. Finally, the two parts are multiplied together to give the result. As the normalisation code will already have dealt with any overflowing values, there are no further checks needed.

```

12568 \cs_new_protected_nopar:Npn \fp_exp_aux:
12569 {
12570   \if_int_compare:w \l_fp_input_a_integer_int > \c_zero
12571     \exp_after:wN \fp_exp_integer:
12572   \else:
12573     \l_fp_output_integer_int \c_one
12574     \l_fp_output_decimal_int \c_zero
12575     \l_fp_output_extended_int \c_zero
12576     \l_fp_output_exponent_int \c_zero
12577     \exp_after:wN \fp_exp_decimal:
12578   \fi:
12579 }

```

The integer part calculation starts with the hundreds. This is set up such that very large negative numbers can short-cut the entire procedure and simply return zero. In other cases, the code either recovers the exponent of the hundreds value or sets the appropriate storage to one (so that multiplication works correctly).

```

12580 \cs_new_protected_nopar:Npn \fp_exp_integer:
12581 {
12582   \if_int_compare:w \l_fp_input_a_integer_int < \c_one_hundred
12583     \l_fp_exp_integer_int \c_one
12584     \l_fp_exp_decimal_int \c_zero
12585     \l_fp_exp_extended_int \c_zero
12586     \l_fp_exp_exponent_int \c_zero
12587     \exp_after:wN \fp_exp_integer_tens:
12588   \else:
12589     \tl_set:Nx \l_fp_internal_tl
12590     {
12591       \exp_after:wN \use_i:nnn
12592       \int_use:N \l_fp_input_a_integer_int
12593     }
12594     \l_fp_input_a_integer_int
12595     \int_eval:w
12596     \l_fp_input_a_integer_int - \l_fp_internal_tl 00
12597     \int_eval_end:
12598     \if_int_compare:w \l_fp_input_a_sign_int < \c_zero
12599       \if_int_compare:w \l_fp_output_integer_int > 200 \scan_stop:
12600         \fp_exp_const:cx { c_fp_exp ( \l_fp_arg_tl ) _fp }
12601         { \c_zero_fp }
12602       \else:
12603         \fp_exp_integer_const:n { - \l_fp_internal_tl 00 }
12604         \exp_after:wN \exp_after:wN \exp_after:wN
12605         \exp_after:wN \exp_after:wN \exp_after:wN
12606         \exp_after:wN \fp_exp_integer_tens:
12607       \fi:

```

```

12608     \else:
12609         \fp_exp_integer_const:n { \l_fp_internal_tl 00 }
12610         \exp_after:wN \exp_after:wN \exp_after:wN
12611         \exp_after:wN \fp_exp_integer_tens:
12612     \fi:
12613 \fi:
12614 }

```

The tens and units parts are handled in a similar way, with a multiplication step to build up the final value. That also includes a correction step to avoid an overflow of the integer part.

```

12615 \cs_new_protected_nopar:Npn \fp_exp_integer_tens:
12616 {
12617     \l_fp_output_integer_int \l_fp_exp_integer_int
12618     \l_fp_output_decimal_int \l_fp_exp_decimal_int
12619     \l_fp_output_extended_int \l_fp_exp_extended_int
12620     \l_fp_output_exponent_int \l_fp_exp_exponent_int
12621     \if_int_compare:w \l_fp_input_a_integer_int > \c_nine
12622         \tl_set:Nx \l_fp_internal_tl
12623         {
12624             \exp_after:wN \use_i:nn
12625             \int_use:N \l_fp_input_a_integer_int
12626         }
12627     \l_fp_input_a_integer_int
12628     \int_eval:w
12629         \l_fp_input_a_integer_int - \l_fp_internal_tl 0
12630     \int_eval_end:
12631     \if_int_compare:w \l_fp_input_a_sign_int > \c_zero
12632         \fp_exp_integer_const:n { \l_fp_internal_tl 0 }
12633     \else:
12634         \fp_exp_integer_const:n { - \l_fp_internal_tl 0 }
12635     \fi:
12636     \fp_mul:NNNNNNNNN
12637     \l_fp_exp_integer_int \l_fp_exp_decimal_int \l_fp_exp_extended_int
12638     \l_fp_output_integer_int \l_fp_output_decimal_int
12639     \l_fp_output_extended_int
12640     \l_fp_output_integer_int \l_fp_output_decimal_int
12641     \l_fp_output_extended_int
12642     \tex_advance:D \l_fp_output_exponent_int \l_fp_exp_exponent_int
12643     \fp_extended_normalise_output:
12644 \fi:
12645 \fp_exp_integer_units:
12646 }
12647 \cs_new_protected_nopar:Npn \fp_exp_integer_units:
12648 {
12649     \if_int_compare:w \l_fp_input_a_integer_int > \c_zero
12650     \if_int_compare:w \l_fp_input_a_sign_int > \c_zero
12651         \fp_exp_integer_const:n { \int_use:N \l_fp_input_a_integer_int }
12652     \else:
12653         \fp_exp_integer_const:n

```

```

12654         { - \int_use:N \l_fp_input_a_integer_int }
12655     \fi:
12656     \fp_mul:NNNNNNNNN
12657         \l_fp_exp_integer_int \l_fp_exp_decimal_int \l_fp_exp_extended_int
12658         \l_fp_output_integer_int \l_fp_output_decimal_int
12659         \l_fp_output_extended_int
12660         \l_fp_output_integer_int \l_fp_output_decimal_int
12661         \l_fp_output_extended_int
12662         \tex_advance:D \l_fp_output_exponent_int \l_fp_exp_exponent_int
12663         \fp_extended_normalise_output:
12664     \fi:
12665     \fp_exp_decimal:
12666 }

```

Recovery of the stored constant values into the separate registers is done with a simple expansion then assignment.

```

12667 \cs_new_protected:Npn \fp_exp_integer_const:n #1
12668 {
12669     \exp_after:wN \exp_after:wN \exp_after:wN
12670     \fp_exp_integer_const:nnnn
12671     \cs:w c_fp_exp_ #1 _tl \cs_end:
12672 }
12673 \cs_new_protected:Npn \fp_exp_integer_const:nnnn #1#2#3#4
12674 {
12675     \l_fp_exp_integer_int #1 \scan_stop:
12676     \l_fp_exp_decimal_int #2 \scan_stop:
12677     \l_fp_exp_extended_int #3 \scan_stop:
12678     \l_fp_exp_exponent_int #4 \scan_stop:
12679 }

```

Finding the exponential for the decimal part of the number requires a Taylor series calculation. The set up is done here with the loop itself a separate function. Once the decimal part is available this is multiplied by the integer part already worked out to give the final result.

```

12680 \cs_new_protected_nopar:Npn \fp_exp_decimal:
12681 {
12682     \if_int_compare:w \l_fp_input_a_decimal_int > \c_zero
12683     \if_int_compare:w \l_fp_input_a_sign_int > \c_zero
12684         \l_fp_exp_integer_int \c_one
12685         \l_fp_exp_decimal_int \l_fp_input_a_decimal_int
12686         \l_fp_exp_extended_int \l_fp_input_a_extended_int
12687     \else:
12688         \l_fp_exp_integer_int \c_zero
12689         \if_int_compare:w \l_fp_exp_extended_int = \c_zero
12690             \l_fp_exp_decimal_int
12691             \int_eval:w
12692                 \c_one_thousand_million - \l_fp_input_a_decimal_int
12693             \int_eval_end:
12694             \l_fp_exp_extended_int \c_zero
12695         \else:

```

```

12696         \l_fp_exp_decimal_int
12697         \int_eval:w
12698             999999999 - \l_fp_input_a_decimal_int
12699         \scan_stop:
12700     \l_fp_exp_extended_int
12701     \int_eval:w
12702         \c_one_thousand_million - \l_fp_input_a_extended_int
12703     \int_eval_end:
12704     \fi:
12705     \fi:
12706     \l_fp_input_b_sign_int      \l_fp_input_a_sign_int
12707     \l_fp_input_b_decimal_int   \l_fp_input_a_decimal_int
12708     \l_fp_input_b_extended_int  \l_fp_input_a_extended_int
12709     \l_fp_count_int \c_one
12710     \fp_exp_Taylor:
12711     \fp_mul:NNNNNNNNN
12712         \l_fp_exp_integer_int \l_fp_exp_decimal_int \l_fp_exp_extended_int
12713         \l_fp_output_integer_int \l_fp_output_decimal_int
12714         \l_fp_output_extended_int
12715         \l_fp_output_integer_int \l_fp_output_decimal_int
12716         \l_fp_output_extended_int
12717     \fi:
12718     \if_int_compare:w \l_fp_output_extended_int < \c_five_hundred_million
12719     \else:
12720         \tex_advance:D \l_fp_output_decimal_int \c_one
12721         \if_int_compare:w \l_fp_output_decimal_int < \c_one_thousand_million
12722         \else:
12723             \l_fp_output_decimal_int \c_zero
12724             \tex_advance:D \l_fp_output_integer_int \c_one
12725         \fi:
12726     \fi:
12727     \fp_standardise:NNNN
12728         \l_fp_output_sign_int
12729         \l_fp_output_integer_int
12730         \l_fp_output_decimal_int
12731         \l_fp_output_exponent_int
12732     \fp_exp_const:cx { c_fp_exp ( \l_fp_arg_tl ) _fp }
12733     {
12734         +
12735         \int_use:N \l_fp_output_integer_int
12736         .
12737         \exp_after:wN \use_none:n
12738         \int_value:w \int_eval:w
12739             \l_fp_output_decimal_int + \c_one_thousand_million
12740         e
12741         \int_use:N \l_fp_output_exponent_int
12742     }
12743 }

```

The Taylor series for  $\exp(x)$  is

$$1 + x + \frac{x^2}{2!} + \frac{x^3}{3!} + \frac{x^4}{4!} + \cdots$$

which converges for  $-1 < x < 1$ . The code above sets up the  $x$  part, leaving the loop to multiply the running value by  $x/n$  and add it onto the sum. The way that this is done is that the running total is stored in the `exp` set of registers, while the current item is stored as `input_b`.

```

12744 \cs_new_protected_nopar:Npn \fp_exp_Taylor:
12745 {
12746   \tex_advance:D \l_fp_count_int \c_one
12747   \tex_multiply:D \l_fp_input_b_sign_int \l_fp_input_a_sign_int
12748   \fp_mul:NNNNNN
12749   \l_fp_input_a_decimal_int \l_fp_input_a_extended_int
12750   \l_fp_input_b_decimal_int \l_fp_input_b_extended_int
12751   \l_fp_input_b_decimal_int \l_fp_input_b_extended_int
12752   \fp_div_integer:NNNNN
12753   \l_fp_input_b_decimal_int \l_fp_input_b_extended_int
12754   \l_fp_count_int
12755   \l_fp_input_b_decimal_int \l_fp_input_b_extended_int
12756   \if_int_compare:w
12757     \int_eval:w
12758     \l_fp_input_b_decimal_int + \l_fp_input_b_extended_int
12759     > \c_zero
12760   \if_int_compare:w \l_fp_input_b_sign_int > \c_zero
12761     \tex_advance:D \l_fp_exp_decimal_int \l_fp_input_b_decimal_int
12762     \tex_advance:D \l_fp_exp_extended_int
12763     \l_fp_input_b_extended_int
12764     \if_int_compare:w \l_fp_exp_extended_int < \c_one_thousand_million
12765   \else:
12766     \tex_advance:D \l_fp_exp_decimal_int \c_one
12767     \tex_advance:D \l_fp_exp_extended_int
12768     -\c_one_thousand_million
12769   \fi:
12770   \if_int_compare:w \l_fp_exp_decimal_int < \c_one_thousand_million
12771   \else:
12772     \tex_advance:D \l_fp_exp_integer_int \c_one
12773     \tex_advance:D \l_fp_exp_decimal_int
12774     -\c_one_thousand_million
12775   \fi:
12776   \else:
12777     \tex_advance:D \l_fp_exp_decimal_int -\l_fp_input_b_decimal_int
12778     \tex_advance:D \l_fp_exp_extended_int
12779     -\l_fp_input_a_extended_int
12780     \if_int_compare:w \l_fp_exp_extended_int < \c_zero
12781     \tex_advance:D \l_fp_exp_decimal_int \c_minus_one
12782     \tex_advance:D \l_fp_exp_extended_int \c_one_thousand_million
12783   \fi:
12784   \if_int_compare:w \l_fp_exp_decimal_int < \c_zero

```

```

12785         \tex_advance:D \l_fp_exp_integer_int \c_minus_one
12786         \tex_advance:D \l_fp_exp_decimal_int \c_one_thousand_million
12787         \fi:
12788     \fi:
12789     \exp_after:wN \fp_exp_Taylor:
12790 \fi:
12791 }

```

This is set up as a function so that the power code can redirect the effect.

```

12792 \cs_new_protected:Npn \fp_exp_const:Nx #1#2
12793 {
12794     \tl_new:N #1
12795     \tl_gset:Nx #1 {#2}
12796 }
12797 \cs_generate_variant:Nn \fp_exp_const:Nx { c }

```

(End definition for `\fp_exp:Nn` and `\fp_exp:cn`. These functions are documented on page ??.)

```

\c_fp_ln_10_1_tl Constants for working out logarithms: first those for the powers of ten.
\c_fp_ln_10_2_tl 12798 \tl_const:cn { c_fp_ln_10_1_tl } { { 2 } { 302585092 } { 994045684 } { 0 } }
\c_fp_ln_10_3_tl 12799 \tl_const:cn { c_fp_ln_10_2_tl } { { 4 } { 605170185 } { 988091368 } { 0 } }
\c_fp_ln_10_4_tl 12800 \tl_const:cn { c_fp_ln_10_3_tl } { { 6 } { 907755278 } { 982137052 } { 0 } }
\c_fp_ln_10_5_tl 12801 \tl_const:cn { c_fp_ln_10_4_tl } { { 9 } { 210340371 } { 976182736 } { 0 } }
\c_fp_ln_10_6_tl 12802 \tl_const:cn { c_fp_ln_10_5_tl } { { 1 } { 151292546 } { 497022842 } { 1 } }
\c_fp_ln_10_7_tl 12803 \tl_const:cn { c_fp_ln_10_6_tl } { { 1 } { 381551055 } { 796427410 } { 1 } }
\c_fp_ln_10_8_tl 12804 \tl_const:cn { c_fp_ln_10_7_tl } { { 1 } { 611809565 } { 095831979 } { 1 } }
\c_fp_ln_10_9_tl 12805 \tl_const:cn { c_fp_ln_10_8_tl } { { 1 } { 842068074 } { 395226547 } { 1 } }
12806 \tl_const:cn { c_fp_ln_10_9_tl } { { 2 } { 072326583 } { 694641116 } { 1 } }

```

(End definition for `\c_fp_ln_10_1_tl`. This function is documented on page ??.)

```

\c_fp_ln_2_1_tl The smaller set for powers of two.
\c_fp_ln_2_2_tl 12807 \tl_const:cn { c_fp_ln_2_1_tl } { { 0 } { 693147180 } { 559945309 } { 0 } }
\c_fp_ln_2_3_tl 12808 \tl_const:cn { c_fp_ln_2_2_tl } { { 1 } { 386294361 } { 119890618 } { 0 } }
12809 \tl_const:cn { c_fp_ln_2_3_tl } { { 2 } { 079441541 } { 679835928 } { 0 } }

```

(End definition for `\c_fp_ln_2_1_tl`. This function is documented on page ??.)

`\fp_ln:Nn` The approach for logarithms is again based on a mix of tables and Taylor series. Here, the initial validation is a bit easier and so it is set up earlier, meaning less need to escape later on.

```

\fp_gln:Nn 12810 \cs_new_protected_nopar:Npn \fp_ln:Nn { \fp_ln_aux:NNn \tl_set:Nn }
\fp_gln:cn 12811 \cs_new_protected_nopar:Npn \fp_gln:Nn { \fp_ln_aux:NNn \tl_gset:Nn }
\fp_ln_aux:NNn 12812 \cs_generate_variant:Nn \fp_ln:Nn { c }
\fp_ln_exponent: 12813 \cs_generate_variant:Nn \fp_gln:Nn { c }
\fp_ln_internal: 12814 \cs_new_protected:Npn \fp_ln_aux:NNn #1#2#3
\fp_ln_exponent_tens: 12815 {
\fp_ln_exponent_units: 12816     \group_begin:
\fp_ln_normalise: 12817     \fp_split:Nn a {#3}
12818     \fp_standardise:NNNN
12819     \l_fp_input_a_sign_int
12820     \l_fp_input_a_integer_int
\fp_ln_mantissa_aux:
\fp_ln_mantissa_divide_two:
\fp_ln_integer_const:nn
\fp_ln_Taylor:
\fp_ln_fixed:
\fp_ln_fixed_aux:NNNNNNNNN
\fp_ln_Taylor_aux:

```

```

12821         \l_fp_input_a_decimal_int
12822         \l_fp_input_a_exponent_int
12823     \if_int_compare:w \l_fp_input_a_sign_int > \c_zero
12824         \if_int_compare:w
12825             \int_eval:w
12826             \l_fp_input_a_integer_int + \l_fp_input_a_decimal_int
12827             > \c_zero
12828             \exp_after:wN \exp_after:wN \exp_after:wN \fp_ln_aux:
12829         \else:
12830             \cs_set_protected:Npx \fp_tmp:w ##1##2
12831             {
12832                 \group_end:
12833                 ##1 \exp_not:N ##2 { \c_zero_fp }
12834             }
12835             \exp_after:wN \exp_after:wN \exp_after:wN \fp_ln_error_msg:
12836         \fi:
12837     \else:
12838         \cs_set_protected:Npx \fp_tmp:w ##1##2
12839         {
12840             \group_end:
12841             ##1 \exp_not:N ##2 { \c_zero_fp }
12842         }
12843         \exp_after:wN \fp_ln_error_msg:
12844     \fi:
12845     \fp_tmp:w #1 #2
12846 }

```

As the input at this stage meets the validity criteria above, the argument can now be saved for further processing. There is no need to look at the sign of the input as it must be positive. The function here simply sets up to either do the full calculation or recover the stored value, as appropriate.

```

12847 \cs_new_protected_nopar:Npn \fp_ln_aux:
12848 {
12849     \tl_set:Nx \l_fp_arg_tl
12850     {
12851         +
12852         \int_use:N \l_fp_input_a_integer_int
12853         .
12854         \exp_after:wN \use_none:n
12855         \int_value:w \int_eval:w
12856         \l_fp_input_a_decimal_int + \c_one_thousand_million
12857         e
12858         \int_use:N \l_fp_input_a_exponent_int
12859     }
12860     \if_cs_exist:w c_fp_ln ( \l_fp_arg_tl ) _fp \cs_end:
12861     \else:
12862         \exp_after:wN \fp_ln_exponent:
12863     \fi:
12864     \cs_set_protected:Npx \fp_tmp:w ##1##2
12865     {

```

```

12866     \group_end:
12867     ##1 \exp_not:N ##2
12868     { \use:c { c_fp_ln ( \l_fp_arg_tl ) _fp } }
12869   }
12870 }

```

The main algorithm here uses the fact the logarithm can be divided up, first taking out the powers of ten, then powers of two and finally using a Taylor series for the remainder.

$$\ln(10^n \times 2^m \times x) = \ln(10^n) + \ln(2^m) + \ln(x)$$

The second point to remember is that

$$\ln(x^{-1}) = -\ln(x)$$

which means that for the powers of 10 and 2 constants are only needed for positive powers.

The first step is to set up the sign for the output functions and work out the powers of ten in the exponent. First the larger powers are sorted out. The values for the constants are the same as those for the smaller ones, just with a shift in the exponent.

```

12871 \cs_new_protected_nopar:Npn \fp_ln_exponent:
12872 {
12873   \fp_ln_internal:
12874   \if_int_compare:w \l_fp_output_extended_int < \c_five_hundred_million
12875   \else:
12876     \tex_advance:D \l_fp_output_decimal_int \c_one
12877     \if_int_compare:w \l_fp_output_decimal_int < \c_one_thousand_million
12878     \else:
12879       \l_fp_output_decimal_int \c_zero
12880       \tex_advance:D \l_fp_output_integer_int \c_one
12881     \fi:
12882   \fi:
12883   \fp_standardise:NNNN
12884   \l_fp_output_sign_int
12885   \l_fp_output_integer_int
12886   \l_fp_output_decimal_int
12887   \l_fp_output_exponent_int
12888   \tl_const:cx { c_fp_ln ( \l_fp_arg_tl ) _fp }
12889   {
12890     \if_int_compare:w \l_fp_output_sign_int > \c_zero
12891     +
12892     \else:
12893     -
12894     \fi:
12895     \int_use:N \l_fp_output_integer_int
12896     .
12897     \exp_after:wN \use_none:n
12898     \int_value:w \int_eval:w
12899     \l_fp_output_decimal_int + \c_one_thousand_million
12900     \scan_stop:

```

```

12901         e
12902         \int_use:N \l_fp_output_exponent_int
12903     }
12904 }
12905 \cs_new_protected_nopar:Npn \fp_ln_internal:
12906 {
12907     \if_int_compare:w \l_fp_input_a_exponent_int < \c_zero
12908         \l_fp_input_a_exponent_int -\l_fp_input_a_exponent_int
12909         \l_fp_output_sign_int \c_minus_one
12910     \else:
12911         \l_fp_output_sign_int \c_one
12912     \fi:
12913     \if_int_compare:w \l_fp_input_a_exponent_int > \c_nine
12914         \exp_after:wN \fp_ln_exponent_tens:NN
12915         \int_use:N \l_fp_input_a_exponent_int
12916     \else:
12917         \l_fp_output_integer_int \c_zero
12918         \l_fp_output_decimal_int \c_zero
12919         \l_fp_output_extended_int \c_zero
12920         \l_fp_output_exponent_int \c_zero
12921     \fi:
12922     \fp_ln_exponent_units:
12923 }
12924 \cs_new_protected:Npn \fp_ln_exponent_tens:NN #1 #2
12925 {
12926     \l_fp_input_a_exponent_int #2 \scan_stop:
12927     \fp_ln_const:nn { 10 } { #1 }
12928     \tex_advance:D \l_fp_exp_exponent_int \c_one
12929     \l_fp_output_integer_int \l_fp_exp_integer_int
12930     \l_fp_output_decimal_int \l_fp_exp_decimal_int
12931     \l_fp_output_extended_int \l_fp_exp_extended_int
12932     \l_fp_output_exponent_int \l_fp_exp_exponent_int
12933 }

```

Next the smaller powers of ten, which will need to be combined with the above: always an additive process.

```

12934 \cs_new_protected_nopar:Npn \fp_ln_exponent_units:
12935 {
12936     \if_int_compare:w \l_fp_input_a_exponent_int > \c_zero
12937         \fp_ln_const:nn { 10 } { \int_use:N \l_fp_input_a_exponent_int }
12938         \fp_ln_normalise:
12939         \fp_add:NNNNNNNNN
12940         \l_fp_exp_integer_int \l_fp_exp_decimal_int \l_fp_exp_extended_int
12941         \l_fp_output_integer_int \l_fp_output_decimal_int
12942         \l_fp_output_extended_int
12943         \l_fp_output_integer_int \l_fp_output_decimal_int
12944         \l_fp_output_extended_int
12945     \fi:
12946     \fp_ln_mantissa:
12947 }

```

The smaller table-based parts may need to be exponent shifted so that they stay in line with the larger parts. This is similar to the approach in other places, but here there is a need to watch the extended part of the number. The only case where the new exponent is larger than the old is if there was no previous part. Then simply set the exponent.

```

12948 \cs_new_protected_nopar:Npn \fp_ln_normalise:
12949 {
12950   \if_int_compare:w \l_fp_exp_exponent_int < \l_fp_output_exponent_int
12951     \tex_advance:D \l_fp_exp_decimal_int \c_one_thousand_million
12952     \exp_after:wN \use_i:nn \exp_after:wN
12953       \fp_ln_normalise_aux:NNNNNNNNN
12954       \int_use:N \l_fp_exp_decimal_int
12955     \exp_after:wN \fp_ln_normalise:
12956   \else:
12957     \l_fp_output_exponent_int \l_fp_exp_exponent_int
12958   \fi:
12959 }
12960 \cs_new_protected:Npn \fp_ln_normalise_aux:NNNNNNNNN #1#2#3#4#5#6#7#8#9
12961 {
12962   \if_int_compare:w \l_fp_exp_integer_int = \c_zero
12963     \l_fp_exp_decimal_int #1#2#3#4#5#6#7#8 \scan_stop:
12964   \else:
12965     \tl_set:Nx \l_fp_internal_tl
12966     {
12967       \int_use:N \l_fp_exp_integer_int
12968       #1#2#3#4#5#6#7#8
12969     }
12970     \l_fp_exp_integer_int \c_zero
12971     \l_fp_exp_decimal_int \l_fp_internal_tl \scan_stop:
12972   \fi:
12973   \tex_divide:D \l_fp_exp_extended_int \c_ten
12974   \tl_set:Nx \l_fp_internal_tl
12975   {
12976     #9
12977     \int_use:N \l_fp_exp_extended_int
12978   }
12979   \l_fp_exp_extended_int \l_fp_internal_tl \scan_stop:
12980   \tex_advance:D \l_fp_exp_exponent_int \c_one
12981 }

```

The next phase is to decompose the mantissa by division by two to leave a value which is in the range  $1 \leq x < 2$ . The sum of the two powers needs to take account of the sign of the output: if it is negative then the result gets *smaller* as the mantissa gets *bigger*.

```

12982 \cs_new_protected_nopar:Npn \fp_ln_mantissa:
12983 {
12984   \l_fp_count_int \c_zero
12985   \l_fp_input_a_extended_int \c_zero
12986   \fp_ln_mantissa_aux:
12987   \if_int_compare:w \l_fp_count_int > \c_zero
12988     \fp_ln_const:nn { 2 } { \int_use:N \l_fp_count_int }

```

```

12989 \fp_ln_normalise:
12990 \if_int_compare:w \l_fp_output_sign_int > \c_zero
12991 \exp_after:wN \fp_add:NNNNNNNNN
12992 \else:
12993 \exp_after:wN \fp_sub:NNNNNNNNN
12994 \fi:
12995 \l_fp_output_integer_int \l_fp_output_decimal_int
12996 \l_fp_output_extended_int
12997 \l_fp_exp_integer_int \l_fp_exp_decimal_int \l_fp_exp_extended_int
12998 \l_fp_output_integer_int \l_fp_output_decimal_int
12999 \l_fp_output_extended_int
13000 \fi:
13001 \if_int_compare:w
13002 \int_eval:w
13003 \l_fp_input_a_integer_int + \l_fp_input_a_decimal_int > \c_one
13004 \exp_after:wN \fp_ln_Taylor:
13005 \fi:
13006 }
13007 \cs_new_protected_nopar:Npn \fp_ln_mantissa_aux:
13008 {
13009 \if_int_compare:w \l_fp_input_a_integer_int > \c_one
13010 \tex_advance:D \l_fp_count_int \c_one
13011 \fp_ln_mantissa_divide_two:
13012 \exp_after:wN \fp_ln_mantissa_aux:
13013 \fi:
13014 }

```

A fast one-shot division by two.

```

13015 \cs_new_protected_nopar:Npn \fp_ln_mantissa_divide_two:
13016 {
13017 \if_int_odd:w \l_fp_input_a_decimal_int
13018 \tex_advance:D \l_fp_input_a_extended_int \c_one_thousand_million
13019 \fi:
13020 \if_int_odd:w \l_fp_input_a_integer_int
13021 \tex_advance:D \l_fp_input_a_decimal_int \c_one_thousand_million
13022 \fi:
13023 \tex_divide:D \l_fp_input_a_integer_int \c_two
13024 \tex_divide:D \l_fp_input_a_decimal_int \c_two
13025 \tex_divide:D \l_fp_input_a_extended_int \c_two
13026 }

```

Recovering constants makes use of the same auxiliary code as for exponents.

```

13027 \cs_new_protected:Npn \fp_ln_const:nn #1#2
13028 {
13029 \exp_after:wN \exp_after:wN \exp_after:wN
13030 \fp_exp_integer_const:nnnn
13031 \cs:w c_fp_ln_ #1 _ #2 _tl \cs_end:
13032 }

```

The Taylor series for the logarithm function is best implemented using the identity

$$\ln(x) = \ln\left(\frac{y+1}{y-1}\right)$$

with

$$y = \frac{x-1}{x+1}$$

This leads to the series

$$\ln(x) = 2y \left( 1 + y^2 \left( \frac{1}{3} + y^2 \left( \frac{1}{5} + y^2 \left( \frac{1}{7} + y^2 \left( \frac{1}{9} + \dots \right) \right) \right) \right) \right)$$

This expansion has the advantage that a lot of the work can be loaded up early by finding  $y^2$  before the loop itself starts. (In practice, the implementation does the multiplication by two at the end of the loop, and expands out the brackets as this is an overall more efficient approach.)

At the implementation level, the code starts by calculating  $y$  and storing that in input **a** (which is no longer needed for other purposes). That is done using the full division system avoiding the parsing step. The value is then switched to a fixed-point representation. There is then some shuffling to get all of the working space set up. At this stage, a lot of registers are in use and so the Taylor series is calculated within a group so that the **output** variables can be used to hold the result. The value of  $y^2$  is held in input **b** (there are a few assignments saved by choosing this over **a**), while input **a** is used for the “loop value”.

```

13033 \cs_new_protected_nopar:Npn \fp_ln_Taylor:
13034 {
13035   \group_begin:
13036     \l_fp_input_a_integer_int \c_zero
13037     \l_fp_input_a_exponent_int \c_zero
13038     \l_fp_input_b_integer_int \c_two
13039     \l_fp_input_b_decimal_int \l_fp_input_a_decimal_int
13040     \l_fp_input_b_exponent_int \c_zero
13041     \fp_div_internal:
13042     \fp_ln_fixed:
13043     \l_fp_input_a_integer_int \l_fp_output_integer_int
13044     \l_fp_input_a_decimal_int \l_fp_output_decimal_int
13045     \l_fp_input_a_extended_int \c_zero
13046     \l_fp_input_a_exponent_int \l_fp_output_exponent_int
13047     \l_fp_output_decimal_int \c_zero %^^A Bug?
13048     \l_fp_output_decimal_int \l_fp_input_a_decimal_int
13049     \l_fp_output_extended_int \l_fp_input_a_extended_int
13050     \fp_mul:NNNNNN
13051     \l_fp_input_a_decimal_int \l_fp_input_a_extended_int
13052     \l_fp_input_a_decimal_int \l_fp_input_a_extended_int
13053     \l_fp_input_b_decimal_int \l_fp_input_b_extended_int
13054     \l_fp_count_int \c_one
13055     \fp_ln_Taylor_aux:
13056     \cs_set_protected_nopar:Npx \fp_tmp:w

```

```

13057     {
13058         \group_end:
13059         \l_fp_exp_integer_int \c_zero
13060         \exp_not:N \l_fp_exp_decimal_int
13061         \int_use:N \l_fp_output_decimal_int \scan_stop:
13062         \exp_not:N \l_fp_exp_extended_int
13063         \int_use:N \l_fp_output_extended_int \scan_stop:
13064         \exp_not:N \l_fp_exp_exponent_int
13065         \int_use:N \l_fp_output_exponent_int \scan_stop:
13066     }
13067     \fp_tmp:w

```

After the loop part of the Taylor series, the factor of 2 needs to be included. The total for the result can then be constructed.

```

13068     \tex_advance:D \l_fp_exp_decimal_int \l_fp_exp_decimal_int
13069     \if_int_compare:w \l_fp_exp_extended_int < \c_five_hundred_million
13070     \else:
13071         \tex_advance:D \l_fp_exp_extended_int -\c_five_hundred_million
13072         \tex_advance:D \l_fp_exp_decimal_int \c_one
13073     \fi:
13074     \tex_advance:D \l_fp_exp_extended_int \l_fp_exp_extended_int
13075     \fp_ln_normalise:
13076     \if_int_compare:w \l_fp_output_sign_int > \c_zero
13077         \exp_after:wN \fp_add:NNNNNNNNN
13078     \else:
13079         \exp_after:wN \fp_sub:NNNNNNNNN
13080     \fi:
13081     \l_fp_output_integer_int \l_fp_output_decimal_int
13082     \l_fp_output_extended_int
13083     \c_zero \l_fp_exp_decimal_int \l_fp_exp_extended_int
13084     \l_fp_output_integer_int \l_fp_output_decimal_int
13085     \l_fp_output_extended_int
13086 }

```

The usual shifts to move to fixed-point working. This is done using the output registers as this saves a reassignment here.

```

13087 \cs_new_protected_nopar:Npn \fp_ln_fixed:
13088 {
13089     \if_int_compare:w \l_fp_output_exponent_int < \c_zero
13090         \tex_advance:D \l_fp_output_decimal_int \c_one_thousand_million
13091         \exp_after:wN \use_i:nn \exp_after:wN
13092         \fp_ln_fixed_aux:NNNNNNNNN
13093         \int_use:N \l_fp_output_decimal_int
13094         \exp_after:wN \fp_ln_fixed:
13095     \fi:
13096 }
13097 \cs_new_protected:Npn \fp_ln_fixed_aux:NNNNNNNNN #1#2#3#4#5#6#7#8#9
13098 {
13099     \if_int_compare:w \l_fp_output_integer_int = \c_zero
13100         \l_fp_output_decimal_int #1#2#3#4#5#6#7#8 \scan_stop:

```

```

13101 \else:
13102   \tl_set:Nx \l_fp_internal_tl
13103   {
13104     \int_use:N \l_fp_output_integer_int
13105     #1#2#3#4#5#6#7#8
13106   }
13107   \l_fp_output_integer_int \c_zero
13108   \l_fp_output_decimal_int \l_fp_internal_tl \scan_stop:
13109 \fi:
13110 \tex_advance:D \l_fp_output_exponent_int \c_one
13111 }

```

The main loop for the Taylor series: unlike some of the other similar functions, the result here is not the final value and is therefore subject to further manipulation outside of the loop.

```

13112 \cs_new_protected_nopar:Npn \fp_ln_Taylor_aux:
13113 {
13114   \tex_advance:D \l_fp_count_int \c_two
13115   \fp_mul:NNNNNN
13116   \l_fp_input_a_decimal_int \l_fp_input_a_extended_int
13117   \l_fp_input_b_decimal_int \l_fp_input_b_extended_int
13118   \l_fp_input_a_decimal_int \l_fp_input_a_extended_int
13119   \if_int_compare:w
13120     \int_eval:w
13121     \l_fp_input_a_decimal_int + \l_fp_input_a_extended_int
13122     > \c_zero
13123   \fp_div_integer:NNNNN
13124   \l_fp_input_a_decimal_int \l_fp_input_a_extended_int
13125   \l_fp_count_int
13126   \l_fp_exp_decimal_int \l_fp_exp_extended_int
13127   \tex_advance:D \l_fp_output_decimal_int \l_fp_exp_decimal_int
13128   \tex_advance:D \l_fp_output_extended_int \l_fp_exp_extended_int
13129   \if_int_compare:w \l_fp_output_extended_int < \c_one_thousand_million
13130   \else:
13131     \tex_advance:D \l_fp_output_decimal_int \c_one
13132     \tex_advance:D \l_fp_output_extended_int
13133     -\c_one_thousand_million
13134   \fi:
13135   \if_int_compare:w \l_fp_output_decimal_int < \c_one_thousand_million
13136   \else:
13137     \tex_advance:D \l_fp_output_integer_int \c_one
13138     \tex_advance:D \l_fp_output_decimal_int
13139     -\c_one_thousand_million
13140   \fi:
13141   \exp_after:wN \fp_ln_Taylor_aux:
13142 \fi:
13143 }

```

(End definition for `\fp_ln:Nn` and `\fp_ln:cn`. These functions are documented on page ??.)

```

\fp_pow:Nn
\fp_pow:cn
\fp_gpow:Nn
\fp_gpow:cn

```

The approach used for working out powers is to first filter out the various special cases and

```

\fp_pow_aux:NNn
\fp_pow_aux_i:
\fp_pow_positive:
\fp_pow_negative:
\fp_pow_aux_ii:
\fp_pow_aux_iii:
\fp_pow_aux_iv:

```

then do most of the work using the logarithm and exponent functions. The two storage areas are used in the reverse of the ‘natural’ logic as this avoids some re-assignment in the sanity checking code.

```

13144 \cs_new_protected_nopar:Npn \fp_pow:Nn { \fp_pow_aux:NNn \tl_set:Nn }
13145 \cs_new_protected_nopar:Npn \fp_gpow:Nn { \fp_pow_aux:NNn \tl_gset:Nn }
13146 \cs_generate_variant:Nn \fp_pow:Nn { c }
13147 \cs_generate_variant:Nn \fp_gpow:Nn { c }
13148 \cs_new_protected:Npn \fp_pow_aux:NNn #1#2#3
13149 {
13150   \group_begin:
13151   \fp_read:N #2
13152   \l_fp_input_b_sign_int      \l_fp_input_a_sign_int
13153   \l_fp_input_b_integer_int   \l_fp_input_a_integer_int
13154   \l_fp_input_b_decimal_int   \l_fp_input_a_decimal_int
13155   \l_fp_input_b_exponent_int  \l_fp_input_a_exponent_int
13156   \fp_split:Nn a {#3}
13157   \fp_standardise:NNNN
13158   \l_fp_input_a_sign_int
13159   \l_fp_input_a_integer_int
13160   \l_fp_input_a_decimal_int
13161   \l_fp_input_a_exponent_int
13162   \if_int_compare:w
13163   \int_eval:w
13164   \l_fp_input_b_integer_int + \l_fp_input_b_decimal_int
13165   = \c_zero
13166   \if_int_compare:w
13167   \int_eval:w
13168   \l_fp_input_a_integer_int + \l_fp_input_a_decimal_int
13169   = \c_zero
13170   \cs_set_protected:Npx \fp_tmp:w ##1##2
13171   {
13172     \group_end:
13173     ##1 ##2 { \c_undefined_fp }
13174   }
13175   \else:
13176   \cs_set_protected:Npx \fp_tmp:w ##1##2
13177   {
13178     \group_end:
13179     ##1 ##2 { \c_zero_fp }
13180   }
13181   \fi:
13182   \else:
13183   \if_int_compare:w
13184   \int_eval:w
13185   \l_fp_input_a_integer_int + \l_fp_input_a_decimal_int
13186   = \c_zero
13187   \cs_set_protected:Npx \fp_tmp:w ##1##2
13188   {
13189     \group_end:

```

```

13190         ##1 ##2 { \c_one_fp }
13191     }
13192     \else:
13193         \exp_after:wN \exp_after:wN \exp_after:wN
13194         \fp_pow_aux_i:
13195     \fi:
13196     \fi:
13197     \fp_tmp:w #1 #2
13198 }

```

Simply using the logarithm function directly will fail when negative numbers are raised to integer powers, which is a mathematically valid operation. So there are some more tests to make, after forcing the power into an integer and decimal parts, if necessary.

```

13199 \cs_new_protected_nopar:Npn \fp_pow_aux_i:
13200 {
13201     \if_int_compare:w \l_fp_input_b_sign_int > \c_zero
13202         \tl_set:Nn \l_fp_sign_tl { + }
13203         \exp_after:wN \fp_pow_aux_ii:
13204     \else:
13205         \l_fp_input_a_extended_int \c_zero
13206         \if_int_compare:w \l_fp_input_a_exponent_int < \c_ten
13207             \group_begin:
13208             \fp_extended_normalise:
13209             \if_int_compare:w
13210                 \int_eval:w
13211                 \l_fp_input_a_decimal_int + \l_fp_input_a_extended_int
13212                 = \c_zero
13213             \group_end:
13214             \tl_set:Nn \l_fp_sign_tl { - }
13215             \exp_after:wN \exp_after:wN \exp_after:wN
13216             \exp_after:wN \exp_after:wN \exp_after:wN
13217             \exp_after:wN \fp_pow_aux_ii:
13218         \else:
13219             \group_end:
13220             \cs_set_protected:Npx \fp_tmp:w ##1##2
13221             {
13222                 \group_end:
13223                 ##1 ##2 { \c_undefined_fp }
13224             }
13225         \fi:
13226     \else:
13227         \cs_set_protected:Npx \fp_tmp:w ##1##2
13228         {
13229             \group_end:
13230             ##1 ##2 { \c_undefined_fp }
13231         }
13232     \fi:
13233 \fi:
13234 }

```

The approach used here for powers works well in most cases but gives poorer results

for negative integer powers, which often have exact values. So there is some filtering to do. For negative powers where the power is small, an alternative approach is used in which the positive value is worked out and the reciprocal is then taken. The filtering is unfortunately rather long.

```

13235 \cs_new_protected_nopar:Npn \fp_pow_aux_ii:
13236 {
13237   \if_int_compare:w \l_fp_input_a_sign_int > \c_zero
13238     \exp_after:wN \fp_pow_aux_iv:
13239   \else:
13240     \if_int_compare:w \l_fp_input_a_exponent_int < \c_ten
13241       \group_begin:
13242       \l_fp_input_a_extended_int \c_zero
13243       \fp_extended_normalise:
13244       \if_int_compare:w \l_fp_input_a_decimal_int = \c_zero
13245         \if_int_compare:w \l_fp_input_a_integer_int > \c_ten
13246           \group_end:
13247           \exp_after:wN \exp_after:wN \exp_after:wN
13248           \exp_after:wN \exp_after:wN \exp_after:wN
13249           \exp_after:wN \exp_after:wN \exp_after:wN
13250           \exp_after:wN \exp_after:wN \exp_after:wN
13251           \exp_after:wN \exp_after:wN \exp_after:wN
13252           \fp_pow_aux_iv:
13253         \else:
13254           \group_end:
13255           \exp_after:wN \exp_after:wN \exp_after:wN
13256           \exp_after:wN \exp_after:wN \exp_after:wN
13257           \exp_after:wN \exp_after:wN \exp_after:wN
13258           \exp_after:wN \exp_after:wN \exp_after:wN
13259           \exp_after:wN \exp_after:wN \exp_after:wN
13260           \exp_after:wN \fp_pow_aux_iii:
13261         \fi:
13262       \else:
13263         \group_end:
13264         \exp_after:wN \exp_after:wN \exp_after:wN
13265         \exp_after:wN \exp_after:wN \exp_after:wN
13266         \exp_after:wN \fp_pow_aux_iv:
13267       \fi:
13268     \else:
13269       \exp_after:wN \exp_after:wN \exp_after:wN
13270       \fp_pow_aux_iv:
13271     \fi:
13272   \fi:
13273 \cs_set_protected:Npx \fp_tmp:w ##1##2
13274 {
13275   \group_end:
13276   ##1 ##2
13277   {
13278     \l_fp_sign_tl
13279     \int_use:N \l_fp_output_integer_int

```

```

13280      .
13281      \exp_after:wN \use_none:n
13282      \int_value:w \int_eval:w
13283      \l_fp_output_decimal_int + \c_one_thousand_million
13284      e
13285      \int_use:N \l_fp_output_exponent_int
13286    }
13287  }
13288 }

```

For the small negative integer powers, the calculation is done for the positive power and the reciprocal is then taken.

```

13289 \cs_new_protected_nopar:Npn \fp_pow_aux_iii:
13290 {
13291   \l_fp_input_a_sign_int \c_one
13292   \fp_pow_aux_iv:
13293   \l_fp_input_a_integer_int \c_one
13294   \l_fp_input_a_decimal_int \c_zero
13295   \l_fp_input_a_exponent_int \c_zero
13296   \l_fp_input_b_integer_int \l_fp_output_integer_int
13297   \l_fp_input_b_decimal_int \l_fp_output_decimal_int
13298   \l_fp_input_b_exponent_int \l_fp_output_exponent_int
13299   \fp_div_internal:
13300 }

```

The business end of the code starts by finding the logarithm of the given base. There is a bit of a shuffle so that this does not have to be re-parsed and so that the output ends up in the correct place. There is also a need to enable using the short-cut for a pre-calculated result. The internal part of the multiplication function can then be used to do the second part of the calculation directly. There is some more set up before doing the exponential: the idea here is to deactivate some internals so that everything works smoothly.

```

13301 \cs_new_protected_nopar:Npn \fp_pow_aux_iv:
13302 {
13303   \group_begin:
13304   \l_fp_input_a_integer_int \l_fp_input_b_integer_int
13305   \l_fp_input_a_decimal_int \l_fp_input_b_decimal_int
13306   \l_fp_input_a_exponent_int \l_fp_input_b_exponent_int
13307   \fp_ln_internal:
13308   \cs_set_protected_nopar:Npx \fp_tmp:w
13309   {
13310     \group_end:
13311     \exp_not:N \l_fp_input_b_sign_int
13312     \int_use:N \l_fp_output_sign_int \scan_stop:
13313     \exp_not:N \l_fp_input_b_integer_int
13314     \int_use:N \l_fp_output_integer_int \scan_stop:
13315     \exp_not:N \l_fp_input_b_decimal_int
13316     \int_use:N \l_fp_output_decimal_int \scan_stop:
13317     \exp_not:N \l_fp_input_b_extended_int
13318     \int_use:N \l_fp_output_extended_int \scan_stop:

```

```

13319         \exp_not:N \l_fp_input_b_exponent_int
13320         \int_use:N \l_fp_output_exponent_int \scan_stop:
13321     }
13322     \fp_tmp:w
13323     \l_fp_input_a_extended_int \c_zero
13324     \fp_mul:NNNNNNNNN
13325         \l_fp_input_a_integer_int \l_fp_input_a_decimal_int
13326         \l_fp_input_a_extended_int
13327         \l_fp_input_b_integer_int \l_fp_input_b_decimal_int
13328         \l_fp_input_b_extended_int
13329         \l_fp_output_integer_int \l_fp_output_decimal_int
13330         \l_fp_output_extended_int
13331     \l_fp_output_exponent_int
13332     \int_eval:w
13333         \l_fp_input_a_exponent_int + \l_fp_input_b_exponent_int
13334     \scan_stop:
13335     \fp_extended_normalise_output:
13336     \tex_multiply:D \l_fp_input_a_sign_int \l_fp_input_b_sign_int
13337     \l_fp_input_a_integer_int \l_fp_output_integer_int
13338     \l_fp_input_a_decimal_int \l_fp_output_decimal_int
13339     \l_fp_input_a_extended_int \l_fp_output_extended_int
13340     \l_fp_input_a_exponent_int \l_fp_output_exponent_int
13341     \l_fp_output_integer_int \c_zero
13342     \l_fp_output_decimal_int \c_zero
13343     \l_fp_output_extended_int \c_zero
13344     \l_fp_output_exponent_int \c_zero
13345     \cs_set_eq:NN \fp_exp_const:Nx \use_none:nn
13346     \fp_exp_internal:
13347 }

```

(End definition for `\fp_pow:Nn` and `\fp_pow:cn`. These functions are documented on page ??.)

## 202.13 Tests for special values

`\fp_if_undefined_p:N` Testing for an undefined value is easy.

```

\fp_if_undefined:N $\textcolor{red}{TF}$  13348 \prg_new_conditional:Npnn \fp_if_undefined:N #1 { p , T , F , TF }
13349 {
13350     \if_meaning:w #1 \c_undefined_fp
13351     \prg_return_true:
13352 }else:
13353     \prg_return_false:
13354 \fi:
13355 }

```

(End definition for `\fp_if_undefined:N`. These functions are documented on page [166](#).)

`\fp_if_zero_p:N` Testing for a zero fixed-point is also easy.

```

\fp_if_zero:N $\textcolor{red}{TF}$  13356 \prg_new_conditional:Npnn \fp_if_zero:N #1 { p , T , F , TF }
13357 {
13358     \if_meaning:w #1 \c_zero_fp
13359     \prg_return_true:

```

```

13360     \else:
13361         \prg_return_false:
13362     \fi:
13363 }

```

(End definition for `\fp_if_zero:N`. These functions are documented on page 166.)

## 202.14 Floating-point conditionals

`\fp_compare:nNnTF` The idea for the comparisons is to provide two versions: slower and faster. The lead off for both is the same: get the two numbers read and then look for a function to handle the comparison.

`\fp_compare:NNnTF`

`\fp_compare_aux:N`

```

13364 \prg_new_protected_conditional:Npnn \fp_compare:nNn #1#2#3 { T , F , TF }
13365 {
13366     \group_begin:
13367     \fp_split:Nn a {#1}
13368     \fp_standardise:NNNN
13369     \l_fp_input_a_sign_int
13370     \l_fp_input_a_integer_int
13371     \l_fp_input_a_decimal_int
13372     \l_fp_input_a_exponent_int
13373     \fp_split:Nn b {#3}
13374     \fp_standardise:NNNN
13375     \l_fp_input_b_sign_int
13376     \l_fp_input_b_integer_int
13377     \l_fp_input_b_decimal_int
13378     \l_fp_input_b_exponent_int
13379     \fp_compare_aux:N #2
13380 }
13381 \prg_new_protected_conditional:Npnn \fp_compare:NNN #1#2#3 { T , F , TF }
13382 {
13383     \group_begin:
13384     \fp_read:N #3
13385     \l_fp_input_b_sign_int    \l_fp_input_a_sign_int
13386     \l_fp_input_b_integer_int \l_fp_input_a_integer_int
13387     \l_fp_input_b_decimal_int \l_fp_input_a_decimal_int
13388     \l_fp_input_b_exponent_int \l_fp_input_a_exponent_int
13389     \fp_read:N #1
13390     \fp_compare_aux:N #2
13391 }
13392 \cs_new_protected:Npn \fp_compare_aux:N #1
13393 {
13394     \cs_if_exist:cTF { fp_compare_#1: }
13395     { \use:c { fp_compare_#1: } }
13396     {
13397         \group_end:
13398         \prg_return_false:
13399     }
13400 }

```

For equality, the test is pretty easy as things are either equal or they are not.

```

13401 \cs_new_protected_nopar:cpn { fp_compare_=: }
13402 {
13403   \if_int_compare:w \l_fp_input_a_sign_int = \l_fp_input_b_sign_int
13404   \if_int_compare:w \l_fp_input_a_integer_int = \l_fp_input_b_integer_int
13405   \if_int_compare:w \l_fp_input_a_decimal_int = \l_fp_input_b_decimal_int
13406   \if_int_compare:w
13407     \l_fp_input_a_exponent_int = \l_fp_input_b_exponent_int
13408   \group_end:
13409   \prg_return_true:
13410 \else:
13411   \group_end:
13412   \prg_return_false:
13413 \fi:
13414 \else:
13415   \group_end:
13416   \prg_return_false:
13417 \fi:
13418 \else:
13419   \group_end:
13420   \prg_return_false:
13421 \fi:
13422 \else:
13423   \group_end:
13424   \prg_return_false:
13425 \fi:
13426 }

```

Comparing two values is quite complex. First, there is a filter step to check if one or other of the given values is zero. If it is then the result is relatively easy to determine.

```

13427 \cs_new_protected_nopar:cpn { fp_compare_>: }
13428 {
13429   \if_int_compare:w \int_eval:w
13430     \l_fp_input_a_integer_int + \l_fp_input_a_decimal_int
13431     = \c_zero
13432   \if_int_compare:w \int_eval:w
13433     \l_fp_input_b_integer_int + \l_fp_input_b_decimal_int
13434     = \c_zero
13435   \group_end:
13436   \prg_return_false:
13437 \else:
13438   \if_int_compare:w \l_fp_input_b_sign_int > \c_zero
13439   \group_end:
13440   \prg_return_false:
13441 \else:
13442   \group_end:
13443   \prg_return_true:
13444 \fi:
13445 \fi:
13446 \else:

```

```

13447 \if_int_compare:w \int_eval:w
13448 \l_fp_input_b_integer_int + \l_fp_input_b_decimal_int
13449 = \c_zero
13450 \if_int_compare:w \l_fp_input_a_sign_int > \c_zero
13451 \group_end:
13452 \prg_return_true:
13453 \else:
13454 \group_end:
13455 \prg_return_false:
13456 \fi:
13457 \else:
13458 \use:c { fp_compare_>_aux: }
13459 \fi:
13460 \fi:
13461 }

```

Next, check the sign of the input: this again may give an obvious result. If both signs are the same, then hand off to comparing the absolute values.

```

13462 \cs_new_protected_nopar:cpn { fp_compare_>_aux: }
13463 {
13464 \if_int_compare:w \l_fp_input_a_sign_int > \l_fp_input_b_sign_int
13465 \group_end:
13466 \prg_return_true:
13467 \else:
13468 \if_int_compare:w \l_fp_input_a_sign_int < \l_fp_input_b_sign_int
13469 \group_end:
13470 \prg_return_false:
13471 \else:
13472 \if_int_compare:w \l_fp_input_a_sign_int > \c_zero
13473 \use:c { fp_compare_absolute_a>b: }
13474 \else:
13475 \use:c { fp_compare_absolute_a<b: }
13476 \fi:
13477 \fi:
13478 \fi:
13479 }

```

Rather long runs of checks, as there is the need to go through each layer of the input and do the comparison. There is also the need to avoid messing up with equal inputs at each stage.

```

13480 \cs_new_protected_nopar:cpn { fp_compare_absolute_a>b: }
13481 {
13482 \if_int_compare:w \l_fp_input_a_exponent_int > \l_fp_input_b_exponent_int
13483 \group_end:
13484 \prg_return_true:
13485 \else:
13486 \if_int_compare:w \l_fp_input_a_exponent_int < \l_fp_input_b_exponent_int
13487 \group_end:
13488 \prg_return_false:
13489 \else:

```

```

13490         \if_int_compare:w \l_fp_input_a_integer_int > \l_fp_input_b_integer_int
13491         \group_end:
13492         \prg_return_true:
13493     \else:
13494         \if_int_compare:w
13495             \l_fp_input_a_integer_int < \l_fp_input_b_integer_int
13496         \group_end:
13497         \prg_return_false:
13498     \else:
13499         \if_int_compare:w
13500             \l_fp_input_a_decimal_int > \l_fp_input_b_decimal_int
13501         \group_end:
13502         \prg_return_true:
13503     \else:
13504         \group_end:
13505         \prg_return_false:
13506     \fi:
13507 \fi:
13508 \fi:
13509 \fi:
13510 \fi:
13511 }
13512 \cs_new_protected_nopar:cpn { fp_compare_absolute_a<b: }
13513 {
13514     \if_int_compare:w \l_fp_input_b_exponent_int > \l_fp_input_a_exponent_int
13515     \group_end:
13516     \prg_return_true:
13517 \else:
13518     \if_int_compare:w \l_fp_input_b_exponent_int < \l_fp_input_a_exponent_int
13519     \group_end:
13520     \prg_return_false:
13521 \else:
13522     \if_int_compare:w \l_fp_input_b_integer_int > \l_fp_input_a_integer_int
13523     \group_end:
13524     \prg_return_true:
13525 \else:
13526     \if_int_compare:w
13527         \l_fp_input_b_integer_int < \l_fp_input_a_integer_int
13528     \group_end:
13529     \prg_return_false:
13530 \else:
13531     \if_int_compare:w
13532         \l_fp_input_b_decimal_int > \l_fp_input_a_decimal_int
13533     \group_end:
13534     \prg_return_true:
13535 \else:
13536     \group_end:
13537     \prg_return_false:
13538 \fi:
13539 \fi:

```

```

13540         \fi:
13541     \fi:
13542 \fi:
13543 }

```

This is just a case of reversing the two input values and then running the tests already defined.

```

13544 \cs_new_protected_nopar:cpn { fp_compare_<: }
13545 {
13546     \tl_set:Nx \l_fp_internal_tl
13547     {
13548         \int_set:Nn \exp_not:N \l_fp_input_a_sign_int
13549         { \int_use:N \l_fp_input_b_sign_int }
13550         \int_set:Nn \exp_not:N \l_fp_input_a_integer_int
13551         { \int_use:N \l_fp_input_b_integer_int }
13552         \int_set:Nn \exp_not:N \l_fp_input_a_decimal_int
13553         { \int_use:N \l_fp_input_b_decimal_int }
13554         \int_set:Nn \exp_not:N \l_fp_input_a_exponent_int
13555         { \int_use:N \l_fp_input_b_exponent_int }
13556         \int_set:Nn \exp_not:N \l_fp_input_b_sign_int
13557         { \int_use:N \l_fp_input_a_sign_int }
13558         \int_set:Nn \exp_not:N \l_fp_input_b_integer_int
13559         { \int_use:N \l_fp_input_a_integer_int }
13560         \int_set:Nn \exp_not:N \l_fp_input_b_decimal_int
13561         { \int_use:N \l_fp_input_a_decimal_int }
13562         \int_set:Nn \exp_not:N \l_fp_input_b_exponent_int
13563         { \int_use:N \l_fp_input_a_exponent_int }
13564     }
13565     \l_fp_internal_tl
13566     \use:c { fp_compare_>: }
13567 }

```

(End definition for `\fp_compare:nNn`. This function is documented on page ??.)

`\fp_compare:nTF`

As T<sub>E</sub>X cannot help out here, a daisy-chain of delimited functions are used. This is very much a first-generation approach: revision will be needed if these functions are really useful.

```

\fp_compare_aux_i:w
\fp_compare_aux_ii:w
\fp_compare_aux_iii:w
\fp_compare_aux_iv:w
\fp_compare_aux_v:w
\fp_compare_aux_vi:w
\fp_compare_aux_vii:w
13568 \prg_new_protected_conditional:Npnn \fp_compare:n #1 { T , F , TF }
13569 {
13570     \group_begin:
13571     \tl_set:Nx \l_fp_internal_tl
13572     {
13573         \group_end:
13574         \fp_compare_aux_i:w #1 \exp_not:n { == \q_nil == \q_stop }
13575     }
13576     \l_fp_internal_tl
13577 }
13578 \cs_new_protected:Npn \fp_compare_aux_i:w #1 == #2 == #3 \q_stop
13579 {
13580     \quark_if_nil:nTF {#2}
13581     { \fp_compare_aux_ii:w #1 != \q_nil != \q_stop }

```

```

13582     { \fp_compare:nNnTF {#1} = {#2} \prg_return_true: \prg_return_false: }
13583   }
13584 \cs_new_protected:Npn \fp_compare_aux_ii:w #1 != #2 != #3 \q_stop
13585 {
13586   \quark_if_nil:nTF {#2}
13587   { \fp_compare_aux_iii:w #1 <= \q_nil <= \q_stop }
13588   { \fp_compare:nNnTF {#1} = {#2} \prg_return_false: \prg_return_true: }
13589 }
13590 \cs_new_protected:Npn \fp_compare_aux_iii:w #1 <= #2 <= #3 \q_stop
13591 {
13592   \quark_if_nil:nTF {#2}
13593   { \fp_compare_aux_iv:w #1 >= \q_nil >= \q_stop }
13594   { \fp_compare:nNnTF {#1} > {#2} \prg_return_false: \prg_return_true: }
13595 }
13596 \cs_new_protected:Npn \fp_compare_aux_iv:w #1 >= #2 >= #3 \q_stop
13597 {
13598   \quark_if_nil:nTF {#2}
13599   { \fp_compare_aux_v:w #1 = \q_nil \q_stop }
13600   { \fp_compare:nNnTF {#1} < {#2} \prg_return_false: \prg_return_true: }
13601 }
13602 \cs_new_protected:Npn \fp_compare_aux_v:w #1 = #2 = #3 \q_stop
13603 {
13604   \quark_if_nil:nTF {#2}
13605   { \fp_compare_aux_vi:w #1 < \q_nil < \q_stop }
13606   { \fp_compare:nNnTF {#1} = {#2} \prg_return_true: \prg_return_false: }
13607 }
13608 \cs_new_protected:Npn \fp_compare_aux_vi:w #1 < #2 < #3 \q_stop
13609 {
13610   \quark_if_nil:nTF {#2}
13611   { \fp_compare_aux_vii:w #1 > \q_nil > \q_stop }
13612   { \fp_compare:nNnTF {#1} < {#2} \prg_return_true: \prg_return_false: }
13613 }
13614 \cs_new_protected:Npn \fp_compare_aux_vii:w #1 > #2 > #3 \q_stop
13615 {
13616   \quark_if_nil:nTF {#2}
13617   { \prg_return_false: }
13618   { \fp_compare:nNnTF {#1} > {#2} \prg_return_true: \prg_return_false: }
13619 }

```

(End definition for `\fp_compare:n`. This function is documented on page 166.)

## 202.15 Messages

`\fp_overflow_msg:` A generic overflow message, used whenever there is a possible overflow.

```

13620 \msg_kernel_new:nnnn { fp_u } { overflow }
13621 { Number~too~big. }
13622 {
13623   The~input~given~is~too~big~for~the~LaTeX~floating~point~unit. \\
13624   Further~errors~may~well~occur!
13625 }

```

```

13626 \cs_new_protected_nopar:Npn \fp_overflow_msg:
13627 { \msg_kernel_error:nn { fpu } { overflow } }
(End definition for \fp_overflow_msg:. This function is documented on page ??.)

```

`\fp_exp_overflow_msg:` A slightly more helpful message for exponent overflows.

```

13628 \msg_kernel_new:nnnn { fpu } { exponent-overflow }
13629 { Number~too-big-for-exponent-unit. }
13630 {
13631   The~exponent-of-the-input-given-is-too-big-for-the-floating-point~
13632   unit:~the-maximum-input-value-for-an-exponent-is-230.
13633 }
13634 \cs_new_protected_nopar:Npn \fp_exp_overflow_msg:
13635 { \msg_kernel_error:nn { fpu } { exponent-overflow } }
(End definition for \fp_exp_overflow_msg:. This function is documented on page ??.)

```

`\fp_ln_error_msg:` Logarithms are only valid for positive number

```

13636 \msg_kernel_new:nnnn { fpu } { logarithm-input-error }
13637 { Invalid-input-to-ln-function. }
13638 { Logarithms~can-only-be-calculated-for-positive-numbers. }
13639 \cs_new_protected_nopar:Npn \fp_ln_error_msg: {
13640   \msg_kernel_error:nn { fpu } { logarithm-input-error }
13641 }
(End definition for \fp_ln_error_msg:. This function is documented on page ??.)

```

`\fp_trig_overflow_msg:` A slightly more helpful message for trigonometric overflows.

```

13642 \msg_kernel_new:nnnn { fpu } { trigonometric-overflow }
13643 { Number~too-big-for-trigonometry-unit. }
13644 {
13645   The~trigonometry~code~can~only~work~with~numbers~smaller~
13646   than~1000000000.
13647 }
13648 \cs_new_protected_nopar:Npn \fp_trig_overflow_msg:
13649 { \msg_kernel_error:nn { fpu } { trigonometric-overflow } }
(End definition for \fp_trig_overflow_msg:. This function is documented on page ??.)
13650 </initex | package>

```

## 203 l3luatex implementation

```

13651 <*initex | package>
Announce and ensure that the required packages are loaded.
13652 <*package>
13653 \ProvidesExplPackage
13654   {\ExplFileName}{\ExplFileDate}{\ExplFileVersion}{\ExplFileDescription}
13655   \package_check_loaded_expl:
13656 </package>
An error message.
13657 \msg_kernel_new:nnnn { luatex } { bad-engine }

```

```

13658 { LuaTeX-engine-not-in-use!~Ignoring~#1. }
13659 {
13660   The~feature~you~are~using~is~only~available~
13661   with~the~LuaTeX~engine.~LaTeX3~ignored~‘#1#2’.
13662 }
\lua_now:n When LuaTeX is in use, this is all a question of primitives with new names. On the other
\lua_now:x hand, for pdfTeX and XeTeX the argument should be removed from the input stream
\lua_shipout_x:n before issuing an error. This is expandable, using \msg_expandable_kernel_error:nnn
\lua_shipout_x:x as done for V-type expansion in l3expan.
\lua_shipout:n 13663 \luatex_if_engine:TF
\lua_shipout:x 13664 {
13665   \cs_new_eq:NN \lua_now:x \luatex_directlua:D
13666   \cs_new_eq:NN \lua_shipout_x:n \luatex_latelua:D
13667 }
13668 {
13669   \cs_new:Npn \lua_now:x #1
13670   {
13671     \msg_expandable_kernel_error:nnn
13672     { luatex } { bad-engine } { \lua_now:x }
13673   }
13674   \cs_new_protected:Npn \lua_shipout_x:n #1
13675   {
13676     \msg_expandable_kernel_error:nnn
13677     { luatex } { bad-engine } { \lua_shipout_x:n }
13678   }
13679 }
13680 \cs_new:Npn \lua_now:n #1
13681 { \lua_now:x { \exp_not:n {#1} } }
13682 \cs_generate_variant:Nn \lua_shipout_x:n { x }
13683 \cs_new_protected:Npn \lua_shipout:n #1
13684 { \lua_shipout_x:n { \exp_not:n {#1} } }
13685 \cs_generate_variant:Nn \lua_shipout:n { x }

```

(End definition for \lua\_now:n and \lua\_now:x. These functions are documented on page ??.)

## 203.1 Category code tables

\g\_cctab\_allocate\_int To allocate category code tables, both the read-only and stack tables need to be followed.  
\g\_cctab\_stack\_int There is also a sequence stack for the dynamic tables themselves.  
\g\_cctab\_stack\_seq

```

13686 \int_new:N \g_cctab_allocate_int
13687 \int_set:Nn \g_cctab_allocate_int { \c_minus_one }
13688 \int_new:N \g_cctab_stack_int
13689 \seq_new:N \g_cctab_stack_seq

```

(End definition for \g\_cctab\_allocate\_int. This function is documented on page ??.)

\cctab\_new:N Creating a new category code table is done slightly differently from other registers. Low-numbered tables are more efficiently-stored than high-numbered ones. There is also a need to have a stack of flexible tables as well as the set of read-only ones. To satisfy both

of these requirements, odd numbered tables are used for read-only tables, and even ones for the stack. Here, therefore, the odd numbers are allocated.

```

13690 \cs_new_protected:Npn \cctab_new:N #1
13691 {
13692   \chk_if_free_cs:N #1
13693   \int_gadd:Nn \g_cctab_allocate_int { \c_two }
13694   \int_compare:nNnTF
13695     \g_cctab_allocate_int < { \c_max_register_int + \c_one }
13696   {
13697     \tex_global:D \tex_chardef:D #1 \g_cctab_allocate_int
13698     \luatex_initcatcodetable:D #1
13699   }
13700   { \msg_kernel_fatal:nmx { kernel } { out-of-registers } { cctab } }
13701 }
13702 \luatex_if_engine:F
13703 {
13704   \cs_set_protected:Npn \cctab_new:N #1
13705   {
13706     \msg_kernel_error:nmx { luatex } { bad-engine }
13707     { \exp_not:N \cctab_new:N }
13708   }
13709 }
13710 <*package>
13711 \luatex_if_engine:T
13712 {
13713   \cs_set_protected:Npn \cctab_new:N #1
13714   {
13715     \chk_if_free_cs:N #1
13716     \newcatcodetable #1
13717     \luatex_initcatcodetable:D #1
13718   }
13719 }
13720 </package>

```

(End definition for `\cctab_new:N`. This function is documented on page 171.)

`\cctab_begin:N` The aim here is to ensure that the saved tables are read-only. This is done by using a  
`\cctab_end:` stack of tables which are not read only, and actually having them as “in use” copies.  
`\l_cctab_internal_tl`

```

13721 \cs_new_protected:Npn \cctab_begin:N #1
13722 {
13723   \seq_gpush:Nx \g_cctab_stack_seq { \tex_the:D \luatex_catcodetable:D }
13724   \luatex_catcodetable:D #1
13725   \int_gadd:Nn \g_cctab_stack_int { \c_two }
13726   \int_compare:nNnT \g_cctab_stack_int > \c_max_register_int
13727   { \msg_kernel_fatal:nmx { code } { cctab-stack-full } }
13728   \luatex_savecatcodetable:D \g_cctab_stack_int
13729   \luatex_catcodetable:D \g_cctab_stack_int
13730 }
13731 \cs_new_protected_nopar:Npn \cctab_end:
13732 {

```

```

13733 \int_gsub:Nn \g_cctab_stack_int { \c_two }
13734 \seq_if_empty:NTF \g_cctab_stack_seq
13735   { \tl_set:Nn \l_cctab_internal_tl { 0 } }
13736   { \seq_gpop:NN \g_cctab_stack_seq \l_cctab_internal_tl }
13737 \luatex_catcodetable:D \l_cctab_internal_tl \scan_stop:
13738 }
13739 \luatex_if_engine:F
13740 {
13741   \cs_set_protected:Npn \cctab_begin:N #1
13742   {
13743     \msg_kernel_error:nxxx { luatex } { bad-engine }
13744     { \exp_not:N \cctab_begin:N } { #1 }
13745   }
13746   \cs_set_protected_nopar:Npn \cctab_end:
13747   {
13748     \msg_kernel_error:nxx { luatex } { bad-engine }
13749     { \exp_not:N \cctab_end: }
13750   }
13751 }
13752 <*package>
13753 \luatex_if_engine:T
13754 {
13755   \cs_set_protected:Npn \cctab_begin:N #1 { \BeginCatcodeRegime #1 }
13756   \cs_set_protected_nopar:Npn \cctab_end: { \EndCatcodeRegime }
13757 }
13758 </package>
13759 \tl_new:N \l_cctab_internal_tl

```

(End definition for \cctab\_begin:N. This function is documented on page ??.)

**\cctab\_gset:Nn** Category code tables are always global, so only one version is needed. The set up here is simple, and means that at the point of use there is no need to worry about escaping category codes.

```

13760 \cs_new_protected:Npn \cctab_gset:Nn #1#2
13761 {
13762   \group_begin:
13763   #2
13764   \luatex_savecatcodetable:D #1
13765   \group_end:
13766 }
13767 \luatex_if_engine:F
13768 {
13769   \cs_set_protected:Npn \cctab_gset:Nn #1#2
13770   {
13771     \msg_kernel_error:nxxx { luatex } { bad-engine }
13772     { \exp_not:N \cctab_gset:Nn } { #1 {#2} }
13773   }
13774 }

```

(End definition for \cctab\_gset:Nn. This function is documented on page 171.)

`\c_code_cctab`    Creating category code tables is easy using the function above. The `other` and `string`  
`\c_document_cctab`    ones are done by completely ignoring the existing codes as this makes life a lot less  
`\c_initex_cctab`    complex. The table for `expl3` category codes is always needed, whereas when in package  
`\c_other_cctab`    mode the rest can be copied from the existing L<sup>A</sup>T<sub>E</sub>X 2<sub>ε</sub> package `luatex`.  
`\c_str_cctab`

```

13775 \luatex_if_engine:T
13776 {
13777   \cctab_new:N \c_code_cctab
13778   \cctab_gset:Nn \c_code_cctab { }
13779 }
13780 <*package>
13781 \luatex_if_engine:T
13782 {
13783   \cs_new_eq:NN \c_document_cctab \CatcodeTableLaTeX
13784   \cs_new_eq:NN \c_initex_cctab \CatcodeTableIniTeX
13785   \cs_new_eq:NN \c_other_cctab \CatcodeTableOther
13786   \cs_new_eq:NN \c_str_cctab \CatcodeTableString
13787 }
13788 </package>
13789 <*initex>
13790 \luatex_if_engine:T
13791 {
13792   \cctab_new:N \c_document_cctab
13793   \cctab_new:N \c_other_cctab
13794   \cctab_new:N \c_str_cctab
13795   \cctab_gset:Nn \c_document_cctab
13796   {
13797     \char_set_catcode_space:n { 9 }
13798     \char_set_catcode_space:n { 32 }
13799     \char_set_catcode_other:n { 58 }
13800     \char_set_catcode_math_subscript:n { 95 }
13801     \char_set_catcode_active:n { 126 }
13802   }
13803   \cctab_gset:Nn \c_other_cctab
13804   {
13805     \prg_stepwise_inline:nnnn { 0 } { 1 } { 127 }
13806     { \char_set_catcode_other:n {#1} }
13807   }
13808   \cctab_gset:Nn \c_str_cctab
13809   {
13810     \prg_stepwise_inline:nnnn { 0 } { 1 } { 127 }
13811     { \char_set_catcode_other:n {#1} }
13812     \char_set_catcode_space:n { 32 }
13813   }
13814 }
13815 </initex>

```

(End definition for `\c_code_cctab`. This function is documented on page 172.)

## 203.2 Deprecated functions

Deprecated 2011-12-21, for removal by 2012-03-31.

`\c_string_cctab`

```
13816 \cs_new_eq:NN \c_string_cctab \c_str_cctab
```

*(End definition for `\c_string_cctab`. This variable is documented on page ??.)*

```
13817 </initex | package)
```

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\toks	<a href="#">659</a>	\uppercase	<a href="#">641</a>
\toksdef	<a href="#">360</a>	\use:c	<a href="#">16</a> , <a href="#">878</a> , <a href="#">878</a> , <a href="#">964</a> , <a href="#">1146</a> , <a href="#">1148</a> , <a href="#">1150</a> , <a href="#">1152</a> , <a href="#">1962</a> , <a href="#">1972</a> , <a href="#">2044</a> , <a href="#">2045</a> , <a href="#">3504</a> , <a href="#">3800</a> , <a href="#">3810</a> , <a href="#">3953</a> , <a href="#">3962</a> , <a href="#">3964</a> , <a href="#">3966</a> , <a href="#">3967</a> , <a href="#">3971</a> , <a href="#">4148</a> , <a href="#">8463</a> , <a href="#">8474</a> , <a href="#">8487</a> , <a href="#">8490</a> , <a href="#">8496</a> , <a href="#">8507</a> , <a href="#">8515</a> , <a href="#">8521</a> , <a href="#">8543</a> , <a href="#">8604</a> , <a href="#">8626</a> , <a href="#">8631</a> , <a href="#">8639</a> , <a href="#">8662</a> , <a href="#">8684</a> , <a href="#">8883</a> , <a href="#">9146</a> , <a href="#">9153</a> , <a href="#">9315</a> , <a href="#">9524</a> , <a href="#">10154</a> , <a href="#">10377</a> , <a href="#">10407</a> , <a href="#">10410</a> , <a href="#">10427</a> , <a href="#">10430</a> , <a href="#">10431</a> , <a href="#">10434</a> , <a href="#">10437</a> , <a href="#">10727</a> , <a href="#">10789</a> , <a href="#">10845</a> , <a href="#">10895</a> , <a href="#">12047</a> , <a href="#">12134</a> , <a href="#">12345</a> , <a href="#">12532</a> , <a href="#">12868</a> , <a href="#">13395</a> , <a href="#">13458</a> , <a href="#">13473</a> , <a href="#">13475</a> , <a href="#">13566</a>
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\topmark	<a href="#">451</a>	\use:nn	<a href="#">884</a> , <a href="#">885</a> , <a href="#">1537</a> , <a href="#">2657</a> , <a href="#">3169</a> , <a href="#">4143</a> , <a href="#">6060</a>
\topmarks	<a href="#">677</a>	\use:nnn	<a href="#">884</a> , <a href="#">886</a>
\topskip	<a href="#">581</a>	\use:nnnn	<a href="#">884</a> , <a href="#">887</a>
\TotalHeight	<a href="#">7359</a> , <a href="#">7363</a> , <a href="#">7367</a> , <a href="#">7371</a> , <a href="#">7378</a> , <a href="#">7880</a> , <a href="#">7907</a> , <a href="#">7908</a>	\use:x	<a href="#">19</a> , <a href="#">879</a> , <a href="#">879</a> , <a href="#">4228</a> , <a href="#">4536</a> , <a href="#">4547</a> , <a href="#">9664</a> , <a href="#">10096</a>
\tracingassigns	<a href="#">687</a>	\use_i:nn	<a href="#">18</a> , <a href="#">824</a> , <a href="#">888</a> , <a href="#">888</a> , <a href="#">914</a> , <a href="#">1067</a> , <a href="#">1096</a> , <a href="#">1124</a> , <a href="#">1282</a> , <a href="#">1425</a> , <a href="#">1439</a> , <a href="#">1447</a> , <a href="#">10477</a> , <a href="#">10523</a> , <a href="#">10548</a> , <a href="#">11122</a> , <a href="#">11441</a> , <a href="#">11798</a> , <a href="#">11831</a> , <a href="#">12624</a> , <a href="#">12952</a> , <a href="#">13091</a>
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