

luametatex

the manual

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Contents

Introduction

1 Engines

1.1	Introduction	10	1.4	Reflections	12
1.2	How it started	10	1.5	Usage	14
1.3	The engines	11	1.6	Dependencies	15

2 Principles

2.1	Introduction	20	2.16	Optimization	30
2.2	Text fonts	20	2.17	Input	30
2.3	Math fonts	23	2.18	Nesting	30
2.4	Rules	25	2.19	Conditions	31
2.5	Paragraphs	26	2.20	Macros	31
2.6	Pages	27	2.21	Keywords	31
2.7	Alignments	27	2.22	Directions	32
2.8	Adjusts	27	2.23	Hooks	33
2.9	Marks	28	2.24	Expressions	33
2.10	Inserts	28	2.25	Units	34
2.11	Boxes	28	2.26	Local control	34
2.12	Language	28	2.27	Overload protection	35
2.13	Math	29	2.28	Specifications	36
2.14	Programming	29	2.29	Tracing	38
2.15	Protection	30			

3 Constructions

3.1	Introduction	40	3.6	Math fractions	46
3.2	Boxes	40	3.7	Math radicals	49
3.3	Math style variants	42	3.8	Math accents	50
3.4	Math scripts	43	3.9	Math fences	53
3.5	Skewed fractions	45			

4 Assumptions

4.1	Introduction	57	4.2	Virtual fonts	57
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5 Internals

5.1	Introduction	60	5.7	Save stack	70
5.2	A few basics	60	5.8	Data types	70
5.3	Memory words	64	5.9	Time flies	71
5.4	Tokens	65	5.10	Keywords	74
5.5	Nodes	66	5.11	Sparse arrays	75
5.6	The hash table	68			

6 Primitives

6.1	Introduction	77	6.5	To be checked primitives (new)	333
6.2	Rationale	90	6.6	To be checked primitives (math)	334
6.3	Primitives	92	6.7	To be checked primitives (old)	335
6.4	Syntax	297	6.8	Indexed primitives	336

7	Callbacks			
7.1	Introduction	351	7.5	Typesetting
7.2	Files	353	7.6	Tracing
7.3	Running	355	7.7	Math
7.4	Fonts	360		
8	Fonts			
8.1	Introduction	381	8.6	Virtual fonts
8.2	Primitives	382	8.7	Callbacks
8.3	Nodes	386	8.8	Protrusion
8.4	Loading	387	8.9	Spaces
8.5	Helpers	392		
9	Languages			
9.1	Introduction	400	9.7	Applying hyphenation
9.2	Evolution	400	9.8	Applying ligatures and kerning
9.3	Characters, glyphs and discretionaries	401	9.9	Breaking paragraphs into lines
9.4	Controlling hyphenation	407	9.10	The language library
9.5	The main control loop	407	9.11	Math
9.6	Loading patterns and exceptions	409	9.12	Tracing
10	Lua			
10.1	Introduction	419	10.5	Files
10.2	Initialization	419	10.6	Testing
10.3	Lua behaviour	421	10.7	Helpers
10.4	Lua modules	422		
11	Metapost			
11.1	Introduction	430	11.5	Information
11.2	Instances	430	11.6	Methods
11.3	Processing	437	11.7	Scanners
11.4	Internals	439	11.8	Injectors
12	T_EX			
12.1	Introduction	449	12.4	The configuration
12.2	Status information	449	12.5	Input and output
12.3	Everything T _E X	460		
13	Math			
13.1	Introduction	496	13.7	Math styles
13.2	Traditional alongside OpenType	496	13.8	Math parameters
13.3	Intermezzo	497	13.9	Math spacing
13.4	Unicode math characters	501	13.10	Fonts
13.5	Math classes	501	13.11	Scripts
13.6	Setting up the engine	501		
14	PDF			
14.1	Introduction	523	14.2	Lua interfaces

15	Nodes			
15.1	Introduction	532	15.4	Math nodes
15.2	Lua node representation	533	15.5	Helpers
15.3	Main text nodes	534		
16	Tokens			
16.1	Introduction	635	16.3	Helpers
16.2	Lua token representation	635		
17	Libraries			
17.1	Introduction	670	17.4	Auxiliary
17.2	Third party	670	17.5	Optional
17.3	Core	670		
18	Security			
18.1	Introduction	719	18.6	Lua
18.2	Primitives	719	18.7	Files
18.3	Macros	720	18.8	Callbacks
18.4	Tokens	720	18.9	Libraries
18.5	Nodes	720	18.10	Execution

introduction

Introduction

The LuaMetaT_EX manual that is a variant of the LuaT_EX manual provides an overview similar to its parent. Instead of adding more and more to that one, an alternative take is provided. Here we start less from a historic perspective and treat the engine as independent development. The main reason for this is that we want to focus on ConT_EXt, if only because that is the macro package that uses it and also drives the development.

In LuaMetaT_EX we go further than in LuaT_EX. We extend the language, refactor most subsystems and assume that the macro package adapts to that. Of course we are compatible as much as possible with predecessors but we also take the freedom to tune some default behavior. For instance, moving on with math rendering means that we can make assumptions with respect to fonts and because the math fonts have issues that never will be solved, in ConT_EXt we just tweak the fonts before we feed them to the engine so that we can achieve the best result possible (in our opinion of course). The same is true for more mechanism, like for instance the par builder, where we introduce multiple paragraph line break passes using features not present in other engines and ConT_EXt supports that. Although extensions like these are not discussed here we do have to describe the underlying mechanisms and interfaces and thereby assume usage as in ConT_EXt.

A manual like this evolves over time and will take years to complete. These are volunteer efforts unless some project makes it possible to spend more time on it. In practice most work on T_EX development is unpaid for and therefore mostly driven by the joy of playing with typesetting and coming up with solutions for problems that users present us. Keep that in mind when reading and wondering why the focus is not on what you expect or what is best for marketing. If you're annoyed by (the lack of) documentation, just don't waste time in LuaMetaT_EX.

This manual replaces the older LuaMetaT_EX manual. It has some less and some more than its predecessor which was derived from the LuaT_EX manual. It will take some time to 'complete'. Eventually I might add a few indices but it makes only sense when the manual is more stable and I have to be in the mood to spend time on it. Because many mechanisms have been extended we also have more parameters to control matters. Add to that additional font parameters (as in math) and it will be clear that it's hard to be complete, especially when control features only kick in when needed. Often the names of primitives and options give a clue. But when you're in for a bit of trial and error, looking at visual results might bring you to options that can be of help to get it better. Just ignore what doesn't make sense till you need something.

Disclaimer. I don't use 'artificial intelligence' tools for development and have no plans to do that either. If I can't manage without, I should not go on with developments anyway. I don't want to use tools that rip-off code (and basically abuse whatever people put on the internet for others to enjoy), pretty much aim at control and advertising (its all about money), infringe copyright, depend on other peoples originality and efforts, and frankly spoken, bring very little to my table, while consuming extreme amount of energy world-wide. I've nothing against expert systems applied wisely but that's a different story than today's big tech, commerce and dominance driven AI fashion. I also don't jump on every new language bandwagon because in the end there is little to gain, and all these software religious claims don't impress in the end. It's a waste of time and energy. Typesetting is very much also a human thing: look and feel, perception, joy and human interaction. I like to see what (challenges) users come up with, in results and demands; that is what drives me. Therefore, an important main point here is that all errors and hallucinations in this manual are mine.

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engines

1 Engines

Contents

- 1.1 Introduction**
- 1.2 How it started**
- 1.3 The engines**
- 1.4 Reflections**
- 1.5 Usage**
- 1.6 Dependencies**

1.1 Introduction

There are good reasons why we initialized the LuaTeX and later LuaMetaTeX projects. Here I will go into some of them. It is just short wrap up of how it started, how other engines influenced the process and how we see usage. There are plenty of documents out there that go into more detail. The main objective of this section is to put documentation into perspective.

1.2 How it started

When we started with ConTeXt, hardware was rather limited compared to what we have today. A personal computer had some 640kB memory, possibly bumped to 1MB with help from a memory extender. This put some restrictions to how macro packages could be defined, also because that memory had to be shared with the baseline operating system. However, over time, memory and runtime became less of an issue and the TeX engine could be configured to use whatever was available. Extending the program other than increasing the available memory became more feasible.

As with any program, there is always something to wish for which is why the e-TeX variant came into view. Before those extensions could be used, pdfTeX showed up. That variant simplified the ‘TeX plus separate backend driver’ model to a one-step process. Eventually e-TeX was merged into pdfTeX, and that became the de facto standard engine. There was never a follow up on e-TeX, and more drastic deviations like Omega were never ready for production. At some point XeTeX came around but that was mostly a font specific extension. We were kind of stuck with a wish-list that never would be fulfilled but we occasionally pondered a follow up. We drafted an extended e-TeX proposal, played with some features related to pdf, improved a few things but that was it.

Having some experiences with Lua as extension language in SciTE, I wondered what something like that would bring to TeX and after discussing this with Hartmut he made variant of pdfTeX that has some basic interfaces: we could access properties of registers and print something to TeX as if it came from file. As is common with some variant, a new name was coined and LuaTeX came into existence. We’re talking 2005.

Because Idris wanted to typeset high quality scholar manuscripts mixing Arabic and Latin we discussed how to do that in ConTeXt and his experiences with Omega were such that alternatives had to be considered: the Oriental TeX project was started and LuaTeX was the starting point. Taco merged some parts of Aleph (a somewhat stable variant of Omega) into the code base and stepwise some

primitives were added. It was overall a rather large and serious project that took a lot of our time. It was not commercially driven, mostly for ConT_EXt users and therefore also a lot of fun to do. As often with such projects, early adapters keep things going.

It took a while before LuaT_EX was stable in the sense that nothing more was added. Because the engine was developed alongside what is called ConT_EXt MkIV, we could easily adapt both to each other. Even better: users could use both in production. However, in order for other macro packages to use LuaT_EX (per request) it had to be frozen, and that happened around 2015, some 10 years after we started. However, we were not done yet and in order not to violate this stability principle the follow up was called LuaMetaT_EX. Because it was a more drastic extension project, and also a somewhat drastic separation of the code base from the complex LuaT_EX one, the related ConT_EXt code was also separated, this time tagged MkXL, or LMTX when we talk about the combination. The project started around 2019 and soon again entered a state of combined development and use in production and most users switched to this variant.

There are more complete wrap ups of these developments and we systematically reported on them in various documents that are available in the distribution and/or published in user group journals.

1.3 The engines

Of course all starts with original T_EX. We want to be compatible so we keep that functionality. However, for practical reasons LuaMetaT_EX omits two core components. Font loading is not present in the frontend and there is no backend. Both are supposed to be provided via Lua plugins. This makes sense because in the meantime font technologies have changed and keep changing and backend also are a moving target. In ConT_EXt we already did all that in Lua, so there was no need to keep that font and pdf generation code around in the engine. There are a few more deviations, like dropping some system specific features (terminal related) and in former times practical features like outer and long macros that no longer made sense and complicated integrating new features unnecessarily.

As mentioned in the introduction, pdfT_EX is the basis for LuaT_EX and LuaT_EX is where we started with LuaMetaT_EX. If we compare pdfT_EX with traditional T_EX the main additions are:

- There is an integrated pdf backend that also supports for instance hyperlinks and various annotations.
- Expansion of glyphs (aka hz) has been added to the engine and integrated in the par builder. The same is true for character protrusion (in the margin).
- There is, to some extent, support for inter-character kerning.
- There are some handy helpers, for instance for calculating hashes, randomization, etc.
- There is an extension to injection between lines (adjust).
- We have few more conditionals (like testing for a csname and absolute values).
- A few helpers like `\quitvmode` (that we liked to have in ConT_EXt) were added.

Because pdfT_EX was actively developed and maintained over many years, extensions showed up step-wise, also depending on usage and needs. That is also why the e-T_EX extensions were included:

- More than 256 registers, including marks.
- Access to discarded material in the vertical splitting code.
- Protection against expansion of macros (the `\protected` prefix).
- A simple right to left typesetting mechanism.
- Access to some states, a limited set of last nodes, etc.

- There are some additional tracing features.
- One can reprocess tokens and produce detokenized lists.

In LuaTeX we also looked at what Omega could bring:

- More than 256 registers.
- Multi-directional typesetting.
- Local boxes (in lines).
- Input processing.

If we combine these lists, we see font expansion and protrusion coming back in LuaMetaTeX. However, already in LuaTeX expansion and protrusion were dealt with a bit differently and even more so in LuaMetaTeX, while protection in LuaMetaTeX is implemented differently. We also kept injection of vertical material but in LuaMetaTeX that done quite differently. Most of e-TeX is there but not right to left typesetting and the register approach. Of course we kept the additional conditionals but implemented them a bit different.

In LuaTeX we took the Omega enlarged register approach and directional typesetting although that has been stripped down and redone to right to left only. Local boxes are there but redone in LuaMetaTeX. There was no need for input processing because we have Lua. In the end there is little that we kept from the other engines which also means that one cannot take the manuals that come with these engines and simply assume that it is there.

We should of course mention MetaPost. That graphical subsystem was integrated in LuaTeX and on the one hand stripped down (less backend) and on the other extended (remove bottlenecks and add some functionality) in LuaMetaTeX. With respect to Lua we moved to more recent versions and dropped support for just in time compilation. This also means that in ConTeXt MkXL we have more MetaFun and therefore talk LuaMetaFun.

There is of course a lot in LuaTeX that can be found also in LuaMetaTeX but the later one goes way beyond its predecessor. It actually provides what we always wanted (as ConTeXt developers) but never showed up. And this brings us to a next topic.

1.4 Reflections

The previous section, somewhat derived from the LuaTeX manual, might suggest that LuaTeX and therefore LuaMetaTeX provides most of what pdfTeX, e-TeX, XeTeX and Omega provide but here I must disappoint the reader. So in addition to or variation on the above here are some reflections.

We were quite involved in the early days of pdfTeX development, so some features of that program we kept in LuaTeX, like expansion, protrusion, basic pdf features like annotations, destinations, outlines and literals, transformations, image inclusion, plus a few handy extensions like `\vadjust` pre, `\insertht` and `\quitvmode` that were introduced for ConTeXt, as well as positioning that when brought into pdfTeX made that we no longer needed the indirect method using specials that we used (first with a post processing script filtering specials and providing positional information, later that became a the dvipos program). Experimental features (at that time introduced for ConTeXt) like snapping lines could make sense but were easier to handle in Lua so even those were dropped. We never used the features that were introduced for other macro packages, like color stacks and (un)escaping because we already did that otherwise. We also didn't want to burden the evolving LuaTeX engine with the other kerning features because they lacked control anyway. Even the mentioned adjust and insert extensions were redone and much more was added in those departments.

Because we started in 2005 (with a first release in 2006) the pdf \TeX of that time is of course not the same as of today. I'm not sure what the last version is that Con \TeX t MkII is targeting at because the version numbering changed a bit; at some point versions like 14e became 140.XX, so it might be around 140.17 or so. It might even be that recent versions break MkII without us noticing. For Lua \TeX we basically only took what we needed for Con \TeX t at that time and assumed that Lua could fill in the gaps. Because Con \TeX t didn't really use much of the Lua \TeX backend in the end what we kept from pdf \TeX in LuaMeta \TeX was a follow up on expansion and protrusion, for which that engine set the standard. If it wasn't for pdf \TeX the \TeX community would not be where it was now.

For as much as they make sense e- \TeX extensions are mostly there but that project was basically stopped after the first major release. In fact because pdf \TeX has these extensions, we never implicitly had to include e- \TeX . When we started with Lua \TeX we actually kept in mind the ideas we had at that time because before we started with Lua \TeX we already had plans for extensions (flagged eetex) but those never came to fruit, just as we had some ideas about extending dvi which were superseded by the arrival of pdf. The token prepend and append primitives actually were examples of that. The e- \TeX project demonstrated that extending \TeX was an option. In that sense, Lua \TeX and LuaMeta \TeX were very much unavoidable from the perspective of those involved in Con \TeX t.

Then there is X \TeX . It is supported by MkII but only the font mechanism was extended to handle OpenType fonts. For a while Lua \TeX had some compatible math character definition primitives but none of its features. We can assume that its internals are quite different when it comes to fonts from Lua \TeX because Lua \TeX basically provides support for traditional fonts and delegates everything OpenType to Lua. In Lua \TeX we used font loader code from FontForge and some backend code from dvipdfmx, although Con \TeX t eventually did all loading in Lua. But anyway this program demonstrated that a Unicode engine supporting publicly available (fancy) fonts was possible by adapting \TeX so X \TeX introduced \TeX ies to the at that point still evolving world of OpenType. And if someone is a happy X \TeX user, there is no need to switch to Lua \TeX .

In Omega there were input translation mechanisms that some Con \TeX t users used but that I never looked into myself. These are of course not present in Lua \TeX because we can use Lua for input processing. In the end a bit of the directionality is all that we kept, most noticeably the initial parnode and dirnode but we made them first class nodes instead of whatsits and in LuaMeta \TeX the first one serves different purposes. It got us started with directions. Comparing the paragraph nodes of Lua \TeX and LuaMeta \TeX makes little sense: they are too different.

Over the last decades other engines showed up, most noticeably those for e.g. Japanese but I never looked into these. I'm not sure if Lua \TeX can do the same with help from Lua, but LuaMeta \TeX has some more features so maybe it can. These engines serve a specific (language and script audience) but if Japanese Con \TeX t user need something more than we provide they can ask. One reason why we have for instance an orientation feature in boxes is that we can support vertical typesetting with rotated glyphs and boxes.

In the end the extensions in LuaMeta \TeX come from our own demands combined with trying to be complete but of course I might have missed something. It also means that flaws in the design are just mine (or ours in the case of Lua \TeX). Of course quite some are common sense additions, often based what we need and what makes macro programming easier, but if users depend on some feature present in the other engines that cannot be handled by Lua, they might ask for something similar but then we need details and examples and not some reference to a manual or macros that we are unaware of, have never seen, never used or haven't caught up with.

There is very little overlap and common ground to cover between macro packages so if someone thinks that LuaMeta \TeX is a Con \TeX t thing, they might be right. Of course LuaMeta \TeX has plenty

of what LuaTeX has and the core of LuaTeX is pretty much original TeX. However, in LuaMetaTeX nearly all mechanism have been extended, optimized, and in the process made a bit more C-ish. The original documentation describes what happens, the principles behind TeX, so to say. More details will be added but can also found in numerous documents in the ConTeXt distribution, articles and presentations. In the end we owe most to Don Knuth, who gave us the (very original) original that we can build upon.

An important decision we made when we started with LuaTeX is that we don't lock ourselves in specific solutions: callbacks are the way to go. Of course in LuaMetaTeX we have some more helpers, and in the extended MetaPost library we do implement some features in C after having prototyped them in Lua, but there runtime performance was important. But in general Lua solutions work out fine. Good examples are the font loading and processing code and the MetaPost backend. We can easily adapt, have complete control, can meet specific demands, and as with more plugins we just needed them right from the start. And that is an important consideration: we want to be able to experiment without constraints. There are always the other engines: pdfTeX for eight bit speed and XeTeX for hard coded solutions and if they suit you, why not use them. We don't have to cover every niche out there.

1.5 Usage

Why is it that there has been little fundamental development around TeX engines? One of the reasons is that macro packages have to be stable. New features can be added but if they are only available in one engine (and there are a few more around now, like XeTeX and the cjk specific ones) a macro package has to provide ways around them when they are not available. Risking some criticism I dare to say that in order to use LuaTeX to its full potential, macro package has to be set up such that this is possible and ConTeXt does just that. When we talk backends it's relatively easy, and when we talk fonts it's doable. But if you are not willing to adapt the core of your code dramatically (and conceptually) all you get from LuaTeX is a built-in scripting language and some occasional messing around with node lists. In ConTeXt we could transition rather well because the user interfaces permitted to do so without users noticing. Of course there were changes, for instance because encodings matter less, which is also true for e.g. XeTeX, and font technologies changed. But for macro packages other than ConTeXt just the availability of Lua might be enough reasons to use that engine. That also means that documentation of the more intricate features is less important: one can just learn by example and ConTeXt is that example.

With LuaMetaTeX we go further because here one really has to make some fundamental choices. Again this could be done within the existing user interfaces, but here we are not only talking of fundamental improvements, like rendering math or breaking paragraphs into lines, but also of more flexible handling of alignments, inserts, adjusts, marks, par and page building, etc. Basically all mechanism got extended and opened up. In order to profit from this you have to be able to throw away existing solution and use these extensions to come up with better ones. If one can put sentiments aside, this also takes quite some time. This also means that where LuaMetaTeX is fine for the current ConTeXt, it might be less so for other macro packages. For instance, a font frontend and pdf backend in Lua comes at a performance penalty. Some can be gained back elsewhere, and actually the engine itself is more efficient too, but there are no guarantees that it also works out for others.

A very important aspect (at least for me) is that I want the macro code to look nice and in that respect stick to the TeX syntax as much as possible. That means that we have more programming related primitives, enhanced macro argument parsing, more (flexible) conditionals, additional registers, extra expansion related features and so on. Instead of some intermediate layer (like the helpers in ConTeXt)

we can stick closer to the language itself. Of course this is not something that most users will notice. What users might notice, is that on the average ConT_EXt with LuaMetaT_EX performs better than with LuaT_EX or even LuaMetaT_EX. Even with more performance critical components delegated to Lua (like the backend pdf generation) we gain and often can compete performance wise well with the faster eight bit pdfT_EX engine.

The fact that one has to make (and/or cannot make) drastic choices has a consequence for documentation. Most of what is new and interesting is discussed in articles and low level manuals. However, it is often discussed in the perspective of ConT_EXt. Although we do discuss and show generic solutions it makes little sense to go into details there, simply because in the end only ConT_EXt might use them as intended. It's just a waste of time to implement variants that are more generic because they will never be used elsewhere, especially in situations where the solutions are considered 'standard' and will not change. In ConT_EXt we always followed the principle that if we can do better, we will do better, and interfaces are such that this can be done.

Of course that brings up the question "How do you know that these are the best solutions" and the answer is that we don't. However, we're not talking of quick and dirty solutions. For instance it took years to enhance math support: experiments, discussion, reconsideration, documenting, writing articles, looking at usage, fonts, etc. A wider discussion would not have brought better solutions, if at all. If that were the case, there would already have been successors. The same is true for most extensions: there was little need for them outside the ConT_EXt community. So in the end that's what those interested should look at: how is LuaMetaT_EX used in ConT_EXt. It is the combined development together with acceptance by users that makes this possible.

1.6 Dependencies

When we started using LuaT_EX in ConT_EXt we needed to add support for locating and reading files as well as for OpenType processing. We also had to provide a backend driver especially when we diverted from the pdfT_EX approach. In MkII locating files is delegated to kpse but we already had code in the runners that made it more efficient because nested lookup calls (as we have for starting up and running MetaPost) have quite some overhead. In a full blown T_EXLive installation we could measure multiple seconds overhead. So, we carried these optimizations into the MkIV code base and replaced kpse completely. This why we could remove it from LuaMetaT_EX, which also removed a complex dependency. When a kpse library is present you can, at your own risk, use the optional library which (as with any optional) provides a minimal set of runtime bindings.

When it comes to fonts, in LuaT_EX we also had to test plain T_EX, so we made the font loader and processing code generic, which also is the reason why Kai Eigner is involved in maintaining it. We are aware of usage in L^AT_EX but as far as we know it is a patched version (likely with limited functionality) and there using a library is the recommended way anyway. The font loader and processor in MkXL is extended and tuned for LuaMetaT_EX and because we have no reason to support plain (it can if needed be emulated in ConT_EXt) we don't need to make that variant generic. We could implement the base mode (native) font engine in Lua but the built-in one is fine and we see no reason to cripple T_EX too much, but you need to load the font via Lua.

The same is true for the (pdf) backend. We already did most in Lua and prototyped in MkIV before we moved on to LuaMetaT_EX. A disadvantage of not having a hard coded backend is that it increases runtime. The first versions of LuaMetaT_EX took between 10 and 20 percent more runtime and partly that was due to the backend. Because the engine became faster and a few more primitive features were added we could gain back performance and currently MkXL is outperforming MkIV, for various

reasons. A backend is only partially doing pure textual output. There are images to be dealt with, fonts to be embedded (which can also involve virtual fonts), specific features involved (like color or hyperlinks), etc. Most of that is actually macro package specific. One could argue that a generic backend makes sense, but there is little use in that when it is only used by ConT_EXt. I could code a LuaT_EX compatible backend but I would not be able to test it, unless I made a setup for it, which is a waste of time.

So, these three components, although we could provide them, are currently very ConT_EXt specific so if you want to use LuaMetaT_EX elsewhere you need to come up with something like that. Given history, changes are slim that any agreement can be reached on a generic approach.¹ This is no real problem because in order to use LuaMetaT_EX to its full potential you probably need to rewrite a lot and therefore likely end up in the ConT_EXt mindset. If someone needs specific features that LuaMetaT_EX seems to offer, just give ConT_EXt a try.²

¹ We also have to be realistic. Apart maybe from fonts and hyphenation patterns there is little that macro packages have in common. The only package that from the perspective of ConT_EXt qualifies as ‘generic’ is TikZ as that was designed with multiple macro packages in mind. We therefore try to keep supporting it in the ConT_EXt ecosystem.

² This is why we have no LuaMetaT_EX specific mailing list, we use the ConT_EXt mailing list(s) for that. The official source distribution is the ConT_EXt distribution where it is included in order to enable users to compile binaries if needed. This also fits into the open source ‘source included’ paradigm. If your ConT_EXt installation doesn’t ship with sources it is likely not an official one!

principles

2 Principles

Contents

- 2.1 Introduction**
- 2.2 Text fonts**
- 2.3 Math fonts**
- 2.4 Rules**
- 2.5 Paragraphs**
- 2.6 Pages**
- 2.7 Alignments**
- 2.8 Adjusts**
- 2.9 Marks**
- 2.10 Inserts**
- 2.11 Boxes**
- 2.12 Language**
- 2.13 Math**
- 2.14 Programming**
- 2.15 Protection**
- 2.16 Optimization**
- 2.17 Input**
- 2.18 Nesting**
- 2.19 Conditions**
- 2.20 Macros**
- 2.21 Keywords**
- 2.22 Directions**
- 2.23 Hooks**
- 2.24 Expressions**
- 2.25 Units**
- 2.26 Local control**
- 2.27 Overload protection**
- 2.28 Specifications**

2.29 Tracing

2.1 Introduction

This is a bit odd manual but needed anyway. In the process of adding features to LuaMetaT_EX and adapting ConT_EXt accordingly some decisions were made. On the one hand generic flexibility is a criterion used when the extending engine, on the other hand practical usability in ConT_EXt is used to decide where to draw a line or make some choices. It makes no sense to complicate the already complex engine even more, or cripple ConT_EXt when cleaner (low level) solutions are possible.

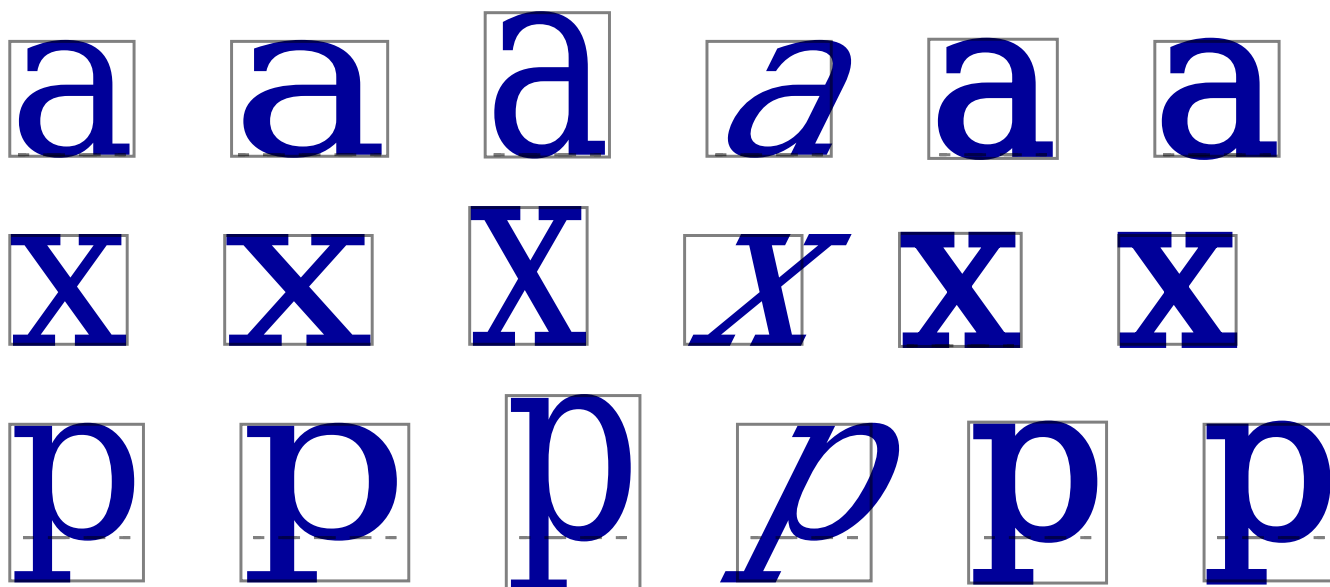
Here I will collect some of the considerations and mention the choices made. These are mostly mine but some result from discussions and experiments. This overview is not complete, new primitives are discussed elsewhere and the ConT_EXt low level manuals explain how to use these. Consider this to be a teaser.

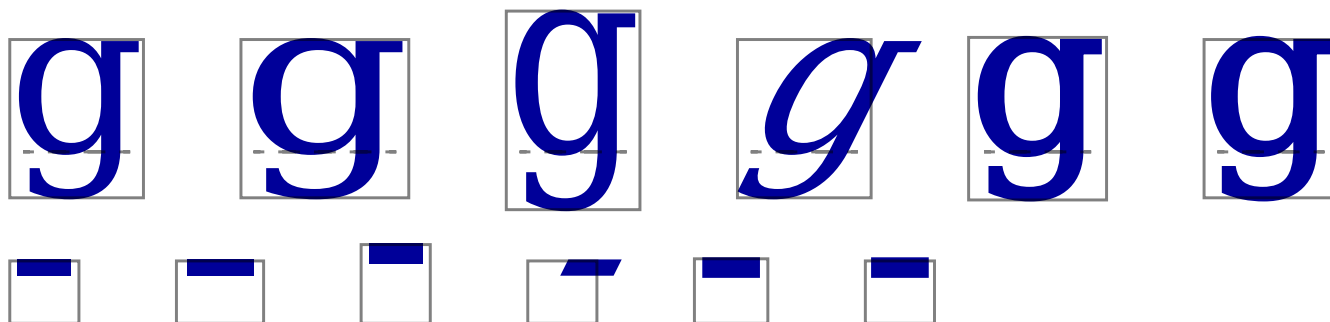
This summary is work in progress.

2.2 Text fonts

Plenty has been written about fonts in T_EX, so here I will only mention a few aspects. Traditionally the T_EX engines works with copies of fonts at given sizes. For large fonts that is kind of inefficient. This is why in LuaMetaT_EX we can scale a font on-the-fly using `\glyphscale`, `\glyphxscale` and `\glyphyscale`. This feature is also used to implement a more efficient (although not 100% metric compatible) compact font mode. It works okay in text as well as math although it comes at a price: many more calculations are needed at the engine end.

One way to get an expanded, squeezed, emboldened or slanted font in ConT_EXt is to use the effects mechanism. It is quite flexible but again comes at a price because the backend has to do more work which is measurable, especially because effects can apply to the font or individual glyphs. However, the advantages out-weigh the disadvantages. At the cost of yet a bit more performance a more native variant is also available using `\glyphslant` and `\glyphweight`.





Extending, as seen in the second renderings, scales the shapes horizontally, while squeezing, in the third renderings, does it in the vertical direction. In both cases the dimensions have to be adapted. This is not the case when we slant. The last two samples in a row have an increased weight, and these are the more tricky cases because here one can argue how to scale and reposition a shape. When a shape is above the baseline we increase the height, and when it goes below we increase the depth. The engine is capable to increase the width, height and depth and shift the shape a little. It only makes sense to adapt the height and depth when they are non-zero. It will never be perfect, but this feature is not perfect anyway.

The way fonts are set up in a $\text{T}_{\text{E}}\text{X}$ macro package often originates in the past, if only because it came with fonts. The Computer Modern fonts are among the few that have multiple design sizes. However, the collection is pretty much based on a ten point design. For math there are seven and five point variants for the script sizes, for footnotes an eight point makes sense and section heads can use the larger twelve point plus the few larger sizes. Setting up a twelve point body font environment, as we have in $\text{ConT}_{\text{E}}\text{Xt}$, is quite doable with the fonts but for an eleven point body font more compromised have to be made.

One can wonder why in $\text{ConT}_{\text{E}}\text{Xt}$ the ten point math setup of 10/7/5 became 12/9/7 instead of 12/8.4/6 and the reason is just that when there were still bitmap fonts one didn't want too many (intermediate) sizes. Anyway, we're sort of stuck with this default setup now, but nothing prevents users to redefine a body font environment.

Another speciality of $\text{T}_{\text{E}}\text{X}$ (fonts) is that they have italic correction, something that lacks in OpenType fonts (apart from math but there it serves a different purpose). We can however emulate it, and in $\text{ConT}_{\text{E}}\text{Xt}$ that is an option. Given that we have to make choices it is clear that the engine can only be supportive here, especially when we use the `\glyphslant` method.

A curious case is the following: in Computer Modern we find italic correction in the upright fonts, for instance between an 'f' and 'h'. Dealing with this automatically is impossible because italic correction is not to be applied between glyph runs of the same font.

By now it will be clear that when we talk fonts, from the perspective of $\text{T}_{\text{E}}\text{X}$ we actually talk glyphs: the most prominent content item, although it is treated as an abstraction: a blob with dimensions and other properties. They are always wrapped in a box, often one that comes from the par builder where lines are packaged. They then travel around with the rest till the backend processes them and eventually discard the nodes that relate to them: glyph nodes.

When a character is entered it ends up in a list. In a traditional approach it will be packaged (hboxed) or enter the par builder. Before that happens font processing takes place optionally preceded by hyphenation. In $\text{LuaMetaT}_{\text{E}}\text{X}$ before and after that callbacks can do all kind of things with the character (glyph) sequence. It is for that reason that in $\text{ConT}_{\text{E}}\text{Xt}$ we keep them as (either or not private) Unicode, but other macro packages might decide otherwise. The character value is in the end just a lookup key for the engine.

A glyph node carries a lot of information and most relates not to processing a font but controlling other actions as well as possible tracing. Because setting and using is up to the macro package we keep the following simple. One can find examples in ConT_EXt and in the descriptions of nodes and Lua helpers.

A glyph carries the *font* identifier and a *character* code. The code is just the character from the input but any time a callback can change that. But in the end the backend has to know what it gets. Because the macro package implements the backend it has to be consistent but users don't need to know what actually happens, unless they plug in their own code. Of course the character code should relate to information passed to the engine, like dimensions. There is no standard so just assume that macro packages behave different. The font identifier combined with the character code that maps into the characters table passes to the engine provides the par builder and packager what it needs. There are no dimensions stored in the glyph nodes! But there are helpers that can provide the effective dimensions of a glyph at the Lua end.

A glyph node carries a *state* and *data*, both integers, that have no meaning in the engine. They are just efficient alternatives for attributes. In ConT_EXt they play a role in font rendering but again, there is no prescribed usage.

The *scale*, *xscale* and *yscale* fields in a glyph node reflect `\glyphscale`, `\glyphxscale`, `\glyphyscale` as set directly or via a `\fontspecdef`'d command. The *weight* and *slant* fields relate to `\glyphweight` and `\glyphslant`. These are used in for instance the by now default ConT_EXt compact font mode. So we can have the same font identifier with different scaling. Of course this comes at a price: instead of just picking up the width, height or depth from the font, the engine has to apply the scales to the natural dimensions. In practice this performance hit is compensated by savings elsewhere. But it does for instance means that in order to determine if two neighboring glyphs are from the same font in the traditional sense, scales as well as states and data fields have to be compared. Here is how that works in practice:

```
{\glyphscale 1000 infor}{\glyphscale 1000 mation}
{\glyphscale 1000 infor}{\glyphscale 1200 mation}
{\glyphweight 100 infor}{\glyphweight 120 mation}
```

We choose a font that has kerns:

-0.150 0.100 -0.150 0.100
information information information

When a text gets hyphenated, the process is controlled by all kind of settings, some of which relate to the language, so we have a *language* field and for practical reasons also a *script* field but the engine only uses the first one. The left and right hyphenation minima (*lhmin* and *rhmin*) are also stored in each glyph so one can control them locally, not that we've seen users doing that.

We only mention the *control* and *option* fields because they reflect what actually is permitted in various stages. We also have a *protection* state, that can be used to prevent duplicate processing. There are a few state variables that keep track of glyph originating in a pre, post or replacement discretionary component (*discpart* and *disccode*).

The *expansion* field stores the effective expansion factor as determined by the par builder. The backend has to follow up on this. When fonts features are applied kerning (or positioning in OpenType speak) can be stored in the *left*, *right* and *raise* fields. This saves injecting kern nodes. The user applied `\glyphxoffset` and `\glyphyoffset` also are reflected in fields: *xoffset* and *yoffset*.

The final set of fields concern math, because after math has been processed glyphs is what we are left with. One can set a *group*, *index* and/or *properties*. These can come in handy when interpreting the stream (think of exporting, verbose math or tagging). Usage is very macro package specific.

The main message here is that in various stages of the rendering glyph fields are consulted, set, adapted. It definitely means that where in original \TeX character nodes were one memory word, in \LuaMetaTeX they are now 15 memory words. (At some point I might add some more details here.)

Closely related to glyph nodes, definitely from the perspective of processing fonts, are discretionary nodes. When you manually enter them the three components are:

`\discretionary {pre break} {post break} {replace}`

and when for instance an explicit hyphen - or a sequence of them that becomes a compound hyphen, is entered that also becomes such a triplet node. Of course the hyphenate machinery produces them in abundance.

In \LuaMetaTeX (as follow up on \LuaTeX) we don't use the traditional \TeX approach of only a pre and post component combined with jumping over the replace. We have explicit *pre*, *post* and *replace* fields and these can have a list of glyphs (plus some more). A font processor has to look into these three streams and make decisions based on matches with preceding or following glyphs. Take it from us that this is a complex and not easy to follow process, especially not for complex fonts with contextual lookups. A word can have more than one discretionary.

Most room in the 13 memory word node goes to housekeeping these three components and that has to be managed carefully so from the Lua end control is restricted. In addition we have a *penalty* and *options* field. We also have a math specific *class* field (so yes, math can have discretionaries) and a state field *orphaned* that we use in the line-break routine. Overall it gives us a lot of control over the process of hyphenation and breaking content over lines.

Eventually these discretionaries disappear from the node list. One can decide to keep them but it makes little sense. We loose information when the lines are constructed so keeping the inline only leaves us with an incomplete picture. Instead we store information with the glyphs in the mentioned *disc** fields so that we can to some extent reconstruct hyphenation points and provide visual feedback to the user on request; in the meantime \ConTeXt has a bit of a reputation for that kind of feedback. One lines are normalized, read: have a well defined final structure with respect to various space related properties, the fact that there are no longer discretionary nodes makes later processing of such lists a bit more efficient.

2.3 Math fonts

Support for math in an Unicode aware engine is also driven by the repertoire of characters and their organization in Unicode, as well as by OpenType math as cooked up by Microsoft with a bit of input from \TeX folk.

The engine is agnostic when it comes to Unicode: there are no character codes interpreted in special ways. There are math alphabets but these are not special: in a traditional eight bit engine we have families to deal with them, in a Unicode aware engine there are several solutions. The most important character property that has some consequence is the math class but for dealing with that we're on our own anyway. Everything Unicode related is up to \ConTeXt to deal with, and it is the macro package that drives the engine, using the constructs that are available, like atoms with specific classes, fractions, accents, delimiters, fences, radicals, operators etc.

When it comes to fonts it is more complex. The OpenType math standard is driven by the fact that MS Word provides a math editor and therefore needs a font. That font is Cambria and it is (at the time of writing this) the only font that comes from the origin. It has not been extended, nor fixed so basically what is in there kind of has become the standard. The other OpenType math fonts are a curious mix of old and new technology and again not much has happened there.

Now, when it comes to choices here, a few can be made based on conclusions drawn during decades of dealing with these fonts and the assumed technology.

- There has been no real developments so we can just assume that what we got is what we will have forever. Cambria is and remains the standard, quite some fonts shipped with $\text{T}_{\text{E}}\text{X}$ have issues that will stay, and new fonts, especially when developed outside $\text{T}_{\text{E}}\text{X}$'s scope likely also have issues, because, after all, what is used for testing them?
- Only a few renders support the new technology. It is unlikely that MS Word will change and basically $\text{X}_{\text{Y}}\text{T}_{\text{E}}\text{X}$ and $\text{LuaT}_{\text{E}}\text{X}$ are also frozen. On the web old school fonts are used, at least till 2023. Plenty of time went by since the beginning of the century and nothing improved.
- The most important font properties that play a role are parameters, italic correction, variants and extensibles, anchors for accents, stylistic alternates, script alternates and staircase kerns. There are some rules of how to apply italic correction, but many fonts make them unapplicable. The same is true for anchors and kerns. There are only top kerns.
- Italic correction is a flawed concept and we decided to just ignore them: when specified we add it to the width and discard them afterwards. The value is translated into a bottom right corner kern. For large operators we translate them to top and bottom accents.
- Top accents can be flawed so in many cases we can just ignore them. They only make sense for italic shapes anyway.
- Staircase kerns are a nice idea but make no sense. First of all they concern two characters, nucleus and script, but we can also have accents, fraction, fenced stuff and other constructs in scripts so instead we prefer a system of corner kerns. Also, we noticed that staircase kerns are often implemented partially and even then not that well, probably because there was no way to test them. Even worse is that when they are inconsistent formulas can look rather inconsistent. So, we translate staircase kerns into corner kerns and add and/or overload them by corner kerns. These kerns can then be applied for any reasonable combination.
- Extensibles are mixed breed. Rules should be extensibles but aren't. Some snippets have Unicode points so they can be used to construct missing glyphs but the repertoire is inconsistent. Because we don't expect Unicode to adapt we therefore provide alternative solutions.
- The repertoire of math parameters is on the one hand incomplete and on the other hand less dependent on the font and more on intended usage. So, apart from a few, we end up with adapting to our needs. It is part of the more granular control that we wish.
- Gaps in alphabet vectors are a pain but the engine is agnostic of them. For some reason the $\text{T}_{\text{E}}\text{X}$ community let itself down on this so it has to cope at the macro level. It is by now an old problem.




So, to summarize the font part, an alternative standard could discard the concept of italic correction and go for proper widths, a simplified corner kern model, provide top and bottom accents, prescribe a repertoire of extensibles and snippets and at least fill the gaps in alphabets instead of relying on

shared glyphs. It won't happen any time soon, but still we do follow that approach and have the engine ready for it. Because we adapt the fonts runtime to this, we can eventually remove all the code related to italic correction and staircase kerns, simply because it is not used.

2.4 Rules

The original \TeX engine actually has only two graphical elements: glyphs and rules. These have a width, height and depth and when decisions are made, for instance when deciding where to break a line, or when boxes are constructed these dimensions have to be known. Actually, \TeX doesn't really care what these elements are, it's the dimensions that matter most. Graphics for instance can be abstract objects, traditionally injected via so called specials wrapped into a box of given dimensions. The \pdfTeX and later engines added a native representation but basically it acted like a box (or rule if you like). It's the backend that turns glyphs, rules and these special boxes into something that one can see and print.

Rules have the three dimensions we mentioned. There are horizontal and vertical rules, but only at the primitives level. Once you specified an `\hrule` or `\vrule` it became a generic rule with the main difference being the default dimensions. A rule initializes with so called running dimensions, think of signals that the final dimension comes from the encapsulating box.

Here we have a vertical rule:  with width 3cm, height 5mm and depth 2mm. If we don't specify a width we get the default thickness of 0.4pt, as in  and when we prefix it with `\leaders` and let it follow by a `\hfill` we get this: .

When we put on an `\hrule` on an empty line the running width kicks in:



which is a feature that one can use in for instance tables. However the fact that we only talk rectangles means that there is only a limited repertoire of applications. In order to frame some text you need four (disconnected) rules, For a background fill you can use a single rule. There is also an application for rules that have height and depth but no width: these so called struts that can enforce vertical spacing and dimensions.

So what does \LuaMetaTeX bring to the rules? Because the engine itself is only interested in dimensions it's more about passing information to the backend. For this we have a few more fields in the rule nodes that can be set from Lua. This permits for instance to hook in \MetaPost graphics that adapt like rules. There are a few more primitives, one for making struts: they can take their dimensions from a character. In math mode they're invisible and don't influence inter-atom spacing but still take their role in determining dimensions. Then there are the virtual rules that have dimensions (to be used in the backend) but don't contribute in the frontend. The `\novrule` and `\nohrule` do contribute but are ignored in the backend so they are cheap alternatives for empty boxes with specific dimensions set.

Some rule subtypes are set by the engine, for instance the math engine marks over, under, fraction and radical rules. In Lua one can mark outline, user, box and image rules so that node list processors can take their properties into account when needed, the frontend is only interested in the dimensions and sees them as normal rules.



Here we have the following call:

```
\hrule height \strutht depth \strutdp on 0.04tw off 0.01tw \relax
```

The `on` and `off` are among the new keys and they do nothing at the \TeX end. It is the backend that will create the dash pattern. You can achieve the same effect with leaders but while here we have a single rule, for a leader the engine will make as many rules as are needed for this dash pattern. This is a good example of adding little to the fontend in order to make the backend do the job. In a similar fashion outlines are delegated. Other tricks involve offsets and there is room for some additional features but for now they are on the “Only when I need it.” list, after all we need something to wish for.

Like with glyphs we’ll quickly discuss what information travels with the nine memory word large rule nodes, but let’s first stress that because they are basically one of the two content items, it makes a lot of sense to see this blob with dimensions as more than rules. The fact that they have dimensions, means that routines that look at those, like a packager or line break routine, has only glyphs, rules and boxes to take into account when it comes to for instance height and depth. Adding a rule subtype is way cheaper than adding a new node type with dimensions because that would demand adaption of places where dimensions come into play but also Lua code that operates on lists.

This might be a good moment to mention that in \TeX engines traditionally fields like *width*, *height* and *depth* were kept in equivalent places in the memory word set so that macros could be used to access them. In \LuaMetaTeX we went more verbose and every node has its own accessors. This permits extending and makes for less potential errors. We leave it to the compiler to deal with the (a bit) more code that is needed.

Because we use rules as template for possible extensions but also for some control over typesetting we have more fields than the three dimensions. For instance we have *xoffset* and *yoffset* for a displacement and *left* and *right* for margins. Because rules are mode sensitive (horizontal vs. vertical) these last two can also result in top and bottom margins.

We have a *rulethickness* that can be used in the backend; the engine just passes it around. The same is true for the *data* field but some of the options in *options* are there for the engine.

There are also shared fields, think *extra_1* and *extra_2*, but their convenient names depend on the subtype, so we have *lineon* and *lineoff* for user rules that permit implementing a dashed rule. Strut rules provide *font* and *character*. A virtual rule overloads the two margin fields and thereby can provide the virtual dimensions while the engine calculates with zero dimensions in the usual fields. The *discardable* field is there for internal purposes (the balancing mechanism). For sure there will be more in due time.

2.5 Paragraphs

A lot can be said about paragraphs but we keep it short here. Much more can be found in for instance the articles that we wrote on the subject. When you enter (or generate) text it will be added to a list (of nodes). That list can become a horizontal box, vertical box, or end up in the main vertical list. When we go vertical the list will be split in lines and the process is called line breaking. Between the lines we can get penalties that tell the machinery how a paragraph of lines can be split over page boundaries.

When breaking the engine can use up to three passes: a first pass that uses **\pretolerance** as criterion, a tolerant pass with hyphenation enabled using **\tolerance** and an emergency pass that kicks

in `\emergencystretch` when set. In LuaMetaTeX we can have additional passes that come online depending on criteria and/or thresholds; search for `\parpasses` to learn more about this.

The par builder in LuaMetaTeX has more features that users can control and also normalized the resulting lines so that later on from the Lua end they can be manipulated easier. There are also ways to let embedded inserts, marks and (v)adjusts migrate to the outer level. All this takes more runtime than in original TeX but in practice one won't really notice this because we gain in other places.

Most or what is new is available as features in ConTeXt, most noticeably in extra keys to `\setupalign`. It is also good to know that we have ways to hook specific features in what is called 'wrapping up paragraph'. Also, contrary to traditional TeX we configured ConTeXt to use the mechanism that freezes paragraph specific parameters with the current paragraph so that there is no (or at least less) interference with grouping.

2.6 Pages

The page builder is less complex than the par builder as it doesn't really optimize. When the target size overflows it backtracks to the last best break. The main complication is in handling the inserts: these need to stay with the content and therefore can break over a page boundary.

In LuaMetaTeX we added only a few features like `\pageextragoal` for some slack in calculations and we also added the more explicit `\pagevsize` and a few state access primitives. We might at some point extend this builder a bit although the 'balance' mechanism (that for instance in ConTeXt is used in column sets) already provides a multi-pass solution.

2.7 Alignments

Alignments are on the one hand an independent builder but because cells in tables are kind of independent snippets this mechanism is also very much mixed in the parser. The engine is, when it comes to processing content, in text mode, math mode and both these states can happen inside alignments. When the alignment (group) is finished the table will be constructed from the snippets which happens in a few steps because the dimensions can depend on the content of a whole row of column.

This mechanism is rather straightforward if we forget about possible look-ahead issues in the 'preamble parsing' and 'determining if we're done'. This issue is a bit less problematic in LuaMetaTeX because we can define macros as being `\noaligned` which instructs the scanner to not expand but assume we're still doing table (cells).

Compared to LuaTeX there are some extras, like setting attributes on cells, as well as optimizations, like ignoring zero `\tabskip` which makes tables that span hundreds of pages and many columns less memory hungry.

2.8 Adjusts

You can put stuff before and after lines using `\vadjust` and at the edges using `\localleftbox` and alike. Both are seen in the par builder, where the boxes contribute to the dimensions and the adjusted material is inserted when the paragraph is wrapped up and contributed to the current list. In LuaMetaTeX these mechanism have been extended so that we can actually use them in a meaningful way.

2.9 Marks

These signals in the text are used for managing (for instance) running headers and a few extra features have been added, like migration to an outer level and resets. In MkIV we handled marks in Lua but with LuaMetaTeX it makes sense to use the engine.

2.10 Inserts

Inserts are signals that end up in lines and migrate to the outer level, that is the main vertical list. An example of usage is footnotes. In the main vertical list they are bound to the line they relate to so that the page builder can make sure that they end up on the same page. In LuaMetaTeX they can bubble up from deeply nested boxes. Contrary to the traditional binding of an insert class to various registers in LuaMetaTeX they can be managed independently which means that they have more properties.

2.11 Boxes

Boxes are one of the most important structures. Eventually the result is a bunch of nested boxes with glyphs, kerns, glue and so called whatsits that the backend will convert into something, like a pdf file. We have a low level manual on boxes and their many properties.

Where glyphs are the visual elements, boxes are invisible wrappers. A line is a box that groups (collects) glyphs and spacing but we don't really see that box. In this paragraph we enable the ConTeXt visualizer so we do see the boxes when you zoom in. Every line is a `\hbox` with a height and depth depending on the content but a width determined by the `\hsize`. Of course we can have also boxes in the line, as we see with the TeX logo, where the lowered E is moved down boxed.

In a traditional engine box nodes have a width, height and depth field for dimensions but also a shift field that signal a displacement. Moving a box while still keeping its dimensions is used in the math builder and post line break routine but in LuaMetaTeX we did away with that in most places. The reason is that where in original TeX no one is confronted with these engine imposed/applied shifts, in an opened up LuaMetaTeX it can be confusing. Of course the field is still there, also because it's used in `\moveleft` and friends. In addition we can set offsets, orientation in four ways, anchor the box on corners and such. As a result we have more keywords to check when we set a box which actually was one of the reasons to optimize the keyword scanner.

2.12 Language

The language model in LuaMetaTeX is similar to LuaTeX. A glyph node has a language field that is used by the engine for hyphenation. There are some fields in the glyph node that carry states related to hyphenation and in LuaMetaTeX we have more control options. There are some text codes that one can see as related to languages, like `\lccode` and `\uccode` and even `\sfcode` but especially in a Unicode environment the macro package likely will do some independent of these shared vectors.

Hyphenation patterns are loaded at runtime which saves on the size of the format file; after all we seldom need more than one, and pre-loading dozens makes little sense. The hyphenate and exception handlers provide features for compound words and penalties and also have callbacks to add additional functionality. Users will not directly mess with these and trust the macro package to do the right thing.

2.13 Math

Plenty has been written about the multi-year project of opening up and extending the math engine. Opening up and providing full control is part of supporting and experimenting with OpenType math fonts but we already discussed this in a previous section. Another aspect of opening up is making hard coded properties configureable, even if that feature will hardly be used, simply because the built-in defaults make sense. Then there is all kind of control over rendering that can be controlled by keywords to the math specific elements like atoms, fractions, operators, accents, radicals and fences.

Because traditional fonts are phased out in favour of (often flawed) OpenType variants much of what is new is also controlled by fonts, be it that we have our own extensions. In ConT_EXt mathfonts are tweaked to fit our model. Inter atom spacing, penalties, discretionaries, continuation scripts (think multiscripts, pre and post), additional classes, dictionaries, linebreaks, carrying properties over math groups, are all features that make it possible to render more precise math without the need for manual intervention. It often looks, for instance from posts on support platforms, that the more or less standard math has to come with tweaking your source; it has become an accepted practice. In ConT_EXt we always had structure and we added some more of that and because the math engine carries more information around we could eventually simplify some code otherwise done in Lua.

By looking at what ConT_EXt actually needs, we could decide to strip down the math engine (old as well as new features). We can also decide to eventually just assume wide fonts to be used and drop old font support. After all, because one has to load the fonts with Lua, it's not hard to map traditional fonts to (extended) OpenType alternatives, which is actually what we do anyway with for instance Antykwa.

2.14 Programming

There are some major extensions to the way one can program macros, of which we mention a few:

- Macros can have more complex definitions, for instance optional arguments, mandate braces, optional spaces between arguments.
- We have more conditionals and conditionals can be less nested by using `\orelse` and continued tests at the same nesting level.
- We have various kind of native loops which makes for more advanced fully expandable solutions.
- There are additional, more advanced, expression scanners for numbers (integers) and dimensions. In fact, when a value is needed these scanners can kick in (curly braced values).
- There are user units that hook into registers and other properties. Of course this feature is rather macro package dependent.
- We can have local expansion, a.k.a. 'local control' which means that the main loops basically acts as a function.
- There are more (powerful) input parsers at the Lua end which helps making extensions to the syntax without bloating the already large set of primitives.
- Macros can have properties that make them more robust in alignment and expansion contexts and can be protected against overloading.

There are many small extensions that are the result of years of experience with programming in the T_EX language and accumulated observations. Of course most is driven by ConT_EXt development. Some of the new programming features are explained below.

2.15 Protection

The idea behind \TeX is that users define macros. However, when they do so in the perspective of a macro package there is the danger that core functionality can be overwritten. Now, one can of course make all primitives less accessible, for instance by some prefix. But that makes no real sense for features that belong to the language. When users use Camel Case for their names they're unlikely to run into issues, so while internal macros are actually prefixed, we don't do that with the primitives, so you can write code that looks \TeX .

Over time $\text{Con}\text{\TeX}$ t has been ridiculed by non users for prefixing with `\do` or `\dodo` but that's by folk who love long (cryptic) names with many underscores and other inaccessible characters. The way we protect users from accidental overloading is by using the $\text{LuaMeta}\text{\TeX}$ overload protection system. Macros (and primitives) can be tagged in way so that the engine can issue warning or even error in case of an undesirable definition.

There is of course some overhead involved in for instance every `\def` or `\let` but it is little and the engine is fast anyway.

2.16 Optimization

There are many places where the engine could be optimized without getting obscure. One reason is that the memory layout is somewhat different because we snap to 8, 16, 32 or 64 bits and the engine being a Unicode capable one already has more memory available in some places than what was needed. Also, knowing usage patterns, it was possible to identify possible bottlenecks and widen the necks.

Furthermore, it was possible to improve input handling, logging, save stack usage, keyword parsing, expressions, and much more. On the other hand nodes became larger so there we loose some. The $\text{LuaMeta}\text{\TeX}$ engine is faster than $\text{Lua}\text{\TeX}$, although some of the gain is lost on the fact that one needs to use Lua backend.

2.17 Input

The input can come from files, token lists, macros and Lua which means many places. When it comes from Lua it can be tokens, nodes, string, and each has its special way of handling and the engine has to keep track of this when it accumulated the input that pops up after a Lua call. This is done as efficient as possible without sacrificing performance. The fact that we have utf should not have too much impact.

2.18 Nesting

When you enter a group a stack boundary is set and when some value changes the original value is pushed on the stack. After leaving the group values are restored. The engine tries to avoid redundant actions which improves memory usage and runtime.

Every macro expansion, opened file, expanded token list, etc. pushes the input stack and that comes with overhead. Again we have tried to minimize the impact and thereby gain a bit over $\text{Lua}\text{\TeX}$.

Other stacks like those used by math, alignment, conditionals, expressions etc. have also been improved some. On the other hand, by unweaving some shared code there can be a price to pay, but as with everything usage patterns indicate no penalty here.

2.19 Conditions

We already had more conditionals in LuaTeX but again the repertoire of conditionals has been extended. This permits us to remove some middle-layer helpers and stay closer to the core language. It also helps to improve performance.

Another important addition has been `\orelse` than permits us to write test in a way similar to what other language provide with for instance `elseif` or `else if`.

2.20 Macros

Expanding macros happens a lot especially in a more complex macro package. This means that adding features in that area can have a large impact on runtime. Nevertheless the argument parser now provides a few handfuls of variants in picking up arguments with out noticeable degradation, especially because these new features can gain performance.

At the same time there have been some optimizations in storing macro related states, checking and accessing parameters. There are additional (internal) classes of macros that make for a more natural implementation; for instance `\protected` macros are now first class commands.

2.21 Keywords

Some primitives accept one or more keywords and LuaMetaTeX adds some more. In order to deal with this efficiently the keyword scanner has been optimized, where even the context was taken into account. As a result the scanner was quite a bit faster. This kind of optimization was a graduate process the eventually ended up in what we have now. In traditional TeX (and also LuaTeX) the order of keywords is sometimes mixed and sometimes prescribed. In most cases only one occurrence is permitted. So, for instance, this is valid in LuaTeX:

```
\hbox attr 123 456 attr 123 456 spread 10cm { }
\hrule width 10cm depth 3mm
\hskip 3pt plus 2pt minus 1pt
```

The `attr` comes before the `spread`, rules can have multiple mixed dimension specifiers, and in glue the optional `minus` part always comes last. The last two commands are famous for look ahead side effects which is why macro packages will end them with something not keyword, like `\relax`, when needed.

In LuaMetaTeX the following is okay. Watch the few more keywords in box and rule specifications.

```
\hbox reverse to 10cm attr 123 456 orientation 4 xoffset 10pt spread 10cm { }
\hrule xoffset 10pt width 10cm depth 3mm
\hskip 3pt minus 1pt plus 2pt
```

Here the order is not prescribed and, as demonstrated with the box specifier, for instance dimensions (specified by `to` or `spread` can be overloaded by later settings. In case you wonder if that breaks compatibility: in some way it does but bad or sloppy keyword usage breaks a run anyway. For instance minuscule results in `minus` with no dimension being seen. So, in the end the user should not noticed it and when a user does, the macro package already had an issue that had to be fixed.

2.22 Directions

The directional model in LuaMetaT_EX is a simplified version the the model used in LuaT_EX. In fact, not much is happening at all: we only register a change in direction. The approach is that we try to make node lists balanced but also try to avoid some side effects. What happens is quite intuitive if we forget about spaces (turned into glue) but even there what happens makes sense if you look at it in detail. However that logic makes in-group switching kind of useless when no properly nested grouping is used: switching from right to left several times nested, results in spacing ending up after each other due to nested mirroring. Of course a sane macro package will manage this for the user but here we are discussing the low level injection of directional information.

This is what happens:

```
\textdirection 1 nur {\textdirection 0 run \textdirection 1 NUR} nur
```

This becomes stepwise:

```
injected: [push 1]nur {[push 0]run [push 1]NUR} nur
balanced: [push 1]nur {[push 0]run [pop 0][push 1]NUR[pop 1]} nur[pop 0]
result   : run {RUNrun } run
```

And this:

```
\textdirection 1 nur {nur \textdirection 0 run \textdirection 1 NUR} nur
```

becomes:

```
injected: [+TRT]nur {nur [+TLT]run [+TRT]NUR} nur
balanced: [+TRT]nur {nur [+TLT]run [-TLT][+TRT]NUR[-TRT]} nur[-TRT]
result   : run {run RUNrun } run
```

Now, in the following examples watch where we put the braces:

```
\textdirection 1 nur {{\textdirection 0 run} {\textdirection 1 NUR}} nur
```

This becomes:

```
run RUN run run
```

Compare this to:

```
\textdirection 1 nur {{\textdirection 0 run }{\textdirection 1 NUR}} nur
```

Which renders as:

```
run RUNrun run
```

So how do we deal with the next?

```
\def\ltr{\textdirection 0\relax}
\def\rtl{\textdirection 1\relax}
```

```
run {\rtl nur {\ltr run \rtl NUR \ltr run \rtl NUR} nur}
run {\ltr run {\rtl nur \ltr RUN \rtl nur \ltr RUN} run}
```

It gets typeset as:

```
run run RUNrun RUNrun run
run run runRUN runRUN run
```

We could define the two helpers to look back, pick up a skip, remove it and inject it after the dir node. But that way we loose the subtype information that for some applications can be handy to be kept as-is. This is why we now have a variant of `\textdirection` which injects the balanced node before the skip. Instead of the previous definition we can use:

```
\def\ltr{\linedirection 0\relax}
\def\rtl{\linedirection 1\relax}
```

and this time:

```
run {\rtl nur {\ltr run \rtl NUR \ltr run \rtl NUR} nur}
run {\ltr run {\rtl nur \ltr RUN \rtl nur \ltr RUN} run}
```

comes out as a properly spaced:

```
run run RUN run RUN run run
run run run RUN run RUN run
```

Anything more complex than this, like combination of skips and penalties, or kerns, should be handled in the input or macro package because there is no way we can predict the expected behavior. In fact, the `\linedirection` is just a convenience extra which could also have been implemented using node list parsing.

Directions are complicated by the fact that they often need to work over groups so a separate grouping related stack is used. A side effect is that there can be paragraphs with only a local par node followed by direction synchronization nodes. Paragraphs like that are seen as empty paragraphs and therefore ignored. Because `\noindent` doesn't inject anything but a `\indent` injects an box, paragraphs with only an indent and directions are handles and paragraphs with content. When indentation is normalized a paragraph with an indentation skip is seen as content.

2.23 Hooks

In many places callbacks are possible that can be used for implementing extensions or extensive tracing. Of course usage is macro package dependent and users should be aware of possible interferences when callbacks are chained. There are ways to block changes. Compared to LuaTeX, some callbacks are mandate, like reading from files or dealing with (and even loading) fonts. Some callbacks can replace built-in functionality but that will probably seldom be done.

Although officially callbacks are the way to extend the engine, we did in many places add functionality, simply because it integrates better in already complex features (like the par builder) and it is also faster.

2.24 Expressions

The e-TeX expression scanner has been optimized and extended with a `\divide` compatible operator. In addition we have a scanner with more features and another (experimental) one that does operator

priorities proper (and internally uses an reverse Polish stack approach). When a number or dimension is expected a braced value is parsed as extended expression.

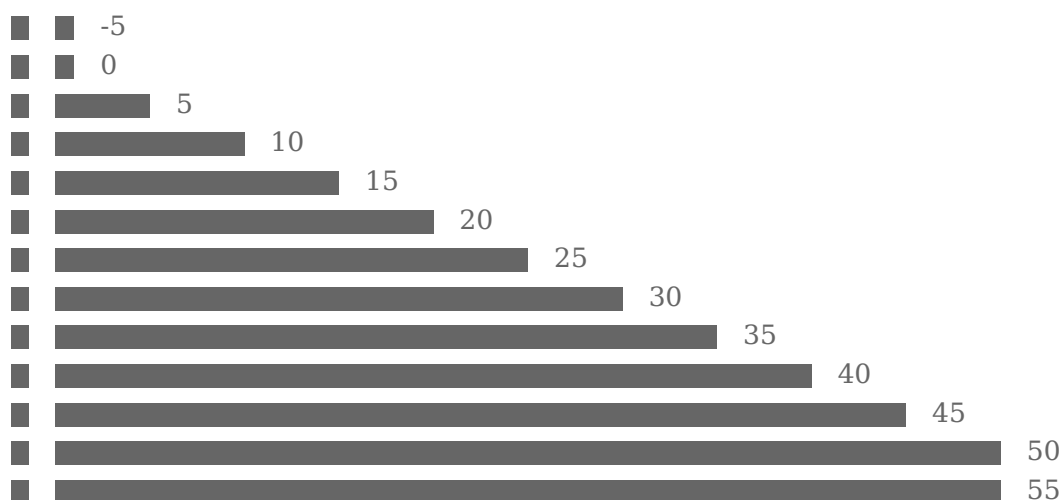
2.25 Units

The familiar \TeX units like pt and cm are supported but since the 2021 Con \TeX t meeting we also support the Knuthian Potrzebie, cf. en.wikipedia.org/wiki/Potrzenie. The two character acronym is dk . One dk is 6.43985pt . This unit is particularly suited for offsets in framed examples.

In 2023 we added the Edith (es) and Tove (ts) as metric replacements for the inch (in). As with the dk more background information can be found in documents that come with Con \TeX t and user group journals. The eu unit starts out as one es but can be scaled with \eufactor .

```
\localcontrolledloop -5 55 5 {  
  \eufactor=\currentloopiterator  
  \dontleavehmode\strut  
  \vrule height .1es depth .25ts width 1dk\relax\quad  
  \vrule height .1es depth .25ts width 1eu\relax\quad  
  \the\currentloopiterator  
  \par  
}
```

This example code shows all four new units. Watch how \eufactor is clipped to a value in the range 1 – 50. The default factor of 10 makes the European Unit equivalent to ten Toves or one Edith.



In addition to these there can be user units but because these are macro package dependent they are not discussed here.

2.26 Local control

There are a few new primitives that permit what we call local controlled expansion. This permits for instance expanding non expandable macros and even typesetting inside an expansion context like \edef . Regular \TeX has a main loop to where it returns after every primitive action, but local control let the engine go into a nested main loop.

2.27 Overload protection

Protection is achieved via prefixes. Depending on the value of the `\overloadmode` variable warnings or errors will be triggered. Examples of usage can be found in some documents that come with ConT_EXt, so here we just stick to the basics.

```
\mutable \def\foo{...}
\immutable\def\foo{...}
\permanent\def\foo{...}
\frozen \def\foo{...}
\aliased \def\foo{...}
```

A `\mutable` macro can always be changed contrary to an `\immutable` one. For instance a macro that acts as a variable is normally `\mutable`, while a constant can best be `\immutable`. It makes sense to define a public core macro as `\permanent`. Primitives start out a `\permanent` ones but with a primitive property instead.

```
\let\relaxone \relax 1: \meaningfull\relaxone
\aliased \let\relaxtwo \relax 2: \meaningfull\relaxtwo
\permanent\let\relaxthree\relax 3: \meaningfull\relaxthree
```

The `\meaningfull` primitive is like `\meaning` but report the properties too. The `\meaningless` companion reports the body of a macro. Anyway, this typesets:

```
1: \relax
2: primitive \relax
3: permanent \relax
```

So, the `\aliased` prefix copies the properties. Keep in mind that a macro package can redefine primitives, but `\relax` is an unlikely candidate.

There is an extra prefix `\noaligned` that flags a macro as being valid for `\noalign` compatible usage (which means that the body must contain that one). The idea is that we then can do this:

```
\permanent\protected\noaligned\def\foo{\noalign{...}} % \foo is unexpandable
```

that is: we can have protected macros that don't trigger an error in the parser where there is a look ahead for `\noalign` which is why normally protection doesn't work well. So: we have macro flagged as permanent (overload protection), being protected (that is, not expandable by default) and a valid equivalent of the `noalign` primitive. Of course we can also apply the `\global` and `\tolerant` prefixes here. The complete repertoire of extra prefixes is:

frozen	a macro that has to be redefined in a managed way
permanent	a macro that had better not be redefined
primitive	a primitive that normally will not be adapted
immutable	a macro or quantity that cannot be changed, it is a constant
mutable	a macro that can be changed no matter how well protected it is

instance	a macro marked as (for instance) be generated by an interface
----------	---

noaligned	the macro becomes acceptable as <code>\noalign</code> alias
-----------	---

overloaded	when permitted the flags will be adapted
enforced	all is permitted (but only in zero mode or ini mode)

aliased	the macro gets the same flags as the original
untraced	the macro gets a different treatment in tracing

The not yet discussed `\instance` is just a flag with no special meaning which can be used as classifier. The `\frozen` also protects against overload which brings amount of blockers to four.

To what extent the engine will complain when a property is changed in a way that violates the flags depends on the parameter `\overloadmode`. When this parameter is set to zero no checking takes place. More interesting are values larger than zero. If that is the case, when a control sequence is flagged as mutable, it is always permitted to change. When it is set to immutable one can never change it. The other flags determine the kind of checking done. Currently the following overload values are used:

		immutable	permanent	primitive	frozen	instance
1	warning	*	*	*		
2	error	*	*	*		
3	warning	*	*	*	*	
4	error	*	*	*	*	
5	warning	*	*	*	*	*
6	error	*	*	*	*	*

The even values (except zero) will abort the run. A value of 255 will freeze this parameter. At level five and above the `\instance` flag is also checked but no drastic action takes place. We use this to signal to the user that a specific instance is redefined (of course the definition macros can check for that too).

The `\overloaded` prefix can be used to overload a frozen macro. The `\enforced` is more powerful and forces an overload but that prefix is only effective in ini mode or when it's embedded in the body of a macro or token list at ini time unless of course at runtime the mode is zero.

So far for a short explanation. More details can be found in the `ConTEXt` documentation where we can discuss it in a more relevant perspective. It must be noted that this feature only makes sense a controlled situation, that is: user modules or macros of unpredictable origin will probably suffer from warnings and errors when de mode is set to non zero. In `ConTEXt` we're okay unless of course users redefine instances but there a warning or error is kind of welcome.

There is an extra prefix `\untraced` that will suppress the meaning when tracing so that the macro looks more like a primitive. It is still somewhat experimental so what gets displayed might change.

The `\letfrozen`, `\unletfrozen`, `\letprotected` and `\unletprotected` primitives do as their names advertise. Of course the `\overloadmode` must be set so that it is permitted.

2.28 Specifications

We need to discuss specifications and this will be a bit more detailed in terms of mentioning primitives. In original `TEX` we have `\parshape`. This is an array of indentations and widths with a variable number of entries. The engine manages an array of memory words from which it can take slices called nodes. The start of such a slice is a node pointer (actually an index in that memory array). A paragraph shape is stored in such a slice. Once it's no longer used the node is returned to a pool and can be used again later. When the engines runs low on memory it can combine pooled nodes and these shape nodes are

a good candidate for that as they can be large. But it is suboptimal. The e-TeX engine introduced more arrays, like `\widowpenalties` and in

LuaMetaTeX we added for instance `\parpasses`. We also extended the LuaTeX initial par node with many more fields, and some of these point to these variable nodes, for instance `\linepenalties` or `\orphanpenalties` and we make copy of these, unless, as we will see, they are defined as constant. The more extensive usage of these variables nodes made for a change in approach. These arrays are now small fixed size nodes with a pointer to a dynamically allocated array of data. This comes at some cost but on a modern machine that is not much. The advantage is that we are less likely to run out of node memory. The generic node and mechanism that manages are called specifications.

Original TeX has only `\parshape`, e-TeX added four and LuaMetaTeX went on adding:

<code>\parshape</code>	dimension pairs
<code>\interlinepenalties</code>	integer pairs
<code>\clubpenalties</code>	integer pairs
<code>\widowpenalties</code>	integer pairs
<code>\displaywidowpenalties</code>	integer pairs
<code>\adjacentdemerits</code>	integer pair
<code>\balancefinalpenalties</code>	integer pairs
<code>\balancepasses</code>	multiple field sets
<code>\balanceshape</code>	multiple field sets
<code>\brokenpenalties</code>	integer pairs
<code>\fitnessclasses</code>	integers
<code>\mathbackwardpenalties</code>	integer pairs
<code>\mathforwardpenalties</code>	integer pairs
<code>\orphanlinefactors</code>	integers
<code>\orphanpenalties</code>	integer pairs
<code>\parpassesexception</code>	multiple field sets
<code>\parpasses</code>	multiple field sets
<code>\toddlерpenalties</code>	integer pairs
<code>\specificationdef\count</code>	integer (pairs)
<code>\specificationdef\dimen</code>	dimension (pairs)
<code>\specificationdef\float</code>	posit (pairs)

We set these specification according to their purpose but it always starts with a counter indicating how many entries to expect, where zero resets the specification.

```
\somespecification
  count
  [options]
  one or more [single|pair|fieldset]
```

We can't set individual fields, it always has to be a whole specification, but we can get fields values. In e-TeX we have `\parshapelength`, `\parshapeindent` and (weirdly named) `\parshapedimen` which best can be aliased to `\parshapewidth`. Of course one can wonder why these are needed. For balancing shapes we have `\balanceshapevsize`, `\balanceshapetopspace` and `\balanceshapebottomspace`. The passes don't have such introspection helpers. In order not to drown in primitives just for the sake of tracing we added a few generic accessor helpers that can be used like:

```
\widowpenalties 5 option 2 100 150 200 250 300 350 400 450 500 550
```

```

\the \specificationcount \widowpenalties % here 5
\the \specificationoptions \widowpenalties % bit 2 set when double
\the \specificationfirst \widowpenalties 3 % penalty 3 left (300 )
\the \specificationsecond \widowpenalties 3 % penalty 3 right (350)

```

We use these primitives to implement a serializer in ConT_EXt so that we can say:

```

\parshape 3 0mm \hsize 20mm {\hsize-20mm} 30mm {\hsize-30mm} \relax
\thespecification\parshape

```

and get:

```
3: 0.0pt,513.00317pt 56.9055pt,456.09767pt 85.35826pt,427.64491pt.
```

When `\the` is applied to a specification with double entries you need to pass an extra subindex. Per tradition `\the\widowpenalties` takes an integer argument as index into the array. A zero value returns the size. A minus one will skip the index scanning and when we have a left- and right page penalty set we need to pass the subindex. The minus one permits us to overload the singular ones:

```

\permanent\protected\untraced\def\widowpenalty {\widowpenalties \minusone} % once
\permanent\protected\untraced\def\clubpenalty {\clubpenalties \minusone} % once
\permanent\protected\untraced\def\displaywidowpenalty{\displaywidowpenalties\minusone} % once
\permanent\protected\untraced\def\brokenpenalty {\brokenpenalties \minusone} % singular anyway
\permanent\protected\untraced\def\orphanpenalty {\orphanpenalties \minusone} % once
\permanent\protected\untraced\def\toddlerpenalty {\toddlerpenalties \minusone} % once
\permanent\protected\untraced\def\interlinepenalty {\interlinepenalties \plusone} % repeats
\permanent\protected\untraced\def\adjdemerits {\adjacentdemerits \minusone}

```

And we can actually at some point to decide to drop the e-_T_EX ones:

```

\permanent\protected\untraced\def\parshapelength{\specificationcount \parshape}
\permanent\protected\untraced\def\parshapeindent{\specificationfirst \parshape}
\permanent\protected\untraced\def\parshapewidth {\specificationsecond\parshape}

\aliased\let\parshapedimen\parshapewidth % weird etex name

```

2.29 Tracing

There is are more tracing options, like in math, alignments and inserts, and tracing can be more detailed. This is partly a aide effect of the need for exploring new features. Tracing is not always compatible, if only because there are more possibilities, for instance in the way macros are defined and can handle arguments.

constructions

3 Constructions

Contents

- 3.1 Introduction
- 3.2 Boxes
- 3.3 Math style variants
- 3.4 Math scripts
- 3.5 Skewed fractions
- 3.6 Math fractions
- 3.7 Math radicals
- 3.8 Math accents
- 3.9 Math fences

3.1 Introduction

This is more a discussion of the way some constructs in for instance math work. It will never be exhausting and mostly is for our own usage. We don't discuss all the options but many are interfaced in higher level macros in ConT_EXt. This chapter will gradually grow, depending on time and mood.

3.2 Boxes

Boxes are very important in T_EX. We have horizontal boxes and vertical boxes. When you look at a page of text, the page itself is a vertical box, and among other things it packs lines that are themselves horizontal boxes. The lines that make a paragraph are the result of breaking a long horizontal box in smaller pieces.

This is a vertical box. It has a few lines of text that started out as one long line but has been broken in pieces. Doing this as good as possible is one of T_EX's virtues.

There is a low level manual on boxes so here we can limit the discussion to basics. A box is in T_EX speak a node. In traditional T_EX it has a width, height, depth and shift.



Here we see a box and the gray line is called the baseline, the height goes up and the depth goes down. Normally the height and depth are determined by what goes in the box but they can be changed as we like.

```
\setbox\scratchboxone\ruledhpack{SHIFT 1}
```

```
\setbox\scratchboxtwo\ruledhpack{SHIFT 2}
```

```
\boxshift\scratchboxtwo lex \dontleavehmode \box\scratchboxone\box\scratchboxtwo
```

```
\setbox\scratchboxone\ruledvpack{SHIFT 3}
```

```
\setbox\scratchboxtwo\ruledvpack{SHIFT 4}
```

```
\boxshift\scratchboxtwo lex \box\scratchboxone\box\scratchboxtwo
```

In this example you'll notice that the shift depends on the box being horizontal or vertical. The primitives `\raise`, `\lower`, `\moveleft` and `\moveright` can be used to shift a box.

```
SHIFT 1
```

```
SHIFT 2
```

```
SHIFT 3
```

```
SHIFT 4
```

The reason why we have the shift property is that it is more efficient than wrapping a box in another box and shifting with kerns. In that case we also have to go via a box register so that we can manipulate the final dimensions. Another advantage is that the engine can use shifts to position for instance elements in a math formula and even the par builder used shifts to deal with positioning the lines according to shape and margin. In LuaMetaTeX the later is no longer the case.

Inside a box there can be mark (think running headers), insert (think footnotes) and adjust (think injecting something before or after the current line) nodes. The par builder will move this from inside the box to between the lines but when boxes are nested too deeply this won't happen and they get lost. In LuaMetaTeX these objects do bubble up because we make them box properties. So, in addition to the dimensions and shift a box also has migration fields.

In the low level manuals you can find examples of accessing various properties of boxes so here we stick to a short description. The reason for mentioning them is that it gives you an idea of what goes on in the engine.

field	usage
width	the (used) width
height	the (used) height
depth	the (used) depth
shift_amount	the shift (right or down)
list	pointer to the content
glue_order	the calculated order of glue stretch of shrink
glue_sign	the determined sign of glue stretch of shrink
glue_set	the calculated multiplier for glue stretch or shrink
geometry	a bit set registering manipulations
orientation	positional manipulations
w_offset	used in horizontal movement calculations
h_offset	used in vertical movement calculations
d_offset	used in vertical movement calculations
x_offset	a horizontal shift independent of dimensions
y_offset	a vertical shift independent of dimensions
axis	the math axis
dir	the direction the box goes to (l2r or r2l)

<code>package_state</code>	a bitset indicating how the box came to be as it is
<code>index</code>	a (system dependent) identifier
<code>pre_migrated</code>	content bound to the box that eventually will be injected
<code>post_migrated</code>	idem
<code>pre_adjusted</code>	idem
<code>post_adjusted</code>	idem
<code>source_anchor</code>	an identifier bound to the box
<code>target_anchor</code>	idem
<code>anchor</code>	a bitset indicating where and how to anchor
<code>except</code>	carried information about additional virtual depth
<code>exdepth</code>	additional virtual depth taken into account in the page builder

We have the usual dimension but also extra ones that relate to `\boxxoffset` and `\boxyoffset` (these are virtual) as well as `\boxxmove` and `\boxymove` (these influence dimensions). The `\boxorientation` also gets registered. The state fields carry information that is used in various places, the pre and post fields relate to the mentioned embedded content. Anchors are just there so that a macro package can play with this and excepts refer to an additional dimensions that is looked at in the page builder, for instance in order to prevent a page break at an unlucky spot. It all gives an indication of what we are dealing with.

3.3 Math style variants

The LuaMetaTeX math engine is a follow up on the one in LuaTeX. That one gradually became more configurable in order to deal with both traditional fonts and OpenType fonts. In LuaMetaTeX much has been redone, opened up and extended. New mechanisms and constructs have been added. In the process hard coded heuristics with regards to math styles inside constructions were made configurable, a feature that is probably not used much, apart from experimenting. A side effect is that we can show how the engine is set up, so we do that when applicable.

construct	value	preset name
<code>\Umathoverlinevariant</code>	0x11335577	cramped
<code>\Umathunderlinevariant</code>	0x01234567	normal
<code>\Umathoverdelimitervariant</code>	0x45456767	small
<code>\Umathunderdelimitervariant</code>	0x45456767	small
<code>\Umathdelimiterovervariant</code>	0x01234567	normal
<code>\Umathdelimiterundervariant</code>	0x01234567	normal
<code>\Umathhextensiblevariant</code>	0x01234567	normal
<code>\Umathvextensiblevariant</code>	0x01234567	normal
<code>\Umathfractionvariant</code>	0x11335577	cramped
<code>\Umathradicalvariant</code>	0x11335577	cramped
<code>\Umathaccentvariant</code>	0x11335577	cramped
<code>\Umathdegreevariant</code>	0x67676767	doublesuperscript
<code>\Umathtopaccentvariant</code>	0x11335577	cramped
<code>\Umathbottomaccentvariant</code>	0x11335577	cramped
<code>\Umathoverlayaccentvariant</code>	0x11335577	cramped
<code>\Umathnumeratorvariant</code>	0x23456767	numerator
<code>\Umathdenominatorvariant</code>	0x33557777	denominator
<code>\Umathsuperscriptvariant</code>	0x45456767	small

<code>\Umathsubscriptvariant</code>	0x55557777	subscript
<code>\Umathprimevariant</code>	0x45456767	small
<code>\Umathstackvariant</code>	0x23456767	numerator

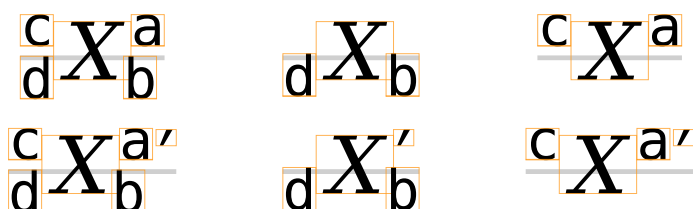
3.4 Math scripts

The basic components in a math formula are characters, accents, fractions, radicals and fences. They are represented in the to be processed node list as noads and eventually are converted in glyph, kern, glue and list nodes. Each noad carries similar but also specific information about its purpose and intended rendering. In LuaMetaTeX that is quite a bit more than in traditional T_EX.

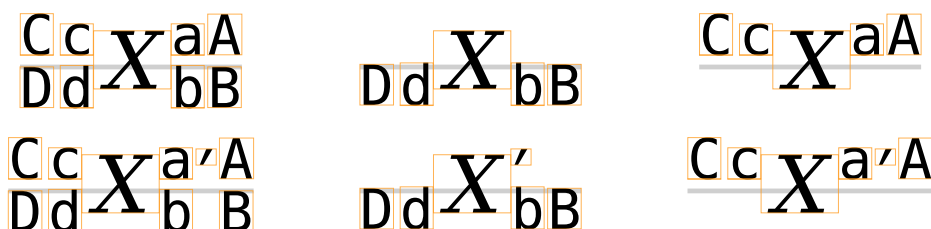
These noads are often called atoms. The center piece in a noad is called the nucleus. The fact that these noads also can have scripts attached makes them more like molecules. Scripts can be attached to the left and right, high or low. That makes fours of them: pre/post super/sub scripts. In LuaMeta-T_EX we also have a prime script, which comes on its own, above a post subscript or after the post superscript, if given.



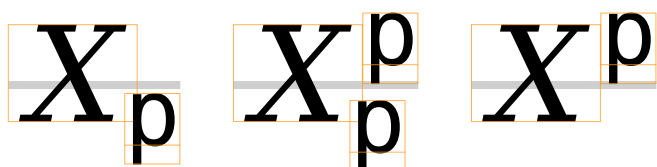
Here the raised rectangle represents the prime. The large center piece is the nucleus. Four scripts are attached to the nucleus. The two smaller center pieces indicate follow up atoms. They make it possible to have multiple pre- and postscripts. For single scripts we get combinations like these:



And for multiple (there can be more that two) we get this assembly:



It will be clear that there is quite a bit of code involved in dealing with this because these scripts are not only to be anchored relative to the nucleus but also to each other. The dimensions of the scripts determine for instance how close a combined super and subscript are positioned.



The rendering of scripts involves several parameters, of which some relate to font parameters. In LuaMetaTeX we have a few more variables and we also overload font parameters, if only because only a few make sense and it looks like font designers just copy values from the first available fonts so in the end we can as well use our own preferred values.

The following parameters play a role in rendering the shown assembly, The traditional TeX engine expects a math font to set quite some parameters for positioning the scripts but has no concept of prescripts and neither has OpenType. This is why we have extra parameters (and for completeness we also have them for the post scripts). One can wonder of font parameters make sense here because in the end we can decide for a better visual result with different ones. After all, assembling scripts is not really what fonts are about.

engine parameter	target	open type font	tex font
subscriptshiftdrop	post	SubscriptBaselineDropMin	subdrop
subscriptshiftdown	post	SubscriptShiftDown	sub1
subscriptsuperscriptshiftdown	post	SubscriptShiftDown[WithSuperscript]	sub2
subscriptsuperscriptvgap	post	SubSuperscriptGapMin	4 rulethickness
subscripttopmax	post	SubscriptTopMax	4/5 xheight
superscriptshiftdrop	post	SuperscriptBaselineDropMax	supdrop
superscriptbottommin	post	SuperscriptBottomMin	1/4 xheight
superscriptshiftup	post	SuperscriptShiftUp[Cramped]	sup1 sup2 sup3
superscriptsubscriptbottommax	post	SuperscriptBottomMaxWithSubscript	4/5 xheight
* primeraise	prime	PrimeRaisePercent	
* primeraisecomposed	prime	PrimeRaiseComposedPercent	
* primeshiftup	prime	PrimeShiftUp[Cramped]	
* primeshiftdrop	prime	PrimeBaselineDropMax	
* primespaceafter	prime	PrimeSpaceAfter	
spaceafterscript	post	SpaceAfterScript	\scriptspace
* spacebeforescript	post	SpaceBeforeScript	
* spacebetweenscript	multi	SpaceBetweenScript	
* extrasuperscriptshift	pre		
* extrasuperprescriptshift	pre		
* extrasubscriptshift	pre		
* extrasubprescriptshift	pre		
* extrasuperscriptspace	post		
* extrasubscriptspace	post		
* extrasuperprescriptspace	pre		
* extrasubprescriptspace	pre		

The parameters marked by a * are LuaMetaTeX specific. Some have an associated font parameter but that is not official OpenType. For a very long time we had only a few math fonts but even today most of these fonts seem to use values that are similar to the ones TeX uses. In that respect one can as well turn them into rendering specific ones. After all, changes are slim that a formula rendered by TeX or e.g. MS Word are metric compatible and with the advanced spacing options in LuaMetaTeX we're even further off. Also keep in mind that the TeX font parameters could be overloaded at the TeX end.

The spacing after a (combination of) postscript(s) is determined by 'space after script' and the spacing before a (combination of) prescript(s) by 'space before script'. If we have multi-scripts the 'space between script' kicks in and the space after the script is subtracted from it. The given space between is scaled with the **\scriptspacebetweenfactor** parameter.

The default style mapping that we use are the same as those (hard coded) in regular $\text{T}_{\text{E}}\text{X}$ and those for prime scripts are the same as for superscripts.

subscriptvariant

current style	mapping	used style
display	0x55557777	crampedscript
crampeddisplay	0x55557777	crampedscript
text	0x55557777	crampedscript
crampedtext	0x55557777	crampedscript
script	0x55557777	crampedscriptscript
crampedscript	0x55557777	crampedscriptscript
scriptscript	0x55557777	crampedscriptscript
crampedscriptscript	0x55557777	crampedscriptscript

superscriptvariant

current style	mapping	used style
display	0x45456767	script
crampeddisplay	0x45456767	crampedscript
text	0x45456767	script
crampedtext	0x45456767	crampedscript
script	0x45456767	scriptscript
crampedscript	0x45456767	crampedscriptscript
scriptscript	0x45456767	scriptscript
crampedscriptscript	0x45456767	crampedscriptscript

primevariant

current style	mapping	used style
display	0x45456767	script
crampeddisplay	0x45456767	crampedscript
text	0x45456767	script
crampedtext	0x45456767	crampedscript
script	0x45456767	scriptscript
crampedscript	0x45456767	crampedscriptscript
scriptscript	0x45456767	scriptscript
crampedscriptscript	0x45456767	crampedscriptscript

3.5 Skewed fractions

Skewed fractions are native in $\text{LuaMetaT}_{\text{E}}\text{X}$. Such a fraction is a horizontal construct with the numerator and denominator shifted up and down a bit. It looks like this:

The rendering is driven by some parameters that determine the horizontal and vertically shifts but we found that the ones given by the font make no sense (and are not that well defined in the standard either). The horizontal shift relates to the width (and angle) of the slash and the vertical relates to the math axis. We don't listen to 'skewed fraction hgap' nor to 'skewed fraction vgap' but use the width of the middle character, normally a slash, that can grow on demand and multiply that with a `hfactor` that can be passed with the `fraction` command. A `vfactor` is used a multiplier for the vertical shift over the axis. Examples of (more)) control can be found in the ConT_EXt math manual. Here we just show a few examples that use `\vfrac` with its default values.

The image displays six mathematical fractions rendered using the `\vfrac` command. Each fraction is overlaid with a grid of orange squares to illustrate the bounding box and alignment. The examples are: $1/2$, a/b , b/a , x^2/x^3 , $(x+1)/(x+2)$, and $x+1/x+2$.

The quality of the slashes differs per font, some lack granularity in sizes, others have inconsistent angles between the base character and larger variants.

The following commands are used:

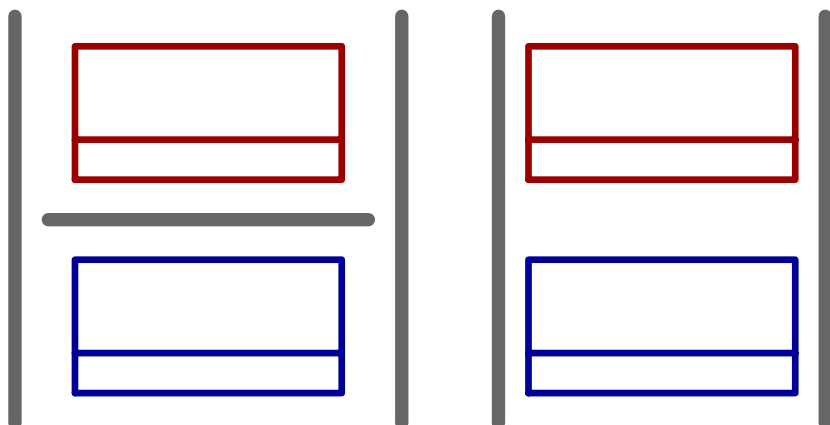
`\Uskewed`
`\Uskewedwithdelims`

There are some parameter involved:

`\Umathskeweddelimitertolerance`
`\Umathskewedfractionhgap`
`\Umathskewedfractionvgap`

3.6 Math fractions

Fractions in T_EX come in variants: with or without rule in the middle and with or without fences. The reason for the fenced ones is that they are not spaced like open and close class symbols. So, instead of open, fraction, close being three things, we have one thing. In LuaMetaT_EX we can also use an extensible instead of the rule.



Because the rule is optional, we can have the following, which represents a so called binom construct.

Involved commands:

```
\Uabove
\Uatop
\Uover
\Ustretched
\Uabovewithdelims
\Uatopwithdelims
\Uoverwithdelims
\Ustretchedwithdelims
```

Relevant parameters:

```
\Umathfractionrule
\Umathfractionnumvgap
\Umathfractionnumup
\Umathfractiondenomvgap
\Umathfractiondenomdown
\Umathfractiondelsize
```

The values that come with the fonts often are sub-optimal so in ConT_EXt we adapt them. We also use different means for spacing, like struts. But it will always be a compromise. We'll try to show what happens but assume that you're familiar with T_EX, read: are able to read a macro. If not, just forget about messing with these parameters.

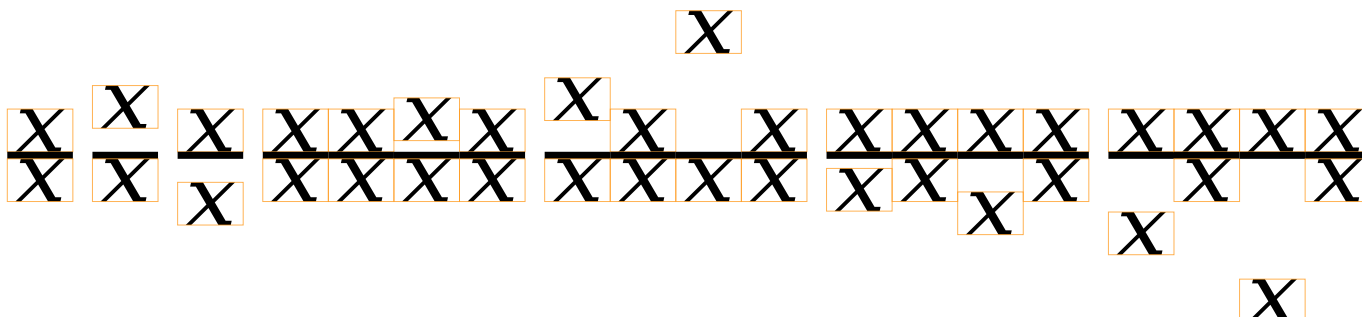
```
\starttexdefinition TestRun #1#2
  \dontleavehmode
  \scale[width=1tw] \bgroup \pushoverloadmode
    \def\TestA{$ \showglyphs \Uover {#1}{#2} $}
    \def\TestB{$ \showglyphs \Uover vfactor 100 {#1}{#2} $}
    \def\TestC{$ \showglyphs \Uover vfactor 2000 {#1}{#2} $}
    \def\TestD{$ \showglyphs \Uover vfactor 0 {#1}{#2} $}
    \everymath{\fam\zerocount}%
    \Umathfractionnumup \allmathstyles\zeropoint
    \Umathfractiondenomdown\allmathstyles\zeropoint
    \Umathfractionnumvgap \allmathstyles\zeropoint
    \Umathfractiondenomvgap\allmathstyles\zeropoint
```

```

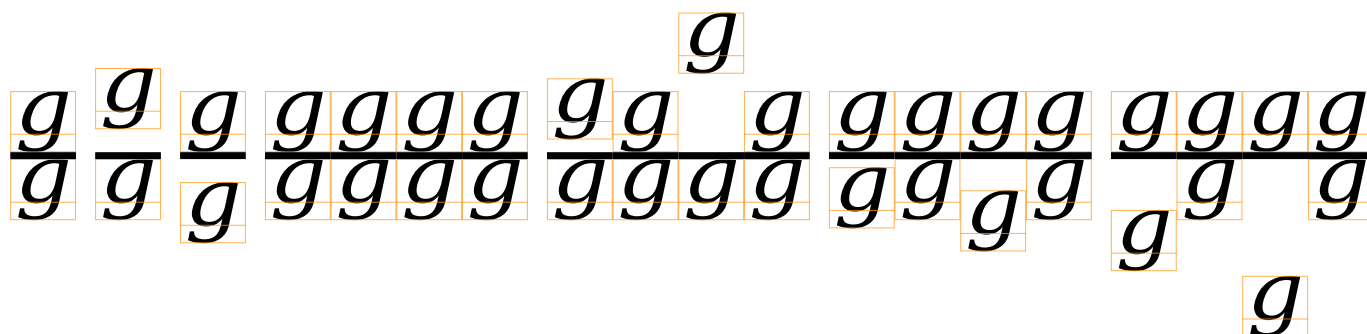
\start
  \TestA
\stop \thinspace \start
  \Umathfractionnumvgap \allmathstyles 2pt
  \TestA
\stop \thinspace \start
  \Umathfractiondenomvgap\allmathstyles 2pt
  \TestA
\stop \thinspace \start
  \Umathfractionnumup \allmathstyles 2pt
  \TestA \TestB \TestC \TestD
\stop \thinspace \start
  \Umathfractionnumup \allmathstyles 1.1ex
  \TestA \TestB \TestC \TestD
\stop \thinspace \start
  \Umathfractiondenomdown\allmathstyles 2pt
  \TestA \TestB \TestC \TestD
\stop \thinspace \start
  \Umathfractiondenomdown\allmathstyles 1.1ex
  \TestA \TestB \TestC \TestD
% \stop \thinspace \start
%   \Umathfractionnumvgap\allmathstyles -2pt
%   \Umathfractionnumup \allmathstyles 2pt
%   \TestA
% \stop \thinspace \start
%   \Umathfractiondenomvgap\allmathstyles -2pt
%   \Umathfractiondenomdown\allmathstyles 2pt
%   \TestA
\stop
\egroup
\stoptexdefinition

```

We now apply this macro to two different characters, first the often used x:



Next we use a character with a descender:



The displacement logic that gets applied in the engine is as follows:

```
factor_up    = num_up      * vfactor
factor_down  = denom_down * vfactor

delta_up     = num_vgap    - (factor_up - num_depth) - (axis + rule/2)
delta_down   = denom_vgap - (factor_down - denom_height) + (axis - rule/2)

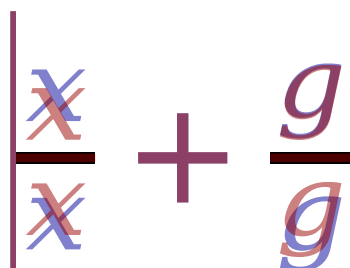
shift_up     = factor_up  + max(0,delta_up)
shift_down   = factor_down + max(0,delta_down)
```

In ConT_EXt we only tweak the gaps, so there we effectively have:

```
delta_up     = num_vgap    + num_depth    - (axis + rule/2)
delta_down   = denom_vgap + denom_height + (axis - rule/2)

shift_up     = max(0,delta_up)
shift_down   = max(0,delta_down)
```

Here, in blue we see what ConT_EXt does by default, while in red we see the engine (and font) defaults in action:



3.7 Math radicals

Radicals indeed look like roots. But the radical mechanism basically is a wrapping construct: there's something at the left that in traditional T_EX gets a rule appended. The left piece is an extensible, so it first grow with variant glyphs and when we run out of these we get an upward extensible with a repeated upward rule like symbol that then connect with the horizontal rule. In LuaMetaT_EX the horizontal rule can be an extensible (repeated symbol) and we can also have a symbol at the right, which indeed can be a vertical extensible too.

Here are some aspects to take care of when rendering a radical like this:

- The radical symbol goes below the baseline of what it contains.
- There is some distance between the left symbol and the body.
- There is some distance between the top symbol and the body.
- There is some distance between the right symbol and the body.
- The degree has to be anchored properly and possibly can stick out left.
- The (upto) three elements have to overlap a little to avoid artifacts.
- Multiple radicals might have to be made consistent with respect to heights and depths.

Involved commands:

```
\Uradical
\Uroot
\Urooted
```

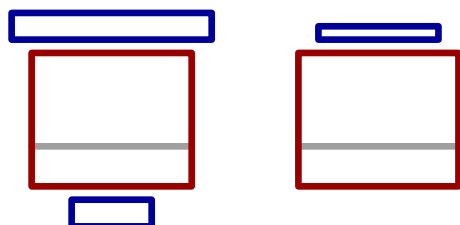
Relevant parameters:

```
\Umathradicaldegreeafter
\Umathradicaldegreebefore
\Umathradicaldegreeraise
\Umathradicalextensibleafter
\Umathradicalextensiblebefore
\Umathradicalkern
\Umathradicalrule
\Umathradicalvariant
\Umathradicalvgap
```

3.8 Math accents

Math accents a bit of a mess. We have for instance `\overline` and `\underline` which actually can be seen as an accent but is a rule because that was easier. It also saved a set of glyph variants and an extensible in a time where the number of slots in a font was a limiting factor. Of course a square rule doesn't match well with shapes that have rounded corners but given the small sizes that often goes unnoticed. Rules are important in T_EX anyway: between fractions and as extender for a radical. In LuaMetaT_EX we can instead fall back on what a font provides (or what we can fake using virtual assemblies).

Accents, or symbols that go on top or below, can be of a fixed size, go wider in steps or eventually stretch. A hat for instance comes in sizes and has no stretch variant (that is, no extensible because in LuaMetaT_EX we actually can stretch); the shape is not that suited for it. A brace on the other hand can at some point be constructed from pieces. Unfortunately fonts are often inconsistent or incomplete, which is likely a side effect of the repertoire that T_EX came with.



In OpenType we also have accents but for some reason we only have top anchors. Maybe it is because T_EX had no real anchors, only a so called skew character from which we used a kern between that one and an accent as shift: a pseudo anchor so to say. In LuaMetaT_EX we do support bottom anchors and also provide more control over placement. Of course one has to use math font that supports this, which is what we do in ConT_EXt, after all we wanted this and had to test it. In OpenType fonts we also have so called flat accents, so we have ways to choose those variants when needed. They prevent a formula becoming too high.

In its simplest form, the accent constructor takes a single math character specification but you can control the location with a keyword. Given the availability of wider variants and/or an extensible the accent will cover the body. The fixed keyword will force the smallest variant.

```
\im {\Umathaccent "0 "0 "20D7 {xxx}}
\im {\Umathaccent top "0 "0 "20D7 {xxx}}
\im {\Umathaccent bottom "0 "0 "20D7 {xxx}}
\im {\Umathaccent both "0 "0 "20D7 "1 "0 "20D7 {xxx}}
\im {\Umathaccent top fixed "0 "0 "20D7 {xxx}}
```

$\overline{xxx} \overline{xxx} \overline{xxx} \overline{xxx} \overline{xxx}$

$\overline{xxx} \overline{xxx} \overline{xxx} \overline{xxx} \overline{xxx}$

To what extend the accent will stretch is controlled by keywords. As above, we show what happens with a font-as-is and with one set up by ConT_EXt. The later will always stretch or shrink to fit.

```
\im {\Umathaccent top "0 "0 "0302 {xxxxxxxx}}
\im {\Umathaccent exact top "0 "0 "0302 {xxxxxxxx}}
\im {\Umathaccent stretch top "0 "0 "0302 {xxxxxxxx}}
\im {\Umathaccent shrink top "0 "0 "0302 {xxxxxxxx}}
\im {\Umathaccent center top "0 "0 "0302 {xxxxxxxx}}
\im {\Umathaccent single top "0 "0 "0302 {xxxxxxxx}}
```

It's not so easy to come up with an example for shrink because it will only happen when there is a reason to do so. Also, it's kind of hard to see because accents can be shifted based on the italic correction (or kern). The good news is that the macro package will set up things. Also good news is that some of these options are just there as left-over from experiments, so you might find no real reason to apply them.

```
\im {\Umathaccent top "0 "0 `x {\blue x}}
\im {\Umathaccent shrink top "0 "0 `x {\blue x}}
\im {\Umathaccent top "0 "0 "0302 {\red x}}
\im {\Umathaccent shrink top "0 "0 "0302 {\red x}}
```

The reason why you see a difference between ConT_EXt and the non-tuned variant is that the rendering is controlled by a lot of options. After this mechanism is set up according to circumstances, font parameters, math font options, class options and available glyphs, we eventually end up at the following steps:

1. When the glyph involved has option 128 the italic correction will be set to zero. In ConT_EXt we always have zero italic corrections anyway.
2. When we don't stretch or shrink and still have italic correction and italic correction is actually to be dealt with, we apply it to the accent if `\mathfontcontrol` has 1024 set. When italic has been applied we need to position and fall through, otherwise we continue.

3. We assume we have an accent with some width, otherwise we quit. The two previous steps are not applied in ConT_EXt.
4. When `\mathfontcontrol` has the 16777216 bit set and when we have an extensible, it will stretch when too narrow or shrink when too wide. In that case we will subtract `\Umathaccentextendmargin` at both ends before checking. Independent of scaling being applied we then quit further actions. In ConT_EXt we end up here, so we're done.
5. If the control option is not set, we will do a simple check for under- or overfull and just scale. We don't reposition, at least not currently, after all we don't use this branch so we can't decide on this.

We now carry on with some more examples. We can add an `nooverflow` directive just to be compatible with other mechanisms and to be prepared for future extensions, but as you see, accent placement is not overflowing due to constraints.

```
\im {\Umathaccent top "0 "0 "0302 {x}}
\im {\Umathaccent top "0 "0 "0302 {xx}}
\im {\Umathaccent top "0 "0 "0302 {xxx}}
\im {\Umathaccent top "0 "0 "0302 {xxxx}}
\im {\Umathaccent top "0 "0 "0302 {xxxxx}}
\im {\Umathaccent top "0 "0 "0302 {xxxxxx}}
```

\hat{x} \widehat{xx} \widehat{xxx} \widehat{xxxx} \widehat{xxxxx} \widehat{xxxxxx}

\hat{x} \widehat{xx} \widehat{xxx} \widehat{xxxx} \widehat{xxxxx} \widehat{xxxxxx}

The fraction applied to the target width.

```
\im {\Umathaccent fraction 100 top "0 "0 "0302 {xxxxx}}
\im {\Umathaccent fraction 200 top "0 "0 "0302 {xxxxx}}
\im {\Umathaccent fraction 300 top "0 "0 "0302 {xxxxx}}
\im {\Umathaccent fraction 400 top "0 "0 "0302 {xxxxx}}
\im {\Umathaccent fraction 500 top "0 "0 "0302 {xxxxx}}
\im {\Umathaccent fraction 600 top "0 "0 "0302 {xxxxx}}
```

$xx\hat{xxx}$ $xx\widehat{xxx}$ $xx\widehat{xxx}$ $xx\widehat{xxx}$ $xx\widehat{xxx}$ $xx\widehat{xxx}$

$xx\hat{xxx}$ $xx\widehat{xxx}$ $xx\widehat{xxx}$ $xx\widehat{xxx}$ $xx\widehat{xxx}$ $xx\widehat{xxx}$

The `overlay` keyword can be used for special effects. The base keyword shown here doesn't do much: it compensates the fonts' accent base height with the depth of an accent. It's there to catch suboptional dimensions.

```
\im {\Umathaccent overlay "0 "0 `a {xxxxxxxx}}
\im {\Umathaccent base overlay "0 "0 `a {xxxxxxxx}}
```

$xxx\hat{xxxx}$ $xxx\widehat{xxxx}$

$xxx\hat{xxxx}$ $xxx\widehat{xxxx}$

This only part of the story because accent placement is not just a matter of size but also of shifting to the (normally) right so that it looks better over the (normally) sloped glyph. Because we started from OpenType font parameters combined with T_EX existing algorithm the code involved it kind of messy. We might eventually decide to just remove what we don't need to do a proper job.

The shift to the right is in $\text{T}_{\text{E}}\text{X}$ speak called skew. In traditional $\text{T}_{\text{E}}\text{X}$ that value is defined by a kern between the accent and a bogus skew character, in OpenType we have a top accent value. In $\text{LuaMetaT}_{\text{E}}\text{X}$ we also have a bottom accent value. In $\text{LuaMetaT}_{\text{E}}\text{X}$ we also have kerns in all corners. These are used when we anchor scripts. We can set an permitted overshoot for a character which again is a $\text{LuaMetaT}_{\text{E}}\text{X}$ feature.

Before the steps above take place we need to resolve the character. The result of the search can be a single glyph or an assembly made from extensibles. When that is done we can trigger a callback which makes it possible for the macro package to mess with the result, for instance turn it into a Type3 character.

We also have to deal with so called flat accents, unless that font option is disabled. As more, it's driven by font parameters and of course an accent that qualifies should have such a variant. Anyway, there are all kind of optimizations going on.

We can control the styles applied with `\Umathtopaccentvariant`, `\Umathbottomaccentvariant` and `\Umathoverlayaccentvariant`. Spacing is influenced by the font parameters `\Umathconnectoroverlapmin`, `\Umathaccentbaseheight`, `\Umathaccenttopshiftup`, `\Umathflattenedaccentbaseheight`, `\Umathflattenedaccenttopshiftup`, `\Umathflattenedaccentbottomshiftdown`, `\Umathaccentbottomshiftdown`. There is actually no need for these and we can let the engine to a nice job without them. Given the number of times that we find ourselves adapting them indicates their uselessness. One reason is that for consistent spacing one will use different interfaces.

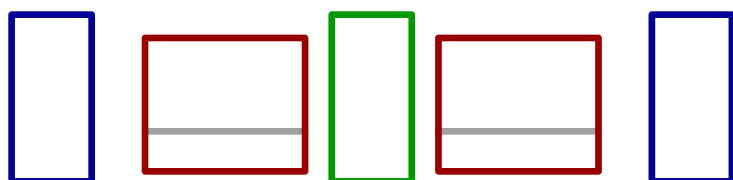
How we deal with specific situations is also driven by the `\mathfontcontrol` options 'accent top skew with offset', 'accent skew half' and 'ignore flat accents'. The skew comes from the top accent anchor value or just is the middle of the accent. We already mentioned left and right margins and overshoot properties of glyphs. The character can have so called tag bits set: 'keep base', 'extensible' and 'inner bottom'. We only mention them as something that the font loaded needs to set.

We can place accents above (top), below (bottom) and overlay, and we can let them stretch or shrink as well as play visually safe with a bit of scaling (this factor). We have to deal with attaching scripts which can be controlled with corner kerns as well as class options 'left bottom kern' and 'right bottom kern'.

We could have hard coded the way $\text{ConT}_{\text{E}}\text{X}$ likes it with just the control features that we need which makes a description easier. But for now we keep what we have.

3.9 Math fences

Fences are glyphs that adapts itself to what it surrounds. In original $\text{T}_{\text{E}}\text{X}$ there were only left and right fences that always come in pairs, although one can 'hide' one by using a bogus fence (often a period is used for that). The height and depth normally are at least those of the content but it also depends on what a font provides. A font can provide sizes (in steps) and eventually provide an extensible although that can only be used when the shape permits it. Although technically not a fence, an integral can be seen as a left fence and indeed this is why in $\text{LuaMetaT}_{\text{E}}\text{X}$ we implement such a fencing operator.



Here we also visualize a middle fence, something that e- $\text{T}_{\text{E}}\text{X}$ introduced. In $\text{LuaMetaT}_{\text{E}}\text{X}$ we are a bit more tolerant with respect to fences, and we try to compensate for missing ones, which is not always possible. Fences can have super- and subscripts on the right fence and in $\text{LuaMetaT}_{\text{E}}\text{X}$ prescripts on the left fence. Here the fences are kind of wide but depending on the shape that can actually be the case: if the base character is rather curved, the larger sizes also need to follow that design. Font also differ in the depth of these fencing characters. When we implemented some new features related to these fences in $\text{ConT}_{\text{E}}\text{Xt}$ we also decided to add companion fonts that not only provided more steps but also did so consistently for various glyphs (parentheses, braces, brackets, etc) and we made sure that the height and depths were consistently distributed. In case we couldn't come up with a companion we tweak dimensions and other properties runtime.

In order to determine the dimensions the content (subformula) has to be processed first. In traditional $\text{T}_{\text{E}}\text{X}$ we therefore have two passes but in $\text{LuaMetaT}_{\text{E}}\text{X}$ we do more and therefore have more passes. There are a lot of subtle details, for instance we support specific kerning for scripts attached to fences. We also have a dedicated middle class so that we can do proper spacing.

One of the more tricky fences is the bar because it serves different purposes and Unicode doesn't deal with that. Of course there should have been a left and right bar and maybe even a middle bar but alas, this is something that we need to deal with in the macro package.

Involved commands:

```
\Uleft
\Uright
\Umiddle
\Uoperator
\Uvextensible
```

Relevant parameters:

```
\Umathfractionrule
\Umathoperatorsizes
\Umathdelimitershortfall
\Umathdelimiterpercent
```


assumptions

4 Assumptions

Contents

4.1 Introduction

4.2 Virtual fonts

4.1 Introduction

Because the engine provides no backend there is also no need to document it. However, in ConT_EXt we assume some features to be supported by its own backend. These will be collected here. This chapter is rather ConT_EXt specific, for instance we have extended what can be done with characters and that is pretty much up to a macro package to decide.

4.2 Virtual fonts

Virtual fonts are a nice extension to traditional T_EX fonts that originally was independent from the engine, which only needs dimensions from a tfm file. In LuaT_EX, because it has a backend built in, virtual fonts are handled by the engine but here we also can construct such fonts at runtime. The original set of commands is:

```
char      + chr sx sy
right     + amount
down      + amount
push      +
pop        +
font       + index
nop        +
special   - str
rule       + v h
```

The pdfT_EX engine added two more but these are not supported in ConT_EXt:

```
pdf        - str
pdfmode    - n
```

The LuaT_EX engine also added some but these are never found in loaded fonts, only in those constructed at runtime. Two are not supported in ConT_EXt.

```
lua        + code f(font,char,posh,posv,sx,sy)
image      - n
node       + n
scale      - sx sy
```

The LuaMetaT_EX engine has nothing on board and doesn't even carry the virtual commands around. The backend can just fetch them from the Lua end. An advantage is that we can easily extend the repertoire of commands:

```
slot       + index chr csx csy
use        + index chr ... chr
```

```

left      + amount
up        + amount
offset    + h v chr [csx [csy]]
stay      + chr (push/pop)
compose   + h v chr
frame     + wd jt dp line outline advance baseline color
line      + wd ht dp color
inspect   +
trace     +
<plugin> + f(posh,posv,packet)

```

There are some manipulations that don't need the virtual mechanism. In addition to the character properties like width, height and depth we also have:

advance		the width used in the backend
scale		an additional scale factor
xoffset		horizontal shift
yoffset		vertical shift
effect	slant	factor used for tilting
	extend	horizontal scale
	squeeze	vertical scale
	mode	special effects like outline
	weight	pen stroke width

Originally virtual fonts were 'a way out' and the official commands ensure that we can assemble from existing fonts. However, once we opened up that feature in Lua \TeX it also opened up more possibilities. And with LuaMeta \TeX we basically can do whatever we like. So, apart from the standard set we have to assume that what Con \TeX t adds to that is not generic! This is no problem because there are no virtual font resources using those extras in the \TeX ecosystem other than those shipped with Con \TeX t and most are runtime features anyway. This also means that we can extend what we have without the need to bother about other usage: virtual fonts are really virtual, there is nothing in the engine that reflects it, contrary to Lua \TeX , where command definitions need to be passed to the backend code and are also can be loaded from vf files when you use the helpers that load tfm files.

internals

5 Internals

Contents

- 5.1 Introduction**
- 5.2 A few basics**
- 5.3 Memory words**
- 5.4 Tokens**
- 5.5 Nodes**
- 5.6 The hash table**
- 5.7 Save stack**
- 5.8 Data types**
- 5.9 Time flies**
- 5.10 Keywords**
- 5.11 Sparse arrays**

5.1 Introduction

If you look at $\text{T}_{\text{E}}\text{X}$ as a programming language and are familiar with other languages, a natural question to ask is what data types there are and how is all managed. Here I will give a general overview of some concepts. The explanation below is not entirely accurate because it tries to avoid the sometimes messy details. More can be found in the other low level manuals. I assume that one knows at least how to process a simple document with a few commands.

It is not natural to start an explanation with how memory is laid out but by doing this it is easier to introduce the concepts. I will focus on what is called hash table, the stack, node memory and token memory. We leave fonts, languages, character properties, math, etc. out of the picture. There are details that we skip because it's the general picture that matters here.

I might add some more to this manual, depending on questions by users at meetings or on the mailing list. Some details might change over time but the principles remain the same.

5.2 A few basics

This is a reference manual and not a tutorial. This means that we discuss changes relative to traditional $\text{T}_{\text{E}}\text{X}$ and also present new (or extended) functionality. As a consequence we will refer to concepts that we assume to be known or that might be explained later. Because the $\text{LuaT}_{\text{E}}\text{X}$ and $\text{LuaMetaT}_{\text{E}}\text{X}$ engines open up $\text{T}_{\text{E}}\text{X}$ there's suddenly quite some more to explain, especially about the way a (to be) typeset stream moves through the machinery. However, discussing all that in detail makes not much sense, because deep knowledge is only relevant for those who write code not possible with regular $\text{T}_{\text{E}}\text{X}$ and who are already familiar with these internals (or willing to spend time on figuring it out).

So, the average user doesn't need to know much about what is in this manual. For instance fonts and languages are normally dealt with in the macro package that you use. Messing around with node lists

is also often not really needed at the user level. If you do mess around, you'd better know what you're dealing with. Reading "The T_EX Book" by Donald Knuth is a good investment of time then also because it's good to know where it all started. A more summarizing overview is given by "T_EX by Topic" by Victor Eijkhout. You might want to peek in "The e-T_EX manual" too.

But ... if you're here because of Lua, then all you need to know is that you can call it from within a run. If you want to learn the language, just read the well written Lua book. The macro package that you use probably will provide a few wrapper mechanisms but the basic `\directlua` command that does the job is:

```
\directlua{tex.print("Hi there")}
```

You can put code between curly braces but if it's a lot you can also put it in a file and load that file with the usual Lua commands. If you don't know what this means, you definitely need to have a look at the Lua book first.

If you still decide to read on, then it's good to know what nodes are, so we do a quick introduction here. If you input this text:

Hi There ...

eventually we will get a linked lists of nodes, which in ascii art looks like:

```
H <=> i <=> [glue] <=> T <=> h <=> e <=> r <=> e ...
```

When we have a paragraph, we actually get something like this, where a par node stores some meta-data and is followed by a hlist flagged as indent box:

```
[par] <=> [hlist] <=> H <=> i <=> [glue] <=> T <=> h <=> e <=> r <=> e ...
```

Each character becomes a so called glyph node, a record with properties like the current font, the character code and the current language. Spaces become glue nodes. There are many node types and nodes can have many properties but that will be discussed later. Each node points back to a previous node or next node, given that these exist. Sometimes multiple characters are represented by one glyph (shape), so one can also get:

```
[par] <=> [hlist] <=> H <=> i <=> [glue] <=> Th <=> e <=> r <=> e ...
```

And maybe some characters get positioned relative to each other, so we might see:

```
[par] <=> [hlist] <=> H <=> [kern] <=> i <=> [glue] <=> Th <=> e <=> r <=> e ...
```

Actually, the above representation is one view, because in LuaMetaT_EX we can choose for this:

```
[par] <=> [glue] <=> H <=> [kern] <=> i <=> [glue] <=> Th <=> e <=> r <=> e ...
```

where glue (currently fixed) is used instead of an empty hlist (think of a `\hbox`). Options like this are available because want a certain view on these lists from the Lua end and the result being predicable is part of that.

It's also good to know beforehand that T_EX is basically centered around creating paragraphs and pages. The par builder takes a list and breaks it into lines. At some point horizontal blobs are wrapped into vertical ones. Lines are so called boxes and can be separated by glue, penalties and more. The page builder accumulates lines and when feasible triggers an output routine that will take the list so far.

Constructing the actual page is not part of $\text{T}_{\text{E}}\text{X}$ but done using primitives that permit manipulation of boxes. The result is handled back to $\text{T}_{\text{E}}\text{X}$ and flushed to a (often pdf) file.

```
\setbox\scratchbox\vbox\bgroup
```

```
line 1\par line 2
```

```
\egroup
```

```
\showbox\scratchbox
```

The above code produces the next log lines that reveal how the engines sees a paragraph (wrapped in a `\vbox`):

```
1:4: > \box257=
1:4: \vbox[normal][16=1,17=1,47=1], width 483.69687, height 27.58083, depth 0.1416, direction l2r
1:4: .\list
1:4: ..\hbox[line][16=1,17=1,47=1], width 483.69687, height 7.59766, depth 0.1416, glue 455.40097fil, direction l2r
1:4: ...list
1:4: ....glue[left hang][16=1,17=1,47=1] 0.0pt
1:4: ....glue[left][16=1,17=1,47=1] 0.0pt
1:4: ....glue[parfillsleft][16=1,17=1,47=1] 0.0pt
1:4: ....\par[newgraf][16=1,17=1,47=1], hangafter 1, hsize 483.69687, pretolerance 100, tolerance 3000, adjdemerits 10000, linepenalty 10
, doublehyphendemerits 10000, finalhyphendemerits 5000, clubpenalty 2000, widowpenalty 2000, brokenpenalty 100, emergencystretch 12.0,
parfillskip 0.0pt plus 1.0fil, hyphenationmode 499519
1:4: ....glue[indent][16=1,17=1,47=1] 0.0pt
1:4: ....\glyph[32768][16=1,17=1,47=1], language (n=1,l=2,r=3), hyphenationmode 499519, options 128 , font <30: DejaVuSerif @ 10.0pt>, glyph U
+00006C l
1:4: ....\glyph[32768][16=1,17=1,47=1], language (n=1,l=2,r=3), hyphenationmode 499519, options 128 , font <30: DejaVuSerif @ 10.0pt>, glyph U
+000069 i
1:4: ....\glyph[32768][16=1,17=1,47=1], language (n=1,l=2,r=3), hyphenationmode 499519, options 128 , font <30: DejaVuSerif @ 10.0pt>, glyph U
+00006E n
1:4: ....\glyph[32768][16=1,17=1,47=1], language (n=1,l=2,r=3), hyphenationmode 499519, options 128 , font <30: DejaVuSerif @ 10.0pt>, glyph U
+000065 e
1:4: ....glue[space][16=1,17=1,47=1] 3.17871pt plus 1.58936pt minus 1.05957pt, font 30
1:4: ....\glyph[32768][16=1,17=1,47=1], language (n=1,l=2,r=3), hyphenationmode 499519, options 128 , font <30: DejaVuSerif @ 10.0pt>, glyph U
+000031 1
1:4: ....penalty[line][16=1,17=1,47=1] 10000
1:4: ....glue[parfill][16=1,17=1,47=1] 0.0pt plus 1.0fil
1:4: ....glue[right][16=1,17=1,47=1] 0.0pt
1:4: ....glue[right hang][16=1,17=1,47=1] 0.0pt
1:4: .\glue[par][16=1,17=1,47=1] 5.44995pt plus 1.81665pt minus 1.81665pt
1:4: .\glue[baseline][16=1,17=1,47=1] 6.79396pt
1:4: ..\hbox[line][16=1,17=1,47=1], width 483.69687, height 7.59766, depth 0.1416, glue 455.40097fil, direction l2r
1:4: ...list
1:4: ....glue[left hang][16=1,17=1,47=1] 0.0pt
1:4: ....glue[left][16=1,17=1,47=1] 0.0pt
1:4: ....glue[parfillsleft][16=1,17=1,47=1] 0.0pt
1:4: ....\par[newgraf][16=1,17=1,47=1], hangafter 1, hsize 483.69687, pretolerance 100, tolerance 3000, adjdemerits 10000, linepenalty 10
, doublehyphendemerits 10000, finalhyphendemerits 5000, clubpenalty 2000, widowpenalty 2000, brokenpenalty 100, emergencystretch 12.0,
parfillskip 0.0pt plus 1.0fil, hyphenationmode 499519
1:4: ....glue[indent][16=1,17=1,47=1] 0.0pt
1:4: ....\glyph[32768][16=1,17=1,47=1], language (n=1,l=2,r=3), hyphenationmode 499519, options 128 , font <30: DejaVuSerif @ 10.0pt>, glyph U
+00006C l
1:4: ....\glyph[32768][16=1,17=1,47=1], language (n=1,l=2,r=3), hyphenationmode 499519, options 128 , font <30: DejaVuSerif @ 10.0pt>, glyph U
+000069 i
1:4: ....\glyph[32768][16=1,17=1,47=1], language (n=1,l=2,r=3), hyphenationmode 499519, options 128 , font <30: DejaVuSerif @ 10.0pt>, glyph U
+00006E n
1:4: ....\glyph[32768][16=1,17=1,47=1], language (n=1,l=2,r=3), hyphenationmode 499519, options 128 , font <30: DejaVuSerif @ 10.0pt>, glyph U
+000065 e
1:4: ....glue[space][16=1,17=1,47=1] 3.17871pt plus 1.58936pt minus 1.05957pt, font 30
1:4: ....\glyph[32768][16=1,17=1,47=1], language (n=1,l=2,r=3), hyphenationmode 499519, options 128 , font <30: DejaVuSerif @ 10.0pt>, glyph U
+000032 2
1:4: ....penalty[line][16=1,17=1,47=1] 10000
1:4: ....glue[parfill][16=1,17=1,47=1] 0.0pt plus 1.0fil
1:4: ....glue[right][16=1,17=1,47=1] 0.0pt
1:4: ....glue[right hang][16=1,17=1,47=1] 0.0pt
```

The LuaMeta $\text{T}_{\text{E}}\text{X}$ engine provides hooks for Lua code at nearly every reasonable point in the process: collecting content, hyphenating, applying font features, breaking into lines, etc. This means that you can overload $\text{T}_{\text{E}}\text{X}$'s natural behavior, which still is the benchmark. When we refer to 'callbacks' we means these hooks. The $\text{T}_{\text{E}}\text{X}$ engine itself is pretty well optimized but when you kick in much Lua

code, you will notice that performance drops. Don't blame and bother the authors with performance issues. In ConT_EXt over 50% of the time can be spent in Lua, but so far we didn't get many complaints about efficiency. Adding more callbacks makes no sense, also because at some point the performance hit gets too large. There are plenty of ways to achieve goals. For that reason: take remarks about LuaMetaT_EX, features, potential, performance etc. with a natural grain of salt.

Where plain T_EX is basically a basic framework for writing a specific style, macro packages like ConT_EXt and L^AT_EX provide the user a whole lot of additional tools to make documents look good. They hide the dirty details of font management, language support, turning structure into typeset results, wrapping pages, including images, and so on. You should be aware of the fact that when you hook in your own code to manipulate lists, this can interfere with the macro package that you use. Each successive step expects a certain result and if you mess around too much, the engine eventually might bark and quit. It can even crash, because testing everywhere for what users can do wrong is no real option.

When you read about nodes in the following chapters it's good to keep in mind what commands relate to them. Here are a few:

command	node	explanation
\hbox	hlist	horizontal box
\vbox	vlist	vertical box with the baseline at the bottom
\vtop	vlist	vertical box with the baseline at the top
\hskip	glue	horizontal skip with optional stretch and shrink
\vskip	glue	vertical skip with optional stretch and shrink
\kern	kern	horizontal or vertical fixed skip
\discretionary	disc	hyphenation point (pre, post, replace)
\char	glyph	a character
\hrule	rule	a horizontal rule
\vrule	rule	a vertical rule
\textdirection	dir	a change in text direction

Whatever we feed into T_EX at some point becomes a token which is either interpreted directly or stored in a linked list. A token is just a number that encodes a specific command (operator) and some value (operand) that further specifies what that command is supposed to do. In addition to an interface to nodes, there is an interface to tokens, as later chapters will demonstrate.

Text (interspersed with macros) comes from an input medium. This can be a file, token list, macro body etc. arguments, some internal quantity (like a number), Lua, etc. Macros get expanded. In the process T_EX can enter a group. Inside the group, changes to registers get saved on a stack, and restored after leaving the group. When conditionals are encountered, another kind of nesting happens, and again there is a stack involved. Tokens, expansion, stacks, input levels are all terms used in the next chapters. Don't worry, they lose their magic once you use T_EX a lot. You have access to most of the internals and when not, at least it is possible to query some state we're in or level we're at.

When we talk about pack(ag)ing it can mean two things. When T_EX has consumed some tokens that represent text they are added to the current list. When the text is put into a so called **\hbox** (for instance a line in a paragraph) it (normally) first gets hyphenated, next ligatures are built, and finally kerns are added. Each of these stages can be overloaded using Lua code. When these three stages are finished, the dimension of the content is calculated and the box gets its width, height and depth. What happens with the box depends on what macros do with it.

The other thing that can happen is that the text starts a new paragraph. In that case some information is stored in a leading par node. Then indentation is appended and the paragraph ends with some glue. Again the three stages are applied but this time afterwards, the long line is broken into lines and the result is either added to the content of a box or to the main vertical list (the running text so to say). This is called par building. At some point $\text{T}_{\text{E}}\text{X}$ decides that enough is enough and it will trigger the page builder. So, building is another concept we will encounter. Another example of a builder is the one that turns an intermediate math list into something typeset.

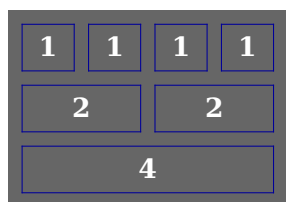
Wrapping something in a box is called packing. Adding something to a list is described in terms of contributing. The more complicated processes are wrapped into builders. For now this should be enough to enable you to understand the next chapters. The text is not as enlightening and entertaining as Don Knuths books, sorry.

5.3 Memory words

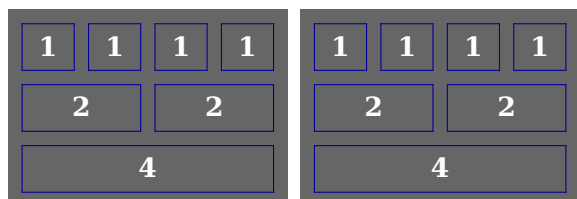
Before we come to know that $\text{T}_{\text{E}}\text{X}$ manages most of its memory itself. It allocates arrays of (pairs of) 32 bit integers because that is what $\text{T}_{\text{E}}\text{X}$ uses all over the place: integers. They store integer numbers of various ranges values, fixed point floats, pointers (indices in arrays), states, commands, and often groups of them travel around the system.

integer : mostly 8, 16, 24, 32 but we have odd packing too
 fixed point float : 16.16 used to represent dimensions
 boolean : simple state variables
 enumerations : a choice from a set, like operators and operands
 strings : an index in a string pool (character array)

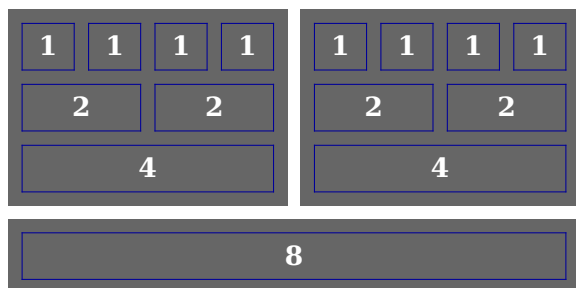
The main memory areas in $\text{T}_{\text{E}}\text{X}$ are therefore arrays integers or pairs of integers as we want to handle linked lists where in an element one integer has some data and the other points to another element. Keep in mind that when $\text{T}_{\text{E}}\text{X}$ showed up efficient memory management was best done by the application, especially when it had to be portable. This might seem odd now but is actually not that bad performance wise. One just has to get accustomed to the way $\text{T}_{\text{E}}\text{X}$ handles data.



Depending on usage we use four, two or one byte. Often a pair is used:



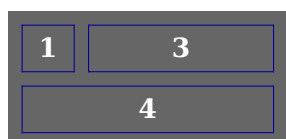
Such a pair is called a (memory) word and each component is a halfword that itself can have two quarterwords and four singlewords. In $\text{LuaMetaT}_{\text{E}}\text{X}$ we also can combine them:



The eight byte field is used for pointers (to more dynamic structures) and double floats but that can only happen when multiple words are used as a combined data structure (as in a so called node, explained below). Quite often the second field is used as pointer to another pair. We could have changed that model in LuaTeX and LuaMetaTeX but there is little gain in that and we want to stay close to the well documented original as much as possible. It also has the side effect of simplifying the code and retain performance.³

5.4 Tokens

A token is a halfword, so a 32 bit integer as mentioned before. Here we use a one plus three model, not mentioned in the previous section. Sometimes we just look at the whole number, but quite often we look at the two smaller ones. The single byte is the so called command identifier (cmd), the second one traditionally is called character (chr), but what we're really talking about is an operator and operand kind of model. In a TeX engine source you can find variable names like `cur_cmd`, `cur_chr` and `cur_tok` where the third one combines the first two.



Tokens travel through the system as integers and when some action is required the command part is consulted which then triggers some action further defined by the character part. The combination can either directly trigger some action but often that action has to look ahead in order to get some more details.

Consider the following input:

`\starttext`

Hi there!

This is a `\hbox{box}`.

`\stoptext`

Every character falls in a category, and there are 16 of them. The H is a 'letter', the empty line a newline. The backslash is an 'escape' that tells the parser to scan for a command where the name is from letters. That command is then looked up and a token is created: in this case a 'call' command with as operand the memory address (an index in the to be discussed hash) where the start of a list of stored tokens can be found.

³ In the source this is reflected in the names used: `vinfo` and `vlink` in these pairs but in LuaMetaTeX we often use more symbolic names.

The characters in the text also become tokens and here we get two ‘letter’ commands (with the Unicode slots as operand), one ‘space’ command, five more letter commands and an ‘other’ command, and so on.

Here every token is fed into the interpreter. The `\starttext` and `\stoptext` are macros (control sequences) so they get expanded and the stored tokens get interpreted. The letters become (to be discussed) nodes in a linked list of content. In this case the tokens are not stored and discarded as we read on.

The `\hbox` is also a control sequence but a built in primitive. The operator is `make_box` and the operand is `hbox`. It will trigger making a box of the given kind by reading an optional specification, the left curly brace (begin group) collects content, and when the right curly brace (end group) is seen wraps up by packaging the result. All that is hard coded, contrary to a macro, but one can of course define `\hbox` as macro, which normally is a bad idea.

As a side note: quite often \TeX reads a token, and then puts it back into the input. For instance, when it expects a number or keyword it keeps reading till it is satisfied and when it ends up in the unexpected it has to wrap up and go one step back. However, when we read from file we can’t go back, which is why \TeX has a model of ‘input levels’. Pushing back boils down to creating a token list with this one token and then starts reading from that list. It is beyond this explanation to go into details but all you need to know is that \TeX has various input sources, for instance files, token lists, arguments to commands (also token lists) and Lua output, but in the end all provide tokens.⁴



So to wrap up tokens, we have either singular ones (just 32 bit integers encoding a command and value aka operator and operand) or a pair where the second one is a link. A token list starts at some index and the link is zero (end of list) or another index. Token memory is huge array of memory words like these. When token lists are constructed we take from this pool so there is an index indicating the first available token. When a list is discarded it gets appended to a list of free tokens. So in practice we first try to get a free token from this pool. In \LuaMetaTeX the token array will grow on demand with a configurable chunk size.

5.5 Nodes

We already mentioned nodes. These are slices from an array that hold some values that belong together. So again we have a large array of memory words but where a token is one pair a node is multiple. Nodes have different size. The first node starts at index 1 and when it needs four memory words the second node starts at index 5.

A character in the input that is typeset will become a glyph node of 120 bytes and a paragraph starts with a par node of 288 bytes. A space becomes a glue node of 64 bytes and every box that you (or \TeX) make is 144 bytes. Most nodes are way larger in \LuaMetaTeX than in traditional \TeX but we don’t have the memory constraints of those times.

⁴ We could use a double linked list in which case we would have a three integer element which is odd for \TeX and has no real benefits as it would change the model completely.

Here it is worth noticing that where \TeX has a dedicated subsystem for glue which make sharing space related glue efficient: the so called glue specifications are reference counted. In \LuaTeX we made these normal nodes which is slightly less efficient but fits better in the opened up (Lua) interface and also has some other advantages (we leave it to reader to guess what).

For instance, a kern node at the time of this writing needs three memory words (as with other nodes we might add some more fields, like options).

3128	type	subtype	next
3129	previous		attribute
3130	amount		expansion

So here we take a slice of three memory words from the node array starting at index 3128. We mention this detail because sometimes (when tracing) you see these numbers. This doesn't mean that at that point we had 3128 nodes, because the next node taken from this pool will have number 3131. The numbers are indices!

In the source code we access thes enumber like this:

```
# define kern_amount(a)    vlink(a,2)
# define kern_expansion(a) vinfo(a,2)
```

So when $a = 3128$ the amount is found in the link field $a = 3128 + 2 = 3130$. The name link is somewhat weird here but that's the way these fields are called: `vlink` and `vinfo`. It could as well be first and second but by using macros we get away by abstraction. So now you can figure out what these references do:⁵

```
# define node_type(a)      vinfo0(a,0)
# define node_subtype(a)  vinfo1(a,0)

# define node_next(a)      vlink(a,0)
# define node_prev(a)      vlink(a,1)
# define node_attr(a)      vinfo(a,1)
```

Not all nodes end up in a list that results in output, like paragraphs and pages. For instance `\parshape` and `\widowpenalties` also use nodes as storage container. Their common node is a specification node of 32 but with a pointer to a dynamically memory array.

Because the sizes differ one cannot simply have a list of free nodes (as with tokens) without some lookup mechanism that combines nodes when needed (they need to be next to each other) or split larger ones when we run out of nodes. In \LuaTeX and \LuaMetaTeX we keep a list of free nodes per size which in practice is more efficient and one seldom runs out of nodes because on the average a page has a similar distribution and when a page is flushed (or any box for that matter) nodes get freed. For instance right at this moment, we have 1982 nodes in use and 2391 glyphs in stock.⁶

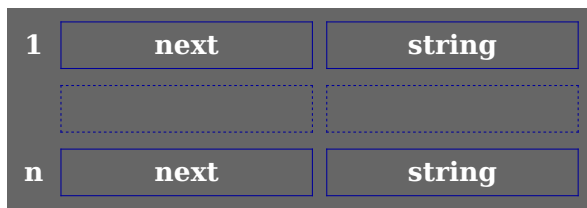
⁵ In what order these two fields end up in memory depends on the cpu being little or big endian.

⁶ And a while later (that is: here) these numbers are 2059 and 2314. These numbers can hardly be called dramatic as a page can only have so many glyph nodes: 2163 and 2210 were the numbers after the colon.

5.6 The hash table

The engine has a lot of built-in commands and users can define additional ones. An example is macros, like the mentioned `\starttext` and `\stoptext` that refer to a token list that starts the typesetting process. When reading the input from file these commands and macros are looked up in a hash table. There are also built-in commands that generate a hash entry. For instance when you define a counter or a font, the given name becomes a hash entry that points to a memory location (again an index).

Here it gets more complex. A hash table is used to lookup primitive commands like `\hbox` and `\font` as well as `\starttext` and `\stoptext`. The string is converted into an integer within a specific range. That integer is then an index into a table like we saw before, with two halfwords per slot.



The hash value (integer calculated from string) point to a slot and the string is compared with the stored string. When the string is different, the next field points to a different slot (outside the hash range in the same table) and again the string is checked. When there is no next value set (zero), the index is used to determine what to do.



This table is called the table of equivalents. In LuaMetaTeX this is implemented a bit different than in the other engines because we combine tables. The fields that you see here keep track of the type (so that we can optimize some bits and pieces), flags (so that we can implement overload protection), a level (so that we can restore values after the group ends and of course a value.

That value can be a pointer to (index of) a token list, or a pointer to (index of) a node. It can also be just some value, like a dimension, character reference or register entry.

Although there are similarities, the memory mapping in LuaMetaTeX differs from LuaTeX and that one differs from pdfTeX which again differs from original TeX.

In original TeX table of equivalents is organized in six regions.

- | | |
|----------------------|-----------------|
| 1. active characters | math codes |
| 2. hash table | category codes |
| font identifiers | lowercase codes |
| 3. glue | uppercase codes |
| mu glue | space factors |
| 4. token lists | 5. integers |
| boxes | delimiter codes |
| font names | 6. dimensions |

The internal dimension, integer, skip, muskip, token and box registers are part of this and for users

there are 256 registers of each category. There are 256 active characters, and the mentioned codes and factors also have 256 entries.

In LuaMetaT_EX (like in LuaT_EX) we use Unicode, so there it makes no sense to store values in the table of equivalents. We use dedicated hashes instead. So there we have different regions. In LuaT_EX we roughly have this:

- | | |
|-----------------------------|----------------|
| 1. hash table | 6. tokens |
| 2. frozen control sequences | 7. boxes |
| 3. font identifiers | 8. integers |
| 4. glue | 9. attributes |
| 5. muglue | 10. dimensions |

As we moved forward, LuaMetaT_EX has some more:

- | | |
|-----------------------------|--------------------|
| 1. hash table | 7. integers |
| 2. frozen control sequences | 8. attributes |
| 3. glue | 9. dimensions |
| 4. muglue | 10. posits |
| 5. tokens | 11. units |
| 6. boxes | 12. specifications |

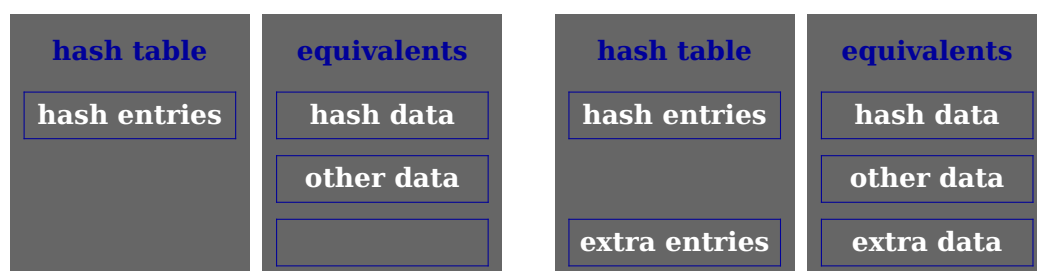
In case one wonders, on top of built-in units users can define their own. Specifications are for instance shape and penalty arrays. Fonts are not in here because we manage them in Lua.

In traditional T_EX a delimiter code needs two integers so there it uses both fields in a memory word and saves the state in a parallel array with quarterwords. We don't need this in LuaMetaT_EX because we store delimiters in a separate hash table (and actually don't need them at all, because we use OpenType fonts).

We need to keep some save/restore related state in the table but for integers and delimiter codes we need all four bytes of the value. Therefore original T_EX has a separate parallel table for this, which as side effect spoils some memory. In LuaT_EX we have way more registers so there the waste is larger.

In LuaMetaT_EX we got rid of this. We could also use less space for the type and store some extra data. A side effect is that we keep the type information which is handy for tracing, sparse dumping, and optimizing save and restore. This is why with more functionality we don't need less more memory than one would expect.

The hash table in original T_EX is a bit too small for larger macro packages which is why in practice engines took more than the default couple of thousands slots. But going too large makes no sense because one ends up with many misses and unused hash and equivalent space. That is why soon after T_EX showed up support for extra hash space was introduced. That space is allocated at the end of normal hash space and can be configured when the format file is made. This means that the hash table also grows to the size of the equivalents table:



Too much extra hash space also means too much equivalent space as these arrays run in parallel. In LuaMetaTeX we can let hash memory grow on demand so there the penalty is less.

It makes sense to move the ‘other data’ to the beginning so that we can use a smaller hash but. That could potentially save 4MB memory, but when we decide to limit the maximum number of registers to 8K (instead of 64K) we are at 512KB so that might be easier as it avoids using offsets. And who knows how we can use the yet unused space later. Compared to LuaTeX we already save much memory elsewhere.

5.7 Save stack

I only mention this here because it relates to the table of equivalents. Whenever a quantity (register, parameter, macro, you name it) changes the engine registers the old value on the save stack when the assignment is local. The equivalent is replaced and when found in the save stack restored afterwards. In order to let the save stack not grow too much we try to only save a state when there is a real change. We can do that because we have a bit more information available and otherwise do a bit more testing. This is specific for LuaMetaTeX.

5.8 Data types

The long winding explanation explanation in the previous section shows that we have a curious mix of data to manage. We already saw tokens and nodes but here we also saw registers. However, integers, dimensions and attributes are all basically just 32 bit numbers. Even a posit (float) fits into that space. So if you enter 10pt internally it becomes a so called scaled (dimension). The skip registers point to a glue node and the token and box registers to a node list and those pointers are also numbers. So, what the user sees as a data type internally is just a number and its type (the command field in a token) tells what to do with it.

When tracing is turned on there can be mentioning of save stack, input levels, fonts, languages, hyphenation, various character related properties and so on. Here we have specialized data structures that have their own memory layout and management. Where terms like token, node, integer (count), dimension and glue indicate something that the user should grasp, the entries in a save stack are never presented other than in an message.

Manipulating data types is explained in various low level manuals, some relate to programming, and some to typesetting. It makes no sense to repeat that here. Take for instance macros: then come in variants (think of **\protected** and/or **\tolerant** ones) can take arguments (which effectively are token lists) and the flags in the mentioned table of equivalents control take care of that.

One aspect of token lists is worth mentioning: they start with a so called head token. So a list of length one actually has two tokens. The head keeps track of the fact that a list is a copy. Because a macro is also a token list, in LuaMetaTeX the head also has some information that permits a more efficient code path. Because token lists are used all over the place in the engine, sharing makes sense.

Attributes attached to a node are node lists themselves and these are also shared which not only saves memory but also is more performing. There are many places where LuaMetaTeX differs from its predecessors: there are more primitives, there is more data moved around but it got compensated by optimizing mechanisms. But as much as possible we stayed within the same paradigms.

5.9 Time flies

For those curious about how different the engines are when it comes to memory usage, here is a quote from T_EX the program:

Since we are assuming 32-bit integers, a halfword must contain at least 16 bits, and a quarterword must contain at least 8 bits. But it doesn't hurt to have more bits; for example, with enough 36-bit words you might be able to have `mem_max` as large as 262142, which is eight times as much memory as anybody had during the first four years of T_EX's existence.

N.B.: Valuable memory space will be dreadfully wasted unless T_EX is compiled by a Pascal that packs all of the `memory_word` variants into the space of a single integer. This means, for example, that `glue_ratio` words should be `short_real` instead of `real` on some computers. Some Pascal compilers will pack an integer whose subrange is `0 .. 255` into an eight-bit field, but others insist on allocating space for an additional sign bit; on such systems you can get 256 values into a quarterword only if the subrange is `128 .. 127`.

The present implementation tries to accommodate as many variations as possible, so it makes few assumptions. If integers having the subrange `min_quarterword .. max_quarterword` can be packed into a quarterword, and if integers having the subrange `min_halfword .. max_halfword` can be packed into a halfword, everything should work satisfactorily.

It is usually most efficient to have `min_quarterword = min_halfword = 0`, so one should try to achieve this unless it causes a severe problem. The values defined here are recommended for most 32-bit computers.

This still applies to pdfT_EX although there a memory word is two 32 bit integer, so each halfword in there spans 32 bits, and a quarterword 16 bits. So what does that mean for nodes? Here is what the original code says about char nodes.

A `char_node`, which represents a single character, is the most important kind of node because it accounts for the vast majority of all boxes. Special precautions are therefore taken to ensure that a `char_node` does not take up much memory space. Every such node is one word long, and in fact it is identifiable by this property, since other kinds of nodes have at least two words, and they appear in `mem` locations less than `hi_mem_min`. This makes it possible to omit the type field in a `char_node`, leaving us room for two bytes that identify a font and a character within that font.

Note that the format of a `char_node` allows for up to 256 different fonts and up to 256 characters per font; but most implementations will probably limit the total number of fonts to fewer than 75 per job, and most fonts will stick to characters whose codes are less than 128 (since higher codes are more difficult to access on most keyboards).

So, in order to save space these single size nodes use little memory. Even more interesting is the follow up on that explanation:

Extensions of T_EX intended for oriental languages will need even more than 256×256 possible characters, when we consider different sizes and styles of type. It is suggested that Chinese and Japanese fonts be handled by representing such characters in two consecutive `char_node` entries: The first of these has `font = font_base`, and its `link` points to the second; the second identifies the font and the character dimensions. The saving feature about oriental characters is that most of them have the same box dimensions. The character field of the first `char_node`

is a charext that distinguishes between graphic symbols whose dimensions are identical for typesetting purposes. (See the MetaFont manual.) Such an extension of T_EX would not be difficult; further details are left to the reader.

In order to make sure that the character code fits in a quarterword, T_EX adds the quantity `min_quarterword` to the actual code.

What if that had been implemented right from the start? What if utf8 had been around at that time? Of course when 32 bit integers are used we can use these extra bit for a larger code range anyway.

When we flash forward to LuaT_EX we don't see that optimization and there are reasons for it. First of all content related nodes have an attribute list pointer as well as a prev field; lists are double linked. That means we don't reuse the type and subtype fields. The macros that define a glyph are:

```
# define glyph_node_size      7
# define character(a)         vinfo((a)+2)
# define font(a)              vlink((a)+2)
# define lang_data(a)         vinfo((a)+3)
# define lig_ptr(a)           vlink((a)+3)
# define x_displace(a)        vinfo((a)+4)
# define y_displace(a)        vlink((a)+4)
# define ex_glyph(a)          vinfo((a)+5) /* expansion factor (hz) */
# define glyph_node_data(a)    vlink((a)+5)
# define synctex_tag_glyph(a) vinfo((a)+6)
# define synctex_line_glyph(a) vlink((a)+6)
```

Instead of one memory word we use seven, and given the amount of characters on a page that adds quite a bit compared to the original. Of course it is irrelevant on today's machines. So how about LuaMetaT_EX as of late 2024?

```
# define glyph_node_size      14
# define glyph_character(a)    vinfo(a,2)
# define glyph_font(a)        vlink(a,2) /*tex can be quarterword */
# define glyph_data(a)        vinfo(a,3) /*tex handy in context */
# define glyph_state(a)        vlink(a,3) /*tex handy in context */
# define glyph_language(a)     vinfo0(a,4)
# define glyph_script(a)       vinfo1(a,4)
# define glyph_control(a)      vlink0(a,4) /*tex we store 0xFFFF in the |\cccode| */
# define glyph_reserved(a)     vlink1(a,4)
# define glyph_options(a)      vinfo(a,5)
# define glyph_hyphenate(a)    vlink(a,5)
# define glyph_protected(a)    vinfo00(a,6)
# define glyph_lhmin(a)        vinfo01(a,6)
# define glyph_rhmin(a)        vinfo02(a,6)
# define glyph_discpart(a)     vinfo03(a,6)
# define glyph_expansion(a)    vlink(a,6)
# define glyph_x_scale(a)      vinfo(a,7)
# define glyph_y_scale(a)      vlink(a,7)
# define glyph_scale(a)        vinfo(a,8)
# define glyph_raise(a)        vlink(a,8)
# define glyph_left(a)         vinfo(a,9)
```



```

# define glyph_right(a)      vlink(a,9)
# define glyph_x_offset(a)   vinfo(a,10)
# define glyph_y_offset(a)   vlink(a,10)
# define glyph_weight(a)     vinfo(a,11)
# define glyph_slant(a)      vlink(a,11)
# define glyph_properties(a) vinfo0(a,12) /*tex for math */
# define glyph_group(a)      vinfo1(a,12) /*tex for math */
# define glyph_index(a)      vlink(a,12)  /*tex for math */
# define glyph_input_file(a) vinfo(a,13)
# define glyph_input_line(a) vlink(a,13)

```

We carry scaled, offsets, status information and various data around and consume twice what LuaTeX needs. In both cases there are the common fields:

```

# define node_type(a)      vinfo0(a,0)
# define node_subtype(a)   vinfo1(a,0)
# define node_next(a)      vlink(a,0)
# define node_prev(a)      vlink(a,1)
# define node_attr(a)      vinfo(a,1)

```

As you see, we still use the original TeX vinfo and vlink identifications but in LuaMetaTeX we have node specific verbose accessors because we no longer use the same slots for (for instance) width, height and depth. This of course has impact on the code base because now `width(n)` becomes a different accessor per node it applies to. We get less compact code but gain readability and we often need to distinguish anyway. Where LuaTeX and predecessors we see:

```
w += width(n)
```

that covers boxes, glue and kerns. For glyphs we need to get the width from the font using the `font` and `char` fields. Actually, in TeX82 that can be done directly because we know that these values are okay. In LuaTeX however these values can be set in Lua and therefore we do need to check if they reference a loaded font and valid character slot. So in LuaTeX we do need a dedicated function to get the glyph width.

In LuaMetaTeX we have to be more granular and deal with each node type that has width independently:

```

switch (subtype(n) {
  case glyph_node:
    w += tex_glyph_width(s);
    break;
  case hlist_node:
  case vlist_node:
    w += box_width(n);
    break;
  case rule_node:
    w += rule_width(n);
    break;
  case glue_node:
    w += glue_amount(n);
    break;
}

```



```

case kern_node:
    w += kern_amount(s);
    break;
case math_node:
    if (tex_math_glue_is_zero(s)) {
        w += math_surround(s);
    } else {
        w -= math_amount(s);
    }
    break;
}

```

Because a glyph can have scaled set and similar features exist for glue we need to distinguish need to distinguish anyway. Watch the math node: we have to deal with either kern or glue.

5.10 Keywords

The e-TeX extension added primitives, pdfTeX did the same, as did Omega and therefore also LuaTeX, which took from its ancestors and added more. The LuaMetaTeX engine again extends the repertoire. However, in order to control some primitive (functional) behavior instead of using extra primitive parameters, we use keywords. For instance `\hbox` accepts multiple `attr`, `direction`, (LuaTeX) but also `xoffset`, `yoffset`, `orientation` and more. This has no impact on compatibility because scanning keywords stops at the left brace (or its equivalent). The `\hrule` like primitives also accept more keywords but here scanning stops at an unknown keyword, which can give interesting side effects when it's last in macro followed by text that itself starts with a valid keyword (say `height`) but not by a dimensions.

```

1 \def\foo{\hrule width 10pt} \foo height or depth, what about it.
2 \def\foo{\hrule width 10pt\relax} \foo height or depth, what about it.
3 \def\foo{\hrule width 10pt} \foo what about it.
4 \hbox to 20pt{x}
5 \hbox attr 999 1 to 20pt{x}
6 \hbox to 20pt attr 999 1 {x}

```

The first line gives an error, the second uses `\relax` to end the scanning. The last line is wrong in LuaTeX where order matters while it's okay in LuaMetaTeX. The third line is okay in LuaTeX where the what is pushed back but wrong in LuaMetaTeX where it expect `w` to start a valid keyword. The last is actually an incompatibility but one should keep in mind that using `\relax` is the way to go here anyway. The same is true for scanning glue specifications.

The fact that what gets pushed back (in LuaTeX) into the input add extra overhead. But in this case it's little. However, think of this in LuaTeX:

```

if (scan_keyword("width")) {
    scan_normal_dimen();
    width(q) = cur_val;
    goto RESWITCH;
}
if (scan_keyword("height")) {
    scan_normal_dimen();

```

```

    height(q) = cur_val;
    goto RESWITCH;
}
if (scan_keyword("depth")) {
    scan_normal_dimen();
    depth(q) = cur_val;
    goto RESWITCH;
}

```

Here we push back two times when we only specify the depth. This is still not that bad but imagine many more keywords. This is why in LuaMetaTeX we cascade: we check for the first character and act on that and if needed do the same with later characters (box specifications take `adapt`, `attr`, `anchor` and `axis` so here a second character differentiates. In par passes we have `adjustspacingstep`, `adjustspacingshrink`, `adjustspacingstretch` so there is no need to push back the `adjustspacings` and if you look carefully `tep` and `tretch` also cascade. Of course the code looks a bit more messy but we do gain here due to less push back and therefore input level bumping. In some cases we also need less further tracing because we already know what is coming. Of course given TeX's already good scanning performance it all depends on usage what we gain in practice.

5.11 Sparse arrays

Because original TeX supports 256 characters it can use data structures and ranges in the main equivalent repertoire without too much overhead but with LuaTeX we went Unicode so dedicated sparse arrays were used instead for `\catcode`, `\lccode`, `\uccode` and `\sfcode`. The new `\hjcode`, math characters, delimiters and font character arrays also use this mechanism and in LuaMetaTeX we use them even more. Although in principle we can use the regular save stack for pushing and popping values each sparse array comes with its own stack.

In LuaMetaTeX this mechanism has been optimized. Depending on the kind of data we use nibbles, bytes, shorts, integers or integer pairs. There is also more aggressive optimization of storing the set values in the format file. Stack management is more efficient too, which mostly has benefits for math where we use sparse arrays for math parameters of which we have plenty.

The sparse array mechanism is also interfaced to Lua, and we might actually use that feature in ConTeXt some day.

primitives

6 Primitives

Contents

- 6.1 Introduction**
- 6.2 Rationale**
- 6.3 Primitives**
- 6.4 Syntax**
- 6.5 To be checked primitives (new)**
- 6.6 To be checked primitives (math)**
- 6.7 To be checked primitives (old)**
- 6.8 Indexed primitives**

6.1 Introduction

Here I will discuss some of the new primitives in LuaT_EX and LuaMetaT_EX, the later being a successor that permits the ConT_EXt folks to experiment with new features. The order is arbitrary. When you compare LuaT_EX with pdfT_EX, there are actually quite some differences. Some primitives that pdfT_EX introduced have been dropped in LuaT_EX because they can be done better in Lua. Others have been promoted to core primitives that no longer have a pdf prefix. Then there are lots of new primitives, some introduce new concepts, some are a side effect of for instance new math font technologies, and then there are those that are handy extensions to the macro language. The LuaMetaT_EX engine drops quite some primitives, like those related to pdfT_EX specific f(r)ont or backend features. It also adds some new primitives, mostly concerning the macro language.

We also discuss the primitives that fit into the macro programming scope that are present in traditional T_EX and e-T_EX but there are for sure better of explanations out there already. Primitives that relate to typesetting, like those controlling math, fonts, boxes, attributes, directions, catcodes, Lua (functions) etc are not discussed or discussed in less detail here.

There are for instance primitives to create aliases to low level registers like counters and dimensions, as well as other (semi-numeric) quantities like characters, but normally these are wrapped into high level macros so that definitions can't clash too much. Numbers, dimensions etc can be advanced, multiplied and divided and there is a simple expression mechanism to deal with them. We don't go into these details here: it's mostly an overview of what the engine provides. If you are new to T_EX, you need to play a while with its mixed bag of typesetting and programming features in order to understand the difference between this macro language and other languages you might be familiar with.

6.3.1	<code>\<space></code>	92	6.3.7	<code>\Uatopwithdelims</code>	93
6.3.2	<code>\-</code>	92	6.3.8	<code>\Udelcode</code>	93
6.3.3	<code>\/</code>	92	6.3.9	<code>\Udelimited</code>	93
6.3.4	<code>\Uabove</code>	92	6.3.10	<code>\Udelimiter</code>	93
6.3.5	<code>\Uabovewithdelims</code>	93	6.3.11	<code>\Udelimiterover</code>	93
6.3.6	<code>\Uatop</code>	93	6.3.12	<code>\Udelimiterunder</code>	93

6.3.13	<code>\Uhexensible</code>	93	6.3.59	<code>\Umathfractionnumvgap</code>	98
6.3.14	<code>\Uleft</code>	93	6.3.60	<code>\Umathfractionrule</code>	98
6.3.15	<code>\Umathaccent</code>	94	6.3.61	<code>\Umathfractionvariant</code>	99
6.3.16	<code>\Umathaccentbasedepth</code>	95	6.3.62	<code>\Umathhexensiblevariant</code>	99
6.3.17	<code>\Umathaccentbaseheight</code>	95	6.3.63	<code>\Umathlimitabovebgap</code>	99
6.3.18	<code>\Umathaccentbottomovershoot</code>	95	6.3.64	<code>\Umathlimitabovekern</code>	99
6.3.19	<code>\Umathaccentbottomshiftdown</code>	95	6.3.65	<code>\Umathlimitabovevgap</code>	99
6.3.20	<code>\Umathaccentextendmargin</code>	95	6.3.66	<code>\Umathlimitbelowbgap</code>	99
6.3.21	<code>\Umathaccentsuperscriptdrop</code>	95	6.3.67	<code>\Umathlimitbelowkern</code>	99
6.3.22	<code>\Umathaccentsuperscriptpercent</code>	95	6.3.68	<code>\Umathlimitbelowvgap</code>	99
6.3.23	<code>\Umathaccenttopovershoot</code>	95	6.3.69	<code>\Umathlimits</code>	99
6.3.24	<code>\Umathaccenttopshiftup</code>	95	6.3.70	<code>\Umathnoaxis</code>	99
6.3.25	<code>\Umathaccentvariant</code>	96	6.3.71	<code>\Umathnolimits</code>	99
6.3.26	<code>\Umathadapttoleft</code>	96	6.3.72	<code>\Umathnolimitssubfactor</code>	99
6.3.27	<code>\Umathadapttoright</code>	96	6.3.73	<code>\Umathnolimitsupfactor</code>	100
6.3.28	<code>\Umathaxis</code>	96	6.3.74	<code>\Umathnumeratorvariant</code>	100
6.3.29	<code>\Umathbottomaccentvariant</code>	96	6.3.75	<code>\Umathopenupdepth</code>	100
6.3.30	<code>\Umathchar</code>	96	6.3.76	<code>\Umathopenupheight</code>	100
6.3.31	<code>\Umathchardef</code>	96	6.3.77	<code>\Umathoperatorsize</code>	100
6.3.32	<code>\Umathcode</code>	96	6.3.78	<code>\Umathoverbarkern</code>	100
6.3.33	<code>\Umathconnectoroverlapmin</code>	96	6.3.79	<code>\Umathoverbarrule</code>	100
6.3.34	<code>\Umathdegreevariant</code>	96	6.3.80	<code>\Umathoverbarvgap</code>	100
6.3.35	<code>\Umathdelimiterextendmargin</code>	96	6.3.81	<code>\Umathoverdelimiterbgap</code>	100
6.3.36	<code>\Umathdelimiterovervariant</code>	96	6.3.82	<code>\Umathoverdelimitervariant</code>	100
6.3.37	<code>\Umathdelimiterpercent</code>	97	6.3.83	<code>\Umathoverdelimitervgap</code>	100
6.3.38	<code>\Umathdelimitershortfall</code>	97	6.3.84	<code>\Umathoverlayaccentvariant</code>	100
6.3.39	<code>\Umathdelimiterundervariant</code>	97	6.3.85	<code>\Umathoverlinevariant</code>	101
6.3.40	<code>\Umathdenominatorvariant</code>	97	6.3.86	<code>\Umathphantom</code>	101
6.3.41	<code>\Umathdictdef</code>	97	6.3.87	<code>\Umathprimeraise</code>	101
6.3.42	<code>\Umathexheight</code>	97	6.3.88	<code>\Umathprimeraisecomposed</code>	101
6.3.43	<code>\Umathextrasubpreshift</code>	97	6.3.89	<code>\Umathprimeshiftedrop</code>	101
6.3.44	<code>\Umathextrasubprespace</code>	97	6.3.90	<code>\Umathprimeshiftup</code>	101
6.3.45	<code>\Umathextrasubshift</code>	97	6.3.91	<code>\Umathprimespaceafter</code>	101
6.3.46	<code>\Umathextrasubspace</code>	97	6.3.92	<code>\Umathprimevariant</code>	101
6.3.47	<code>\Umathextrasuppreshift</code>	97	6.3.93	<code>\Umathquad</code>	101
6.3.48	<code>\Umathextrasupprespace</code>	97	6.3.94	<code>\Umathradicaldegreeafter</code>	101
6.3.49	<code>\Umathextrasupshift</code>	98	6.3.95	<code>\Umathradicaldegreebefore</code>	101
6.3.50	<code>\Umathextrasupspace</code>	98	6.3.96	<code>\Umathradicaldegreeraise</code>	101
6.3.51	<code>\Umathflattenedaccentbasedepth</code>	98	6.3.97	<code>\Umathradicalextensibleafter</code>	102
6.3.52	<code>\Umathflattenedaccent-baseheight</code>	98	6.3.98	<code>\Umathradicalextensiblebefore</code>	102
6.3.53	<code>\Umathflattenedaccentbottomshiftdown</code>	98	6.3.99	<code>\Umathradicalkern</code>	102
6.3.54	<code>\Umathflattenedaccenttopshiftup</code>	98	6.3.100	<code>\Umathradicalrule</code>	102
6.3.55	<code>\Umathfractiondelsize</code>	98	6.3.101	<code>\Umathradicalvariant</code>	102
6.3.56	<code>\Umathfractiondenomdown</code>	98	6.3.102	<code>\Umathradicalvgap</code>	102
6.3.57	<code>\Umathfractiondenomvgap</code>	98	6.3.103	<code>\Umathruledepth</code>	102
6.3.58	<code>\Umathfractionnumup</code>	98	6.3.104	<code>\Umathruleheight</code>	102
			6.3.105	<code>\Umathskeweddelimiterolerance</code>	102
			6.3.106	<code>\Umathskewedfractionhgap</code>	102

6.3.107	<code>\Umathskewedfractionvgap</code>	102	6.3.156	<code>\Ustopdisplaymath</code>	108
6.3.108	<code>\Umathsource</code>	102	6.3.157	<code>\Ustopmath</code>	108
6.3.109	<code>\Umathspaceafterscript</code>	103	6.3.158	<code>\Ustopmathmode</code>	108
6.3.110	<code>\Umathspacebeforescript</code>	103	6.3.159	<code>\Ustretched</code>	108
6.3.111	<code>\Umathspacebetweenascript</code>	103	6.3.160	<code>\Ustretchedwithdelims</code>	108
6.3.112	<code>\Umathstackdenomdown</code>	103	6.3.161	<code>\Uunderdelimiter</code>	108
6.3.113	<code>\Umathstacknumup</code>	103	6.3.162	<code>\Uvextensible</code>	108
6.3.114	<code>\Umathstackvariant</code>	103	6.3.163	<code>\above</code>	108
6.3.115	<code>\Umathstackvgap</code>	103	6.3.164	<code>\abovedisplayshortskip</code>	108
6.3.116	<code>\Umathsubscriptsnap</code>	103	6.3.165	<code>\abovedisplayskip</code>	108
6.3.117	<code>\Umathsubscriptvariant</code>	103	6.3.166	<code>\abovewithdelims</code>	108
6.3.118	<code>\Umathsubshiftdown</code>	103	6.3.167	<code>\accent</code>	109
6.3.119	<code>\Umathsubshiftdrop</code>	103	6.3.168	<code>\additionalpageskip</code>	109
6.3.120	<code>\Umathsubsupshiftdown</code>	103	6.3.169	<code>\adjacentdemerits</code>	109
6.3.121	<code>\Umathsubsupvgap</code>	104	6.3.170	<code>\adjdemerits</code>	109
6.3.122	<code>\Umathsubtopmax</code>	104	6.3.171	<code>\adjustspacing</code>	109
6.3.123	<code>\Umathsupbottommin</code>	104	6.3.172	<code>\adjustspacingshrink</code>	109
6.3.124	<code>\Umathsupscriptsnap</code>	104	6.3.173	<code>\adjustspacingstep</code>	109
6.3.125	<code>\Umathsupscriptvariant</code>	104	6.3.174	<code>\adjustspacingstretch</code>	109
6.3.126	<code>\Umathsupshiftdrop</code>	104	6.3.175	<code>\advance</code>	110
6.3.127	<code>\Umathsupshiftdown</code>	104	6.3.176	<code>\advanceby</code>	110
6.3.128	<code>\Umathsupsubbottommax</code>	104	6.3.177	<code>\afterassigned</code>	110
6.3.129	<code>\Umathtopaccentvariant</code>	104	6.3.178	<code>\afterassignment</code>	110
6.3.130	<code>\Umathunderbarkern</code>	104	6.3.179	<code>\aftergroup</code>	110
6.3.131	<code>\Umathunderbarrule</code>	104	6.3.180	<code>\aftergrouped</code>	111
6.3.132	<code>\Umathunderbarvgap</code>	104	6.3.181	<code>\aliased</code>	112
6.3.133	<code>\Umathunderdelimiterbgap</code>	105	6.3.182	<code>\aligncontent</code>	112
6.3.134	<code>\Umathunderdelimitervariant</code>	105	6.3.183	<code>\alignloop</code>	112
6.3.135	<code>\Umathunderdelimitervgap</code>	105	6.3.184	<code>\alignmark</code>	112
6.3.136	<code>\Umathunderlinevariant</code>	105	6.3.185	<code>\alignmentcellsource</code>	112
6.3.137	<code>\Umathuseaxis</code>	105	6.3.186	<code>\alignmentwrapsource</code>	113
6.3.138	<code>\Umathvextensiblevariant</code>	105	6.3.187	<code>\alignoption</code>	113
6.3.139	<code>\Umathvoid</code>	105	6.3.188	<code>\aligntab</code>	113
6.3.140	<code>\Umathxscale</code>	105	6.3.189	<code>\allcrampedstyles</code>	113
6.3.141	<code>\Umathyscale</code>	106	6.3.190	<code>\alldisplaystyles</code>	113
6.3.142	<code>\Umiddle</code>	106	6.3.191	<code>\allmainstyles</code>	113
6.3.143	<code>\Uoperator</code>	106	6.3.192	<code>\allmathstyles</code>	113
6.3.144	<code>\Uover</code>	106	6.3.193	<code>\allscriptscriptstyles</code>	113
6.3.145	<code>\Uoverdelimiter</code>	107	6.3.194	<code>\allscriptstyles</code>	113
6.3.146	<code>\Uoverwithdelims</code>	107	6.3.195	<code>\allsplitstyles</code>	113
6.3.147	<code>\Uradical</code>	107	6.3.196	<code>\alltextstyles</code>	114
6.3.148	<code>\Uright</code>	107	6.3.197	<code>\alluncrampedstyles</code>	114
6.3.149	<code>\Uroot</code>	107	6.3.198	<code>\allunsplitstyles</code>	114
6.3.150	<code>\Urooted</code>	107	6.3.199	<code>\amcode</code>	114
6.3.151	<code>\Uskewed</code>	107	6.3.200	<code>\associateunit</code>	114
6.3.152	<code>\Uskewedwithdelims</code>	107	6.3.201	<code>\atendoffile</code>	115
6.3.153	<code>\Ustartdisplaymath</code>	107	6.3.202	<code>\atendoffiled</code>	115
6.3.154	<code>\Ustartmath</code>	107	6.3.203	<code>\atendofgroup</code>	115
6.3.155	<code>\Ustartmathmode</code>	107	6.3.204	<code>\atendofgrouped</code>	115

6.3.205	<code>\atop</code>	116	6.3.254	<code>\boxdirection</code>	124
6.3.206	<code>\atopwithdelims</code>	116	6.3.255	<code>\boxfinalize</code>	124
6.3.207	<code>\attribute</code>	116	6.3.256	<code>\boxfreeze</code>	124
6.3.208	<code>\attributeboundary</code>	116	6.3.257	<code>\boxgeometry</code>	125
6.3.209	<code>\attributedef</code>	116	6.3.258	<code>\boxinserts</code>	125
6.3.210	<code>\automaticdiscretionary</code>	116	6.3.259	<code>\boxlimit</code>	125
6.3.211	<code>\automatichyphenpenalty</code>	116	6.3.260	<code>\boxlimitate</code>	125
6.3.212	<code>\automigrationmode</code>	116	6.3.261	<code>\boxlimitmode</code>	125
6.3.213	<code>\autoparagraphmode</code>	117	6.3.262	<code>\boxmaxdepth</code>	125
6.3.214	<code>\badness</code>	117	6.3.263	<code>\boxmigrate</code>	125
6.3.215	<code>\balanceadjdemerits</code>	117	6.3.264	<code>\boxorientation</code>	126
6.3.216	<code>\balancebottomskip</code>	117	6.3.265	<code>\boxrepack</code>	126
6.3.217	<code>\balanceboundary</code>	117	6.3.266	<code>\boxshift</code>	126
6.3.218	<code>\balancebreakpasses</code>	117	6.3.267	<code>\boxshrink</code>	126
6.3.219	<code>\balancechecks</code>	117	6.3.268	<code>\boxsnapping</code>	126
6.3.220	<code>\balanceemergencyshrink</code>	117	6.3.269	<code>\boxsource</code>	126
6.3.221	<code>\balanceemergencystretch</code>	118	6.3.270	<code>\boxstretch</code>	127
6.3.222	<code>\balancefinalpenalties</code>	118	6.3.271	<code>\boxsubtype</code>	127
6.3.223	<code>\balancelineheight</code>	118	6.3.272	<code>\boxtarget</code>	127
6.3.224	<code>\balancelooseness</code>	118	6.3.273	<code>\boxtotal</code>	127
6.3.225	<code>\balancepasses</code>	118	6.3.274	<code>\boxvadjust</code>	127
6.3.226	<code>\balancepenalty</code>	118	6.3.275	<code>\boxxmove</code>	128
6.3.227	<code>\balanceshape</code>	118	6.3.276	<code>\boxxoffset</code>	128
6.3.228	<code>\balanceshapebottomspace</code>	118	6.3.277	<code>\boxymove</code>	128
6.3.229	<code>\balanceshapetopspace</code>	118	6.3.278	<code>\boxyoffset</code>	128
6.3.230	<code>\balanceshapevsize</code>	119	6.3.279	<code>\breaklasthangindent</code>	128
6.3.231	<code>\balancetolerance</code>	119	6.3.280	<code>\breaklasthangleftindent</code>	128
6.3.232	<code>\balancetopskip</code>	119	6.3.281	<code>\breaklasthangleftslack</code>	128
6.3.233	<code>\balancevsize</code>	119	6.3.282	<code>\breaklasthangrightindent</code>	128
6.3.234	<code>\baselineskip</code>	119	6.3.283	<code>\breaklasthangrightslack</code>	128
6.3.235	<code>\batchmode</code>	119	6.3.284	<code>\breaklasthangslack</code>	128
6.3.236	<code>\beginscname</code>	119	6.3.285	<code>\breaklastlinecount</code>	129
6.3.237	<code>\beginingroup</code>	120	6.3.286	<code>\breaklastlinewidth</code>	129
6.3.238	<code>\beginlocalcontrol</code>	120	6.3.287	<code>\brokenpenalties</code>	129
6.3.239	<code>\beginmathgroup</code>	120	6.3.288	<code>\brokenpenalty</code>	129
6.3.240	<code>\beginmvl</code>	121	6.3.289	<code>\catcode</code>	129
6.3.241	<code>\beginsimplegroup</code>	121	6.3.290	<code>\catcodetable</code>	129
6.3.242	<code>\belowdisplayshortskip</code>	122	6.3.291	<code>\cccode</code>	129
6.3.243	<code>\belowdisplayskip</code>	122	6.3.292	<code>\cdef</code>	130
6.3.244	<code>\binoppenalty</code>	122	6.3.293	<code>\cdefcsname</code>	130
6.3.245	<code>\botmark</code>	122	6.3.294	<code>\cfcode</code>	130
6.3.246	<code>\botmarks</code>	122	6.3.295	<code>\char</code>	130
6.3.247	<code>\bottomskip</code>	122	6.3.296	<code>\chardef</code>	130
6.3.248	<code>\boundary</code>	122	6.3.297	<code>\cleaders</code>	130
6.3.249	<code>\box</code>	122	6.3.298	<code>\clearmarks</code>	130
6.3.250	<code>\boxadapt</code>	123	6.3.299	<code>\clubpenalties</code>	131
6.3.251	<code>\boxanchor</code>	123	6.3.300	<code>\clubpenalty</code>	131
6.3.252	<code>\boxanchors</code>	123	6.3.301	<code>\constant</code>	131
6.3.253	<code>\boxattribute</code>	123	6.3.302	<code>\constrained</code>	131

6.3.303	<code>\copy</code>	131	6.3.352	<code>\dimexpr</code>	142
6.3.304	<code>\copymathatomrule</code>	131	6.3.353	<code>\dimexpression</code>	142
6.3.305	<code>\copymathparent</code>	131	6.3.354	<code>\directlua</code>	142
6.3.306	<code>\copymathspacing</code>	131	6.3.355	<code>\discretionary</code>	143
6.3.307	<code>\copysplitdiscards</code>	131	6.3.356	<code>\discretionaryoptions</code>	143
6.3.308	<code>\count</code>	132	6.3.357	<code>\displayindent</code>	143
6.3.309	<code>\countdef</code>	132	6.3.358	<code>\displaylimits</code>	143
6.3.310	<code>\cr</code>	132	6.3.359	<code>\displaystyle</code>	143
6.3.311	<code>\crampeddisplaystyle</code>	132	6.3.360	<code>\displaywidowpenalties</code>	144
6.3.312	<code>\crampedscriptscriptstyle</code>	132	6.3.361	<code>\displaywidowpenalty</code>	144
6.3.313	<code>\crampedscriptstyle</code>	132	6.3.362	<code>\displaywidth</code>	144
6.3.314	<code>\crampedtextstyle</code>	133	6.3.363	<code>\divide</code>	144
6.3.315	<code>\crrcr</code>	133	6.3.364	<code>\divideby</code>	144
6.3.316	<code>\csactive</code>	133	6.3.365	<code>\doublehyphenemerits</code>	144
6.3.317	<code>\csname</code>	133	6.3.366	<code>\doublepenaltymode</code>	144
6.3.318	<code>\csnamestring</code>	133	6.3.367	<code>\dp</code>	144
6.3.319	<code>\csstring</code>	133	6.3.368	<code>\dpack</code>	144
6.3.320	<code>\currentalignmentcolumn</code>	133	6.3.369	<code>\dsplit</code>	145
6.3.321	<code>\currentalignmentrow</code>	133	6.3.370	<code>\dump</code>	145
6.3.322	<code>\currentalignmenttabskip</code>	134	6.3.371	<code>\edef</code>	145
6.3.323	<code>\currentgrouplevel</code>	134	6.3.372	<code>\edefcsname</code>	145
6.3.324	<code>\currentgrouptype</code>	134	6.3.373	<code>\edivide</code>	145
6.3.325	<code>\currentifbranch</code>	134	6.3.374	<code>\edivideby</code>	146
6.3.326	<code>\currentiflevel</code>	135	6.3.375	<code>\efcode</code>	146
6.3.327	<code>\currentiftype</code>	135	6.3.376	<code>\else</code>	146
6.3.328	<code>\currentloopiterator</code>	136	6.3.377	<code>\emergencyextrastretch</code>	146
6.3.329	<code>\currentloopnesting</code>	136	6.3.378	<code>\emergencyleftskip</code>	146
6.3.330	<code>\currentlysetmathstyle</code>	137	6.3.379	<code>\emergencyrightskip</code>	146
6.3.331	<code>\currentmarks</code>	137	6.3.380	<code>\emergencystretch</code>	146
6.3.332	<code>\currentstacksize</code>	137	6.3.381	<code>\emptyparagraphmode</code>	146
6.3.333	<code>\day</code>	138	6.3.382	<code>\end</code>	147
6.3.334	<code>\dbox</code>	138	6.3.383	<code>\endcsname</code>	147
6.3.335	<code>\deadcycles</code>	138	6.3.384	<code>\endgroup</code>	147
6.3.336	<code>\def</code>	138	6.3.385	<code>\endinput</code>	147
6.3.337	<code>\defaultthyphenchar</code>	139	6.3.386	<code>\endlinechar</code>	148
6.3.338	<code>\defaultskewchar</code>	139	6.3.387	<code>\endlocalcontrol</code>	148
6.3.339	<code>\defcsname</code>	139	6.3.388	<code>\endmathgroup</code>	148
6.3.340	<code>\deferred</code>	139	6.3.389	<code>\endmvl</code>	148
6.3.341	<code>\delcode</code>	140	6.3.390	<code>\endsimplegroup</code>	148
6.3.342	<code>\delimiter</code>	140	6.3.391	<code>\enforced</code>	148
6.3.343	<code>\delimiterfactor</code>	140	6.3.392	<code>\eofinput</code>	148
6.3.344	<code>\delimitershortfall</code>	140	6.3.393	<code>\eqno</code>	149
6.3.345	<code>\detokened</code>	140	6.3.394	<code>\errhelp</code>	149
6.3.346	<code>\detokenize</code>	141	6.3.395	<code>\errmessage</code>	149
6.3.347	<code>\detokenized</code>	141	6.3.396	<code>\errorcontextlines</code>	149
6.3.348	<code>\dimen</code>	141	6.3.397	<code>\errorrecoverymode</code>	149
6.3.349	<code>\dimendef</code>	141	6.3.398	<code>\errorstopmode</code>	149
6.3.350	<code>\dimensiondef</code>	141	6.3.399	<code>\escapechar</code>	149
6.3.351	<code>\dimexperimental</code>	142	6.3.400	<code>\etexexprmode</code>	149

6.3.401	<code>\etoks</code>	149	6.3.450	<code>\floatexpr</code>	160
6.3.402	<code>\etoksapp</code>	150	6.3.451	<code>\floatingpenalty</code>	160
6.3.403	<code>\etokspre</code>	150	6.3.452	<code>\flushmarks</code>	161
6.3.404	<code>\eufactor</code>	150	6.3.453	<code>\flushmvl</code>	161
6.3.405	<code>\everybeforepar</code>	150	6.3.454	<code>\font</code>	161
6.3.406	<code>\everycr</code>	150	6.3.455	<code>\fontcharba</code>	161
6.3.407	<code>\everydisplay</code>	151	6.3.456	<code>\fontchardp</code>	161
6.3.408	<code>\everyeof</code>	151	6.3.457	<code>\fontcharht</code>	161
6.3.409	<code>\everyhbox</code>	151	6.3.458	<code>\fontcharic</code>	161
6.3.410	<code>\everyjob</code>	151	6.3.459	<code>\fontcharta</code>	161
6.3.411	<code>\everymath</code>	151	6.3.460	<code>\fontcharwd</code>	162
6.3.412	<code>\everymathatom</code>	151	6.3.461	<code>\fontdimen</code>	162
6.3.413	<code>\everypar</code>	152	6.3.462	<code>\fontid</code>	162
6.3.414	<code>\everyparbegin</code>	152	6.3.463	<code>\fontidentifier</code>	162
6.3.415	<code>\everyparend</code>	152	6.3.464	<code>\fontmathcontrol</code>	163
6.3.416	<code>\everytab</code>	152	6.3.465	<code>\fontname</code>	163
6.3.417	<code>\everyvbox</code>	152	6.3.466	<code>\fontspecdef</code>	163
6.3.418	<code>\exapostrophechar</code>	152	6.3.467	<code>\fontspecid</code>	164
6.3.419	<code>\exceptionpenalty</code>	152	6.3.468	<code>\fontspecifiedname</code>	164
6.3.420	<code>\exhyphenchar</code>	152	6.3.469	<code>\fontspecifiedsize</code>	164
6.3.421	<code>\exhyphenpenalty</code>	152	6.3.470	<code>\fontspecscale</code>	165
6.3.422	<code>\expand</code>	152	6.3.471	<code>\fontspecslant</code>	165
6.3.423	<code>\expandactive</code>	153	6.3.472	<code>\fontspecweight</code>	165
6.3.424	<code>\expandafter</code>	153	6.3.473	<code>\fontspecxscale</code>	165
6.3.425	<code>\expandafterpars</code>	153	6.3.474	<code>\fontspecyscale</code>	165
6.3.426	<code>\expandafterspaces</code>	154	6.3.475	<code>\fonttextcontrol</code>	165
6.3.427	<code>\expandcstoken</code>	154	6.3.476	<code>\forcedleftcorrection</code>	165
6.3.428	<code>\expanded</code>	155	6.3.477	<code>\forcedrightcorrection</code>	165
6.3.429	<code>\expandedafter</code>	155	6.3.478	<code>\formatname</code>	165
6.3.430	<code>\expandeddetokenize</code>	155	6.3.479	<code>\frozen</code>	166
6.3.431	<code>\expandedendless</code>	156	6.3.480	<code>\futurecsname</code>	166
6.3.432	<code>\expandedloop</code>	156	6.3.481	<code>\futuredef</code>	166
6.3.433	<code>\expandedrepeat</code>	156	6.3.482	<code>\futureexpand</code>	166
6.3.434	<code>\expandparameter</code>	156	6.3.483	<code>\futureexpandis</code>	167
6.3.435	<code>\expandtoken</code>	157	6.3.484	<code>\futureexpandisap</code>	167
6.3.436	<code>\expandtoks</code>	157	6.3.485	<code>\futurelet</code>	167
6.3.437	<code>\explicitdiscretionary</code>	158	6.3.486	<code>\gdef</code>	168
6.3.438	<code>\explicitthyphenpenalty</code>	158	6.3.487	<code>\gdefcsname</code>	168
6.3.439	<code>\explicititaliccorrection</code>	158	6.3.488	<code>\givenmathstyle</code>	168
6.3.440	<code>\explicitspace</code>	158	6.3.489	<code>\gleaders</code>	168
6.3.441	<code>\fam</code>	158	6.3.490	<code>\glet</code>	169
6.3.442	<code>\fi</code>	158	6.3.491	<code>\gletcsname</code>	169
6.3.443	<code>\finalhyphendemerits</code>	158	6.3.492	<code>\glettonothing</code>	169
6.3.444	<code>\firstmark</code>	159	6.3.493	<code>\global</code>	169
6.3.445	<code>\firstmarks</code>	159	6.3.494	<code>\globaldefs</code>	170
6.3.446	<code>\firstvalidlanguage</code>	159	6.3.495	<code>\glueexpr</code>	170
6.3.447	<code>\fitnessclasses</code>	159	6.3.496	<code>\glueshrink</code>	170
6.3.448	<code>\float</code>	159	6.3.497	<code>\glueshrinkorder</code>	170
6.3.449	<code>\floatdef</code>	160	6.3.498	<code>\gluespecdef</code>	170

6.3.499	<code>\gluestretch</code>	170	6.3.548	<code>\hyphenpenalty</code>	178
6.3.500	<code>\gluestretchorder</code>	170	6.3.549	<code>\if</code>	179
6.3.501	<code>\gluetomu</code>	170	6.3.550	<code>\ifabsdim</code>	179
6.3.502	<code>\glyph</code>	170	6.3.551	<code>\ifabsfloat</code>	179
6.3.503	<code>\glyphdatafield</code>	171	6.3.552	<code>\ifabsnum</code>	180
6.3.504	<code>\glyphoptions</code>	171	6.3.553	<code>\ifarguments</code>	180
6.3.505	<code>\glyphscale</code>	171	6.3.554	<code>\ifboolean</code>	180
6.3.506	<code>\glyphscriptfield</code>	171	6.3.555	<code>\ifcase</code>	180
6.3.507	<code>\glyphscriptscale</code>	172	6.3.556	<code>\ifcat</code>	180
6.3.508	<code>\glyphscriptscriptscale</code>	172	6.3.557	<code>\ifchkdim</code>	181
6.3.509	<code>\glyphslant</code>	172	6.3.558	<code>\ifchkdimension</code>	181
6.3.510	<code>\glyphstatefield</code>	172	6.3.559	<code>\ifchkdimexpr</code>	181
6.3.511	<code>\glyphtextscale</code>	172	6.3.560	<code>\ifchknum</code>	181
6.3.512	<code>\glyphweight</code>	172	6.3.561	<code>\ifchknumber</code>	182
6.3.513	<code>\glyphxoffset</code>	172	6.3.562	<code>\ifchknumexpr</code>	182
6.3.514	<code>\glyphxscale</code>	172	6.3.563	<code>\ifcmpdim</code>	182
6.3.515	<code>\glyphxscaled</code>	172	6.3.564	<code>\ifcmpnum</code>	182
6.3.516	<code>\glyphyoffset</code>	172	6.3.565	<code>\ifcondition</code>	182
6.3.517	<code>\glyphyscale</code>	173	6.3.566	<code>\ifcramped</code>	183
6.3.518	<code>\glyphyscaled</code>	173	6.3.567	<code>\ifcsname</code>	183
6.3.519	<code>\gtoksapp</code>	173	6.3.568	<code>\ifcstok</code>	184
6.3.520	<code>\gtokspre</code>	173	6.3.569	<code>\ifdefined</code>	184
6.3.521	<code>\halign</code>	173	6.3.570	<code>\ifdim</code>	184
6.3.522	<code>\hangafter</code>	174	6.3.571	<code>\ifdimexpression</code>	184
6.3.523	<code>\hangindent</code>	174	6.3.572	<code>\ifdimval</code>	185
6.3.524	<code>\hbadness</code>	174	6.3.573	<code>\ifempty</code>	185
6.3.525	<code>\hbadnessmode</code>	174	6.3.574	<code>\iffalse</code>	185
6.3.526	<code>\hbox</code>	174	6.3.575	<code>\ifflags</code>	185
6.3.527	<code>\hccode</code>	175	6.3.576	<code>\iffloat</code>	186
6.3.528	<code>\hfil</code>	175	6.3.577	<code>\iffontchar</code>	186
6.3.529	<code>\hfill</code>	175	6.3.578	<code>\ifhaschar</code>	186
6.3.530	<code>\hfilneg</code>	175	6.3.579	<code>\ifhastok</code>	186
6.3.531	<code>\hfuzz</code>	175	6.3.580	<code>\ifhastoks</code>	186
6.3.532	<code>\hjcode</code>	175	6.3.581	<code>\ifhasxtoks</code>	187
6.3.533	<code>\hkern</code>	176	6.3.582	<code>\ifhbox</code>	188
6.3.534	<code>\hmcode</code>	176	6.3.583	<code>\ifhmode</code>	188
6.3.535	<code>\holdinginserts</code>	176	6.3.584	<code>\iffinalignment</code>	188
6.3.536	<code>\holdingmigrations</code>	176	6.3.585	<code>\ifincsname</code>	188
6.3.537	<code>\hpack</code>	176	6.3.586	<code>\ifinner</code>	188
6.3.538	<code>\hpenalty</code>	176	6.3.587	<code>\ifinsert</code>	188
6.3.539	<code>\hrule</code>	177	6.3.588	<code>\ifintervaldim</code>	188
6.3.540	<code>\hsize</code>	177	6.3.589	<code>\ifintervalfloat</code>	189
6.3.541	<code>\hskip</code>	177	6.3.590	<code>\ifintervalnum</code>	189
6.3.542	<code>\hss</code>	177	6.3.591	<code>\iflastnamedcs</code>	189
6.3.543	<code>\ht</code>	178	6.3.592	<code>\iflist</code>	189
6.3.544	<code>\hyphenation</code>	178	6.3.593	<code>\ifmathparameter</code>	189
6.3.545	<code>\hyphenationmin</code>	178	6.3.594	<code>\ifmathstyle</code>	189
6.3.546	<code>\hyphenationmode</code>	178	6.3.595	<code>\ifmmode</code>	190
6.3.547	<code>\hyphenchar</code>	178	6.3.596	<code>\ifnum</code>	190

6.3.597	<code>\ifnumexpression</code>	190	6.3.646	<code>\insertlinedepth</code>	199
6.3.598	<code>\ifnumval</code>	191	6.3.647	<code>\insertlineheight</code>	199
6.3.599	<code>\ifodd</code>	191	6.3.648	<code>\insertmaxdepth</code>	199
6.3.600	<code>\ifparameter</code>	191	6.3.649	<code>\insertmaxplaced</code>	200
6.3.601	<code>\ifparameters</code>	191	6.3.650	<code>\insertmode</code>	200
6.3.602	<code>\ifrelax</code>	191	6.3.651	<code>\insertmultiplier</code>	200
6.3.603	<code>\iftok</code>	191	6.3.652	<code>\insertonlycount</code>	200
6.3.604	<code>\iftrue</code>	192	6.3.653	<code>\insertoptions</code>	200
6.3.605	<code>\ifvbox</code>	192	6.3.654	<code>\insertpenalties</code>	200
6.3.606	<code>\ifvmode</code>	192	6.3.655	<code>\insertpenalty</code>	200
6.3.607	<code>\ifvoid</code>	192	6.3.656	<code>\insertplaced</code>	200
6.3.608	<code>\ifx</code>	192	6.3.657	<code>\insertprogress</code>	200
6.3.609	<code>\ifzerodim</code>	193	6.3.658	<code>\insertshrink</code>	201
6.3.610	<code>\ifzerofloat</code>	193	6.3.659	<code>\insertstorage</code>	201
6.3.611	<code>\ifzeronum</code>	193	6.3.660	<code>\insertstoring</code>	201
6.3.612	<code>\ignorearguments</code>	193	6.3.661	<code>\insertstretch</code>	201
6.3.613	<code>\ignoredepthcriterion</code>	194	6.3.662	<code>\insertunbox</code>	201
6.3.614	<code>\ignorenestedupto</code>	194	6.3.663	<code>\insertuncopy</code>	201
6.3.615	<code>\ignorepars</code>	194	6.3.664	<code>\insertwidth</code>	201
6.3.616	<code>\ignorereset</code>	194	6.3.665	<code>\instance</code>	201
6.3.617	<code>\ignorespaces</code>	195	6.3.666	<code>\integerdef</code>	201
6.3.618	<code>\ignoretokens</code>	195	6.3.667	<code>\interactionmode</code>	202
6.3.619	<code>\ignoreupto</code>	195	6.3.668	<code>\interlinepenalties</code>	202
6.3.620	<code>\immediate</code>	195	6.3.669	<code>\interlinepenalty</code>	202
6.3.621	<code>\immutable</code>	195	6.3.670	<code>\jobname</code>	202
6.3.622	<code>\indent</code>	195	6.3.671	<code>\kern</code>	202
6.3.623	<code>\indexedsubprescript</code>	196	6.3.672	<code>\language</code>	202
6.3.624	<code>\indexedsubscript</code>	196	6.3.673	<code>\lastalignmentcolumn</code>	203
6.3.625	<code>\indexedsuperprescript</code>	196	6.3.674	<code>\lastalignmentrow</code>	203
6.3.626	<code>\indexedsuperscript</code>	196	6.3.675	<code>\lastarguments</code>	203
6.3.627	<code>\indexofcharacter</code>	197	6.3.676	<code>\lastatomclass</code>	203
6.3.628	<code>\indexofregister</code>	197	6.3.677	<code>\lastboundary</code>	203
6.3.629	<code>\inherited</code>	197	6.3.678	<code>\lastbox</code>	203
6.3.630	<code>\initcatcodetable</code>	198	6.3.679	<code>\lastchkdimension</code>	203
6.3.631	<code>\initialpageskip</code>	198	6.3.680	<code>\lastchknumber</code>	204
6.3.632	<code>\initialtopskip</code>	198	6.3.681	<code>\lastkern</code>	204
6.3.633	<code>\input</code>	198	6.3.682	<code>\lastleftclass</code>	204
6.3.634	<code>\inputlineno</code>	198	6.3.683	<code>\lastlinefit</code>	204
6.3.635	<code>\insert</code>	198	6.3.684	<code>\lastloopiterator</code>	204
6.3.636	<code>\insertboundary</code>	198	6.3.685	<code>\lastnamedcs</code>	204
6.3.637	<code>\insertbox</code>	198	6.3.686	<code>\lastnodesubtype</code>	205
6.3.638	<code>\insertcategory</code>	198	6.3.687	<code>\lastnodetype</code>	205
6.3.639	<code>\insertcopy</code>	199	6.3.688	<code>\lastpageextra</code>	205
6.3.640	<code>\insertdepth</code>	199	6.3.689	<code>\lastparcontext</code>	205
6.3.641	<code>\insertdirection</code>	199	6.3.690	<code>\lastpartrigger</code>	205
6.3.642	<code>\insertdistance</code>	199	6.3.691	<code>\lastpenalty</code>	205
6.3.643	<code>\insertheight</code>	199	6.3.692	<code>\lastrightclass</code>	205
6.3.644	<code>\insertheights</code>	199	6.3.693	<code>\lastskip</code>	205
6.3.645	<code>\insertlimit</code>	199	6.3.694	<code>\lccode</code>	205

6.3.695	<code>\leaders</code>	206	6.3.744	<code>\luaboundary</code>	214
6.3.696	<code>\left</code>	206	6.3.745	<code>\luabytecode</code>	214
6.3.697	<code>\lefthyphenmin</code>	206	6.3.746	<code>\luabytecodecall</code>	214
6.3.698	<code>\leftmarginkern</code>	206	6.3.747	<code>\luacopyinputnodes</code>	214
6.3.699	<code>\leftskip</code>	206	6.3.748	<code>\luadef</code>	214
6.3.700	<code>\lefttwindemerits</code>	206	6.3.749	<code>\luaescapestring</code>	215
6.3.701	<code>\leqno</code>	206	6.3.750	<code>\luafunction</code>	215
6.3.702	<code>\let</code>	206	6.3.751	<code>\luafunctioncall</code>	215
6.3.703	<code>\letcharcode</code>	206	6.3.752	<code>\luametatexmajorversion</code>	215
6.3.704	<code>\letcsname</code>	207	6.3.753	<code>\luametatexminorversion</code>	215
6.3.705	<code>\letfrozen</code>	207	6.3.754	<code>\luametatexrelease</code>	216
6.3.706	<code>\letmathatomrule</code>	207	6.3.755	<code>\luatexbanner</code>	216
6.3.707	<code>\letmathparent</code>	207	6.3.756	<code>\luatexrevision</code>	216
6.3.708	<code>\letmathspacing</code>	207	6.3.757	<code>\luatexversion</code>	216
6.3.709	<code>\letprotected</code>	208	6.3.758	<code>\mark</code>	216
6.3.710	<code>\lettolastnamedcs</code>	208	6.3.759	<code>\marks</code>	216
6.3.711	<code>\lettonothing</code>	208	6.3.760	<code>\mathaccent</code>	216
6.3.712	<code>\limits</code>	208	6.3.761	<code>\mathatom</code>	216
6.3.713	<code>\linebreakchecks</code>	209	6.3.762	<code>\mathatomglue</code>	216
6.3.714	<code>\linebreakoptional</code>	209	6.3.763	<code>\mathatomskip</code>	217
6.3.715	<code>\linebreakpasses</code>	209	6.3.764	<code>\mathbackwardpenalties</code>	217
6.3.716	<code>\linedirection</code>	209	6.3.765	<code>\mathbeginclass</code>	217
6.3.717	<code>\linepenalty</code>	209	6.3.766	<code>\mathbin</code>	217
6.3.718	<code>\lineskip</code>	209	6.3.767	<code>\mathboundary</code>	217
6.3.719	<code>\lineskiplimit</code>	209	6.3.768	<code>\mathchar</code>	217
6.3.720	<code>\linesnapping</code>	210	6.3.769	<code>\mathcharclass</code>	218
6.3.721	<code>\localbreakpar</code>	210	6.3.770	<code>\mathchardef</code>	218
6.3.722	<code>\localbrokenpenalty</code>	210	6.3.771	<code>\mathcharfam</code>	218
6.3.723	<code>\localcontrol</code>	210	6.3.772	<code>\mathcharslot</code>	218
6.3.724	<code>\localcontrolled</code>	210	6.3.773	<code>\mathcheckfencesmode</code>	218
6.3.725	<code>\localcontrolledendless</code>	211	6.3.774	<code>\mathchoice</code>	218
6.3.726	<code>\localcontrolledloop</code>	211	6.3.775	<code>\mathclass</code>	218
6.3.727	<code>\localcontrolledrepeat</code>	212	6.3.776	<code>\mathclose</code>	219
6.3.728	<code>\localhangafter</code>	212	6.3.777	<code>\mathcode</code>	219
6.3.729	<code>\localhangindent</code>	212	6.3.778	<code>\mathdictgroup</code>	219
6.3.730	<code>\localinterlinepenalty</code>	212	6.3.779	<code>\mathdictionary</code>	219
6.3.731	<code>\localleftbox</code>	212	6.3.780	<code>\mathdictproperties</code>	219
6.3.732	<code>\localleftboxbox</code>	212	6.3.781	<code>\mathdirection</code>	220
6.3.733	<code>\localmiddlebox</code>	212	6.3.782	<code>\mathdiscretionary</code>	220
6.3.734	<code>\localmiddleboxbox</code>	212	6.3.783	<code>\mathdisplaymode</code>	220
6.3.735	<code>\localpretolerance</code>	212	6.3.784	<code>\mathdisplaypenaltyfactor</code>	220
6.3.736	<code>\localrightbox</code>	212	6.3.785	<code>\mathdisplayskipmode</code>	220
6.3.737	<code>\localrightboxbox</code>	213	6.3.786	<code>\mathdoublescriptmode</code>	221
6.3.738	<code>\localtolerance</code>	213	6.3.787	<code>\mathendclass</code>	221
6.3.739	<code>\long</code>	213	6.3.788	<code>\matheqnogapstep</code>	221
6.3.740	<code>\looseness</code>	213	6.3.789	<code>\mathfontcontrol</code>	221
6.3.741	<code>\lower</code>	213	6.3.790	<code>\mathforwardpenalties</code>	222
6.3.742	<code>\lowercase</code>	213	6.3.791	<code>\mathgluemode</code>	222
6.3.743	<code>\lpcode</code>	213	6.3.792	<code>\mathgroupingmode</code>	222

6.3.793	<code>\mathinlinepenaltyfactor</code>	223	6.3.842	<code>\multiplyby</code>	231
6.3.794	<code>\mathinner</code>	223	6.3.843	<code>\muskip</code>	231
6.3.795	<code>\mathleftclass</code>	223	6.3.844	<code>\muskipdef</code>	231
6.3.796	<code>\mathlimitsmode</code>	223	6.3.845	<code>\mutable</code>	231
6.3.797	<code>\mathmainstyle</code>	224	6.3.846	<code>\mutoglua</code>	231
6.3.798	<code>\mathop</code>	224	6.3.847	<code>\mvlcurrentlyactive</code>	231
6.3.799	<code>\mathopen</code>	224	6.3.848	<code>\nestedloopiterator</code>	231
6.3.800	<code>\mathoptions</code>	225	6.3.849	<code>\newlinechar</code>	232
6.3.801	<code>\mathord</code>	225	6.3.850	<code>\noalign</code>	232
6.3.802	<code>\mathparentstyle</code>	225	6.3.851	<code>\noaligned</code>	232
6.3.803	<code>\mathpenaltiesmode</code>	225	6.3.852	<code>\noarguments</code>	232
6.3.804	<code>\mathpretolerance</code>	225	6.3.853	<code>\noatomruling</code>	232
6.3.805	<code>\mathpunct</code>	226	6.3.854	<code>\noboundary</code>	232
6.3.806	<code>\mathrel</code>	226	6.3.855	<code>\noexpand</code>	232
6.3.807	<code>\mathrightclass</code>	226	6.3.856	<code>\nohrule</code>	233
6.3.808	<code>\mathrulesfam</code>	226	6.3.857	<code>\noindent</code>	233
6.3.809	<code>\mathrulesmode</code>	226	6.3.858	<code>\nolimits</code>	233
6.3.810	<code>\mathscale</code>	226	6.3.859	<code>\nomathchar</code>	233
6.3.811	<code>\mathscriptsmode</code>	226	6.3.860	<code>\nonscript</code>	233
6.3.812	<code>\mathslackmode</code>	227	6.3.861	<code>\nonstopmode</code>	233
6.3.813	<code>\mathspacingmode</code>	227	6.3.862	<code>\nooutputboxerror</code>	233
6.3.814	<code>\mathstack</code>	227	6.3.863	<code>\norelax</code>	233
6.3.815	<code>\mathstackstyle</code>	227	6.3.864	<code>\normalizelinemode</code>	234
6.3.816	<code>\mathstyle</code>	227	6.3.865	<code>\normalizeparammode</code>	235
6.3.817	<code>\mathstylefontid</code>	228	6.3.866	<code>\noscript</code>	235
6.3.818	<code>\mathsurround</code>	228	6.3.867	<code>\nospaces</code>	235
6.3.819	<code>\mathsurroundmode</code>	228	6.3.868	<code>\nosubprescript</code>	235
6.3.820	<code>\mathsurroundskip</code>	228	6.3.869	<code>\nosubscript</code>	235
6.3.821	<code>\maththreshold</code>	228	6.3.870	<code>\nosuperprescript</code>	235
6.3.822	<code>\mathtolerance</code>	228	6.3.871	<code>\nosuperscript</code>	235
6.3.823	<code>\maxdeadcycles</code>	228	6.3.872	<code>\notexpanded</code>	235
6.3.824	<code>\maxdepth</code>	228	6.3.873	<code>\novrule</code>	236
6.3.825	<code>\meaning</code>	229	6.3.874	<code>\nulldelimiterspace</code>	236
6.3.826	<code>\meaningasis</code>	229	6.3.875	<code>\nullfont</code>	236
6.3.827	<code>\meaningful</code>	229	6.3.876	<code>\number</code>	236
6.3.828	<code>\meaningfull</code>	229	6.3.877	<code>\numericsscale</code>	236
6.3.829	<code>\meaningles</code>	229	6.3.878	<code>\numericsscaled</code>	236
6.3.830	<code>\meaningless</code>	229	6.3.879	<code>\numexperimental</code>	237
6.3.831	<code>\medmuskip</code>	230	6.3.880	<code>\numexpr</code>	237
6.3.832	<code>\message</code>	230	6.3.881	<code>\numexpression</code>	237
6.3.833	<code>\middle</code>	230	6.3.882	<code>\omit</code>	238
6.3.834	<code>\mkern</code>	230	6.3.883	<code>\optionalboundary</code>	238
6.3.835	<code>\month</code>	230	6.3.884	<code>\or</code>	238
6.3.836	<code>\moveleft</code>	230	6.3.885	<code>\orelse</code>	238
6.3.837	<code>\moveright</code>	230	6.3.886	<code>\orphanlinefactors</code>	240
6.3.838	<code>\mskip</code>	230	6.3.887	<code>\orphanpenalties</code>	240
6.3.839	<code>\muexpr</code>	230	6.3.888	<code>\orunless</code>	241
6.3.840	<code>\mugluespecdef</code>	230	6.3.889	<code>\outer</code>	241
6.3.841	<code>\multiply</code>	231	6.3.890	<code>\output</code>	241

6.3.891	<code>\outputbox</code>	241	6.3.940	<code>\parshapedimen</code>	247
6.3.892	<code>\outputpenalty</code>	241	6.3.941	<code>\parshapeindent</code>	247
6.3.893	<code>\over</code>	241	6.3.942	<code>\parshapelength</code>	248
6.3.894	<code>\overfullrule</code>	241	6.3.943	<code>\parshapewidth</code>	248
6.3.895	<code>\overline</code>	241	6.3.944	<code>\parskip</code>	248
6.3.896	<code>\overloaded</code>	242	6.3.945	<code>\patterns</code>	248
6.3.897	<code>\overloadmode</code>	242	6.3.946	<code>\pausing</code>	248
6.3.898	<code>\overshoot</code>	242	6.3.947	<code>\penalty</code>	248
6.3.899	<code>\overwithdelims</code>	243	6.3.948	<code>\permanent</code>	248
6.3.900	<code>\pageboundary</code>	243	6.3.949	<code>\pettymuskip</code>	248
6.3.901	<code>\pagedepth</code>	243	6.3.950	<code>\positdef</code>	248
6.3.902	<code>\pagediscards</code>	243	6.3.951	<code>\postdisplaypenalty</code>	249
6.3.903	<code>\pageexcess</code>	244	6.3.952	<code>\postexhyphenchar</code>	249
6.3.904	<code>\pageextragoal</code>	244	6.3.953	<code>\posthyphenchar</code>	249
6.3.905	<code>\pagefilllstretch</code>	244	6.3.954	<code>\postinlinepenalty</code>	249
6.3.906	<code>\pagefillstretch</code>	244	6.3.955	<code>\postshortinlinepenalty</code>	249
6.3.907	<code>\pagefilstretch</code>	244	6.3.956	<code>\prebinoppenalty</code>	249
6.3.908	<code>\pagefistretch</code>	244	6.3.957	<code>\predisplaydirection</code>	249
6.3.909	<code>\pagegoal</code>	244	6.3.958	<code>\predisplaygapfactor</code>	250
6.3.910	<code>\pagelastdepth</code>	244	6.3.959	<code>\predisplaypenalty</code>	250
6.3.911	<code>\pagelastfilllstretch</code>	244	6.3.960	<code>\preplaysize</code>	250
6.3.912	<code>\pagelastfillstretch</code>	244	6.3.961	<code>\preexhyphenchar</code>	250
6.3.913	<code>\pagelastfilstretch</code>	244	6.3.962	<code>\prehyphenchar</code>	250
6.3.914	<code>\pagelastfistretch</code>	245	6.3.963	<code>\preinlinepenalty</code>	250
6.3.915	<code>\pagelastheight</code>	245	6.3.964	<code>\prerelpenalty</code>	250
6.3.916	<code>\pagelastshrink</code>	245	6.3.965	<code>\preshortinlinepenalty</code>	250
6.3.917	<code>\pagelaststretch</code>	245	6.3.966	<code>\pretolerance</code>	250
6.3.918	<code>\pageshrink</code>	245	6.3.967	<code>\prevdepth</code>	250
6.3.919	<code>\pagestretch</code>	245	6.3.968	<code>\prevgraf</code>	251
6.3.920	<code>\pagetotal</code>	245	6.3.969	<code>\previousloopiterator</code>	251
6.3.921	<code>\pagevsize</code>	245	6.3.970	<code>\primescript</code>	251
6.3.922	<code>\par</code>	245	6.3.971	<code>\protected</code>	251
6.3.923	<code>\parametercount</code>	245	6.3.972	<code>\protecteddetokenize</code>	251
6.3.924	<code>\parameterdef</code>	245	6.3.973	<code>\protectedexpandeddetokenize</code>	251
6.3.925	<code>\parameterindex</code>	246	6.3.974	<code>\protrudechars</code>	252
6.3.926	<code>\parametermark</code>	246	6.3.975	<code>\protrusionboundary</code>	252
6.3.927	<code>\parametermode</code>	246	6.3.976	<code>\pxdimen</code>	252
6.3.928	<code>\parattribute</code>	246	6.3.977	<code>\quitloop</code>	252
6.3.929	<code>\pardirection</code>	246	6.3.978	<code>\quitloopnow</code>	252
6.3.930	<code>\parfillleftskip</code>	246	6.3.979	<code>\quitvmode</code>	252
6.3.931	<code>\parfillrightskip</code>	247	6.3.980	<code>\radical</code>	252
6.3.932	<code>\parfillskip</code>	247	6.3.981	<code>\raise</code>	252
6.3.933	<code>\parindent</code>	247	6.3.982	<code>\rdivide</code>	252
6.3.934	<code>\parinitleftskip</code>	247	6.3.983	<code>\rdivideby</code>	253
6.3.935	<code>\parinitrightskip</code>	247	6.3.984	<code>\realign</code>	253
6.3.936	<code>\paroptions</code>	247	6.3.985	<code>\relax</code>	253
6.3.937	<code>\parpasses</code>	247	6.3.986	<code>\relpenalty</code>	254
6.3.938	<code>\parpassesexception</code>	247	6.3.987	<code>\resetlocalboxes</code>	254
6.3.939	<code>\parshape</code>	247	6.3.988	<code>\resetmathspacing</code>	254

6.3.989	<code>\restorecatcodetable</code>	254	6.3.1038	<code>\semiexpand</code>	263
6.3.990	<code>\retained</code>	256	6.3.1039	<code>\semiexpanded</code>	263
6.3.991	<code>\retokenized</code>	257	6.3.1040	<code>\semiprotected</code>	263
6.3.992	<code>\right</code>	258	6.3.1041	<code>\setbox</code>	263
6.3.993	<code>\righthyphenmin</code>	258	6.3.1042	<code>\setdefaultmathcodes</code>	263
6.3.994	<code>\rightmarginkern</code>	258	6.3.1043	<code>\setfontid</code>	264
6.3.995	<code>\rightskip</code>	258	6.3.1044	<code>\setlanguage</code>	264
6.3.996	<code>\righttwindemerits</code>	258	6.3.1045	<code>\setmathatomrule</code>	264
6.3.997	<code>\romannumeral</code>	258	6.3.1046	<code>\setmathdisplaypostpenalty</code>	264
6.3.998	<code>\rpcode</code>	258	6.3.1047	<code>\setmathdisplayprepenalty</code>	265
6.3.999	<code>\savecatcodetable</code>	258	6.3.1048	<code>\setmathignore</code>	265
6.3.1000	<code>\savinghyphcodes</code>	258	6.3.1049	<code>\setmathoptions</code>	265
6.3.1001	<code>\savingvdiscards</code>	258	6.3.1050	<code>\setmathpostpenalty</code>	265
6.3.1002	<code>\scaledemwidth</code>	259	6.3.1051	<code>\setmathprepenalty</code>	265
6.3.1003	<code>\scaledexheight</code>	259	6.3.1052	<code>\setmathspacing</code>	266
6.3.1004	<code>\scaledextraspace</code>	259	6.3.1053	<code>\sfcode</code>	266
6.3.1005	<code>\scaledfontcharba</code>	259	6.3.1054	<code>\shapingpenaltiesmode</code>	266
6.3.1006	<code>\scaledfontchardp</code>	259	6.3.1055	<code>\shapingpenalty</code>	266
6.3.1007	<code>\scaledfontcharht</code>	259	6.3.1056	<code>\shipout</code>	266
6.3.1008	<code>\scaledfontcharic</code>	259	6.3.1057	<code>\shortinlinemaththreshold</code>	266
6.3.1009	<code>\scaledfontcharta</code>	259	6.3.1058	<code>\shortinlineorphanpenalty</code>	267
6.3.1010	<code>\scaledfontcharwd</code>	259	6.3.1059	<code>\show</code>	267
6.3.1011	<code>\scaledfontdimen</code>	259	6.3.1060	<code>\showbox</code>	267
6.3.1012	<code>\scaledfontemwidth</code>	260	6.3.1061	<code>\showboxbreadth</code>	267
6.3.1013	<code>\scaledfontexheight</code>	260	6.3.1062	<code>\showboxdepth</code>	267
6.3.1014	<code>\scaledfontextraspace</code>	260	6.3.1063	<code>\showcodestack</code>	267
6.3.1015	<code>\scaledfontinterwordshrink</code>	260	6.3.1064	<code>\showgroups</code>	267
6.3.1016	<code>\scaledfontinterwordspace</code>	260	6.3.1065	<code>\showifs</code>	267
6.3.1017	<code>\scaledfontinterwordstretch</code>	260	6.3.1066	<code>\showlists</code>	267
6.3.1018	<code>\scaledfontslantperpoint</code>	260	6.3.1067	<code>\shownodedetails</code>	268
6.3.1019	<code>\scaledinterwordshrink</code>	260	6.3.1068	<code>\showstack</code>	268
6.3.1020	<code>\scaledinterwordspace</code>	261	6.3.1069	<code>\showthe</code>	269
6.3.1021	<code>\scaledinterwordstretch</code>	261	6.3.1070	<code>\showtokens</code>	269
6.3.1022	<code>\scaledmathaxis</code>	261	6.3.1071	<code>\singlelinepenalty</code>	269
6.3.1023	<code>\scaledmathemwidth</code>	261	6.3.1072	<code>\skewchar</code>	269
6.3.1024	<code>\scaledmathexheight</code>	261	6.3.1073	<code>\skip</code>	269
6.3.1025	<code>\scaledmathstyle</code>	261	6.3.1074	<code>\skipdef</code>	269
6.3.1026	<code>\scaledslantperpoint</code>	261	6.3.1075	<code>\snapshotpar</code>	269
6.3.1027	<code>\scantextokens</code>	261	6.3.1076	<code>\spacechar</code>	270
6.3.1028	<code>\scantokens</code>	262	6.3.1077	<code>\spacefactor</code>	270
6.3.1029	<code>\scriptfont</code>	262	6.3.1078	<code>\spacefactormode</code>	271
6.3.1030	<code>\scriptscriptfont</code>	262	6.3.1079	<code>\spacefactoroverload</code>	271
6.3.1031	<code>\scriptscriptstyle</code>	262	6.3.1080	<code>\spacefactorshrinklimit</code>	271
6.3.1032	<code>\scriptspace</code>	262	6.3.1081	<code>\spacefactorstretchlimit</code>	271
6.3.1033	<code>\scriptspaceafterfactor</code>	262	6.3.1082	<code>\spaceskip</code>	271
6.3.1034	<code>\scriptspacebeforefactor</code>	262	6.3.1083	<code>\spaceskipfactor</code>	271
6.3.1035	<code>\scriptspacebetweenfactor</code>	262	6.3.1084	<code>\span</code>	271
6.3.1036	<code>\scriptstyle</code>	262	6.3.1085	<code>\specificationcount</code>	271
6.3.1037	<code>\scrollmode</code>	263	6.3.1086	<code>\specificationdef</code>	272

6.3.1087\specificationfirst	272	6.3.1136\topmarks	281
6.3.1088\specificationoptions	272	6.3.1137\topskip	281
6.3.1089\specificationsecond	272	6.3.1138\toscaled	281
6.3.1090\splitbotmark	272	6.3.1139\tosparsedimension	281
6.3.1091\splitbotmarks	272	6.3.1140\tosparsescaled	281
6.3.1092\splitdiscards	273	6.3.1141\tpack	281
6.3.1093\splitextraheight	273	6.3.1142\tracingadjusts	281
6.3.1094\splitfirstmark	273	6.3.1143\tracingalignments	281
6.3.1095\splitfirstmarks	273	6.3.1144\tracingassigns	281
6.3.1096\splitlastdepth	273	6.3.1145\tracingbalancing	282
6.3.1097\splitlastheight	273	6.3.1146\tracingcommands	282
6.3.1098\splitlastshrink	273	6.3.1147\tracingexpressions	282
6.3.1099\splitlaststretch	273	6.3.1148\tracingfitness	282
6.3.1100\splitmaxdepth	273	6.3.1149\tracingfullboxes	282
6.3.1101\splittopskip	273	6.3.1150\tracinggroups	282
6.3.1102\srule	273	6.3.1151\tracinghyphenation	282
6.3.1103\string	274	6.3.1152\tracingifs	282
6.3.1104\subprescript	274	6.3.1153\tracinginserts	282
6.3.1105\subscript	274	6.3.1154\tracinglevels	282
6.3.1106\superprescript	274	6.3.1155\tracinglists	283
6.3.1107\superscript	274	6.3.1156\tracingloners	283
6.3.1108\supmarkmode	274	6.3.1157\tracinglooseness	283
6.3.1109\swapcsvalues	274	6.3.1158\tracinglostchars	283
6.3.1110\tabsize	275	6.3.1159\tracingmacros	283
6.3.1111\tabskip	275	6.3.1160\tracingmarks	283
6.3.1112\textdirection	276	6.3.1161\tracingmath	283
6.3.1113\textfont	276	6.3.1162\tracingmvl	283
6.3.1114\textstyle	276	6.3.1163\tracingnesting	283
6.3.1115\the	276	6.3.1164\tracingnodes	283
6.3.1116\thewithoutunit	276	6.3.1165\tracingonline	284
6.3.1117\thickmuskip	276	6.3.1166\tracingorphans	284
6.3.1118\thinmuskip	276	6.3.1167\tracingoutput	284
6.3.1119\time	277	6.3.1168\tracingpages	284
6.3.1120\tinymuskip	277	6.3.1169\tracingparagraphs	284
6.3.1121\tocharacter	277	6.3.1170\tracingpasses	284
6.3.1122\toddlerpenalties	277	6.3.1171\tracingpenalties	284
6.3.1123\todimension	277	6.3.1172\tracingrestores	284
6.3.1124\tohexadecimal	277	6.3.1173\tracingsnapping	284
6.3.1125\tointeger	277	6.3.1174\tracingstats	284
6.3.1126\tokenized	277	6.3.1175\tracingtoddlers	285
6.3.1127\toks	278	6.3.1176\tsplit	285
6.3.1128\toksapp	278	6.3.1177\uccode	285
6.3.1129\toksdef	278	6.3.1178\uchyph	285
6.3.1130\tokspre	278	6.3.1179\uleaders	285
6.3.1131\tolerance	279	6.3.1180\unboundary	287
6.3.1132\tolerant	279	6.3.1181\undent	287
6.3.1133\tolimitedfloat	279	6.3.1182\underline	287
6.3.1134\tomathstyle	280	6.3.1183\unexpanded	287
6.3.1135\topmark	280	6.3.1184\unexpandedendless	288

6.3.1185\unexpandedloop	288	6.3.1215\vfил	293
6.3.1186\unexpandedrepeat	288	6.3.1216\vfill	293
6.3.1187\unhbox	289	6.3.1217\vfилneg	293
6.3.1188\unhcopy	289	6.3.1218\vfuzz	293
6.3.1189\unhpack	289	6.3.1219\virtualhrule	294
6.3.1190\unkern	289	6.3.1220\virtualvrule	294
6.3.1191\unless	289	6.3.1221\vkern	294
6.3.1192\unletfrozen	289	6.3.1222\vpack	294
6.3.1193\unletprotected	289	6.3.1223\vpenalty	294
6.3.1194\unpenalty	290	6.3.1224\vrule	294
6.3.1195\unskip	290	6.3.1225\vsize	294
6.3.1196\untraced	290	6.3.1226\vskip	294
6.3.1197\unvbox	290	6.3.1227\vsplit	294
6.3.1198\unvcopy	290	6.3.1228\vsplitchecks	294
6.3.1199\unvpack	290	6.3.1229\vss	294
6.3.1200\uppercase	291	6.3.1230\vtop	295
6.3.1201\vadjust	291	6.3.1231\wd	295
6.3.1202\valign	291	6.3.1232\widowpenalties	295
6.3.1203\variablefam	291	6.3.1233\widowpenalty	295
6.3.1204\vbadness	291	6.3.1234\wordboundary	295
6.3.1205\vbadnessmode	291	6.3.1235\wrapuppar	295
6.3.1206\vbalance	291	6.3.1236\xdef	295
6.3.1207\vbalancedbox	292	6.3.1237\xdefcsname	295
6.3.1208\vbalanceddeinsert	292	6.3.1238\xleaders	296
6.3.1209\vbalanceddiscard	292	6.3.1239\xspaceskip	296
6.3.1210\vbalancedinsert	292	6.3.1240\xtoks	296
6.3.1211\vbalancedreinsert	293	6.3.1241\xtoksapp	296
6.3.1212\vbalancedtop	293	6.3.1242\xtokspre	296
6.3.1213\vbox	293	6.3.1243\year	296
6.3.1214\vcenter	293		

In this document the section titles that discuss the original T_EX and e-T_EX primitives have a different color those explaining the LuaT_EX and LuaMetaT_EX primitives.

Primitives that extend typesetting related functionality, provide control over subsystems (like math), allocate additional data types and resources, deal with fonts and languages, manipulate boxes and glyphs, etc. are hardly discussed here, only mentioned. Math for instance is a topic of its own. In this document we concentrate on the programming aspects.

Most of the new primitives are discussed in specific manuals and often also original primitives are covered there but the best explanations of the traditional primitives can be found in The T_EXbook by Donald Knuth and T_EX by Topic from Victor Eijkhout. I see no need to try to improve on those.

6.2 Rationale

Some words about the why and how it came. One of the early adopters of ConT_EXt was Taco Hoekwater and we spent numerous trips to T_EX meetings all over the globe. He was also the only one I knew who had read the T_EX sources. Because ConT_EXt has always been on the edge of what is possible and at that time we both used it for rather advanced rendering, we also ran into the limitations. I'm not talking of T_EX features here. Naturally old school T_EX is not really geared for dealing with images of

all kind, colors in all kind of color spaces, highly interactive documents, input methods like xml, etc. The nice thing is that it offers some escapes, like specials and writes and later execution of programs that opened up lots of possibilities, so in practice there were no real limitations to what one could do. But coming up with a consistent and extensible (multi lingual) user interface was non trivial, because it had an impact in memory usage and performance. A lot could be done given some programming, as ConT_EXt MkII proves, but it was not always pretty under the hood. The move to LuaT_EX and MkIV transferred some action to Lua, and because LuaT_EX effectively was a ConT_EXt related project, we could easily keep them in sync.

Our traveling together, meeting several times per year, and eventually email and intense LuaT_EX developments (lots of Skype sessions) for a couple of years, gave us enough opportunity to discuss all kind of nice features not present in the engine. The previous century we discussed lots of them, rejected some, stayed with others, and I admit that forgot about most of the arguments already. Some that we did was already explored in e_et_ex, some of those ended up in LuaT_EX, and eventually what we have in LuaMetaT_EX can be seen as the result of years of programming in T_EX, improving macros, getting more performance and efficiency out of existing ConT_EXt code and inspiration that we got out of the ConT_EXt community, a demanding lot, always willing to experiment with us.

Once I decided to work on LuaMetaT_EX and bind its source to the ConT_EXt distribution so that we can be sure that it won't get messed up and might interfere with the ConT_EXt expectations, some more primitives saw their way into it. It is very easy to come up with all kind of bells and whistles but it is equally easy to hurt performance of an engine and what might go unnoticed in simple tests can really affect a macro package that depends on stability. So, what I did was mostly looking at the ConT_EXt code and wondering how to make some of the low level macros look more natural, also because I know that there are users who look into these sources. We spend a lot of time making them look consistent and nice and the nicer the better. Getting a better performance was seldom an argument because much is already as fast as can be so there is not that much to gain, but less clutter in tracing was an argument for some new primitives. Also, the fact that we soon might need to fall back on our phones to use T_EX a smaller memory footprint and less byte shuffling also was a consideration. The LuaMetaT_EX memory footprint is somewhat smaller than the LuaT_EX footprint. By binding LuaMetaT_EX to ConT_EXt we can also guarantee that the combinations works as expected.

I'm aware of the fact that ConT_EXt is in a somewhat unique position. First of all it has always been kind of cutting edge so its users are willing to experiment. There are users who immediately update and run tests, so bugs can and will be fixed fast. Already for a long time the community has a convenient infrastructure for updating and the build farm for generating binaries (also for other engines) is running smoothly.

Then there is the ConT_EXt user interface that is quite consistent and permits extensions with staying backward compatible. Sometimes users run into old manuals or examples and then complain that ConT_EXt is not compatible but that then involves obsolete technology: we no longer need font and input encodings and font definitions are different for OpenType fonts. We always had an abstract backend model, but nowadays pdf is kind of dominant and drives a lot of expectations. So, some of the MkII commands are gone and MkIV has some more. Also, as MetaPost evolved that department in ConT_EXt also evolved. Think of it like cars: soon all are electric so one cannot expect a hole to poor in some fluid but gets a (often incompatible) plug instead. And buttons became touch panels. There is no need to use much force to steer or brake. Navigation is different, as are many controls. And do we need to steer ourselves a decade from now?

So, just look at T_EX and ConT_EXt in the same way. A system from the nineties in the previous century differs from one three decades later. Demands differ, input differs, resources change, editing and

processing moves on, and so on. Manuals, although still being written are seldom read from cover to cover because online searching replaced them. And who buys books about programming? So LuaMetaT_EX, while still being T_EX also moves on, as do the way we do our low level coding. This makes sense because the original T_EX ecosystem was not made with a huge and complex macro package in mind, that just happened. An author was supposed to make a style for each document. An often used argument for using another macro package over ConT_EXt was that the later evolved and other macro packages would work the same forever and not change from the perspective of the user. In retrospect those arguments were somewhat strange because the world, computers, users etc. do change. Standards come and go, as do software politics and preferences. In many aspects the T_EX community is not different from other large software projects, operating system wars, library devotees, programming language addicts, paradigm shifts. But, don't worry, if you don't like LuaMetaT_EX and its new primitives, just forget about them. The other engines will be there forever and are a safe bet, although LuaT_EX already stirred up the pot I guess. But keep in mind that new features in the latest greatest ConT_EXt version will more and more rely on LuaMetaT_EX being used; after all that is where it's made for. And this manual might help understand its users why, where and how the low level code differs between MkII, MkIV and LMTX.

Can we expect more new primitives than the ones introduced here? Given the amount of time I spent on experimenting and considering what made sense and what not, the answer probably is "no", or at least "not that much". As in the past no user ever requested the kind of primitives that were added, I don't expect users to come up with requests in the future either. Of course, those more closely related to ConT_EXt development look at it from the other end. Because it's there where the low level action really is, demands might still evolve.

Basically there are two areas where the engine can evolve: the programming part and the rendering. In this manual we focus on the programming and writing the manual sort of influences how details get filled in. Rendering is more complex because there heuristics and usage plays a more dominant role. Good examples are the math, par and page builder. They were extended and features were added over time but improved rendering came later. Not all extensions are critical, some are there (and got added) in order to write more readable code but there is only so much one can do in that area. Occasionally a feature pops up that is a side effect of a challenge. No matter what gets added it might not affect complexity too much and definitely not impact performance significantly!

6.3 Primitives

1 \<space>

This original T_EX primitive is equivalent to the more verbose \explicitSPACE.

2 \-

This original T_EX primitive is equivalent to the more verbose \explicitdiscretionary.

3 \/

This original T_EX primitive is equivalent to the more verbose \explicititaliccorrection.

4 \Uabove

See \Uover for an introduction.

5 `\Uabovewithdelims`

See `\Uover` for an introduction.

6 `\Uatop`

See `\Uover` for an introduction.

7 `\Uatopwithdelims`

See `\Uover` for an introduction.

8 `\Udelcode`

todo

9 `\Udelimited`

todo

10 `\Udelimiter`

todo

11 `\Udelimiterover`

todo

12 `\Udelimiterunder`

todo

13 `\Uhexensible`

todo

14 `\Uleft`

This command is combined with `\Umiddle`, which is optional, and `\Uright`, which is mandate, although we are tolerant and do some checking. As in traditional \TeX 's `\left` and `\right` and e- \TeX 's `\middle` these fences bound a sub formula and adapt their heights. They are one of the reasons why rendering math is a multi-pass affair: we first have to calculate the inner sizes in order to decide on the outer fences.

Although it might nor be clear from the names, `\Uoperator` and `\Uvextensible` use the same fencing mechanism. All of these U commands accept options. Not all options are applied to every fence, at least not now. Some in the end makes little sense but were part of experiments, so we kept them.

attr	integer integer
auto	
axis	
bottom	dimension
class	integer
depth	dimension
exact	
factor	integer
height	dimension
leftclass	integer
limits	
noaxis	
nocheck	
nolimits	
nooverflow	
middle	
phantom	
rightclass	integer
scale	
single	
source	integer
symbolattr	integer integer
top	dimension
usecallback	
variant	integer
void	

In due time more explanation will be added here. The usage is straightforward so when no options are given we can do:

```
\im {\Uleft ( x \Umiddle | y \Uright )} and
\im {\Uleft ( x \Uright )} and
\im {\Umiddle |} and
\im {x \Uright )} and
\im {{\Uleft nocheck ( x )}}
```

and get: $(x | y)$ and (x) and $|$ and $x)$ and $(x$.

15 \Umathaccent

todo

attr	integer integer
base	
bottom	[fixed] <char>
both	[fixed] <char> [fixed] <char>
center	
class	integer
exact	
fraction	integer

fixed char
 keepbase
 nooverflow
 overlay [fixed] char
 shrink
 single
 source integer
 stretch
 symbolattr integer integer
 top [fixed] char
 usecallback

16 `\Umathaccentbasedepth`

todo

17 `\Umathaccentbaseheight`

todo

18 `\Umathaccentbottomovershoot`

todo

19 `\Umathaccentbottomshiftdown`

todo

20 `\Umathaccenttextendmargin`

todo

21 `\Umathaccentssuperscriptdrop`

todo

22 `\Umathaccentssuperscriptpercent`

todo

23 `\Umathaccenttopovershoot`

todo

24 `\Umathaccenttopshiftup`

todo

25 \Umathaccentvariant

The current value of this parameter is 0x67676767 or SS SS' SS SS' SS SS' SS SS'.

26 \Umathadapttoleft

todo

27 \Umathadapttoright

todo

28 \Umathaxis

todo

29 \Umathbottomaccentvariant

The current value of this parameter is 0x11335577 or D' D' T' T' S' S' SS' SS'.

30 \Umathchar

todo

31 \Umathchardef

todo

32 \Umathcode

todo

33 \Umathconnectoroverlapmin

todo

34 \Umathdegreevariant

The current value of this parameter is 0x11335577 or D' D' T' T' S' S' SS' SS'.

35 \Umathdelimiterextendmargin

todo

36 \Umathdelimiterovervariant

The current value of this parameter is 0x01234567 or D D' T T' S S' SS SS'.

37 \Umathdelimterpercent*todo***38 \Umathdelimitershortfall***todo***39 \Umathdelimterundervariant**

The current value of this parameter is 0x01234567 or $D\ D'\ T\ T'\ S\ S'\ SS\ SS'$.

40 \Umathdenominatorvariant

The current value of this parameter is 0x33557777 or $T'\ T'\ S'\ S'\ SS'\ SS'\ SS'\ SS'$.

41 \Umathdictdef*todo***42 \Umathexheight***todo***43 \Umathextrasubpreshift***todo***44 \Umathextrasubprespace***todo***45 \Umathextrasubshift***todo***46 \Umathextrasubspace***todo***47 \Umathextrasuppreshift***todo***48 \Umathextrasupprespace***todo*

49 \Umathextrasupshift*todo***50 \Umathextrasupspace***todo***51 \Umathflattenedaccentbasedepth***todo***52 \Umathflattenedaccentbaseheight***todo***53 \Umathflattenedaccentbottomshiftdown***todo***54 \Umathflattenedaccenttopshiftup***todo***55 \Umathfractiondelsize***todo***56 \Umathfractiondenomdown***todo***57 \Umathfractiondenomvgap***todo***58 \Umathfractionnumup***todo***59 \Umathfractionnumvgap***todo***60 \Umathfractionrule***todo*

61 `\Umathfractionvariant`

The current value of this parameter is 0x11335577 or D' D' T' T' S' S' SS' SS'.

62 `\Umathhextensiblevariant`

The current value of this parameter is 0x01234567 or D D' T T' S S' SS SS'.

63 `\Umathlimitabovebgap`

todo

64 `\Umathlimitabovekern`

todo

65 `\Umathlimitabovevgap`

todo

66 `\Umathlimitbelowbgap`

todo

67 `\Umathlimitbelowkern`

todo

68 `\Umathlimitbelowvgap`

todo

69 `\Umathlimits`

todo

70 `\Umathnoaxis`

todo

71 `\Umathnolimits`

todo

72 `\Umathnolimitssubfactor`

todo

73 \Umathnolimitsupfactor*todo***74 \Umathnumeratorvariant**

The current value of this parameter is 0x23456767 or $T \ T' \ S \ S' \ SS \ SS' \ SS \ SS'$.

75 \Umathopenupdepth*todo***76 \Umathopenupheight***todo***77 \Umathoperatorsize***todo***78 \Umathoverbarkern***todo***79 \Umathoverbarrule***todo***80 \Umathoverbarvgap***todo***81 \Umathoverdelimitebgap***todo***82 \Umathoverdelimitervariant**

The current value of this parameter is 0x45456767 or $S \ S' \ S \ S' \ SS \ SS' \ SS \ SS'$.

83 \Umathoverdelimitervgap*todo***84 \Umathoverlayaccentvariant**

The current value of this parameter is 0x11335577 or $D' \ D' \ T' \ T' \ S' \ S' \ SS' \ SS'$.

85 \Umathoverlinevariant

The current value of this parameter is 0x11335577 or $D' D' T' T' S' S' SS' SS'$.

86 \Umathphantom

todo

87 \Umathprimeraise

todo

88 \Umathprimeraisecomposed

todo

89 \Umathprimeshiftup

todo

90 \Umathprimeshiftup

todo

91 \Umathprimespaceafter

todo

92 \Umathprimevariant

The current value of this parameter is 0x45456767 or $S S' S S' SS SS' SS SS'$.

93 \Umathquad

todo

94 \Umathradicaldegreeafter

todo

95 \Umathradicaldegreebefore

todo

96 \Umathradicaldegreeraise

todo

97 \Umathradicalextensibleafter*todo***98 \Umathradicalextensiblebefore***todo***99 \Umathradicalkern***todo***100 \Umathradicalrule***todo***101 \Umathradicalvariant**

The current value of this parameter is 0x11335577 or D' D' T' T' S' S' SS' SS'.

102 \Umathradicalvgap*todo***103 \Umathruledepth***todo***104 \Umathruleheight***todo***105 \Umathskeweddelimiterertolerance***todo***106 \Umathskewedfractionhgap***todo***107 \Umathskewedfractionvgap***todo***108 \Umathsource***todo*

109 \Umathspaceafterscript*todo***110 \Umathspacebeforescript***todo***111 \Umathspacebetweenscript***todo***112 \Umathstackdenomdown***todo***113 \Umathstacknumup***todo***114 \Umathstackvariant**

The current value of this parameter is 0x23456767 or T T' S S' SS SS' SS SS'.

115 \Umathstackvgap*todo***116 \Umathsubscriptsnap***todo***117 \Umathsubscriptvariant**

The current value of this parameter is 0x55557777 or S' S' S' S' SS' SS' SS' SS'.

118 \Umathsubshiftdown*todo***119 \Umathsubshiftdrop***todo***120 \Umathsubsupshiftdown***todo*

121 `\Umathsubsupvgap`*todo***122 `\Umathsubtopmax`***todo***123 `\Umathsupbottommin`***todo***124 `\Umathsupscriptsnap`***todo***125 `\Umathsupscriptvariant`**

The current value of this parameter is 0x45456767 or $S\ S'\ S\ S'\ SS\ SS'\ SS\ SS'$.

126 `\Umathsupshiftdrop`*todo***127 `\Umathsupshiftup`***todo***128 `\Umathsupsubbottommax`***todo***129 `\Umathtopaccentvariant`**

The current value of this parameter is 0x11335577 or $D'\ D'\ T'\ T'\ S'\ S'\ SS'\ SS'$.

130 `\Umathunderbarkern`*todo***131 `\Umathunderbarrule`***todo***132 `\Umathunderbarvgap`***todo*

133 \Umathunderdelimiterbgap*todo***134 \Umathunderdelimitervariant**

The current value of this parameter is 0x45456767 or S S' S S' SS SS' SS SS'.

135 \Umathunderdelimitervgap*todo***136 \Umathunderlinevariant**

The current value of this parameter is 0x01234567 or D D' T T' S S' SS SS'.

137 \Umathuseaxis*todo***138 \Umathvextensiblevariant**

The current value of this parameter is 0x01234567 or D D' T T' S S' SS SS'.

139 \Umathvoid*todo***140 \Umathxscale**

The \Umathxscale and \Umathyscale factors are applied to the horizontal and vertical parameters. They are set by style. There is no combined scaling primitive.

```

 $\Umathxscale\textstyle$  800 a + b + x + d + e = f  $\par$ 
 $\Umathxscale\textstyle$  1000 a + b + x + d + e = f  $\par$ 
 $\Umathxscale\textstyle$  1200 a + b + x + d + e = f  $\blank$ 

```

```

 $\Umathyscale\textstyle$  800  $\sqrt[2]{x+1}$  $\quad$ 
 $\Umathyscale\textstyle$  1000  $\sqrt[2]{x+1}$  $\quad$ 
 $\Umathyscale\textstyle$  1200  $\sqrt[2]{x+1}$  $\quad$ 

```

Normally only small deviations from 1000 make sense but here we want to show the effect and use a 20% scaling:

$$a + b + x + d + e = f$$

$$a + b + x + d + e = f$$

$$a + b + x + d + e = f$$

$$\sqrt[2]{x+1} \quad \sqrt[2]{x+1} \quad \sqrt[2]{x+1}$$

141 \Umathscale

See \Umathxscale]

142 \Umiddle

See \Uleft for an explanation.

143 \Uoperator

todo

144 \Uover

This command is one of the fraction constructors.⁷ A fraction has a numerator and a denominator and optionally a rule in between. Another option is left and right fences. You might wonder why this feature is there instead of using regular left and right fences and the reason is (but I can be mistaken) in spacing: here the open/close spacing doesn't apply, which makes sense if you take the application in mind: binominals, in which case we have what looks like a fraction, without rule but with for instance parentheses.

Here we show the six more or less traditional vertically stacked variants of fractions. Watch how we have a syntax where we take two arguments instead of the more operator like approach that \over and friends use. The atop variants have no rule.

\Uabove	1pt	{1}	{2+x}	$\frac{1}{2+x}$	\Uabovewithdelims	()	1pt	{1}	{2+x}	$\left(\frac{1}{2+x}\right)$
\Uatop		{1}	{2+x}	$\frac{1}{2+x}$	\Uatopwithdelims	()		{1}	{2+x}	$\left(\frac{1}{2+x}\right)$
\Uover		{1}	{2+x}	$\frac{1}{2+x}$	\Uoverwithdelims	()		{1}	{2+x}	$\left(\frac{1}{2+x}\right)$
\Uskewed	/	{1}	{2+x}	$\frac{1}{2+x}$	\Uskewedwithdelims	/()		{1}	{2+x}	$\left(\frac{1}{2+x}\right)$
\Ustretched	=	{1}	{2+x}	$\frac{1}{2+x}$	\Ustretchedwithdelims	=()		{1}	{2+x}	$\left(\frac{1}{2+x}\right)$

The relative positioning (like the gap above or below a rule) is partly determined by math font parameters but there are additional ways to influence the look and feel with options.

attr	integer integer	
class	integer	
exact		reserved, not used
font		use font related thickness
hfactor	integer	
noaxis		
nooverflow		
proportional		reserved, not used
style	integer or id	
source	integer	
symbolattr	integer integer	
thickness	dimension	

⁷ The traditional commands like \over, \atop and \above are supported but in for instance ConT_EXt they are disabled or have different meanings.

usecallback
 vfactor integer

Not all apply to every fraction but it made sense to just accept all. When the thickness is specified, scanning the formal dimension skipped. In due time these options will be discussed in more detail.

145 \Uoverdelimater

todo

146 \Uoverwithdelims

See \Uover for an introduction.

147 \Uradical

todo

148 \Uright

See \Uleft for an explanation.

149 \Uroot

todo

150 \Urooted

todo

151 \Uskewed

See \Uover for an introduction.

152 \Uskewedwithdelims

See \Uover for an introduction.

153 \Ustartdisplaymath

This is equivalent to the first of a pair of $\$$.

154 \Ustartmath

This is equivalent to the first of a pair of $\$$.

155 \Ustartmathmode

This command starts math mode with a given style.

156 `\Ustopdisplaymath`

This is equivalent to the second of a pair of `$$`.

157 `\Ustopmath`

This is equivalent to the second of a pair of `$`.

158 `\Ustopmathmode`

This command is the companion of `\Ustartmathmode`.

159 `\Ustretched`

See `\Uover` for an introduction.

160 `\Ustretchedwithdelims`

See `\Uover` for an introduction.

161 `\Uunderdelimiter`

todo

162 `\Uvextensible`

todo

163 `\above`

This is a variant of `\over` that doesn't put a rule in between.

164 `\abovedisplayshortskip`

The glue injected before a display formula when the line above it is not overlapping with the formula. Watch out for interference with `\baselineskip`. It can be controlled by `\displayskipmode`.

165 `\abovedisplayskip`

The glue injected before a display formula. Watch out for interference with `\baselineskip`. It can be controlled by `\displayskipmode`.

166 `\abovewithdelims`

This is a variant of `\atop` but with delimiters. It has a more advanced upgrade in `\Uabovewithdelims`.

167 \accent

This primitive is kind of obsolete in wide engines and takes two arguments: the indexes of an accent and a base character.

168 \additionalpageskip

This quantity will be added to the current page goal, stretch and shrink after which it will be set to zero.

169 \adjacentdemerits

This is a more granular variant of `\adjdemerits` and mostly meant for multipass par building, for instance:

```
\adjacentdemerits 8 0 2500 5000 7500 10000 12500 15000 20000
```

More details can be found in the ‘beyond paragraphs’ chapter of the ‘beyond’ progress report. One can also discriminate between loose and tight deltas. In these examples we also assume a more granular fitness classes setup.

```
\adjacentdemerits 8 double
      0 2500 5000 7500 10000 12500 15000 20000
20000 15000 12500 10000 7500 5000 2500 0
```

170 \adjdemerits

When \TeX considers to lines to be incompatible it will add this penalty to its verdict when considering this breakpoint.

171 \adjustspacing

This parameter controls expansion (hz). A value 2 expands glyphs and font kerns and a value of 3 only glyphs. Expansion of kerns can have side effects when they are used for positioning by OpenType features.

172 \adjustspacingshrink

When set to a non zero value this overloads the shrink maximum in a font when expansion is applied. This is then the case for all fonts.

173 \adjustspacingstep

When set to a non zero value this overloads the expansion step in a font when expansion is applied. This is then the case for all fonts.

174 \adjustspacingstretch

When set to a non zero value this overloads the stretch maximum in a font when expansion is applied. This is then the case for all fonts.

175 \advance

Advances the given register by an also given value:

```
\advance\scratchdimen      10pt
\advance\scratchdimen      by 3pt
\advance\scratchcounterone \zerocount
\advance\scratchcounterone \scratchcountertwo
```

The by keyword is optional.

176 \advanceby

This is slightly more efficient variant of \advance that doesn't look for by and therefore, if one is missing, doesn't need to push back the last seen token. Using \advance with by is nearly as efficient but takes more tokens.

177 \afterassigned

The \afterassignment primitive stores a token to be injected (and thereby expanded) after an assignment has happened. Unlike \aftergroup, multiple calls are not accumulated, and changing that would be too incompatible. This is why we have \afterassigned, which can be used to inject a bunch of tokens. But in order to be consistent this one is also not accumulative.

```
\afterassigned{done}%
\afterassigned{{\bf done}}%
\scratchcounter=123
```

results in: **done** being typeset.

178 \afterassignment

The token following \afterassignment, a traditional T_EX primitive, is saved and gets injected (and then expanded) after a following assignment took place.

```
\afterassignment !\def\MyMacro {}\quad
\afterassignment !\let\MyMacro ?\quad
\afterassignment !\scratchcounter 123\quad
\afterassignment !%
\afterassignment ?\advance\scratchcounter by 1
```

The \afterassignments are not accumulated, the last one wins:

! ! ! ?

179 \aftergroup

The traditional T_EX \aftergroup primitive stores the next token and expands that after the group has been closed.

Multiple \aftergroups are combined:

```
before{ ! \aftergroup a\aftergroup f\aftergroup t\aftergroup e\aftergroup r}
```

```
before ! after
```

180 \aftergrouped

The in itself powerful `\aftergroup` primitives works quite well, even if you need to do more than one thing: you can either use it multiple times, or you can define a macro that does multiple things and apply that after the group. However, you can avoid that by using this primitive which takes a list of tokens.

```
regular
\bgrou
\aftergrouped{regular}%
\bf bold
\egrou
```

Because it happens after the group, we're no longer typesetting in bold.

```
regular bold regular
```

You can mix `\aftergroup` and `\aftergrouped`. Which one is more efficient depends on how many tokens are delayed. Picking up one token is faster than scanning a list.

```
{
  \aftergroup A \aftergroup B \aftergroup C
test 1 : }

{
  \aftergrouped{What comes next 1}
  \aftergrouped{What comes next 2}
  \aftergrouped{What comes next 3}
test 2 : }

{
  \aftergroup A \aftergrouped{What comes next 1}
  \aftergroup B \aftergrouped{What comes next 2}
  \aftergroup C \aftergrouped{What comes next 3}
test 3 : }

{
  \aftergrouped{What comes next 1} \aftergroup A
  \aftergrouped{What comes next 2} \aftergroup B
  \aftergrouped{What comes next 3} \aftergroup C
test 4 : }
```

This gives:

```
test 1 : ABC
test 2 : What comes next 1What comes next 2What comes next 3
test 3 : AWhat comes next 1BWhat comes next 2CWhat comes next 3
test 4 : What comes next 1AWhat comes next 2BWhat comes next 3C
```

181 `\aliased`

This primitive is part of the overload protection subsystem where control sequences can be tagged.

```

\permanent\def\foo{F00}
      \let\of\foo
\aliased \let\oof\foo

\meaningasis\foo
\meaningasis\of
\meaningasis\oof

```

gives:

```

\permanent \def \foo {F00}
\def \of {F00}
\permanent \def \oof {F00}

```

When a something is `\let` the ‘permanent’, ‘primitive’ and ‘immutable’ flags are removed but the `\aliased` prefix retains them.

```

\let\relaxed\relax

\meaningasis\relax
\meaningasis\relaxed

```

So in this example the `\relaxed` alias is not flagged as primitive:

```

\global \primitive \relax
\relax

```

182 `\aligncontent`

This is equivalent to a hash in an alignment preamble. Contrary to `\alignmark` there is no need to duplicate inside a macro definition.

183 `\alignloop`

This is just a convenient (and more clear) variant of the double tab: `\aligntab\aligntab` or `&&` when that method is used.

184 `\alignmark`

When you have the `#` not set up as macro parameter character cq. align mark, you can use this primitive instead. The same rules apply with respect to multiple such tokens in (nested) macros and alignments.

185 `\alignmentcellsource`

This sets the source id (a box property) of the current alignment cell.

186 \alignmentwrapsource

This sets the source id (a box property) of the current alignment row (in a `\halign`) or column (in a `\valign`).

187 \alignoption

This is an experimental feature that accepts some of the keywords that one can pass to the alignment command: `firstskip`, `lastskip`, `nofirstskip`, `nolastskip` and `prune`. When given in a cell they will overload the already set options.

188 \aligntab

When you have the `&` not set up as align tab, you can use this primitive instead. The same rules apply with respect to multiple such tokens in (nested) macros and alignments.

189 \allcrampedstyles

A symbolic representation of `\crampeddisplaystyle`, `\crampedtextstyle`, `\crampedscriptstyle` and `\crampedscriptscriptstyle`; integer representation: 17.

190 \alldisplaystyles

A symbolic representation of `\displaystyle` and `\crampeddisplaystyle`; integer representation: 8.

191 \allmainstyles

A symbolic representation of `\displaystyle`, `\crampeddisplaystyle`, `\textstyle` and `\crampedtextstyle`; integer representation: 13.

192 \allmathstyles

A symbolic representation of `\displaystyle`, `\crampeddisplaystyle`, `\textstyle`, `\crampedtextstyle`, `\scriptstyle`, `\crampedscriptstyle`, `\scriptscriptstyle` and `\crampedscriptscriptstyle`; integer representation: 12.

193 \allscriptscriptstyles

A symbolic representation of `\scriptscriptstyle` and `\crampedscriptscriptstyle`; integer representation: 11.

194 \allscriptstyles

A symbolic representation of `\scriptstyle` and `\crampedscriptstyle`; integer representation: 10.

195 \allsplitstyles

A symbolic representation of `\displaystyle` and `\textstyle` but not `\scriptstyle` and `\scriptscriptstyle`; set versus reset; integer representation: 14.

196 \alltextstyles

A symbolic representation of \textstyle and \crampedtextstyle; integer representation: 9.

197 \alluncrampedstyles

A symbolic representation of \displaystyle, \textstyle, \scriptstyle and \scriptscriptstyle; integer representation: 16.

198 \allunsplitstyles

A symbolic representation of \scriptstyle and \scriptscriptstyle; integer representation: 15.

199 \amcode

200 \associateunit

The T_EX engine comes with some build in units, like pt (fixed) and em (adaptive). On top of that a macro package can add additional units, which is what we do in ConT_EXt. In figure 6.1 we show the current repertoire.

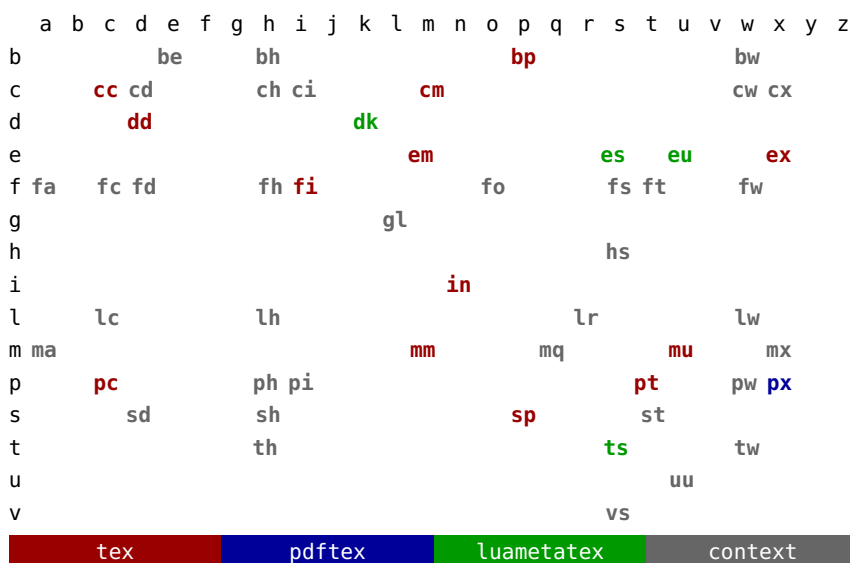


Figure 6.1 Available units

When this primitive is used in a context where a number is expected it returns the origin of the unit (in the color legend running from 1 upto 4). A new unit is defined as:

```
\newdimen\MyDimenZA \MyDimenZA=10pt
\protected\def\MyDimenAB{\dimexpr\hsize/2\relax}
\associateunit za \MyDimenZA
\associateunit zb \MyMacroZB
```

Possible associations are: macros that expand to a dimension, internal dimension registers, register dimensions (\dimendef, direct dimensions (\dimensiondef) and Lua functions that return a dimension.

One can run into scanning ahead issues where \TeX expects a unit and a user unit gets expanded. This is why for instance in \ConTeXt we define the `ma` unit as:

```
\protected\def\mathaxisunit{\scaledmathaxis\mathstyle\norelax}

\associateunit ma \mathaxisunit % or \newuserunit \mathaxisunit ma
```

So that it can be used in rule specifications that themselves look ahead for keywords and therefore are normally terminated by a `\relax`. Adding the extra `\norelax` will make the scanner see one that doesn't get fed back into the input. Of course a macro package has to manage extra units in order to avoid conflicts.

201 `\atendoffile`

The `\everyeof` primitive is kind of useless because you don't know if a file (which can be a tokenlist processed as pseudo file) itself includes a file, which then results in nested application of this token register. One way around this is:

```
\atendoffile\SomeCommand
```

This acts on files the same way as `\atendofgroup` does. Multiple calls will be accumulated and are bound to the current file.

202 `\atendoffiled`

This is the multi token variant of `\atendoffile`. Multiple invocations are accumulated and by default prepended to the existing list. As with grouping this permits proper nesting. You can force an append by the optional keyword `reverse`.

203 `\atendofgroup`

The token provided will be injected just before the group ends. Because these tokens are collected, you need to be aware of possible interference between them. However, normally this is managed by the macro package.

```
\bgroup
\atendofgroup\unskip
\atendofgroup )%
( but it works okay
\egroup
```

Of course these effects can also be achieved by combining (extra) grouping with `\aftergroup` calls, so this is more a convenience primitives than a real necessity: (but it works okay), as proven here.

204 `\atendofgrouped`

This is the multi token variant of `\atendofgroup`. Of course the next example is somewhat naive when it comes to spacing and so, but it shows the purpose.

```
\bgroup
\atendofgrouped{\bf QED}%
```

`\atendofgrouped{ (indeed) }%`

This sometimes looks nicer.

`\egroup`

Multiple invocations are accumulated: This sometimes looks nicer. **QED (indeed).**

205 `\atop`

This one stacks two math elements on top of each other, like a fraction but with no rule. It has a more advanced upgrade in `\Uatop`.

206 `\atopwithdelims`

This is a variant of `\atop` but with delimiters. It has a more advanced upgrade in `\Uatopwithdelims`.

207 `\attribute`

The following sets an attribute(register) value:

`\attribute 999 = 123`

An attribute is unset by assigning -2147483647 to it. A user needs to be aware of attributes being used now and in the future of a macro package and setting them this way is very likely going to interfere.

208 `\attributeboundary`

This creates a boundary node with two properties that can be picked up at the Lua end: data and reserved; after all we had that second field anyway so why now exploit it.

209 `\attributedef`

This primitive can be used to relate a control sequence to an attribute register and can be used to implement a mechanism for defining unique ones that won't interfere. As with other registers: leave management to the macro package in order to avoid unwanted side effects!

210 `\automaticdiscretionary`

This is an alias for the automatic hyphen trigger `-`.

211 `\automatichyphenpenalty`

The penalty injected after an automatic discretionary `-`, when `\hyphenationmode` enables this.

212 `\automigrationmode`

This bitset determines what will bubble up to an outer level:

0x01 mark

0x02 insert

0x04 adjust
 0x08 pre
 0x10 post

The current value is 0xFFFF.

213 `\autoparagraphmode`

A paragraph can be triggered by an empty line, a `\par` token or an equivalent of it. This parameter controls how `\par` is interpreted in different scenarios:

0x01 text
 0x02 macro
 0x04 continue

The current value is 0x1 and setting it to a non-zero value can have consequences for mechanisms that expect otherwise. The text option uses the same code as an empty line. The macro option checks a token in a macro preamble against the frozen `\par` token. The last option ignores the `par` token.

214 `\badness`

This one returns the last encountered badness value.

215 `\balanceadjdemerits`

These are added to the accumulated demerits depending on the fitness of neighbouring slots in balancing act.

216 `\balancebottomskip`

The counterpart of `\balancetopskip` and ensures that the last depth honors this criterium.

217 `\balanceboundary`

This boundary is triggering a callback that can itself trigger a try break call. It's up to the macro package to come up with a usage scenario.

218 `\balancebreakpasses`

See (upcoming) ConT_EXt documentation for an explanation.

219 `\balancechecks`

The balance tracer callback gets this parameter passed.

220 `\balanceemergencyshrink`

This is a reserved parameter.

221 \balanceemergencystretch

When set this will make the balancer more tolerant. It's comparable to \emergencystretch in the par builder.

222 \balancefinalpenalties

This is a penalty array which values will be applied to the end of the to be balanced list, starting at the end. Widow, club and other encountered penalties will be overloaded.

\balancefinalpenalties 4

10000 9000 8000 7000

\relax

The last one is not repetitive so here at most four penalties will be injected between lines (that is: hlists with the line subtype).

223 \balancelineheight

This is a reserved parameter.

224 \balancelooseness

When set the balancer tries to produce more or less slots. As with the par builder the result of looseness is kind of unpredictable. One needs plenty of glue and normally that is not present in a vertical list.

225 \balancepasses

Specifies one or more recipes for additional second balance passes. Examples can be found in the ConT_EXt distribution (in due time).

226 \balancepenalty

This is the penalty applied between slots, pretty much like \linepenalty.

227 \balanceshape**228 \balanceshapebottomspace**

This gives the (fixed) amount of space added at the bottom of the given shape slot.

\the\balanceshapebottomspace 1 \space

\the\balanceshapebottomspace 3

We get: 21.0pt 23.0pt.

229 \balanceshapetopspace

This provides (fixed) amount of space added at the top of the given shape slot.

```
\the\balanceshapetopspace 1 \space
\the\balanceshapetopspace 3
```

This results in: 11.0pt 13.0pt.

230 \balanceshapevsize

This returns the the target height of the given shape slot.

```
\the\balanceshapevsize 1 \space
\the\balanceshapevsize 3
```

This results in: 91.0pt 93.0pt.

231 \balancetolerance

This parameter sets the criterium for a slot being bad (pretty much like in the linebreak for a line). Although the code is able to have a pre balance pass it has no meaning here so we don't have a `\balancepretolerance`.⁸

232 \balancetopskip

This glue ensures the height of the first content (box or rule) in a slot. It can be compared to `\topskip` and `\splittopskip`.

233 \balancevsize

This sets the target height of a balance slot unless `\balanceshape` is used.

234 \baselineskip

This is the maximum glue put between lines. The depth of the previous and height of the next line are subtracted.

235 \batchmode

This command disables (error) messages which can save some runtime in situations where T_EX's character-by-character log output impacts runtime. It only makes sense in automated workflows where one doesn't look at the log anyway.

236 \begincsname

The next code creates a control sequence token from the given serialized tokens:

```
\csname mymacro\endcsname
```

When `\mymacro` is not defined a control sequence will be created with the meaning `\relax`. A side effect is that a test for its existence might fail because it now exists. The next sequence will *not* create an controil sequence:

⁸ We might find usage for it some day.

`\begincsname` mymacro**`\endcsname`**

This actually is kind of equivalent to:

```
\ifcsname mymacro\endcsname
  \csname mymacro\endcsname
\fi
```

237 **`\begingroup`**

This primitive starts a group and has to be ended with `\endgroup`. See `\beginsimplegroup` for more info.

238 **`\beginlocalcontrol`**

Once \TeX is initialized it will enter the main loop. In there certain commands trigger a function that itself can trigger further scanning and functions. In \LuaMetaTeX we can have local main loops and we can either enter it from the Lua end (which we don't discuss here) or at the \TeX end using this primitive.

```
\scratchcounter100

\edef\whatever{
  a
  \beginlocalcontrol
    \advance\scratchcounter 10
  b
  \endlocalcontrol
  \beginlocalcontrol
    c
  \endlocalcontrol
  d
  \advance\scratchcounter 10
}

\the\scratchcounter
\whatever
\the\scratchcounter
```

A bit of close reading probably gives an impression of what happens here:

b c

110 a d 120

The local loop can actually result in material being injected in the current node list. However, where normally assignments are not taking place in an `\edef`, here they are applied just fine. Basically we have a local \TeX job, be it that it shares all variables with the parent loop.

239 **`\beginmathgroup`**

In math mode grouping with `\begingroup` and `\endgroup` in some cases works as expected, but because the math input is converted in a list that gets processed later some settings can become persis-

tent, like changes in style or family. The engine therefore provides the alternatives `\beginmathgroup` and `\endmathgroup` that restore some properties.

240 `\beginmvl`

This initiates intercepting the main vertical list (the page). There has to be a matching `\endmvl`. For example:

```
\beginmvl 1 the main vertical list, one \endmvl
\beginmvl 2 the main vertical list, two \endmvl
```

The streams can be flushed out of order:

```
\setbox\scratchboxone\flushmvl 2
\setbox\scratchboxtwo\flushmvl 1
```

One can be more specific:

```
\beginmvl
  index    1
  options 5 % ignore prevdepth (1) and discard top (4)
\relax
  ....
\endmvl
```

More details can be found in the ConT_EXt low level manuals that describe this feature in combination with balancing.

241 `\beginsimplegroup`

The original T_EX engine distinguishes two kind of grouping that at the user end show up as:

```
\begingroup \endgroup
\bgroup \egroup { }
```

where the last two pairs are equivalent unless the scanner explicitly wants to see a left and/or right brace and not an equivalent. For the sake of simplify we use the aliases here. It is not possible to mix these pairs, so:

```
\bgroup xxx\endgroup
\begingroup xxx\egroup
```

will in both cases issue an error. This can make it somewhat hard to write generic grouping macros without somewhat dirty trickery. The way out is to use the generic group opener `\beginsimplegroup`.

Internally LuaMetaT_EX is aware of what group it currently is dealing with and there we distinguish:

simple group	<code>\bgroup</code>	<code>\egroup</code>
semi simple group	<code>\begingroup</code>	<code>\endgroup \endsimplegroup</code>
also simple group	<code>\beginsimplegroup</code>	<code>\egroup \endgroup \endsimplegroup</code>
math simple group	<code>\beginmathgroup</code>	<code>\endmathgroup</code>

This means that you can say:

```

\beginsimplegroup xxx\endsimplegroup
\beginsimplegroup xxx\endgroup
\beginsimplegroup xxx\egroup

```

So a group started with `\beginsimplegroup` can be finished in three ways which means that the user (or calling macro) doesn't have to take into account what kind of grouping was used to start with. Normally usage of this primitive is hidden in macros and not something the user has to be aware of.

242 `\belowdisplayshortskip`

The glue injected after a display formula when the line above it is not overlapping with the formula (T_EX can't look ahead). Watch out for interference with `\baselineskip`. It can be controlled by `\displayskipmode`.

243 `\belowdisplayskip`

The glue injected after a display formula. Watch out for interference with `\baselineskip`. It can be controlled by `\displayskipmode`.

244 `\binoppenalty`

This internal quantity is a compatibility feature because normally we will use the inter atom spacing variables.

245 `\botmark`

This is a reference to the last mark on the current page, it gives back tokens.

246 `\botmarks`

This is a reference to the last mark with the given id (a number) on the current page, it gives back tokens.

247 `\bottomskip`

This is a reserved parameter.

248 `\boundary`

Boundaries are signals added to the current list. This primitive injects a user boundary with the given (integer) value. Such a boundary can be consulted at the Lua end or with `\lastboundary`.

249 `\box`

This is the box register accessor. While other registers have one property a box has many, like `\wd`, `\ht` and `\dp`. This primitive returns the box and resets the register.

250 `\boxadapt`

Adapting will recalculate the dimensions with a scale factor for the glue:

```
\setbox 0 \hbox {test test test}
\setbox 2 \hbox {\red test test test} \boxadapt 0 200
\setbox 4 \hbox {\blue test test test} \boxadapt 0 -200
\ruledhbox{\box0} \vskip-\lineheight
\ruledhbox{\box0} \vskip-\lineheight
\ruledhbox{\box0}
```

Like `\boxfreeze` and `\boxrepack` this primitive has been introduced for experimental usage, although we do use some in production code.

test test test

251 `\boxanchor`

This feature is part of an (experimental) mechanism that relates boxes. The engine just tags a box and it is up to the macro package to deal with it.

```
\setbox0\hbox anchor "01010202 {test}\tohexadecimal\boxanchor0
```

This gives: 1010202. Of course this feature is very macro specific and should not be used across macro packages without coordination. An anchor has two parts each not exceeding 0x0FFF.

252 `\boxanchors`

This feature is part of an (experimental) mechanism that relates boxes. The engine just tags a box and it is up to the macro package to deal with it.

```
\setbox0\hbox anchors "0101 "0202 {test}\tohexadecimal\boxanchors0
```

This gives: 1010202. Of course this feature is very macro specific and should not be used across macro packages without coordination. An anchor has two parts each not exceeding 0x0FFF.

253 `\boxattribute`

Every node, and therefore also every box gets the attributes set that are active at the moment of creation. Additional attributes can be set too:

```
\darkred
\setbox0\hbox attr 999 1 {whatever}
\the\boxattribute 0 \colorattribute
\the\boxattribute 0 998
\the\boxattribute 0 999
```

A macro package should make provide a way define attributes that don't clash the ones it needs itself, like, in ConT_EXt, the ones that can set a color

```
4
-2147483647
1
```

The number -2147483647 (-7FFFFFFF) indicates an unset attribute.

254 \boxdirection

The direction of a box defaults to l2r but can be explicitly set:

```
\setbox0\hbox direction 1 {this is a test}\textdirection1
\setbox2\hbox direction 0 {this is a test}\textdirection0
\the\boxdirection0: \box0
\the\boxdirection2: \box2
```

The \textdirection does not influence the box direction:

1: tset a si siht
0: this is a test

255 \boxfinalize

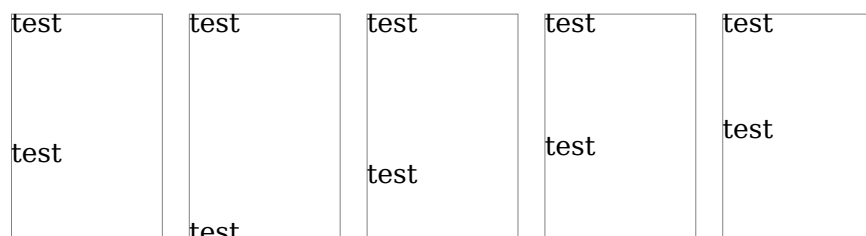
This is special version of \boxfreeze which we demonstrate with an example:

```
\boxlimitate 0 0 % don't recurse
\boxfreeze 2 0 % don't recurse
\boxfinalize 4 500 % scale glue multiplier by .50
\boxfinalize 6 250 % scale glue multiplier by .25
\boxfinalize 8 100 % scale glue multiplier by .10

\hpack\bgroup
  \copy0\quad\copy2\quad\copy4\quad\copy6\quad\copy8
\egroup
```

where the boxes are populated with:

```
\setbox0\ruledvbox to 3cm{\hsize 2cm test\vskip10pt plus 10pt test}
\setbox2\copy0\setbox4\copy0\setbox6\copy0\setbox8\copy0
```



256 \boxfreeze

Glue in a box has a fixed component that will always be used and stretch and shrink that kicks in when needed. The effective value (width) of the glue is driven by some box parameters that are set by the packaging routine. This is why we can unbox: the original value is kept. It is the backend that calculates the effective value. The \boxfreeze primitive can do the same: turn the flexible glue into a fixed one.

```
\setbox 0 \hbox to 6cm {\hss frost}
```

```

\setbox 2 \hbox to 6cm {\hss frost}
\boxfreeze 2 0
\ruledhbox{\unhbox 0}
\ruledhbox{\unhbox 2}

```

The second parameter to `\boxfreeze` determines recursion. We don't recurse here so just freeze the outer level:

frost



257 `\boxgeometry`

A box can have an orientation, offsets and/or anchors. These are stored independently but for efficiency reasons we register if one or more of these properties is set. This primitive accesses this state; it is a bitset:

```

0x01  offset
0x02  orientation
0x04  anchor

```

258 `\boxinserts`

A non zero value return indicates that there are inserts in this box. This primitive is meant to be used with the balancer.

259 `\boxlimit`

This primitive will freeze the glue in a box but only when there is glue marked with the limit option.

260 `\boxlimitate`

This primitive will freeze the glue in a box. It takes two arguments, a box number and an number that when set to non-zero will recurse into nested lists.

261 `\boxlimitmode`

This variable controls if boxes with glue marked 'limit' will be checked and frozen.

262 `\boxmaxdepth`

You can limit the depth of boxes being constructed. It's one of these parameters that should be used with care because when that box is filled nested boxes can be influenced.

263 `\boxmigrate`

When the given box has pre migration material the value will have 0x08 set. When there is post material the 0x10 bit is set. Of course both can be set.

264 `\boxorientation`

The orientation field can take quite some values and is discussed in one of the low level ConT_EXt manuals. Some properties are dealt with in the T_EX engine because they influence dimensions but in the end it is the backend that does the work.

265 `\boxrepack`

When a box of to wide or tight we can tweak it a bit with this primitive. The primitive expects a box register and a dimension, where a positive number adds and a negative subtracts from the current box with.

```
\setbox 0 \hbox {test test test}
\setbox 2 \hbox {\red test test test} \boxrepack0 +.2em
\setbox 4 \hbox {\green test test test} \boxrepack0 -.2em
\ruledhbox{\box0} \vskip-\lineheight
\ruledhbox{\box0} \vskip-\lineheight
\ruledhbox{\box0}
```

test test test

We can also use this primitive to check the natural dimensions of a box:

```
\setbox 0 \hbox spread 10pt {test test test}
\ruledhbox{\box0} (\the\boxrepack0,\the\wd0)
```

In this context only one argument is expected.

test test test

(0.0pt,0.0pt)

266 `\boxshift`

Returns or sets how much the box is shifted: up or down in horizontally mode, left or right in vertical mode.

267 `\boxshrink`

Returns the amount of shrink found (applied) in a box:

```
\setbox0\hbox to 4em {m m m m}
\the\boxshrink0
```

gives: 3.17871pt

268 `\boxsnapping`

This is an experimental feature what we occasionally come back to, so it's currently undocumented.

269 `\boxsource`

This feature is part of an (experimental) mechanism that relates boxes. The engine just tags a box and it is up to the macro package to deal with it.

```
\setbox0\hbox source 123 {m m m m}
\the\boxsource0
```

This gives: 123. Of course this feature is very macro specific and should not be used across macro packages without coordination.

270 \boxstretch

Returns the amount of stretch found (applied) in a box:

```
\setbox0\hbox to 6em {m m m m}
\the\boxstretch0
```

gives: 4.76807pt

271 \boxsubtype

Returns the subtype of the given box.

```
\setbox0\hbox {test}[\the\boxsubtype0]
\setbox2\hbox container {test}[\the\boxsubtype2]
```

gives: [2] [4]. Beware that the numbers can change so best use the symbolic values that can be queried via Lua.

272 \boxtarget

This feature is part of an (experimental) mechanism that relates boxes. The engine just tags a box and it is up to the macro package to deal with it.

```
\setbox0\hbox source 123 {m m m m}
\the\boxsource0
```

This gives: 123. Of course this feature is very macro specific and should not be used across macro packages without coordination.

273 \boxtotal

Returns the total of height and depth of the given box.

274 \boxvadjust

When used as query this returns a bitset indicating the associated adjust and migration (marks and inserts) data:

```
0x1  pre adjusted
0x2  post adjusted
0x4  pre migrated
0x8  post migrated
```

When used as a setter it directly adds adjust data to the box and it accepts the same keywords as \vadjust.

275 \boxxmove

This will set the vertical offset and adapt the dimensions accordingly.

276 \boxxoffset

Returns or sets the horizontal offset of the given box.

277 \boxymove

This will set the vertical offset and adapt the dimensions accordingly.

278 \boxyoffset

Returns or sets the vertical offset of the given box.

279 \breaklasthangindent

This variable reflects the state of the current vertical list with respect to a \hangindent and \hangafter situation.

280 \breaklasthangleftindent

This variable reflects the state of the current vertical list with respect to a (positive, therefore left) \localhangindent and \localhangafter situation.

281 \breaklasthangleftslack

This variable reflects the state of the current vertical list with respect to a (positive, therefore left) \localhangindent and \localhangafter situation. Here slack refers to the pending number lines on the left.

282 \breaklasthangrightindent

This variable reflects the state of the current vertical list with respect to a (negative, therefore right) \localhangindent and \localhangafter situation.

283 \breaklasthangrightslack

This variable reflects the state of the current vertical list with respect to a (negative, therefore right) \localhangindent and \localhangafter situation. Here slack refers to the pending number lines on the right.

284 \breaklasthangslack

This variable reflects the state of the current vertical list with respect to a \hangindent and \hangafter situation. Here slack refers to the pending number lines.

285 \breaklastlinecount

This variable refers to the current vertical list.

286 \breaklastlinewidth

This variable refers to last lines of the current vertical list.

287 \brokenpenalties

Together with `\widowpenalties` and `\clubpenalties` this one permits discriminating left- and right page (doublesided) penalties. For this one needs to also specify `\options 4` and provide penalty pairs. Where the others accept multiple pairs, this primitives expects a count value one.

288 \brokenpenalty

This penalty is added after a line that ends with a hyphen; it can help to discourage a page break (or split in a box).

289 \catcode

Every character can be put in a category, but this is typically something that the macro package manages because changes can affect behavior. Also, once passed as an argument, the catcode of a character is frozen. There are 16 different values:

<code>\escapecatcode</code>	0	<code>\begingroupcatcode</code>	1
<code>\endgroupcatcode</code>	2	<code>\mathshifcatcode</code>	3
<code>\alignmentcatcode</code>	4	<code>\endoflinecatcode</code>	5
<code>\parametercatcode</code>	6	<code>\superscriptcatcode</code>	7
<code>\subscriptcatcode</code>	8	<code>\ignorecatcode</code>	9
<code>\spacecatcode</code>	10	<code>\lettercatcode</code>	11
<code>\othercatcode</code>	12	<code>\activecatcode</code>	13
<code>\commentcatcode</code>	14	<code>\invalidcatcode</code>	15

The first column shows the constant that ConT_EXt provides and the name indicates the purpose. Here are two examples:

```
\catcode123=\begingroupcatcode
\catcode125=\endgroupcatcode
```

290 \catcodetable

The catcode table with the given index will become active.

291 \cccode

This is an experimental feature that can set some processing options. The character specific code is stored in the glyph node and consulted later. An example of such option is ‘ignore twin’, bit one, which we set for a few punctuation characters.

292 \cdef

This primitive is like `\edef` but in some usage scenarios is slightly more efficient because (delayed) expansion is ignored which in turn saves building a temporary token list.

```
\edef\FooA{this is foo} \meaningfull\FooA\crlf
\cdef\FooB{this is foo} \meaningfull\FooB\par
```

```
macro:this is foo
constant macro:this is foo
```

293 \cdefcsname

This primitive is like `\edefcsname` but in some usage scenarios is slightly more efficient because (delayed) expansion is ignored which in turn saves building a temporary token list.

```
\edefcsname FooA\endcsname{this is foo} \meaningasis\FooA\crlf
\cdefcsname FooB\endcsname{this is foo} \meaningasis\FooB\par
```

```
\def \FooA {this is foo}
\constant \def \FooB {this is foo}
```

294 \cfcode

This primitive is a companion to `\efcode` and sets the compression factor. It takes three values: font, character code, and factor.

295 \char

This appends a character with the given index in the current font.

296 \chardef

The following definition relates a control sequence to a specific character:

```
\chardef\copyrightsign"A9
```

However, because in a context where a number is expected, such a `\chardef` is seen as valid number, there was a time when this primitive was used to define constants without overflowing the by then limited pool of count registers. In e-TeX aware engines this was less needed, and in LuaMetaTeX we have `\integerdef` as a more natural candidate.

297 \cleaders

See `\gleaders` for an explanation.

298 \clearmarks

This primitive is an addition to the multiple marks mechanism that originates in e-TeX and reset the mark registers of the given category (a number).

299 \clubpenalties

This is an array of penalty put before the first lines in a paragraph. High values discourage (or even prevent) a lone line at the end of a page. This command expects a count value indicating the number of entries that will follow. The first entry is ends up after the first line.

300 \clubpenalty

This is the penalty put before a club line in a paragraph. High values discourage (or even prevent) a lone line at the end of a next page.

301 \constant

This prefix tags a macro (without arguments) as being constant. The main consequence is that in some cases expansion gets delayed which gives a little performance boost and less (temporary) memory usage, for instance in `\csname` like scenarios.

302 \constrained

See previous section about `\retained`.

303 \copy

This is the box register accessor that returns a copy of the box.

304 \copymathatomrule

This copies the rule bitset from the parent class (second argument) to the target class (first argument). The bitset controls the features that apply to atoms.

305 \copymathparent

This binds the given class (first argument) to another class (second argument) so that one doesn't need to define all properties.

306 \copymathspacing

This copies an class spacing specification to another one, so in

`\copymathspacing 34 2`

class 34 (a user one) get the spacing from class 2 (binary).

307 \copysplitdiscards

This is a variant of `\splitdiscards` that keep the original.

308 \count

This accesses a count register by index. This is kind of ‘not done’ unless you do it local and make sure that it doesn’t influence macros that you call.

```
\count4023=10
```

In standard T_EX the first 10 counters are special because they get reported to the console, and `\count0` is then assumed to be the page counter.

309 \countdef

This primitive relates a control sequence to a count register. Compare this to the example in the previous section.

```
\countdef\MyCounter4023
\MyCounter=10
```

However, this is also ‘not done’. Instead one should use the allocator that the macro package provides.

```
\newcount\MyCounter
\MyCounter=10
```

In LuaMetaT_EX we also have integers that don’t rely on registers. These are assigned by the primitive `\integerdef`:

```
\integerdef\MyCounterA 10
```

Or better `\newinteger`.

```
\newinteger\MyCounterB
\MyCounterN10
```

There is a lowlevel manual on registers.

310 \cr

This ends a row in an alignment. It also ends an alignment preamble.

311 \crampeddisplaystyle

A less spacy alternative of `\displaystyle`; integer representation: 4.

312 \crampedscriptscriptstyle

A less spacy alternative of `\scriptscriptstyle`; integer representation: 6.

313 \crampedscriptstyle

A less spacy alternative of `\scriptstyle`; integer representation: 4.

314 `\crampedtextstyle`

A less spacy alternative of `\textstyle`; integer representation: 2.

315 `\crrc`

This ends a row in an alignment when it hasn't ended yet.

316 `\csactive`

Because Lua_T_EX (and LuaMeta_T_EX) are Unicode engines active characters are implemented a bit differently. They don't occupy a eight bit range of characters but are stored as control sequence with a special prefix U+FFFF which never shows up in documents. The `\csstring` primitive injects the name of a control sequence without leading escape character, the `\csactive` injects the internal name of the following (either of not active) character. As we cannot display the prefix: `\csactive~` will inject the utf sequences for U+FFFF and U+007E, so here we get the bytes EFBFBF7E. Basically the next token is preceded by `\string`, so when you don't provide a character you are in for a surprise.

317 `\csname`

This original _T_EX primitive starts the construction of a control sequence reference. It does a lookup and when no sequence with than name is found, it will create a hash entry and defaults its meaning to `\relax`.

`\csname` letters and other characters`\endcsname`

318 `\csnamestring`

This is a companion of `\lastnamedcs` that injects the name of the found control sequence. When used inside a `csname` constructor it is more efficient than repeating a token list, compare:

```
\csname\ifcsname whatever\endcsname\csnamestring\endcsname % referenced
\csname\ifcsname whatever\endcsname          whatever\endcsname % scanned
```

319 `\csstring`

This primitive returns the name of the control sequence given without the leading escape character (normally a backslash). Of course you could strip that character with a simple helper but this is more natural.

`\csstring\mymacro`

We get the name, not the meaning: `mymacro`.

320 `\currentalignmentcolumn`

This number keeps track of the current column.

321 `\currentalignmentrow`

This number keeps track of the current row.

322 \currentalignmenttabskip

This dimension reflects the currently uses tabskip.

323 \currentgrouplevel

The next example gives: [1] [2] [3] [2] [1].

```
[\\the\\currentgrouplevel] \\bgroup
  [\\the\\currentgrouplevel] \\bgroup
    [\\the\\currentgrouplevel]
      \\egroup [\\the\\currentgrouplevel]
\\egroup [\\the\\currentgrouplevel]
```

324 \currentgrouptype

The next example gives: [22] [1] [22] [1] [1] [23] [1] [1].

```
[\\the\\currentgrouptype] \\bgroup
  [\\the\\currentgrouptype] \\begingroup
    [\\the\\currentgrouptype]
      \\endgroup [\\the\\currentgrouptype]
        [\\the\\currentgrouptype] \\beginmathgroup
          [\\the\\currentgrouptype]
            \\endmathgroup [\\the\\currentgrouptype]
[\\the\\currentgrouptype] \\egroup
```

The possible values depend in the engine and for LuaMetaTeX they are:

0 bottomlevel	9 output	18 mathoperator	27 mathequationnumber
1 simple	10 mathsubformula	19 mathradical	28 localbox
2 hbox	11 mathstack	20 mathchoice	29 splitoff
3 adjustedhbox	12 mathcomponent	21 alsosimple	30 splitkeep
4 vbox	13 discretionary	22 semisimple	31 preamble
5 vtop	14 insert	23 mathsimple	32 alignset
6 hbox	15 vadjust	24 mathfence	33 finishrow
7 align	16 vcenter	25 mathinline	34 lua
8 noalign	17 mathfraction	26 mathdisplay	

325 \currentifbranch

The next example gives: [0] [1] [-1] [1] [0].

```
[\\the\\currentifbranch] \\iftrue
  [\\the\\currentifbranch] \\iffalse
    [\\the\\currentifbranch]
  \\else
    [\\the\\currentifbranch]
  \\fi [\\the\\currentifbranch]
\\fi [\\the\\currentifbranch]
```

So when in the ‘then’ branch we get plus one and when in the ‘else’ branch we end up with a minus one.

326 \currentiflevel

The next example gives: [0] [1][2] [3] [2] [1] [0].

```
[\the\currentiflevel] \iftrue
  [\the\currentiflevel]\iftrue
    [\the\currentiflevel] \iftrue
      [\the\currentiflevel]
    \fi [\the\currentiflevel]
  \fi [\the\currentiflevel]
\fi [\the\currentiflevel]
```

327 \currentifttype

The next example gives: [-1] [25][25] [25] [25] [25] [-1].

```
[\the\currentifttype] \iftrue
  [\the\currentifttype]\iftrue
    [\the\currentifttype] \iftrue
      [\the\currentifttype]
    \fi [\the\currentifttype]
  \fi [\the\currentifttype]
\fi [\the\currentifttype]
```

The values are engine dependent:

- 0 char
- 1 cat
- 2 num
- 3 absnum
- 4 zeronum
- 5 intervalnum
- 6 float
- 7 absfloat
- 8 zerofloat
- 9 intervalfloat
- 10 dim
- 11 absdim
- 12 zerodim
- 13 intervaldim
- 14 odd
- 15 vmode
- 16 hmode
- 17 mmode
- 18 inner
- 19 void
- 20 hbox

```

21 vbox
22 tok
23 ctoken
24 x
25 true
26 false
27 chknum
28 chknumber
29 chknumexpr
30 numval
31 cmpnum
32 chkdim
33 chkdimension
34 chkdimexpr

```

328 \currentloopiterator

Here we show the different expanded loop variants:

```

\edef\testA{\expandedloop 1 10 1{!}}
\edef\testB{\expandedrepeat 10 {!}}
\edef\testC{\expandedendless {\ifnum\currentloopiterator>10 \quitloop\else !\fi}}
\edef\testD{\expandedendless {\ifnum#I>10 \quitloop\else !\fi}}

```

All these give the same result:

```

\def \testA {!!!!!!!!!!!!}
\def \testB {!!!!!!!!!!!!}
\def \testC {!!!!!!!!!!!!}
\def \testD {!!!!!!!!!!!!}

```

The `#I` is a shortcut to the current loop iterator; other shortcuts are `#P` for the parent iterator value and `#G` for the grand parent.

329 \currentloopnesting

This integer reports how many nested loops are currently active. Of course in practice the value only has meaning when you know at what outer level your nested loop started.

```

\expandedloop 1 10 1 {%
  \ifodd\currentloopiterator\else
    [\expandedloop 1 \currentloopiterator 1 {%
      \the\currentloopnesting
    }]
  \fi
}

```

Here we use the two numeric state primitives `\currentloopiterator` and `\currentloopnesting`. This results in:

```
[22] [2222] [222222] [22222222] [2222222222]
```


330 `\currentlysetmathstyle`

TODO

331 `\currentmarks`

Marks only get updated when a page is split off or part of a box using `\vsplit` gets wrapped up. This primitive gives access to the current value of a mark and takes the number of a mark class.

332 `\currentstacksize`

This is more diagnostic feature than a useful one but we show it anyway. There is some basic overhead when we enter a group:

```
\bgroup [\the\currentstacksize]
  \bgroup [\the\currentstacksize]
    \bgroup [\the\currentstacksize]
      [\the\currentstacksize] \egroup
    [\the\currentstacksize] \egroup
  [\the\currentstacksize] \egroup
```

[223] [224] [225] [225] [224] [223]

As soon as we define something or change a value, the stack gets populated by information needed for recovery after the group ends.

```
\bgroup [\the\currentstacksize]
  \scratchcounter 1
  \bgroup [\the\currentstacksize]
    \scratchdimen 1pt
    \scratchdimen 2pt
    \bgroup [\the\currentstacksize]
      \scratchcounter 2
      \scratchcounter 3
      [\the\currentstacksize] \egroup
    [\the\currentstacksize] \egroup
  [\the\currentstacksize] \egroup
```

[223] [225] [227] [228] [226] [224]

The stack also keeps some state information, for instance when a box is being built. In LuaMetaTeX that is quite a bit more than in other engines but it is compensated by more efficient save stack handling elsewhere.

```
\hbox \bgroup [\the\currentstacksize]
  \hbox \bgroup [\the\currentstacksize]
    \hbox \bgroup [\the\currentstacksize]
      [\the\currentstacksize] \egroup
    [\the\currentstacksize] \egroup
  [\the\currentstacksize] \egroup
```

[232] [242] [252] [252] [242] [232]

333 \day

This internal number starts out with the day that the job started.

334 \dbox

A `\dbox` is just a `\vbox` (baseline at the bottom) but it has the property ‘dual baseline’ which means that in some cases it will behave like a `\vtop` (baseline at the top) too. Like:

<code>\dbox</code>	<code>\vbox</code>		
<code>\dbox</code>	<code>\vbox</code>		<code>\vcenter</code>
<code>\dbox</code>	<code>\vbox</code>	<code>\vtop</code>	<code>\vcenter</code>
		<code>\vtop</code>	<code>\vcenter</code>
		<code>\vtop</code>	

A `\dbox` behaves like a `\vtop` when it’s appended to a vertical list which means that the height of the first box or rule determines the (base)line correction that gets applied.

```

XXXXXXXXXXXXXXXXX
The Earth, as a habitat for animal life, is in old age
and has a fatal illness. Several, in fact. It would
be happening whether humans had ever evolved or
not. But our presence is like the effect of an old-age
patient who smokes many packs of cigarettes per
day—and we humans are the cigarettes.
XXXXXXXXXXXXXXXXX

```

`\vbox`

```

XXXXXXXXXXXXXXXXX
The Earth, as a habitat for animal life, is in old age
and has a fatal illness. Several, in fact. It would
be happening whether humans had ever evolved or
not. But our presence is like the effect of an old-age
patient who smokes many packs of cigarettes per
day—and we humans are the cigarettes.
XXXXXXXXXXXXXXXXX

```

`\vtop`

```

XXXXXXXXXXXXXXXXX
The Earth, as a habitat for animal life, is in old age
and has a fatal illness. Several, in fact. It would
be happening whether humans had ever evolved or
not. But our presence is like the effect of an old-age
patient who smokes many packs of cigarettes per
day—and we humans are the cigarettes.
XXXXXXXXXXXXXXXXX

```

`\dbox`

335 \deadcycles

This counter is incremented every time the output routine is entered. When `\maxdeadcycles` is reached \TeX will issue an error message, so you’d better reset its value when a page is done.

336 \def

This is the main definition command, as in:

```
\def\foo{I me}
```

with companions like `\gdef`, `\edef`, `\xdef`, etc. and variants like:

```
\def\foo#1{... #1...}
```

where the hash is used in the preamble and for referencing. More about that can be found in the low level manual about macros.

In the Con \TeX t distribution you can find explanations about how LuaMeta \TeX extends the argument parser. When defining a macro you can do this:

```
\def\foo(#1)#2{...}
```

Here the first argument between parentheses is mandatory. But the magic prefix `\tolerant` makes that limitation go away:

```
\tolerant\def\foo(#1)#2{...}
```

A variant is this:

```
\tolerant\def\foo(#1)*(#2){...}
```

Here we have two optional arguments, possibly be separated by spaces. There are more parsing options, that we just mention:

<hr/>	
+	keep the braces
-	discard and don't count the argument
/	remove leading an trailing spaces and pars
=	braces are mandate
—	braces are mandate and kept
^	keep leading spaces
<hr/>	
1-9	an argument
0	discard but count the argument
<hr/>	
*	ignore spaces
.	ignore pars and spaces
,	push back space when no match
<hr/>	
:	pick up scanning here
;	quit scanning
<hr/>	

337 \defaultthyphenchar

When a font is loaded its hyphen character is set to this value. It can be changed afterwards. However, in LuaMetaTeX font loading is under Lua control so these properties can be set otherwise.

338 \defaultskewchar

When a font is loaded its skew character is set to this value. It can be changed afterwards. However, in LuaMetaTeX font loading is under Lua control so these properties can be set otherwise. Also, OpenType math fonts have top anchor instead.

339 \defcsname

We now get a series of log clutter avoidance primitives. It's fine if you argue that they are not really needed, just don't use them.

```
\expandafter\def\csname MyMacro:1\endcsname{...}
\defcsname MyMacro:1\endcsname{...}
```

The fact that T_EX has three (expanded and global) companions can be seen as a signal that less verbosity makes sense. It's just that macro packages use plenty of \csname's.

340 \deferred

This is mostly a compatibility prefix and it can be checked at the Lua end when there is a Lua based assignment going on. It is the counterpart of \immediate. In the traditional engines a \write is

normally deferred (turned into a node) and can be handled `\immediate`, while a `\special` does the opposite.

341 `\delcode`

This assigns delimiter properties to an eight bit character so it has little use in an OpenType math setup. When the assigned value is hex encoded, the first byte denotes the small family, then we have two bytes for the small index, followed by three similar bytes for the large variant.

342 `\delimiter`

This command inserts a delimiter with the given specification. In OpenType math we use a different command so it is unlikely that this primitive is used in LuaMetaTeX. It takes a number that can best be coded hexadecimal: one byte for the class, one for the small family, two for the small index, one for the large family and two for the large index. This demonstrates that it can't handle wide fonts. Also, in OpenType math fonts the larger sizes and extensible come from the same font as the small symbol. On top of that, in LuaMetaTeX we have more classes than fit in a byte.

343 `\delimiterfactor`

This is one of the parameters that determines the size of a delimiter: at least this factor times the formula height divided by 1000. In OpenType math different properties and strategies are used.

344 `\delimitershortfall`

This is one of the parameters that determines the size of a delimiter: at least the formula height minus this parameter. In OpenType math different properties and strategies are used.

345 `\detokened`

The following token will be serialized into characters with category 'other'.

```
\toks0{123}
\def\foo{let's be \relax'd}
\def\oof#1{let's see #1}
\detokened\toks0
\detokened\foo
\detokened\oof
\detokened\setbox
\detokened X
```

Gives:

```
123
let's be \relax 'd
\oof
\setbox
X
```

Macros with arguments are not shown.

346 \detokenize

This e-TeX primitive turns the content of the provides list will become characters, kind of verbatim.

```
\expandafter\let\expandafter\temp\detokenize{1} \meaning\temp
\expandafter\let\expandafter\temp\detokenize{A} \meaning\temp
```

the character U+0031 1

the character U+0041 A

347 \detokenized

The following (single) token will be serialized into characters with category ‘other’.

```
\toks0{123}
\def\foo{let's be \relax'd}
\def\oof#1{let's see #1}
\detokenized\toks0
\detokenized\foo
\detokenized\oof
\detokenized\setbox
\detokenized X
```

Gives:

```
\toks 0
\foo
\oof
\setbox
X
```

It is one of these new primitives that complement others like \detokened and such, and they are often mostly useful in experiments of some low level magic, which made them stay.

348 \dimen

Like \count this is a register accessor which is described in more detail in a low level manual.

```
\dimen0=10pt
```

While TeX has some assumptions with respect to the first ten count registers (as well as the one that holds the output, normally 255), all dimension registers are treated equal. However, you need to be aware of clashes with other usage. Therefore you can best use the predefined scratch registers or define dedicate ones with the \newdimen macro.

349 \dimendef

This primitive is used by the \newdimen macro when it relates a control sequence with a specific register. Only use it when you know what you’re doing.

350 \dimensiondef

A variant of \integerdef is:

```
\dimensiondef\MyDimen = 1234pt
```

The properties are comparable to the ones described in the section `\integerdef`.

351 `\dimexperimental`

This is the most extensive of the triplet `\dimexpr`, `\dimexpression` and `\dimexperimental`. The first one is the simple e-TeX scanner, the second one adds a few more operators and the third one adds even more and uses a reverse polish notation stack internally which means that it is better with priorities and nesting. The reason for calling it experimental is that it needs testing and is less of a drop-in than the second one.

For more about this scanner we refer to the ConT_EXt lowlevel manuals, especially the one about expressions..

352 `\dimexpr`

This primitive is similar to `\numexpr` but operates on dimensions instead. Integer quantities are interpreted as dimensions in scaled points.

```
\the\dimexpr (1pt + 2pt - 5pt) * 10 / 2 \relax
```

gives: -10.0pt. You can mix in symbolic integers and dimensions. This doesn't work:

because the engine scans for a dimension and only for an integer (or equivalent) after a `*` or `/`.

353 `\dimexpression`

This command is like `\numexpression` but results in a dimension instead of an integer. Where `\dimexpr` doesn't like `2 * 10pt` this expression primitive is quite happy with it.

You can get an idea what the engines sees by setting `\tracingexpressions` to a value larger than zero. It shows the expression in rpn form.

```
\dimexpression 4pt * 2 + 6pt \relax
\dimexpression 2 * 4pt + 6pt \relax
\dimexpression 4pt * 2.5 + 6pt \relax
\dimexpression 2.5 * 4pt + 6pt \relax
\numexpression 2 * 4 + 6 \relax
\numexpression (1 + 2) * (3 + 4) \relax
```

The `\relax` is mandated simply because there are keywords involved so the parser needs to know where to stop scanning. It made no sense to be more clever and introduce fuzziness (so there is no room for exposing in-depth T_EX insight and expertise here). In case you wonder: the difference in performance between the e-TeX expression mechanism and the more extended variant will normally not be noticed, probably because they both use a different approach and because the e-TeX variant also has been optimized.

354 `\directlua`

This is the low level interface to Lua:

Gives: “Greetings from the lua end!” as expected. In Lua we have access to all kind of internals of the engine. In LuaMetaT_EX the interfaces have been polished and extended compared to LuaT_EX. Although many primitives and mechanisms were added to the T_EX frontend, the main extension interface remains Lua. More information can be found in documents that come with ConT_EXt, in presentations and in articles.

355 `\discretionary`

The three snippets given with this command determine the pre, post and replace component of the injected discretionary node. The `penalty` keyword permits setting a penalty with this node. The `postword` keyword indicates that this discretionary starts a word, and `preword` ends it. With `break` the line break algorithm will prefer a pre or post component over a replace, and with `nobreak` replace will win over pre. With `class` you can set a math class that will determine spacing and such for discretions used in math mode.

356 `\discretionaryoptions`

Processing of discretions is controlled by this bitset:

```
0x00000000 normalword
0x00000001 preword
0x00000002 postword
0x00000010 preferbreak
0x00000020 prefernobreak
0x00000040 noitaliccorrection
0x00000080 nozeroitaliccorrection
0x00000100 standalone
0x00010000 userfirst
0x40000000 userlast
```

These can also be set on `\discretionary` using the `options` key.

357 `\displayindent`

The `\displaywidth`, `\displayindent` and `\preplaysize` parameters are set by the line break routine (but can be adapted by the user), so that mid-par display formula can adapt itself to hanging indentation and par shapes. In order to calculate these values and adapt the line break state afterwards such a display formula is assumed to occupy three lines, so basically a rather compact formula.

358 `\displaylimits`

By default in math display mode limits are placed on top while in inline mode they are placed like scripts, after the operator. Placement can be forced with the `\limits` and `\nolimits` modifiers (after the operator). Because there can be multiple of these in a row there is `\displaylimits` that forces the default placement, so effectively it acts here as a reset modifier.

359 `\displaystyle`

One of the main math styles; integer representation: 0.

360 `\displaywidowpenalties`

This is a math specific variant of `\widowpenalties`.

361 `\displaywidowpenalty`

This is a math specific variant of `\widowpenalty`.

362 `\displaywidth`

This parameter determines the width of the formula and normally defaults to the `\hsize` unless we are in the middle of a paragraph in which case it is compensated for hanging indentation or the par shape.

363 `\divide`

The `\divide` operation can be applied to integers, dimensions, float, attribute and glue quantities. There are subtle rounding differences between the divisions in expressions and `\divide`:

```
\scratchcounter 1049 \numexpr\scratchcounter / 10\relax : 105
\scratchcounter 1049 \numexpr\scratchcounter : 10\relax : 104
\scratchcounter 1049 \divide\scratchcounter by 10      : 104
```

The `:` divider in `\dimexpr` is something that we introduced in Lua_T_EX.

364 `\divideby`

This is slightly more efficient variant of `\divide` that doesn't look for `by`. See previous section.

365 `\doublehyphendemerits`

This penalty will be added to the penalty assigned to a breakpoint that results in two lines ending with a hyphen.

366 `\doublepenaltymode`

When set to one this parameter signals the backend to use the alternative (left side) penalties of the pairs set on `\widowpenalties`, `\clubpenalties` and `\brokenpenalties`. For more information on this you can consult manuals (and articles) that come with ConT_EXt.

367 `\dp`

Returns the depth of the given box.

368 `\dpack`

This does what `\dbox` does but without callback overhead.

369 \dsplit

This is the dual baseline variant of \vsplit (see \dbox for what that means).

370 \dump

This finishes an (ini) run and dumps a format (basically the current state of the engine).

371 \edef

This is the expanded version of \def.

```

\def \foo{foo}      \meaning\foo
\def \ofo{\foo\foo} \meaning\ofo
\edef\oof{\foo\foo} \meaning\oof

```

Because \foo is unprotected it will expand inside the body definition:

```

macro:foo
macro:\foo \foo
macro:foofoo

```

372 \edefcsname

This is the companion of \edef:

```

\expandafter\edef\csname MyMacro:1\endcsname{...}
\edefcsname MyMacro:1\endcsname{...}

```

373 \edivide

When expressions were introduced the decision was made to round the divisions which is incompatible with the way \divide works. The expression scanners in LuaMetaTeX compensates that by providing a : for integer division. The \edivide does the opposite: it rounds the way expressions do.

```

\the\dimexpr .4999pt : 2 \relax      =.24994pt
\the\dimexpr .4999pt / 2 \relax      =.24995pt
\scratchdimen.4999pt \divide \scratchdimen 2 \the\scratchdimen=.24994pt
\scratchdimen.4999pt \edivide\scratchdimen 2 \the\scratchdimen=.24995pt

\the\numexpr 1001 : 2 \relax          =500
\the\numexpr 1001 / 2 \relax          =501
\scratchcounter1001 \divide \scratchcounter 2 \the\scratchcounter=500
\scratchcounter1001 \edivide\scratchcounter 2 \the\scratchcounter=501

```

Keep in mind that with dimensions we have a fractional part so we actually rounding applies to the fraction. For that reason we also provide \rdivide.

```

0.24994pt=.24994pt
0.24995pt=.24995pt
0.24994pt=.24994pt

```

0.24995pt=.24995pt

500=500

501=501

500=500

501=501

374 `\edivideby`

This the by-less variant of `\edivide`.

375 `\efcode`

This primitive originates in pdf \TeX and can be used to set the expansion factor of a glyph (characters). This primitive is obsolete because the values can be set in the font specification that gets passed via Lua to \TeX . Keep in mind that setting font properties at the \TeX end is a global operation and can therefore influence related fonts. In LuaMeta \TeX the `\cf` code can be used to specify the compression factor independent from the expansion factor. The primitive takes three values: font, character code, and factor.

376 `\else`

This traditional primitive is part of the condition testing mechanism. When a condition matches, \TeX will continue till it sees an `\else` or `\or` or `\orelse` (to be discussed later). It will then do a fast skipping pass till it sees an `\fi`.

377 `\emergencyextrastretch`

This is one of the extended parbuilder parameters. You can you it so temporary increase the permitted stretch without knowing or messing with the normal value.

378 `\emergencyleftskip`

This is one of the extended parbuilder parameters (playground). It permits going ragged left in case of a too bad result.

379 `\emergencyrightskip`

This is one of the extended parbuilder parameters (playground). It permits going ragged right in case of a too bad result.

380 `\emergencystretch`

When set the par builder will run a third pass in order to fit the set criteria.

381 `\emptyparagraphmode`

An empty display math environment can add bogus nodes to the list. Although we don't use the engine's display math in Con \TeX t, we do support this parameter because it permitted us to test a comparable feature in Lua \TeX . In our case the value is a bitmap:

0x01	par	0x04	indentlist
0x02	dir	0x08	indentglue

382 \end

This ends a \TeX run, unless of course this primitive is redefined.

383 \endcsname

This primitive is used in combination with `\csname`, `\ifcsname` and `\begincsname` where its end the scanning for the to be constructed control sequence token.

384 \endgroup

This is the companion of the `\begingroup` primitive that opens a group. See `\beginsimplegroup` for more info.

385 \endinput

The engine can be in different input modes: reading from file, reading from a token list, expanding a macro, processing something that comes back from Lua, etc. This primitive quits reading from file:

```
this is seen
\endinput
here we're already quit
```

There is a catch. This is what the above gives:

```
this is seen
```

```
but how about this:
```

```
this is seen
before \endinput after
here we're already quit
```

Here we get:

```
this is seen before after
```

Because a token list is one line, the following works okay:

```
\def\quitrun{\ifsomething \endinput \fi}
```

but in a file you'd have to do this when you quit in a conditional:

```
\ifsomething
  \expandafter \endinput
\fi
```

While the one-liner works as expected:

`\ifsomething \endinput \fi`

386 `\endlinechar`

This is an internal integer register. When set to positive value the character with that code point will be appended to the line. The current value is 13. Here is an example:

`\endlinechar\hyphenasciicode`

line 1

line 2

line 1-line 2-

If the character is active, the property is honored and the command kicks in. The maximum value is 127 (the maximum character code a single byte utf character can carry.)

387 `\endlocalcontrol`

See `\beginlocalcontrol`.

388 `\endmathgroup`

This primitive is the counterpart of `\beginmathgroup`.

389 `\endmvl`

This ends `\beginmvl`.

390 `\endsimplegroup`

This one ends a simple group, see `\beginsimplegroup` for an explanation about grouping primitives.

391 `\enforced`

The engine can be set up to prevent overloading of primitives and macros defined as `\permanent` or `\immutable`. However, a macro package might want to get around this in controlled situations, which is why we have a `\enforced` prefix. This prefix is interpreted differently in so called ‘ini’ mode when macro definitions can be dumped in the format. Internally they get an `always` flag as indicator that in these places an overload is possible.

`\permanent\def\foo{original}`

`\def\oof { \def\foo{fails} }`

`\def\oof{ \enforced\def\foo{succeeds} }`

Of course this only has an effect when overload protection is enabled.

392 `\eofinput`

This is a variant on `\input` that takes a token list as first argument. That list is expanded when the file ends. It has companion primitives `\atendoffile` (single token) and `\atendoffiled` (multiple tokens).

393 `\eqno`

This primitive stores the (typeset) content (presumably a number) and when the display formula is wrapped that number will end up right of the formula.

394 `\errhelp`

This is additional help information to `\errmessage` that triggers an error and shows a message.

395 `\errmessage`

This primitive expects a token list and shows its expansion on the console and/or in the log file, depending on how \TeX is configured. After that it will enter the error state and either goes on or waits for input, again depending on how \TeX is configured. For the record: we don't use this primitive in $\text{Con}\TeX$ t.

396 `\errorcontextlines`

This parameter determines the number on lines shown when an error is triggered.

397 `\errorrecoverymode`

There are cases when an error is not fatal and \TeX can easily recover from it. It does not mean that one should not pay attention. This parameter gets a bitset that makes the engine turn these errors into warnings and continue. Currently we have two options: 0x01 for fixing an alignment tab, and 0x02 for fixing infinite shrink (which happens in various places). We don't enable this in $\text{Con}\TeX$ t; it's more for unattended runs.

398 `\errorstopmode`

This directive stops at every opportunity to interact. In $\text{Con}\TeX$ t we overload the actions in a callback and quit the run because we can assume that a successful outcome is unlikely.

399 `\escapechar`

This internal integer has the code point of the character that get prepended to a control sequence when it is serialized (for instance in tracing or messages).

400 `\etexexprmode`

When set to a positive value the `:` and `;` operators are not interpreted. In $\text{Con}\TeX$ t we keep this value zero! This flag was added in 2024 for $\text{L}^{\text{A}}\TeX$ where in places `;` is used as signal to end an expression instead of `\relax`). Because one never knows what users expect this flag disables both.

401 `\etoks`

This assigns an expanded token list to a token register:

```
\def\temp{less stuff}
```

```
\etoks\scratchtoks{a bit \temp}
```

The original value of the register is lost.

402 \etoksapp

A variant of \toksapp is the following: it expands the to be appended content.

```
\def\temp{more stuff}
\etoksapp\scratchtoks{some \temp}
```

403 \etokspre

A variant of \tokspre is the following: it expands the to be prepended content.

```
\def\temp{less stuff}
\etokspre\scratchtoks{a bit \temp}
```

404 \eufactor

When we introduced the es (2.5cm) and ts (2.5mm) units as metric variants of the in we also added the eu factor. One eu equals one tenth of a es times the \eufactor. The ts is a convenient offset in test files, the es a convenient ones for layouts and image dimensions and the eu permits definitions that scale nicely without the need for dimensions. They also were a prelude to what later became possible with \associateunit.

405 \everybeforepar

This token register is expanded before a paragraph is triggered. The reason for triggering is available in \lastpartrigger.

406 \everycr

This token list gets expanded when a row ends in an alignment. Normally it will use \noalign as wrapper

```
{\everycr{\noalign{H}} \halign{#\cr test\cr test\cr}}
{\everycr{\noalign{V}} \hsize 4cm \valign{#\cr test\cr test\cr}}
```

Watch how the \cr ending the preamble also get this treatment:

H
test

H
test

H

Vtest

Vtest

V

407 \everydisplay

This token list gets expanded every time we enter display mode. It is a companion of `\everymath`.

408 \everyeof

The content of this token list is injected when a file ends but it can only be used reliably when one is really sure that no other file is loaded in the process. So in the end it is of no real use in a more complex macro package.

409 \everyhbox

This token list behaves similar to `\everyvbox` so look there for an explanation.

410 \everyjob

This token list register is injected at the start of a job, or more precisely, just before the main control loop starts.

411 \everymath

Often math needs to be set up independent from the running text and this token list can be used to do that. There is also `\everydisplay`.

412 \everymathatom

When a math atom is seen this tokenlist is expanded before content is processed inside the atom body. It is basically a math companion for `\everyhbox` and friends and it is therefore probably just as useless. The next example shows how it works:

```
\everymathatom
{\begingroup
 \scratchcounter\lastatomclass
 \everymathatom{}%
 \mathghost{\hbox to 0pt yoffset -1ex{\smallinfofont \setstrut\strut \the
 \scratchcounter\hss}}}%
 \endgroup}
```

```
$ a = \mathatom class 4 {b} + \mathatom class 5 {c} $
```

We get a formula with open- and close atom spacing applied to b and c :

$$a = b + c$$

This example shows bit of all: we want the number to be invisible to the math machinery so we ghost it. So, we need to make sure we don't get recursion due to nested injection and expansion of `\everymathatom` and of course we need to store the number. The `\lastatomclass` state variable is only meaningful inside an explicit atom wrapper like `\mathatom` and `\mathatom`.

413 `\everypar`

When a paragraph starts this tokenlist is expanded before content is processed.

414 `\everyparbegin`

This token list is inserted *before* `\everypar` and likewise it's not reset.

415 `\everyparend`

This token lists is injected at the end of a paragraph but before collected end of group tokens. This register is not reset afterwards.

416 `\everytab`

This token list gets expanded every time we start a table cell in `\halign` or `\valign`.

417 `\everyvbox`

This token list gets expanded every time we start a vertical box. Like `\everyhbox` this is not that useful unless you are certain that there are no nested boxes that don't need this treatment. Of course you can wipe this register in this expansion, like:

```
\everyvbox{\kern10pt\everyvbox{}}
```

418 `\exapostrophechar`

This parameter is like `\exhyphenchar` marks a character code as being an explicit apostrophe. This feature related to the `node.direct.collapsing` function that turns replaces some sequences that relate to traditional T_EX usage: hyphens, en-dashes (U+2013), em-dashes (U+2014) and apostrophes (U+2019). For this to kick in, the font's text control option must enable it and hyphenation mode must have the replace apostrophe bit set.

419 `\exceptionpenalty`

In exceptions we can indicate a penalty by `[digit]` in which case a penalty is injected set by this primitive, multiplied by the digit.

420 `\exhyphenchar`

The character that is used as pre component of the related discretionary.

421 `\exhyphenpenalty`

The penalty injected after - or \- unless `\hyphenationmode` is set to force the dedisated penalties.

422 `\expand`

Beware, this is not a prefix but a directive to ignore the protected characters of the following macro.


```
\protected \def \testa{\the\scratchcounter}
\edef\testb{\testa}
\edef\testc{\expand\testa}
```

The meaning of the three macros is:

```
protected macro:\the \scratchcounter
macro:\testa
macro:123
```

423 \expandactive

This a bit of an outlier and mostly there for completeness.

```
\meaningasis~
\edef\foo{~} \meaningasis\foo
\edef\foo{\expandactive~} \meaningasis\foo
```

There seems to be no difference but the real meaning of the first `\foo` is ‘active character 126’ while the second `\foo` ‘protected call ’ is.

```
\global \permanent \protected \def ~ {\nobreakspace }
\def \foo {~}
\def \foo {~}
```

Of course the definition of the active tilde is ConT_EXt specific and situation dependent.

424 \expandafter

This original T_EX primitive stores the next token, does a one level expansion of what follows it, which actually can be an not expandable token, and reinjects the stored token in the input. Like:

```
\expandafter\let\csname my weird macro name\endcsname{m w m n}
```

Without `\expandafter` the `\csname` primitive would have been let to the left brace (effectively then a begin group). Actually in this particular case the control sequence with the weird name is injected and when it didn’t yet exist it will get the meaning `\relax` so we sort of have two assignments in a row then.

425 \expandafterpars

Here is another gobbler: the next token is reinjected after following spaces and par tokens have been read. So:

```
[\expandafterpars 1 2]
[\expandafterpars 3
4]
[\expandafterpars 5
6]
```

gives us: [12] [34] [56], because empty lines are like `\par` and therefore ignored.

426 \expandafterspaces

This is a gobbler: the next token is reinjected after following spaces have been read. Here is a simple example:

```
[\expandafterspaces 1 2]
[\expandafterspaces 3
4]
[\expandafterspaces 5
6]
```

We get this typeset: [12] [34] [5

6], because a newline normally is configured to be a space (and leading spaces in a line are normally being ignored anyway).

427 \expandcstoken

The rationale behind this primitive is that when we \let a single token like a character it is hard to compare that with something similar, stored in a macro. This primitive pushes back a single token alias created by \let into the input.

```
\let\tempA + \meaning\tempA

\let\tempB X \meaning\tempB \crlf
\let\tempC $ \meaning\tempC \par

\edef\temp      {\tempA} \doifelse{\temp}{+}{Y}{N} \meaning\temp \crlf
\edef\temp      {\tempB} \doifelse{\temp}{X}{Y}{N} \meaning\temp \crlf
\edef\temp      {\tempC} \doifelse{\temp}{X}{Y}{N} \meaning\temp \par

\edef\temp{\expandcstoken\tempA} \doifelse{\temp}{+}{Y}{N} \meaning\temp \crlf
\edef\temp{\expandcstoken\tempB} \doifelse{\temp}{X}{Y}{N} \meaning\temp \crlf
\edef\temp{\expandcstoken\tempC} \doifelse{\temp}{X}{Y}{N} \meaning\temp \par

\doifelse{\expandcstoken\tempA}{+}{Y}{N}
\doifelse{\expandcstoken\tempB}{X}{Y}{N}
\doifelse{\expandcstoken\tempC}{X}{Y}{N} \par
```

The meaning of the \let macros shows that we have a shortcut to a character with (in this case) catcode letter, other (here ‘other character’ gets abbreviated to ‘character’), math shift etc.

the character U+002B ‘plus sign’

the letter U+0058 X

math shift character U+0024 ‘dollar sign’

N macro:\tempA

N macro:\tempB

N macro:\tempC

Y macro:+

Y macro:X

Y macro:\$

Y Y Y

Here we use the ConT_EXt macro `\doifelse` which can be implemented in different ways, but the only property relevant to the user is that the expanded content of the two arguments is compared.

428 `\expanded`

This primitive complements the two expansion related primitives mentioned in the previous two sections. This time the content will be expanded and then pushed back into the input. Protected macros will not be expanded, so you can use this primitive to expand the arguments in a call.

```
\def\A{!}
\def\B#1{\string#1}
\def\B#1{\string#1} \expanded{\noexpand\B{\A}}
\protected\def\B#1{\string#1}
\A
!
\A
```

429 `\expandafter`

The following two lines are equivalent:

```
\def\foo{123}
\expandafter[\expandafter[\expandafter\secondofthreearguments\foo]]
\expandafter{[[\secondofthreearguments]\foo]}
```

In ConT_EXt MkIV the number of times that one has multiple `\expandafters` is much larger than in ConT_EXt LMTX thanks to some of the new features in LuaMetaT_EX, and this primitive is not really used yet in the core code.

```
[[2]]
[[2]]
```

430 `\expandeddetokenize`

This is a companion to `\detokenize` that expands its argument:

```
\def\foo{12#H3}
\def\oof{\foo}
\detokenize {\foo} \detokenize {\oof}
\expandeddetokenize{\foo} \expandeddetokenize{\oof}
\edef\of{\expandeddetokenize{\foo}} \meaningless\of
\edef\of{\expandeddetokenize{\oof}} \meaningless\of
```

This is a bit more convenient than

```
\detokenize \expandafter {\expanded {\foo}}
```

kind of solutions. We get:

```
\foo \oof
12#3 12#3
12#3
12#3
```

431 \expandedendless

This one loops forever but because the loop counter is not set you need to find a way to quit it.

432 \expandedloop

This variant of the previously introduced \localcontrolledloop doesn't enter a local branch but immediately does its work. This means that it can be used inside an expansion context like \edef.

```
\edef\whatever
  {\expandedloop 1 10 1
   {\scratchcounter=\the\currentloopiterator\relax}}
```

```
\meaningasis\whatever
```

```
\def \whatever {\scratchcounter =1\relax \scratchcounter =2\relax \scratchcounter =3\relax \scratchcounter
=4\relax \scratchcounter =5\relax \scratchcounter =6\relax \scratchcounter =7\relax \scratchcounter =8\relax
\scratchcounter =9\relax \scratchcounter =10\relax }
```

433 \expandedrepeat

This one takes one instead of three arguments which is sometimes more convenient.

434 \expandparameter

This primitive is a predecessor of \parameterdef so we stick to a simple example.

```
\def\foo#1#2%
  {\integerdef\MyIndexOne\parameterindex\plusone % 1
   \integerdef\MyIndexTwo\parameterindex\plustwo % 2
   \oof{P}\oof{Q}\oof{R}\norelax}

\def\oof#1%
  {<1:\expandparameter\MyIndexOne><1:\expandparameter\MyIndexOne>%
   #1%
   <2:\expandparameter\MyIndexTwo><2:\expandparameter\MyIndexTwo>}

\foo{A}{B}
```

In principle the whole parameter stack can be accessed but often one never knows if a specific macro is called nested. The original idea behind this primitive was tracing but it can also be used to avoid passing parameters along a chain of calls.

```
<1:A><1:A>P<2:B><2:B><1:A><1:A>Q<2:B><2:B><1:A><1:A>R<2:B><2:B>
```

435 \expandtoken

This primitive creates a token with a specific combination of catcode and character code. Because it assumes some knowledge of $\text{T}_{\text{E}}\text{X}$ we can show it using some `\expandafter` magic:

```
\expandafter\let\expandafter\temp\expandtoken 11 `X \meaning\temp
\expandafter\let\expandafter\temp\expandtoken 12 `X \meaning\temp
```

The meanings are:

```
the letter U+0058 X
the character U+0058 X
```

Using other catcodes is possible but the results of injecting them into the input directly (or here by injecting `\temp`) can be unexpected because of what $\text{T}_{\text{E}}\text{X}$ expects. You can get messages you normally won't get, for instance about unexpected alignment interference, which is a side effect of $\text{T}_{\text{E}}\text{X}$ using some catcode/character combinations as signals and there is no reason to change those internals. That said:

```
\xdef\tempA{\expandtoken 9 `X} \meaning\tempA
\xdef\tempB{\expandtoken 10 `X} \meaning\tempB
\xdef\tempC{\expandtoken 11 `X} \meaning\tempC
\xdef\tempD{\expandtoken 12 `X} \meaning\tempD
```

are all valid and from the meaning you cannot really deduce what's in there:

```
macro:X
macro:X
macro:X
macro:X
```

But you can be assured that:

```
[AB: \ifx\tempA\tempB Y\else N\fi]
[AC: \ifx\tempA\tempC Y\else N\fi]
[AD: \ifx\tempA\tempD Y\else N\fi]
[BC: \ifx\tempB\tempC Y\else N\fi]
[BD: \ifx\tempB\tempD Y\else N\fi]
[CD: \ifx\tempC\tempD Y\else N\fi]
```

makes clear that they're different: [AB: N] [AC: N] [AD: N] [BC: N] [BD: N] [CD: N], and in case you wonder, the characters with catcode 10 are spaces, while those with code 9 are ignored.

436 \expandtoks

This is a more efficient equivalent of `\the` applied to a token register, so:

```
\scratchtoks{just some tokens}
\edef\TestA{[\the \scratchtoks]}
\edef\TestB{[\expandtoks\scratchtoks]}
[\the \scratchtoks] [\TestA] \meaning\TestA
[\expandtoks\scratchtoks] [\TestB] \meaning\TestB
```

does the expected:

```
[just some tokens] [[just some tokens]] macro:[just some tokens]
[just some tokens] [[just some tokens]] macro:[just some tokens]
```

The `\expandtoken` primitive avoid a copy into the input when there is no need for it.

437 `\explicitdiscretionary`

This is the verbose alias for one of $\text{T}_{\text{E}}\text{X}$'s single character control sequences: `\-`.

438 `\explicithyphenpenalty`

The penalty injected after an automatic discretionary `\-`, when `\hyphenationmode` enables this.

439 `\explicititaliccorrection`

This is the verbose alias for one of $\text{T}_{\text{E}}\text{X}$'s single character control sequences: `\/`. Italic correction is a character property specific to $\text{T}_{\text{E}}\text{X}$ and the concept is not present in modern font technologies. There is a callback that hooks into this command so that a macro package can provide its own solution to this (or alternatively it can assign values to the italic correction field).

440 `\explicitspace`

This is the verbose alias for one of $\text{T}_{\text{E}}\text{X}$'s single character control sequences: `\`. A space is inserted with properties according the space related variables. There is look-back involved in order to deal with space factors.

When `\nospaces` is set to 1 no spaces are inserted, when its value is 2 a zero space is inserted.

441 `\fam`

In a numeric context it returns the current family number, otherwise it sets the given family. The number of families in a traditional engine is 16, in $\text{LuaT}_{\text{E}}\text{X}$ it is 256 and in $\text{LuaMetaT}_{\text{E}}\text{X}$ we have at most 64 families. A future version can lower that number when we need more classes.

442 `\fi`

This traditional primitive is part of the condition testing mechanism and ends a test. So, we have:

```
\ifsomething ... \else ... \fi
\ifsomething ... \or ... \or ... \else ... \fi
\ifsomething ... \orelse \ifsomething ... \else ... \fi
\ifsomething ... \or ... \orelse \ifsomething ... \else ... \fi
```

The `\orelse` is new in $\text{LuaMetaT}_{\text{E}}\text{X}$ and a continuation like we find in other programming languages (see later section).

443 `\finalhyphendemerits`

This penalty will be added to the penalty assigned to a breakpoint when that break results in a pre-last line ending with a hyphen.

444 \firstmark

This is a reference to the first mark on the (split off) page, it gives back tokens.

445 \firstmarks

This is a reference to the first mark with the given id (a number) on the (split off) page, it gives back tokens.

446 \firstvalidlanguage

Language id's start at zero, which makes it the first valid language. You can set this parameter to indicate the first language id that is actually a language. The current value is 1, so lower values will not trigger hyphenation.

447 \fitnessclasses

We can have more fitness classes than traditional T_EX that has 'very loose', 'loose', 'decent' and 'tight'. In ConT_EXt we have 'veryloose', 'loose', 'almostloose', 'barelyloose', 'decent', 'barelytight', 'almost-tight', 'tight' and 'verytight'. Although we can go up to 31 this is already more than enough. The default is the same as in regular T_EX.

The \fitnessclasses can be used to set the criteria and like other specification primitives (like \par-shape and \widowpenalties, it expects a count. With \adjacentdemerits one can set the demerits that are added depending on the distance between classes (in traditional T_EX that is adjdemerits for all distances larger than one. With the double option the demerits come in pairs because we can go up or down in the list of fitness classes.

448 \float

In addition to integers and dimensions, which are fixed 16.16 integer floats we also have 'native' floats, based on 32 bit posit unums.

```
\float0 = 123.456          \the\float0
\float2 = 123.456          \the\float0
\advance \float0 by 123.456 \the\float0
\advance \float0 by \float2 \the\float0
\divideby\float0 3         \the\float0
```

They come with the same kind of support as the other numeric data types:

```
123.456000328
123.456000328
246.912000656
370.368003845
123.456001282
```

We leave the subtle differences between floats and dimensions to the user to investigate:

```
\dimen00 = 123.456pt       \the\dimen0
\dimen02 = 123.456pt       \the\dimen0
```

```

\advance \dimen0 by 123.456pt \the\dimen0
\advance \dimen0 by \dimen2   \the\dimen0
\divideby\dimen0 3           \the\dimen0

```

The nature of posits is that they are more accurate around zero (or smaller numbers in general).

```

123.456pt
123.456pt
246.91199pt
370.36798pt
123.456pt

```

This also works:

```

\float0=123.456e4
\float2=123.456   \multiply\float2 by 10000
\the\float0
\the\float2

```

The values are (as expected) the same:

```

1234560
1234560

```

449 \floatdef

This primitive defines a symbolic (macro) alias to a float register, just like \countdef and friends do.

450 \floatexpr

This is the companion of \numexpr, \dimexpr etc.

```

\scratchcounter 200
\the \floatexpr 123.456/456.123 \relax
\the \floatexpr 1.2*\scratchcounter \relax
\the \floatexpr \scratchcounter/3 \relax
\number\floatexpr \scratchcounter/3 \relax

```

Watch the difference between \the and \number:

```

0.270663833
240
66.666666985
67

```

451 \floatingpenalty

When an insertion is split (across pages) this one is added to accumulated \insertpenalties. In LuaMetaTeX this penalty can be stored per insertion class.

452 \flushmarks

This primitive is an addition to the multiple marks mechanism that originates in e-TeX and inserts a reset signal for the mark given category that will perform a clear operation (like `\clearmarks` which operates immediately).

453 \flushmvl

This returns a vertical box with the content of the accumulated mvl list (see `\beginmvl`).

454 \font

This primitive is either a symbolic reference to the current font or in the perspective of an assignment is used to trigger a font definitions with a given name (cs) and specification. In LuaMetaTeX the assignment will trigger a callback that then handles the definition; in addition to the filename an optional size specifier is checked (at or scaled).

In LuaMetaTeX *all* font loading is delegated to Lua, and there is no loading code built in the engine. Also, instead of `\font` in ConTeXt one uses dedicated and more advanced font definition commands.

455 \fontcharba

Fetches the bottom anchor of a character in the given font, so:

results in: 1.8275pt. However, this anchor is only available when it is set and it is not part of OpenType; it is something that ConTeXt provides for math fonts.

456 \fontchardp

Fetches the depth of a character in the given font, so:

results in: 2.22168pt.

457 \fontcharht

Fetches the width of a character in the given font, so:

results in: 5.33203pt.

458 \fontcharic

Fetches the italic correction of a character in the given font, but because it is not an OpenType property it is unlikely to return something useful. Although math fonts have such a property in ConTeXt we deal with it differently.

459 \fontcharta

Fetches the top anchor of a character in the given font, so:

results in: 1.8275pt. This is a specific property of math characters because in text mark anchoring is driven by a feature.

460 `\fontcharwd`

Fetches the width of a character in the given font, so:

results in: 6.40137pt.

461 `\fontdimen`

A traditional T_EX font has a couple of font specific dimensions, we only mention the seven that come with text fonts:

1. The slant (slope) is an indication that we have an italic shape. The value divided by 65.536 is a fraction that can be compared with for instance the `slanted` operator in MetaPost. It is used for positioning accents, so actually not limited to oblique fonts (just like italic correction can be a property of any character). It is not relevant in the perspective of OpenType fonts where we have glyph specific top and bottom anchors.
2. Unless is it overloaded by `\spaceskip` this determines the space between words (or actually anything separated by a space).
3. This is the stretch component of `\fontdimen 2(space)`.
4. This is the shrink component of `\fontdimen 2(space)`.
5. The so called ex-height is normally the height of the ‘x’ and is also accessible as `em` unit.
6. The so called em-width or in T_EX speak quad width is about the width of an ‘M’ but in many fonts just matches the font size. It is also accessible as `em` unit.
7. This is a very T_EX specific property also known as extra space. It gets *added* to the regular space after punctuation when `\spacefactor` is 2000 or more. It can be overloaded by `\xspaceskip`.

This primitive expects a a number and a font identifier. Setting a font dimension is a global operation as it directly pushes the value in the font resource.

462 `\fontid`

Returns the (internal) number associated with the given font:

```
{\bf \xdef\MyFontA{\the\fontid\font}}
{\sl \xdef\MyFontB{\setfontid\the\fontid\font}}
```

with:

```
test {\setfontid\MyFontA test} test {\MyFontB test} test
```

gives: test **test** test *test* test.

463 `\fontidentifier`

This one is just there for completeness: it reports the string used to identify a font when logging. Compare:

```

\fontname\font      DejaVuSerif at 10.0pt
\fontidentifier\font <1: DejaVuSerif @ 10.0pt>
\the\fontid\font    1

```

464 \fontmathcontrol

The `\fontmathcontrol` parameter controls how the engine deals with specific font related properties and possibilities. It is set at the \TeX end. It makes it possible to fine tune behavior in this mixed traditional and not perfect OpenType math font arena. One can also set this bitset when initializing (loading) the font (at the Lua end) and the value set there is available in `\fontmathcontrol`. The bits set in the font win over those in `\fontmathcontrol`. There are a few cases where we set these options in the (so called) goodie files. For instance we ignore font kerns in Libertinus, Antykwa and some more.

```

modern      0x0
pagella     0x0
antykwa     0x37EF3FF
libertinus  0x37EF3FF

```

465 \fontname

Depending on how the font subsystem is implemented this gives some information about the used font:

```

{\tf \fontname\font}
{\bf \fontname\font}
{\sl \fontname\font}

```

```

DejaVuSerif at 10.0pt
DejaVuSerif-Bold at 10.0pt
DejaVuSerif-Italic at 10.0pt

```

466 \fontspecdef

This primitive creates a reference to a specification that when triggered will change multiple parameters in one go.

```

\fontspecdef\MyFontSpec
  \fontid\font
  scale 1200
  xscale 1100
  yscale 800
  weight 200
  slant 500
\relax

```

is equivalent to:

```

\fontspecdef\MyFontSpec
  \fontid\font

```

```
all 1200 1100 800 200 500
```

```
\relax
```

while

```
\fontspecdef\MyFontSpec
```

```
  \fontid\font
```

```
  all \glyphscale \glyphxscale \glyphyscale \glyphslant \glyphweight
```

```
\relax
```

is the same as

```
\fontspecdef\MyFontSpec
```

```
  \fontid\font
```

```
\relax
```

The engine adapts itself to these glyph parameters but when you access certain quantities you have to make sure that you use the scaled ones. The same is true at the Lua end. This is somewhat fundamental in the sense that when one uses these sort of dynamic features one also need to keep an eye on code that uses font specific dimensions.

467 \fontspecid

Internally a font reference is a number and this primitive returns the number of the font bound to the specification.

468 \fontspecifiedname

Depending on how the font subsystem is implemented this gives some information about the (original) definition of the used font:

```
{\tf \fontspecifiedname\font}
```

```
{\bf \fontspecifiedname\font}
```

```
{\sl \fontspecifiedname\font}
```

Serif sa 1

SerifBold sa 1

SerifSlanted sa 1

469 \fontspecifiedsize

Depending on how the font subsystem is implemented this gives some information about the (original) size of the used font:

```
{\tf \the\fontspecifiedsize\font : \the\glyphscale}
```

```
{\bfa \the\fontspecifiedsize\font : \the\glyphscale}
```

```
{\slx \the\fontspecifiedsize\font : \the\glyphscale}
```

Depending on how the font system is setup, this is not the real value that is used in the text because we can use for instance \glyphscale. So the next lines depend on what font mode this document is typeset.

10.0pt: 1000

10.0pt: 1200

10.0pt: 800

470 `\fontspecscale`

This returns the scale factor of a fontspec where as usual 1000 means scaling by 1.

471 `\fontspecslant`

This returns the slant factor of a font specification, usually between zero and 1000 with 1000 being maximum slant.

472 `\fontspecweight`

This returns the weight of the font specification. Reasonable values are between zero and 500.

473 `\fontspecxscale`

This returns the scale factor of a font specification where as usual 1000 means scaling by 1.

474 `\fontspecyscale`

This returns the scale factor of a font specification where as usual 1000 means scaling by 1.

475 `\fonttextcontrol`

This returns the text control flags that are set on the given font, here 0x208. Bits that can be set are:

0x01 collapsehyphens
 0x02 baseligaturing
 0x04 basekerning
 0x08 noneprotected
 0x10 hasitalics
 0x20 autoitalics
 0x40 replaceapostrophe

476 `\forcedleftcorrection`

This is a callback driven left correction signal similar to italic corrections.

477 `\forcedrightcorrection`

This is a callback driven right correction signal similar to italic corrections.

478 `\formatname`

It is in the name: cont-en, but we cheat here by only showing the filename and not the full path, which in a ConT_EXt setup can span more than a line in this paragraph.

479 `\frozen`

You can define a macro as being frozen:

```
\frozen\def\MyMacro{...}
```

When you redefine this macro you get an error:

```
! You can't redefine a frozen macro.
```

This is a prefix like `\global` and it can be combined with other prefixes.⁹

480 `\futurecsname`

In order to make the repertoire of `def`, `let` and `futurelet` primitives complete we also have:

```
\futurecsname MyMacro:1\endcsname\MyAction
```

481 `\futuredef`

We elaborate on the example of using `\futurelet` in the previous section. Compare that one with the next:

```
\def\MySpecialToken{[]  
\def\DoWhatever{\ifx\NextToken\MySpecialToken YES\else NOP\fi : }  
\futurelet\NextToken\DoWhatever [A]\crlf  
\futurelet\NextToken\DoWhatever (A)\par
```

This time we get:

```
NOP: [A]
```

```
NOP: (A)
```

It is for that reason that we now also have `\futuredef`:

```
\def\MySpecialToken{[]  
\def\DoWhatever{\ifx\NextToken\MySpecialToken YES\else NOP\fi : }  
\futuredef\NextToken\DoWhatever [A]\crlf  
\futuredef\NextToken\DoWhatever (A)\par
```

So we're back to what we want:

```
YES: [A]
```

```
NOP: (A)
```

482 `\futureexpand`

This primitive can be used as an alternative to a `\futurelet` approach, which is where the name comes from.¹⁰

⁹ The `\outer` and `\long` prefixes are no-ops in LuaMetaTeX and LuaTeX can be configured to ignore them.

¹⁰ In the engine primitives that have similar behavior are grouped in commands that are then dealt with together, code wise.

```

\def\variantone<#1>{(#1)}
\def\varianttwo#1{[#1]}
\futureexpand<\variantone\varianttwo<one>
\futureexpand<\variantone\varianttwo{two}

```

So, the next token determines which of the two variants is taken:

(one) [two]

Because we look ahead there is some magic involved: spaces are ignored but when we have no match they are pushed back into the input. The next variant demonstrates this:

```

\def\variantone<#1>{(#1)}
\def\varianttwo{}
\def\temp{\futureexpand<\variantone\varianttwo}
[\temp <one>]
[\temp {two}]
[\expandafter\temp\space <one>]
[\expandafter\temp\space {two}]

```

This gives us:

[(one)] [two] [(one)] [two]

483 \futureexpandis

We assume that the previous section is read. This variant will not push back spaces, which permits a consistent approach i.e. the user can assume that macro always gobbles the spaces.

```

\def\variantone<#1>{(#1)}
\def\varianttwo{}
\def\temp{\futureexpandis<\variantone\varianttwo}
[\temp <one>]
[\temp {two}]
[\expandafter\temp\space <one>]
[\expandafter\temp\space {two}]

```

So, here no spaces are pushed back. This is in the name of this primitive means ‘ignore spaces’, but having that added to the name would have made the primitive even more verbose (after all, we also don’t have `\expandeddef` but `\edef` and no `\globalexpandeddef` but `\xdef`).

[(one)] [two] [(one)] [two]

484 \futureexpandisap

This primitive is like the one in the previous section but also ignores par tokens, so `isap` means ‘ignore spaces and paragraphs’.

485 \futurelet

The original \TeX primitive `\futurelet` can be used to create an alias to a next token, push it back into the input and then expand a given token.

```
\let\MySpecialTokenL[
\let\MySpecialTokenR] % nicer for checker
\def\DoWhatever{\ifx\NextToken\MySpecialTokenL YES\else NOP\fi : }
\futurelet\NextToken\DoWhatever [A]\crlf
\futurelet\NextToken\DoWhatever (A)\par
```

This is typically the kind of primitive that most users will never use because it expects a sane follow up handler (here `\DoWhatever`) and therefore is related to user interfacing.

YES: [A]

NOP: (A)

486 \gdef

The is the global companion of \def.

487 \gdefcsname

As with standard T_EX we also define global ones:

```
\expandafter\gdef\csname MyMacro:1\endcsname{...}
\gdefcsname MyMacro:1\endcsname{...}
```

488 \givenmathstyle

This primitive expects a math style and returns it when valid or otherwise issues an error.

489 \gleaders

Leaders are glue with special property: a box, rule of (in LuaMetaTeX) glyph, like:

x\leaders	\glyph	\M	\hfill	x
xx\leaders	\glyph	\M	\hfill	xx
x\cleaders	\glyph	\M	\hfill	x
xx\cleaders	\glyph	\M	\hfill	xx
x\xleaders	\glyph	\M	\hfill	x
xx\xleaders	\glyph	\M	\hfill	xx
x\gleaders	\glyph	\M	\hfill	x
xx\gleaders	\glyph	\M	\hfill	xx

The various leaders differ in how they anchor and align the successive components:

[illegible]

[illegible][illegible][illegible]

Leaders fill the available space. The `\leaders` command starts at the left edge and stops when there is no more space. The blobs get centered when we use `\cleaders`: excess space is distributed before and after a blob while `\xleaders` also puts space between the blobs.

When a rule is given the advance (width or height and depth) is ignored, so these are equivalent.

`x\leaders \hrule \hfill x`

```
x\leaders \hrule width 1cm \hfill x
```

When a box is used one will normally have some alignment in that box.

$$x \backslash \text{leaders} \ \text{hbox} \ \{\backslash \text{hss} . \backslash \text{hss}\} \ \text{hfill} \quad x$$
$$x \backslash \text{leaders} \quad \backslash \text{hbox} \{ \backslash \text{hss} . \backslash \text{hss} \} \quad \backslash \text{hskip} 6 \text{cm} \quad \backslash \text{relax} \quad x$$

The reference point is the left edge of the current (outer) box and the effective glue (when it has stretch or shrink) depends on that box. The `\glleaders` variant takes the page as reference. That makes it possible to ‘align’ across boxes.

490 \glet

This is the global companion of `\let`. The fact that it is not an original primitive is probably due to the expectation for it not being used (as) often (as in `ConTeXt`).

491 \gletcsname

Naturally LuaMetaTeX also provides a global variant:

```
\expandafter\global\expandafter\let\csname MyMacro:1\endcsname\relax
```

```
\expandafter \glet\csname MyMacro:1\endcsname\relax
```

\gletcsname MyMacro:1\endcsname\relax

So, here we save even more.

492 \glettonothing

This is the global companion of \lettonothing.

493 \global

This is one of the original prefixes that can be used when we define a macro of change some register.

\bgroup

```
\def\MyMacroA{a}
```

```
\global\def\MyMacroB{a}
```

```
\gdef\MyMacroC{a}
```

\egroup

The macro defined in the first line is forgotten when the groups is left. The second and third definition are both global and these definitions are retained.

494 `\globaldefs`

When set to a positive value, this internal integer will force all definitions to be global, and in a complex macro package that is not something a user will do unless it is very controlled.

495 `\glueexpr`

This is a more extensive variant of `\dimexpr` that also handles the optional stretch and shrink components.

496 `\glueshrink`

This returns the shrink component of a glue quantity. The result is a dimension so you need to apply `\the` when applicable.

497 `\glueshrinkorder`

This returns the shrink order of a glue quantity. The result is a integer so you need to apply `\the` when applicable.

498 `\gluespecdef`

A variant of `\integerdef` and `\dimensiondef` is:

```
\gluespecdef\MyGlue = 3pt plus 2pt minus 1pt
```

The properties are comparable to the ones described in the previous sections.

499 `\gluestretch`

This returns the stretch component of a glue quantity. The result is a dimension so you need to apply `\the` when applicable.

500 `\gluestretchorder`

This returns the stretch order of a glue quantity. The result is a integer so you need to apply `\the` when applicable.

501 `\gluetomu`

The sequence `\the\gluetomu 20pt plus 10pt minus 5pt` gives 20.0mu plus 10.0mu minus 5.0mu.

502 `\glyph`

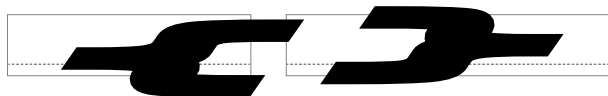
This is a more extensive variant of `\char` that permits setting some properties if the injected character node.

```

\ruledhbox{\glyph
  scale 2000 xscale 9000 yscale 1200
  slant 700 weight 200
  xoffset 10pt yoffset -5pt left 10pt right 20pt
  123}
\quad
\ruledhbox{\glyph
  scale 2000 xscale 9000 yscale 1200
  slant 700 weight 200
  125}

```

In addition one can specify font (symbol), id (valid font id number), an options (bit set) and raise.



When no parameters are set, the current ones are used. More details and examples of usage can be found in the ConT_EXt distribution.

503 \glyphdatafield

The value of this parameter is assigned to data field in glyph nodes that get injected. It has no meaning in itself but can be used at the Lua end.

504 \glyphoptions

The value of this parameter is assigned to the options field in glyph nodes that get injected.

0x00000000	normal	0x00000800	mathsitalicstoo
0x00000001	noleftligature	0x00001000	mathartifact
0x00000002	norightligature	0x00002000	weightless
0x00000004	noleftkern	0x00004000	spacefactoroverload
0x00000008	norightkern	0x00008000	checktoddler
0x00000010	noexpansion	0x00010000	checktwin
0x00000020	no protrusion	0x00020000	istoddler
0x00000040	noitaliccorrection	0x00040000	iscontinuation
0x00000080	nozeroitaliccorrection	0x00080000	keepspace
0x00000100	applyxoffset	0x01000000	userfirst
0x00000200	applyyoffset	0x40000000	userlast
0x00000400	mathdiscretionary		

505 \glyphscale

An integer parameter defining the current glyph scale, assigned to glyphs (characters) inserted into the current list.

506 \glyphscriptfield

The value of this parameter is assigned to script field in glyph nodes that get injected. It has no meaning in itself but can be used at the Lua end.

507 \glyphscriptscale

This multiplier is applied to text font and glyph dimension properties when script style is used.

508 \glyphscriptscriptscale

This multiplier is applied to text font and glyph dimension properties when script script style is used.

509 \glyphslant

An integer parameter defining the current glyph slant, assigned to glyphs (characters) inserted into the current list.

510 \glyphstatefield

The value of this parameter is assigned to script state in glyph nodes that get injected. It has no meaning in itself but can be used at the Lua end.

511 \glyphtextscale

This multiplier is applied to text font and glyph dimension properties when text style is used.

512 \glyphweight

An integer parameter defining the current glyph weight, assigned to glyphs (characters) inserted into the current list.

513 \glyphxoffset

An integer parameter defining the current glyph x offset, assigned to glyphs (characters) inserted into the current list. Normally this will only be set when one explicitly works with glyphs and defines a specific sequence.

514 \glyphxscale

An integer parameter defining the current glyph x scale, assigned to glyphs (characters) inserted into the current list.

515 \glyphxscaled

This primitive returns the given dimension scaled by the \glyphscale and \glyphxscaled.

516 \glyphyoffset

An integer parameter defining the current glyph x offset, assigned to glyphs (characters) inserted into the current list. Normally this will only be set when one explicitly works with glyphs and defines a specific sequence.

517 `\glyphyscale`

An integer parameter defining the current glyph y scale, assigned to glyphs (characters) inserted into the current list.

518 `\glyphyscaled`

This primitive returns the given dimension scaled by the `\glyphscale` and `\glyphyscale`.

519 `\gtoksapp`

This is the global variant of `\toksapp`.

520 `\gtokspre`

This is the global variant of `\tokspre`.

521 `\halign`

This command starts horizontally aligned material. Macro packages use this command in table mechanisms and math alignments. It starts with a preamble followed by entries (rows and columns). There are some related primitives, for instance `\alignmark` duplicates the functionality of `#` inside alignment preambles, while `\aligntab` duplicates the functionality of `&`. The `\aligncontent` primitive directly refers to an entry so that one does not get repeated.

Alignments can be traced with `\tracingalignments`. When set to 1 basics usage is shown, for instance of `\noalign` but more interesting is 2 or more: you then get the preambles reported.

The `\halign` (tested) and `\valign` (yet untested) primitives accept a few keywords in addition to `to` and `spread`:

keyword	explanation
<code>attr</code>	set the given attribute to the given value
<code>callback</code>	trigger the alignment callback
<code>discard</code>	discard zero <code>\tabskip</code> 's
<code>noskips</code>	don't even process zero <code>\tabskip</code> 's
<code>reverse</code>	reverse the final rows
<code>nolastskip</code>	remove the last <code>\tabskip</code>

In the preamble the `\tabsize` primitive can be used to set the width of a column. By doing so one can avoid using a box in the preamble which, combined with the sparse `\tabskip` features, is a bit easier on memory when you produce tables that span hundreds of pages and have a dozen columns.

The `\everytab` complements the `\everycr` token register but is sort of experimental as it might become more selective and powerful some day.

The two primitives `\alignmentcellsource` and `\alignmentwrapsource` that associate a source id (integer) to the current cell and row (line). Sources and targets are experimental and are being explored in ConT_EXt so we'll see where that ends up in.

Here is an example of `nolastskip` usage:

```
\halign {
  \tabskip1cm
  \aligncontent \aligntab
  \aligncontent \aligntab \aligntab
  \aligncontent \cr
  x \aligntab x \aligntab x \aligntab x\cr
  x \aligntab x \aligntab x \aligntab x\cr
}
```

```
\halign nolastskip {
  \tabskip1cm
  \aligncontent \aligntab
  \aligncontent \aligntab \aligntab
  \aligncontent \cr
  x \aligntab x \aligntab x \aligntab x\cr
  x \aligntab x \aligntab x \aligntab x\cr
}
```

This feature is mostly handy for repeated preamble entries:



522 \hangafter

This parameter tells the par builder when indentation specified with \hangindent starts. A negative value does the opposite and starts indenting immediately. So, a value of -2 will make the first two lines indent.

523 \hangindent

This parameter relates to \hangafter and sets the amount of indentation. When larger than zero indentation happens left, otherwise it starts at the right edge.

524 \hbadness

This sets the threshold for reporting a horizontal badness value, its current value is 0.

525 \hbadnessmode

This parameter determines what gets reported when the (in the horizontal packer) badness exceeds some limit. The current value of this bitset is "F.

0x01	underfull	0x02	loose	0x04	tight	0x08	overfull
------	-----------	------	-------	------	-------	------	----------

526 \hbox

This constructs a horizontal box. There are a lot of optional parameters so more details can be found in dedicated manuals. When the content is packed a callback can kick in that can be used to apply for instance font features.

527 \hcode

The T_EX engine is good at hyphenating but traditionally that has been limited to hyphens. Some languages however use different characters. You can set up a different `\hyphenchar` as well as pre and post characters, but there's also a dedicated code for controlling this.

```
\hcode"2013 "2013
```

```
\hsize 50mm test\char"2013test\par
```

```
\hsize 1mm test\char"2013test\par
```

```
\hcode"2013 `!
```

```
\hsize 50mm test\char"2013test\par
```

```
\hsize 1mm test\char"2013test\par
```

This example shows that we can mark a character as hyphen-like but also can remap it to something else:

```
test-test
test-
test
test-test
test!
test
```

528 \hfil

This is a shortcut for `\hskip plus 1 fil` (first order filler).

529 \hfill

This is a shortcut for `\hskip plus 1 fill` (second order filler).

530 \hfilneg

This is a shortcut for `\hskip plus - 1 fil` so it can compensate `\hfil`.

531 \hfuzz

This dimension sets the threshold for reporting horizontal boxes that are under- or overfull. The current value is 0.1pt.

532 \hjcode

The so called lowercase code determines if a character is part of a to-be-hyphenated word. In LuaT_EX we introduced the 'hyphenation justification' code as replacement. When a language is saved and no `\hjcode` is set the `\lccode` is used instead. This code serves a second purpose. When the assigned value is greater than 0 but less than 32 it indicated the to be used length when checking for left- and righthyphenmin. For instance it make sense to set the code to 2 for characters like œ.

533 \hkern

This primitive is like `\kern` but will force the engine into horizontal mode if it isn't yet.

534 \hmcode

The `hm` stands for ‘hyphenation math’. When bit 1 is set the characters will be repeated on the next line after a break. The second bit concerns italic correction but is of little relevance now that we moved to a different model in ConT_EXt. Here are some examples, we also show an example of `\mathdiscretionary` because that is what this code triggers:

```
test $ \dorecuse {50} {
  a \discretionary class 2 {$\darkred +}{$\darkgreen +}{$\darkblue +}
} b$
```

```
test $ a \mathdiscretionary class 1 {-}{-}{-} b$
```

\bgroup

`\hmcode"002B=1 % +`

`\hmcode"002D=1 % -`

`\hmcode"2212=1 % -`

```
test $ \dorecure{50}{a + b - } c$
```

`\egroup`

[illegible]

test $a - b$

[illegible]

535 \holdinginserts

When set to a positive value inserts will be kept in the stream and not moved to the insert registers.

536 \holdingmigrations

When set to a positive value marks (and adjusts) will be kept in the stream and not moved to the outer level or related registers.

537 \hpack

This primitive is like `\hbox` but without the callback overhead.

538 \hpenalty

This primitive is like `\penalty` but will force the engine into horizontal mode if it isn't yet.

539 \hrule

This creates a horizontal rule. Unless the width is set it will stretch to fill the available width. In addition to the traditional width, height and depth specifiers some more are accepted. These are discussed in other manuals. To give an idea:

```
h\hrule width 10mm height 2mm depth 1mm \relax rule
h\hrule width 10mm height 2mm depth 1mm xoffset 30mm yoffset -10mm \relax rule
v\vrule width 10mm height 2mm depth 1mm \relax rule
v\vrule width 10mm height 2mm depth 1mm xoffset 30mm yoffset 10mm \relax rule
```

The \relax stops scanning and because we have more keywords we get a different error report than in traditional T_EX when a lookahead confuses the engine. On separate lines we get the following.

```
h
rule
h
rule
vrule
v rule
```

540 \hsize

This sets (or gets) the current horizontal size.

```
\hsize 40pt \setbox0\vbox{x} hsize: \the\wd0
\setbox0\vbox{\hsize 40pt x} hsize: \the\wd0
```

In both cases we get the same size reported but the first one will also influence the current paragraph when used ungrouped.

```
hsize:
40.0pt
hsize:
40.0pt
```

541 \hskip

The given glue is injected in the horizontal list. If possible horizontal mode is entered.

542 \hss

In traditional T_EX glue specifiers are shared. This makes a lot of sense when memory has to be saved. For instance spaces in a paragraph of text are often the same and a glue specification has at least an amount, stretch, shrink, stretch order and shrink order field plus a leader pointer; in LuaMetaT_EX we have even more fields. In LuaT_EX these shared (and therefore referenced) glue spec nodes became just copies.

```
x\hbox to 0pt{\hskip 0pt plus 1 fil minus 1 fil\relax test}x
x\hbox to 0pt{\hss test}x
x\hbox to 0pt{test\hskip 0pt plus 1 fil minus 1 fil\relax}x
```

`x\hbox to 0pt{test\hss}x`

The `\hss` primitives injects a glue node with one order stretch and one order shrink. In traditional \TeX this is a reference to a shared specification, and in \LuaTeX just a copy of a predefined specifier. The only gain is now in tokens because one could just be explicit or use a glue register with that value because we have plenty glue registers.

```
testx
testx
xtest
xtest
```

We could have this:

```
\permanent\protected\untraced\def\hss
  {\hskip0pt plus 1 fil minus 1 fil\relax}
```

or this:

```
\gluespecdef\hssglue 0pt plus 1 fil minus 1 fil
\permanent\protected\untraced\def\hss
  {\hskip\hssglue}
```

but we just keep the originals around.

543 `\ht`

Returns the height of the given box.

544 `\hyphenation`

The list passed to this primitive contains hyphenation exceptions that get bound to the current language. In \LuaMetaTeX this can be managed at the Lua end. Exceptions are not stored in the format file.

545 `\hyphenationmin`

This property (that also gets bound to the current language) sets the minimum length of a word that gets hyphenated.

546 `\hyphenationmode`

TODO

547 `\hyphenchar`

This is one of the font related primitives: it returns the number of the hyphen set in the given font.

548 `\hyphenpenalty`

Discretionary nodes have a related default penalty. The `\hyphenpenalty` is injected after a regular discretionary, and `\exhyphenpenalty` after `\-` or `-\`. The later case is called an automatic discretionary. In

LuaMetaT_EX we have two extra penalties: `\explicithyphenpenalty` and `\automatichyphenpenalty` and these are used when the related bits are set in `\hyphenationmode`.

549 `\if`

This traditional T_EX conditional checks if two character codes are the same. In order to understand unexpanded results it is good to know that internally T_EX groups primitives in a way that serves the implementation. Each primitive has a command code and a character code, but only for real characters the name character code makes sense. This condition only really tests for character codes when we have a character, in all other cases, the result is true.

```
\def\A{A}\def\B{B} \chardef\C=`C \chardef\D=`D \def\AA{AA}

[\if AA YES \else NOP \fi] [\if AB YES \else NOP \fi]
[\if \A\B YES \else NOP \fi] [\if \A\A YES \else NOP \fi]
[\if \C\D YES \else NOP \fi] [\if \C\C YES \else NOP \fi]
[\if \count\dimen YES \else NOP \fi] [\if \AA\A YES \else NOP \fi]
```

The last example demonstrates that the tokens get expanded, which is why we get the extra A:

```
[ YES ] [NOP ] [NOP ] [YES ] [YES ] [YES ] [YES ] [AYES ]
```

550 `\ifabsdim`

This test will negate negative dimensions before comparison, as in:

```
\def\TestA#1{\ifdim #1<2pt too small\orelse\ifdim #1>4pt too large\else okay\fi}
\def\TestB#1{\ifabsdim#1<2pt too small\orelse\ifabsdim#1>4pt too large\else okay\fi}

\TestA {1pt}\quad\TestA {3pt}\quad\TestA {5pt}\crlf
\TestB {1pt}\quad\TestB {3pt}\quad\TestB {5pt}\crlf
\TestB {-1pt}\quad\TestB {-3pt}\quad\TestB {-5pt}\par
```

So we get this:

```
too small okay too large
too small okay too large
too small okay too large
```

551 `\ifabsfloat`

This test will negate negative floats before comparison, as in:

```
\def\TestA#1{\iffloat #1<2.46 small\orelse\iffloat #1>4.68 large\else medium\fi}
\def\TestB#1{\ifabsfloat#1<2.46 small\orelse\ifabsfloat#1>4.68 large\else medium\fi}

\TestA {1.23}\quad\TestA {3.45}\quad\TestA {5.67}\crlf
\TestB {1.23}\quad\TestB {3.45}\quad\TestB {5.67}\crlf
\TestB {-1.23}\quad\TestB {-3.45}\quad\TestB {-5.67}\par
```

So we get this:

```
small medium large
small medium large
small medium large
```

552 \ifabsnum

This test will negate negative numbers before comparison, as in:

```
\def\TestA#1{\ifnum #1<100 too small\orelse\ifnum #1>200 too large\else okay\fi}
\def\TestB#1{\ifabsnum#1<100 too small\orelse\ifabsnum#1>200 too large\else okay\fi}

\TestA {10}\quad\TestA {150}\quad\TestA {210}\crlf
\TestB {10}\quad\TestB {150}\quad\TestB {210}\crlf
\TestB {-10}\quad\TestB {-150}\quad\TestB {-210}\par
```

Here we get the same result each time:

```
too small okay too large
too small okay too large
too small okay too large
```

553 \ifarguments

This is a variant of \ifcase where the selector is the number of arguments picked up. For example:

```
\def\MyMacro#1#2#3{\ifarguments\0\or1\or2\or3\else ?\fi} \MyMacro{A}{B}{C}
\def\MyMacro#1#0#3{\ifarguments\0\or1\or2\or3\else ?\fi} \MyMacro{A}{B}{C}
\def\MyMacro#1#-#2{\ifarguments\0\or1\or2\or3\else ?\fi} \MyMacro{A}{B}{C}\par
```

Watch the non counted, ignored, argument in the last case. Normally this test will be used in combination with \ignorearguments.

```
3 3 2
```

554 \ifboolean

This tests a number (register or equivalent) and any nonzero value represents true, which is nicer than using an \unless\ifcase.

555 \ifcase

This numeric T_EX conditional takes a counter (literal, register, shortcut to a character, internal quantity) and goes to the branch that matches.

```
\ifcase 3 zero\or one\or two\or three\or four\else five or more\fi
```

Indeed: three equals three. In later sections we will see some LuaMetaT_EX primitives that behave like an \ifcase.

556 \ifcat

Another traditional T_EX primitive: what happens with what gets read in depends on the catcode of a character, think of characters marked to start math mode, or alphabetic characters (letters) versus other characters (like punctuation).

```

\def\A{A}\def\B{,} \chardef\C=`C \chardef\D=`, \def\AA{AA}

[\ifcat $! YES \else NOP \fi] [\ifcat () YES \else NOP \fi]
[\ifcat AA YES \else NOP \fi] [\ifcat AB YES \else NOP \fi]
[\ifcat \A\B YES \else NOP \fi] [\ifcat \A\A YES \else NOP \fi]
[\ifcat \C\D YES \else NOP \fi] [\ifcat \C\C YES \else NOP \fi]
[\ifcat \count\dimen YES \else NOP \fi] [\ifcat \AA\A YES \else NOP \fi]

```

Close reading is needed here:

```
[NOP ] [ YES ] [ YES ] [ YES ] [NOP ] [YES ] [YES ] [YES ] [YES ] [AYES ]
```

This traditional T_EX condition as a well as the one in the previous section are hardly used in ConT_EXt, if only because they expand what follows and we seldom need to compare characters.

557 \ifchkdim

A variant on the checker in the previous section is a dimension checker:

```

\ifchkdim oeps \or okay\else error\fi\quad
\ifchkdim 12 \or okay\else error\fi\quad
\ifchkdim 12pt \or okay\else error\fi\quad
\ifchkdim 12pt or more\or okay\else error\fi

```

We get:

```
error error okay okay
```

558 \ifchkdimension

CONtrary to \ifchkdim this test doesn't accept trailing crap:

```

\ifchkdimension oeps \or okay\else error\fi\quad
\ifchkdimension 12 \or okay\else error\fi\quad
\ifchkdimension 12pt \or okay\else error\fi\quad
\ifchkdimension 12pt or more\or okay\else error\fi

```

reports:

```
error error okay error
```

559 \ifchkdimexpr

This primitive is like \ifchkdim but handles an expression.

560 \ifchknum

In ConT_EXt there are quite some cases where a variable can have a number or a keyword indicating a symbolic name of a number or maybe even some special treatment. Checking if a valid number is given is possible to some extent, but a native checker makes much sense too. So here is one:

```
\ifchknum oeps \or okay\else error\fi\quad
```

```

\ifchknun 12          \or okay\else error\fi\quad
\ifchknun 12pt        \or okay\else error\fi\quad
\ifchknun 12pt or more\or okay\else error\fi

```

The result is as expected:

```
error okay okay okay
```

561 \ifchknunber

This check is more restrictive than \ifchknun discussed in the previous section:

```

\ifchknunber oeps      \or okay\else error\fi\quad
\ifchknunber 12         \or okay\else error\fi\quad
\ifchknunber 12pt       \or okay\else error\fi\quad
\ifchknunber 12pt or more\or okay\else error\fi

```

Here we get:

```
error okay error error
```

562 \ifchknunexpr

This primitive is like \ifchknun but handles an expression.

563 \ifcmpdim

This is a less strict variant of \ifchkdimension that doesn't bark on trailing tokens.

564 \ifcmpnum

This is a less strict variant of \ifchknunber that doesn't bark on trailing tokens.

565 \ifcondition

The conditionals in T_EX are hard coded as primitives and although it might look like \newif creates one, it actually just defined three macros.

```

\newif\ifMyTest
\meaning\MyTesttrue \crlf
\meaning\MyTestfalse \crlf
\meaning\ifMyTest    \crlf \MyTesttrue
\meaning\ifMyTest    \par

```

```

protected macro:\always \let \ifMyTest \iftrue
protected macro:\always \let \ifMyTest \iffalse
\iffalse
\iftrue

```

This means that when you say:

```
\ifMytest ... \else ... \fi
```

You actually have one of:

```
\iftrue ... \else ... \fi
```

```
\iffalse ... \else ... \fi
```

and because these are proper conditions nesting them like:

```
\ifnum\scratchcounter > 0 \ifMyTest A\else B\fi \fi
```

will work out well too. This is not true for macros, so for instance:

```
\scratchcounter = 1
```

```
\unexpanded\def\ifMyTest{\iftrue}
```

```
\ifnum\scratchcounter > 0 \ifMyTest A\else B\fi \fi
```

will make a run fail with an error (or simply loop forever, depending on your code). This is where `\ifcondition` enters the picture:

```
\def\MyTest{\iftrue} \scratchcounter0
```

```
\ifnum\scratchcounter > 0
```

```
  \ifcondition\MyTest A\else B\fi
```

```
\else
```

```
  x
```

```
\fi
```

This primitive is seen as a proper condition when $\text{T}_{\text{E}}\text{X}$ is in “fast skipping unused branches” mode but when it is expanding a branch, it checks if the next expanded token is a proper tests and if so, it deals with that test, otherwise it fails. The main condition here is that the `\MyTest` macro expands to a proper true or false test, so, a definition like:

```
\def\MyTest{\ifnum\scratchcounter<10 }
```

is also okay. Now, is that neat or not?

566 \ifcramped

Depending on the given math style this returns true or false:

```
\ifcramped\mathstyle no \fi
```

```
\ifcramped\crampedtextstyle yes \fi
```

```
\ifcramped\textstyle no \fi
```

```
\ifcramped\displaystyle yes \fi
```

gives: yes.

567 \ifcsname

This is an e- $\text{T}_{\text{E}}\text{X}$ conditional that complements the one on the previous section:

```
\expandafter\ifx\csname MyMacro\endcsname\relax ... \else ... \fi
```

```
  \ifcsname MyMacro\endcsname ... \else ... \fi
```

Here the first one has the side effect of defining the macro and defaulting it to `\relax`, while the second one doesn't do that. Just think of checking a few million different names: the first one will deplete the hash table and probably string space too.

In LuaMetaTeX the construction stops when there is no letter or other character seen (TeX expands on the go so expandable macros are dealt with). Instead of an error message, the match is simply false and all tokens till the `\endcsname` are gobbled.

568 \ifcstok

A variant on the primitive mentioned in the previous section is one that operates on lists and macros:

```
\def\aa{a} \def\bb{b} \def\cc{a}
```

This:

```
\ifcstok\aa\bb Y\else N\fi\space
\ifcstok\aa\cc Y\else N\fi\space
\ifcstok{\aa}\cc Y\else N\fi\space
\ifcstok{a}\cc Y\else N\fi
```

will give us: N Y Y Y.

569 \ifdefined

In traditional TeX checking for a macro to exist was a bit tricky and therefore e-TeX introduced a convenient conditional. We can do this:

```
\ifx\MyMacro\undefined ... \else ... \fi
```

but that assumes that `\undefined` is indeed undefined. Another test often seen was this:

```
\expandafter\ifx\csname MyMacro\endcsname\relax ... \else ... \fi
```

Instead of comparing with `\undefined` we need to check with `\relax` because the control sequence is defined when not yet present and defaults to `\relax`. This is not pretty.

570 \ifdim

Dimensions can be compared with this traditional TeX primitive.

```
\scratchdimen=1pt \scratchcounter=65536
```

```
\ifdim\scratchdimen=\scratchcounter sp YES \else NOP\fi
\ifdim\scratchdimen=1 pt YES \else NOP\fi
```

The units are mandate:

YES YES

571 \ifdimexpression

The companion of the previous primitive is:

This matches when the result is non zero, and you can mix calculations and tests as with normal expressions. Contrary to the number variant units can be used and precision kicks in.

572 `\ifdimval`

This conditional is a variant on `\ifchkdir` and provides some more detailed information about the value:

```
[ -12pt : \ifdimval -12pt\or negative\or zero\or positive\else error\fi]\quad
[ 0pt   : \ifdimval  0pt\or negative\or zero\or positive\else error\fi]\quad
[ 12pt  : \ifdimval 12pt\or negative\or zero\or positive\else error\fi]\quad
[oeps   : \ifdimval oeps\or negative\or zero\or positive\else error\fi]
```

This gives:

```
[-12pt : negative] [0pt : zero] [12pt : positive] [oeps : error]
```

573 `\ifempty`

This conditional checks if a control sequence is empty:

```
is \ifempty\MyMacro \else not \fi empty
```

It is basically a shortcut of:

```
is \ifx\MyMacro\empty \else not \fi empty
```

with:

```
\def\empty{}
```

Of course this is not empty at all:

```
\def\notempty#1{}
```

574 `\iffalse`

Here we have a traditional T_EX conditional that is always false (therefore the same is true for any macro that is `\let` to this primitive).

575 `\ifflags`

This test primitive relates to the various flags that one can set on a control sequence in the perspective of overload protection and classification.

```
\protected\untraced\tolerant\def\foo[#1]{...#1...}
\permanent\constant      \def\oof{okay}
```

flag	<code>\foo</code>	<code>\oof</code>	flag	<code>\foo</code>	<code>\oof</code>
frozen	N	N	permanent	N	Y
immutable	N	N	mutable	N	N

noaligned	N	N	instance	N	N
untraced	Y	N	global	N	N
tolerant	Y	N	constant	N	Y
protected	Y	N	semiprotected	N	N

Instead of checking against a prefix you can test against a bitset made from:

0x1	frozen	0x2	permanent	0x4	immutable	0x8	primitive
0x10	mutable	0x20	noaligned	0x40	instance	0x80	untraced
0x100	global	0x200	tolerant	0x400	protected	0x800	overloaded
0x1000	aliased	0x2000	immediate	0x4000	conditional	0x8000	value
0x10000	semiprotected	0x20000	inherited	0x40000	constant	0x80000	deferred

576 \iffloat

This test does for floats what \ifnum, \ifdim do for numbers and dimensions: comparing two of them.

577 \iffontchar

This is an e-TeX conditional. It takes a font identifier and a character number. In modern fonts simply checking could not be enough because complex font features can swap in other ones and their index can be anything. Also, a font mechanism can provide fallback fonts and characters, so don't rely on this one too much. It just reports true when the font passed to the frontend has a slot filled.

578 \ifhaschar

This one is a simplified variant of the above:

```
\ifhaschar !{this ! works} yes \else no \fi
```

and indeed we get: yes! Of course the spaces in this this example code are normally not present in such a test.

579 \ifhastok

This conditional looks for occurrences in token lists where each argument has to be a proper list.

```
\def\scratchtoks{x}

\ifhastoks{yz}      {xyz} Y\else N\fi\quad
\ifhastoks\scratchtoks {xyz} Y\else N\fi
```

We get:

```
Y  Y
```

580 \ifhastoks

This test compares two token lists. When a macro is passed it's meaning gets used.

```
\def\x {x}
```

```

\def\xyz{xyz}

(\ifhas toks {x} {xyz}Y\else N\fi)\quad
(\ifhas toks {\x} {xyz}Y\else N\fi)\quad
(\ifhas toks \x {xyz}Y\else N\fi)\quad
(\ifhas toks {y} {xyz}Y\else N\fi)\quad
(\ifhas toks {yz} {xyz}Y\else N\fi)\quad
(\ifhas toks {yz} {\xyz}Y\else N\fi)

```

(Y) (N) (Y) (Y) (Y) (N)

581 \ifhasxtoks

This primitive is like the one in the previous section but this time the given lists are expanded.

```

\def\x {x}
\def\xyz{\x yz}

(\ifhasxtoks {x} {xyz}Y\else N\fi)\quad
(\ifhasxtoks {\x} {xyz}Y\else N\fi)\quad
(\ifhasxtoks \x {xyz}Y\else N\fi)\quad
(\ifhasxtoks {y} {xyz}Y\else N\fi)\quad
(\ifhasxtoks {yz} {xyz}Y\else N\fi)\quad
(\ifhasxtoks {yz} {\xyz}Y\else N\fi)

```

(Y) (Y) (Y) (Y) (Y) (Y)

This primitive has some special properties.

```

\edef\+{\expandtoken 9 `+}

\ifhasxtoks {xy} {xyz}Y\else N\fi\quad
\ifhasxtoks {x\+y} {xyz}Y\else N\fi

```

Here the first argument has a token that has category code ‘ignore’ which means that such a character will be skipped when seen. So the result is:

Y Y

This permits checks like these:

```

\edef\,{\expandtoken 9 `,}

\ifhasxtoks{\,x\,} {,x,y,z,}Y\else N\fi\quad
\ifhasxtoks{\,y\,} {,x,y,z,}Y\else N\fi\quad
\ifhasxtoks{\,z\,} {,x,y,z,}Y\else N\fi\quad
\ifhasxtoks{\,x\,} {,xy,z,}Y\else N\fi

```

I admit that it needs a bit of a twisted mind to come up with this, but it works ok:

Y Y Y N

582 \ifhbox

This traditional conditional checks if a given box register or internal box variable represents a horizontal box,

583 \ifhmode

This traditional conditional checks we are in (restricted) horizontal mode.

584 \ifinalignment

As the name indicates, this primitive tests for being in an alignment. Roughly spoken, the engine is either in a state of align, handling text or dealing with math.

585 \ifcsmode

This conditional is sort of obsolete and can be used to check if we're inside a \csmode or \ifcsmode construction. It's not used in ConTeXt.

586 \ifinner

This traditional one can be confusing. It is true when we are in restricted horizontal mode (a box), internal vertical mode (a box), or inline math mode.

```
test \ifhmode \ifinner INNER\fi HMODE\fi\crlf
\hbox{test \ifhmode \ifinner INNER \fi HMODE\fi} \par

\ifvmode \ifinner INNER\fi VMODE \fi\crlf
\ vbox{\ifvmode \ifinner INNER \fi VMODE\fi} \crlf
\ vbox{\ifinner INNER \ifvmode VMODE \fi \fi} \par
```

Watch the last line: because we typeset INNER we enter horizontal mode:

```
test HMODE
test INNER HMODE

VMODE
INNER VMODE
INNER
```

587 \ifinsert

This is the equivalent of \ifvoid for a given insert class.

588 \ifinterval

This conditional is true when the intervals around the values of two dimensions overlap. The first dimension determines the interval.

```
[\ifinterval1pt 20pt 21pt \else no \fi overlap]
```

```
[\ifinterval
$$\dim 1pt 18pt 20pt \else no \fi overlap]$$

```

So here: [overlap] [no overlap]

589 \ifintervalfloat

This one does with floats what we described under \ifinterval
$$\dim$$
.

590 \ifintervalnum

This one does with integers what we described under \ifinterval
$$\dim$$
.

591 \iflastnamedcs

When a \csname is constructed and succeeds the last one is remembered and can be accessed with \lastnamedcs. It can however be an undefined one. That state can be checked with this primitive. Of course it also works with the \ifc
$$\text{name}$$
 and \begin
$$\text{csname}$$
 variants.

592 \iflist

The \ifvoid conditional checks if a box is unset, that is, no hlist or vlist node is assigned. The \iflist conditional also checks if a list is assigned to this node. If there is a node assigned the box can of course have dimensions, but it's the presence of a list (content) that matters here.

```
[\setbox0\hbox{!}\iflist0 \else no \fi list, \ifvoid0 \else not \fi void]
[\setbox0\hbox {}\iflist0 \else no \fi list, \ifvoid0 \else not \fi void]
[\box0 \iflist0 \else no \fi list, \ifvoid0 \else not \fi void]
```

We get: [list, not void] [no list, not void] [no list, void]

593 \ifmathparameter

This is an \ifcase where the value depends on if the given math parameter is zero, (0), set (1), or unset (2).

```
\ifmathparameter\Umathpunctclosespacing\displaystyle
  zero \or
  nonzero \or
  unset \fi
```

594 \ifmathstyle

This is a variant of \ifcase where the number is one of the seven possible styles: display, text, cramped text, script, cramped script, script script, cramped script script.

```
\ifmathstyle
  display
\or
  text
\or
```

```

    cramped text
\else
    normally smaller than text
\fi

```

595 \ifmmode

This traditional conditional checks we are in (inline or display) math mode mode.

596 \ifnum

This is a frequently used conditional: it compares two numbers where a number is anything that can be seen as such.

```

\scratchcounter=65 \chardef\A=65

\ifnum65=`A           YES \else NOP\fi
\ifnum\scratchcounter=65 YES \else NOP\fi
\ifnum\scratchcounter=\A YES \else NOP\fi

```

Unless a number is an unexpandable token it ends with a space or `\relax`, so when you end up in the true branch, you'd better check if \TeX could determine where the number ends.

YES YES YES

On top of these ascii combinations, the engine also accepts some Unicode characters. This brings the full repertoire to:

character	operation
0x003C	< less
0x003D	= equal
0x003E	> more
0x2208	∈ element of
0x2209	∉ not element of
0x2260	≠ != not equal
0x2264	≤ !> less equal
0x2265	≥ !< greater equal
0x2270	≧ not less equal
0x2271	≨ not greater equal

This also applied to `\ifdim` although in the case of element we discard the fractional part (read: divide the numeric representation by 65536).

597 \ifnumexpression

Here is an example of a conditional using expressions:

This matches when the result is non zero, and you can mix calculations and tests as with normal expressions.

598 \ifnumval

This conditional is a variant on \ifchknum. This time we get some more detail about the value:

```
[-12 : \ifnumval -12\or negative\or zero\or positive\else error\fi]\quad
[0 : \ifnumval 0\or negative\or zero\or positive\else error\fi]\quad
[12 : \ifnumval 12\or negative\or zero\or positive\else error\fi]\quad
[oeps : \ifnumval oeps\or negative\or zero\or positive\else error\fi]
```

This gives:

```
[-12 : negative] [0 : zero] [12 : positive] [oeps : error]
```

599 \ifodd

One reason for this condition to be around is that in a double sided layout we need test for being on an odd or even page. It scans for a number the same was as other primitives,

```
\ifodd65 YES \else NO\fi &
\ifodd`B YES \else NO\fi .
```

So: YES & NO.

600 \ifparameter

In a macro body #1 is a reference to a parameter. You can check if one is set using a dedicated parameter condition:

```
\tolerant\def\foo[#1]*[#2]%
  {\ifparameter#1\or one\else no one\fi\enspace
  \ifparameter#2\or two\else no two\fi\emspace}

\foo
\foo[1]
\foo[1][2]
```

We get:

```
no one no two  one no two  one two
```

601 \ifparameters

This is equivalent to an \ifcase with as value the number of parameters passed to the current macro.

602 \ifrelax

This is a convenient shortcut for \ifx\relax and the motivation for adding this one is (as with some others) to get less tracing.

603 \iftok

When you want to compare two arguments, the usual way to do this is the following:

```

\edef\tempA{#1}
\edef\tempb{#2}
\ifx\tempA\tempB
  the same
\else
  different
\fi

```

This works quite well but the fact that we need to define two macros can be considered a bit of a nuisance. It also makes macros that use this method to be not so called ‘fully expandable’. The next one avoids both issues:

```

\iftok{#1}{#2}
  the same
\else
  different
\fi

```

Instead of direct list you can also pass registers, so given:

```

\scratchtoks{a}%
\toks0{a}%

```

This:

```

\iftok 0 \scratchtoks      Y\else N\fi\space
\iftok{a}\scratchtoks     Y\else N\fi\space
\iftok\scratchtoks\scratchtoks Y\else N\fi

```

gives: Y Y Y.

604 \iftrue

Here we have a traditional T_EX conditional that is always true (therefore the same is true for any macro that is \let to this primitive).

605 \ifvbox

This traditional conditional checks if a given box register or internal box variable represents a vertical box,

606 \ifvmode

This traditional conditional checks we are in (internal) vertical mode.

607 \ifvoid

This traditional conditional checks if a given box register or internal box variable has any content.

608 \ifx

We use this traditional T_EX conditional a lot in ConT_EXt. Contrary to \if the two tokens that are compared are not expanded. This makes it possible to compare the meaning of two macros. Depending

on the need, these macros can have their content expanded or not. A different number of parameters results in false.

Control sequences are identical when they have the same command code and character code. Because a `\let` macro is just a reference, both let macros are the same and equal to `\relax`:

```
\let\one\relax \let\two\relax
```

The same is true for other definitions that result in the same (primitive) or meaning encoded in the character field (think of `\chardefs` and so).

609 `\ifzerodim`

This tests for a dimen (dimension) being zero so we have:

```
\ifdim<dimension>=0pt
\ifzerodim<dimension>
\ifcase<dimension register>
```

610 `\ifzerofloat`

As the name indicated, this tests for a zero float value.

```
[\scratchfloat\zerofloat \ifzerofloat\scratchfloat \else not \fi zero]
[\scratchfloat\plusone \ifzerofloat\scratchfloat \else not \fi zero]
[\scratchfloat 0.01 \ifzerofloat\scratchfloat \else not \fi zero]
[\scratchfloat 0.0e0 \ifzerofloat\scratchfloat \else not \fi zero]
[\scratchfloat \zeropoint\ifzerofloat\scratchfloat \else not \fi zero]
```

So: [zero] [not zero] [not zero] [zero] [zero]

611 `\ifzeronum`

This tests for a number (integer) being zero so we have these variants now:

```
\ifnum<integer or equivalent>=0
\ifzeronum<integer or equivalent>
\ifcase<integer or equivalent>
```

612 `\ignorearguments`

This primitive will quit argument scanning and start expansion of the body of a macro. The number of grabbed arguments can be tested as follows:

```
\def\MyMacro[#1][#2][#3]%
  {\ifarguments zero\or one\or two\or three \else hm\fi}

\MyMacro          \ignorearguments \quad
\MyMacro          [1]\ignorearguments \quad
\MyMacro          [1][2]\ignorearguments \quad
\MyMacro          [1][2][3]\ignorearguments \par
```

zero one two three

Todo: explain optional delimiters.

613 `\ignoredepthcriterion`

When setting the `\prevdepth` (either by `TEX` or by the current user) of the current vertical list the value 1000pt is a signal for special treatment of the skip between ‘lines’. There is an article on that in the distribution. It also demonstrates that `\ignoredepthcriterion` can be used to change this special signal, just in case it is needed.

614 `\ignorenestedupto`

This primitive gobbles following tokens and can deal with nested ‘environments’, for example:

```
\def\StartFoo{\ignorenestedupto\StartFoo\StopFoo}
```

```
(before
\StartFoo
  test \StartFoo test \StopFoo
  {test \StartFoo test \StopFoo}
\StopFoo
after)
```

delivers:

(before after)

615 `\ignorepars`

This is a variant of `\ignorespaces`: following spaces *and* `\par` equivalent tokens are ignored, so for instance:

```
one + \ignorepars
```

```
two = \ignorepars \par
three
```

renders as: one + two = three. Traditionally `TEX` has been sensitive to `\par` tokens in some of its building blocks. This has to do with the fact that it could indicate a runaway argument which in the times of slower machines and terminals was best to catch early. In `LuaMetaTEX` we no longer have long macros and the mechanisms that are sensitive can be told to accept `\par` tokens (and `ConTEXt` set them such that this is the case).

616 `\ignorereft`

An example shows what this primitive does:

```
\tolerant\def\foo[#1]#* [#2]%
{1234
\ifparameter#1\or\else
```

```

    \expandafter\ignorereset
\fi
/#1/
\ifparameter#2\or\else
    \expandafter\ignorereset
\fi
/#2/ }

\foo test \foo[456] test \foo[456][789] test

```

As this likely makes most sense in conditionals you need to make sure the current state is properly finished. Because `\expandafter` bumps the input state, here we actually quit two levels; this is because so called ‘backed up text’ is intercepted by this primitive.

```
1234 test 1234 /456/ test 1234 /456/ /789/ test
```

617 `\ignorespaces`

This traditional \TeX primitive signals the scanner to ignore the following spaces, if any. We mention it because we show a companion in the next section.

618 `\ignoretokens`

This primitive is an input command that reads a balanced list and discards what it sees upto a matching right brace.

619 `\ignoreupto`

This ignores everything upto the given token, so

```
\ignoreupto \foo not this but\foo only this
```

will give: only this.

620 `\immediate`

This one has no effect unless you intercept it at the Lua end and act upon it. In original \TeX `immediate` is used in combination with `read from` and `write to file` operations. So, this is an old primitive with a new meaning.

621 `\immutable`

This prefix flags what follows as being frozen and is usually applied to for instance `\integerdef`’d control sequences. In that respect is is like `\permanent` but it makes it possible to distinguish quantities from macros.

622 `\indent`

In engines other than `LuaMeta \TeX` a paragraph starts with an indentation box. The width of that (empty) box is determined by `\parindent`. In `LuaMeta \TeX` we can use a dedicated indentation skip instead (as part of paragraph normalization). An indentation can be zero’d with `\undent`.

623 `\indexedsuperscript`

This primitive (or `\subprescript`) puts a flag on the script but renders the same:

```
$
x \indexedsuperscript{2} \subprescript      {2} +
x \superscript          {2} \indexedsuperscript{2} +
x \superscript          {2} _____      {2} =
x \superscript          {2} \subprescript      {2}
```

Gives: $\frac{2}{2}x + \frac{2}{2}x + \frac{2}{2}x = \frac{2}{2}x$.

624 `\indexedsuperscript`

This primitive (or `\subscript`) puts a flag on the script but renders the same:

```
$
x \indexedsuperscript{2} \subscript          {2} +
x \superscript          {2} \indexedsuperscript{2} +
x \superscript          {2} _____      {2} =
x \superscript          {2} \subscript          {2}
```

Gives: $x_2^2 + x_2^2 + x_2^2 = x_2^2$.

625 `\indexedsuperscript`

This primitive (or `\subprescript`) puts a flag on the script but renders the same:

```
$
x \indexedsuperscript{2} \subprescript      {2} +
x ^^^^          {2} \subprescript      {2} +
x \superscript          {2} \indexedsuperscript{2} =
x \superscript          {2} \subprescript      {2}
```

Gives: $\frac{2}{2}x + \frac{2}{2}x + \frac{2}{2}x = \frac{2}{2}x$.

626 `\indexedsuperscript`

This primitive (or `\subscript`) puts a flag on the script but renders the same:

```
$
x \indexedsuperscript{2} \subscript          {2} +
x ^^          {2} \subscript          {2} +
x \superscript          {2} \indexedsuperscript{2} =
x \superscript          {2} \subscript          {2}
```

Gives: $x_2^2 + x_2^2 + x_2^2 = x_2^2$.

627 `\indexofcharacter`

This primitive is more versatile variant of the backward quote operator, so instead of:

```
\number`|
\number`~
\number`\a
\number`\q
```

you can say:

```
\the\indexofcharacter |
\the\indexofcharacter ~
\the\indexofcharacter \a
\the\indexofcharacter \q
```

In both cases active characters and unknown single character control sequences are valid. In addition this also works:

```
\chardef    \foo 128
\mathchardef\oof 130

\the\indexofcharacter \foo
\the\indexofcharacter \oof
```

An important difference is that `\indexofcharacter` returns an integer and not a serialized number. A negative value indicates no valid character.

628 `\indexofregister`

You can use this instead of `\number` for determining the index of a register but it also returns a number when a register value is seen. The result is an integer, not a serialized number.

When you have defined a register with one of the `\...def` primitives but for some reasons needs to know the register index you can query that:

```
\the\indexofregister \scratchcounterone,
\the\indexofregister \scratchcountertwo,
\the\indexofregister \scratchwidth,
\the\indexofregister \scratchheight,
\the\indexofregister \scratchdepth,
\the\indexofregister \scratchbox
```

We lie a little here because in ConT_EXt the box index `\scratchbox` is actually defined as: `\global\permanent\constant integer 257` but it still is a number so it fits in.

0, 0, 0, 0, 0, 257

629 `\inherited`

When this prefix is used in a definition using `\let` the target will inherit all the properties of the source.

630 `\initcatcodetable`

This initializes the catcode table with the given index.

631 `\initialpageskip`

When a page starts the value of this register are used to initialize `\pagetotal`, `\pagestretch` and `\pageshrink`. This make nicer code than using a `\topskip` with weird values.

632 `\initialtopskip`

When set this one will be used instead of `\topskip`. The rationale is that the `\topskip` is often also used for side effects and compensation.

633 `\input`

There are several ways to use this primitive:

```
\input test
\input {test}
\input "test"
\input 'test'
```

When no suffix is given, \TeX will assume the suffix is `.tex`. The second one is normally used.

634 `\inputlineno`

This integer holds the current linenumber but it is not always reliable.

635 `\insert`

This stores content in the insert container with the given index. In \LuaMetaTeX inserts bubble up to outer boxes so we don't have the 'deeply buried insert issue'.

636 `\insertboundary`

This boundary takes two integer values. When it is encountered in the page builder a callback `insert_boundary` will be triggered that gets the two integers as arguments.

637 `\insertbox`

This is the accessor for the box (with results) of an insert with the given index. This is equivalent to the `\box` in the traditional method.

638 `\insertcategory`

There is currently only one category (0x01) for page bound inserts like footnotes. The category is used to help determining the top of an insert stack as well as the first in a substack. For instance, a top insert can come before a footnote but in that case the first footnote is still the first in the list of

inserts with the same category (when set). This relates to the `insert_distance` callback where the first variant call gets an index (integer), variant (here 1), a first and top state (boolean) and returns a distance (glue). These are rather specialized features.

639 `\insertcopy`

This is the accessor for the box (with results) of an insert with the given index. It makes a copy so the original is kept. This is equivalent to a `\copy` in the traditional method.

640 `\insertdepth`

This is the (current) depth of the inserted material with the given index. It is comparable to the `\dp` in the traditional method.

641 `\insertdirection`

This sets the direction of the inserted material with the given index.

642 `\insertdistance`

This is the space before the inserted material with the given index. This is equivalent to `\glue` in the traditional method.

643 `\insertheight`

This is the (current) depth of the inserted material with the given index. It is comparable to the `\ht` in the traditional method.

644 `\insertheights`

This is the combined height of the inserted material.

645 `\insertlimit`

This is the maximum height that the inserted material with the given index can get. This is equivalent to `\dimen` in the traditional method.

646 `\insertlinedepth`

This property is used in the balancer where the currently checked insert has no depth. It is experimental.

647 `\insertlineheight`

This is a reserved property.

648 `\insertmaxdepth`

This is the maximum depth that the inserted material with the given index can get.

649 \insertmaxplaced

This represents the maximum number of inserts that gets placed (flushed) for the given index.

650 \insertmode

In traditional T_EX inserts are controlled by a `\box`, `\dimen`, `\glue` and `\count` register with the same index. The allocators have to take this into account. When this primitive is set to one a different model is followed with its own namespace. There are more abstract accessors to interface to this.¹¹

651 \insertmultiplier

This is the height (contribution) multiplier for the inserted material with the given index. This is equivalent to `\count` in the traditional method.

652 \insertonlycount

When a page was wrapped up and there are *only* inserts left, this variable hold the number of inserts. In ConT_EXt we use this property to issue an insert boundary that then triggers (via a callback) resetting some constraints with respect to note placement. It's one of the more specialized features.

653 \insertoptions

When bit 0x01 is set, the engine will check for insert overflows as described in one of the 'beyond' wrap-ups in the ConT_EXt distribution. Such overflows can happen in documents (like critical editions) that have many (large) notes that end up on their own pages.

654 \insertpenalties

This dual purpose internal counter holds the sum of penalties for insertions that got split. When we're the output routine in reports the number of insertions that is kept in store.

655 \insertpenalty

This is the insert penalty associated with the inserted material with the given index.

656 \insertplaced

This quantity hold the number of inserts in a specific class that has been placed, assuming that we use that insert mode.

657 \insertprogress

This returns the current accumulated insert height of the insert with the given index.

¹¹ The old model might be removed at some point.

658 \insertshrink

When set this will be taken into account. It basically turns an insert into a kind of glue but without it being a valid break point.

659 \insertstorage

The value passed will enable (one) or disable (zero) the insert with the given index.

660 \insertstoring

The value passed will enable (one) or disable (zero) inserts.

661 \insertstretch

When set this will be taken into account. It basically turns an insert into a kind of glue but without it being a valid break point.

662 \insertunbox

This is the accessor for the box (with results) of an insert with the given index. It makes a copy so the original is kept. The content is unpacked and injected. This is equivalent to an \unvbox in the traditional method.

663 \insertuncopy

This is the accessor for the box (with results) of an insert with the given index. It makes a copy so the original is kept. The content is unpacked and injected. This is equivalent to the \unvcopy in the traditional method.

664 \insertwidth

This is the (current) width of the inserted material with the given index. It is comparable to the \wd in the traditional method.

665 \instance

This prefix flags a macro as an instance which is mostly relevant when a macro package wants to categorize macros.

666 \integerdef

You can alias to a count (integer) register with \countdef:

```
\countdef\MyCount134
```

Afterwards the next two are equivalent:

```
\MyCount = 99
```

```
\count1234 = 99
```

where `\MyCount` can be a bit more efficient because no index needs to be scanned. However, in terms of storage the value (here 99) is always in the register so `\MyCount` has to get there. This indirectness has the benefit that directly setting the value is reflected in the indirect accessor.

```
\integerdef\MyCount = 99
```

This primitive also defines a numeric equivalent but this time the number is stored with the equivalent. This means that:

```
\let\MyCopyOfCount = \MyCount
```

will store the *current* value of `\MyCount` in `\MyCopyOfCount` and changing either of them is not reflected in the other.

The usual `\advance`, `\multiply` and `\divide` can be used with these integers and they behave like any number. But compared to registers they are actually more a constant.

667 `\interactionmode`

This internal integer can be used to set or query the current interaction mode:

\batchmode	0	omits all stops and terminal output
\nonstopmode	1	omits all stops
\scrollmode	2	omits error stops
\errorstopmode	3	stops at every opportunity to interact

668 `\interlinepenalties`

This is a more granular variant of `\interlinepenalty`: an array of penalties to be put between successive line from the start of a paragraph. The list starts with the number of penalties that gets passed.

669 `\interlinepenalty`

This is the penalty that is put between lines.

670 `\jobname`

This gives the current job name without suffix: `luametatex`.

671 `\kern`

A kern is injected with the given dimension. For variants that switch to a mode we have `\hkern` and `\vkern`.

672 `\language`

Sets (or returns) the current language, a number. In `LuaTEX` and `LuaMetaTEX` the current language is stored in the glyph nodes.

673 \lastalignmentcolumn

This number keeps track of the last (maximum) column count.

674 \lastalignmentrow

This number keeps track of the last (maximum) row count.

675 \lastarguments

```

\def\MyMacro    #1{\the\lastarguments (#1) }           \MyMacro{1}      \crlf
\def\MyMacro    #1#2{\the\lastarguments (#1) (#2)}     \MyMacro{1}{2}    \crlf
\def\MyMacro#1#2#3{\the\lastarguments (#1) (#2) (#3)} \MyMacro{1}{2}{3} \par

\def\MyMacro    #1{(#1)           \the\lastarguments} \MyMacro{1}      \crlf
\def\MyMacro    #1#2{(#1) (#2)     \the\lastarguments} \MyMacro{1}{2}    \crlf
\def\MyMacro#1#2#3{(#1) (#2) (#3) \the\lastarguments} \MyMacro{1}{2}{3} \par

```

The value of `\lastarguments` can only be trusted in the expansion until another macro is seen and expanded. For instance in these examples, as soon as a character (like the left parenthesis) is seen, horizontal mode is entered and `\everypar` is expanded which in turn can involve macros. You can see that in the second block (that is: unless we changed `\everypar` in the meantime).

```

1(1)
2(1) (2)
3(1) (2) (3)

```

```

(1) 0
(1) (2) 2
(1) (2) (3) 3

```

676 \lastatomclass

This returns the class number of the last atom seen in the math input parser.

677 \lastboundary

This primitive looks back in the list for a user boundary injected with `\boundary` and when seen it returns that value or otherwise zero.

678 \lastbox

When issued this primitive will, if possible, pull the last box from the current list.

679 \lastchkdimension

When the last check for a dimension with `\ifchkdimension` was successful this primitive returns the value.

680 \lastchknumber

When the last check for an integer with `\ifchknumber` was successful this primitive returns the value.

681 \lastkern

This returns the last kern seen in the list (if possible).

682 \lastleftclass

This variable registers the first applied math class in a formula.

683 \lastlinefit

The e-TeX manuals explains this parameter in detail but in practice it is enough to know that when set to 1000 spaces in the last line might match those in the previous line. Basically it counters the strong push of a `\parfillskip`.

684 \lastloopiterator

In addition to `\currentloopiterator` we have a variant that stores the value in case an unexpanded loop is used:

```
\localcontrolledrepeat 8 { [\the\currentloopiterator\eq\the\lastloopiterator] }
\expandedrepeat        8 { [\the\currentloopiterator\eq\the\lastloopiterator] }
\unexpandedrepeat      8 { [\the\currentloopiterator\ne\the\lastloopiterator] }
```

```
[1=1] [2=2] [3=3] [4=4] [5=5] [6=6] [7=7] [8=8]
[1=1] [2=2] [3=3] [4=4] [5=5] [6=6] [7=7] [8=8]
[0≠1] [0≠2] [0≠3] [0≠4] [0≠5] [0≠6] [0≠7] [0≠8]
```

685 \lastnamedcs

The example code in the previous section has some redundancy, in the sense that there to be looked up control sequence name `mymacro` is assembled twice. This is no big deal in a traditional eight bit TeX but in a Unicode engine multi-byte sequences demand some more processing (although it is unlikely that control sequences have many multi-byte utf8 characters).

```
\ifcsname mymacro\endcsname
  \csname mymacro\endcsname
\fi
```

Instead we can say:

```
\ifcsname mymacro\endcsname
  \lastnamedcs
\fi
```

Although there can be some performance benefits another advantage is that it uses less tokens and parsing. It might even look nicer.

686 \lastnodesubtype

When possible this returns the subtype of the last node in the current node list. Possible values can be queried (for each node type) via Lua helpers.

687 \lastnodetype

When possible this returns the type of the last node in the current node list. Possible values can be queried via Lua helpers.

688 \lastpageextra

This reports the last applied (permitted) overshoot.

689 \lastparcontext

When a paragraph is wrapped up the reason is reported by this state variable. Possible values are:

0x00	normal	0x04	dbbox	0x08	output	0x0C	math
0x01	vmode	0x05	vcenter	0x09	align	0x0D	lua
0x02	vbox	0x06	vadjust	0x0A	noalign	0x0E	reset
0x03	vtop	0x07	insert	0x0B	span		

690 \lastpartrigger

There are several reasons for entering a paragraphs and some are automatic and triggered by other commands that force \TeX into horizontal mode.

0x00	normal	0x04	mathchar	0x08	math	0x0C	valign
0x01	force	0x05	char	0x09	kern	0x0D	vrule
0x02	indent	0x06	boundary	0x0A	hskip		
0x03	noindent	0x07	space	0x0B	unhbox		

691 \lastpenalty

This returns the last penalty seen in the list (if possible).

692 \lastrightclass

This variable registers the last applied math class in a formula.

693 \lastskip

This returns the last glue seen in the list (if possible).

694 \lccode

When the `\lowercase` operation is applied the lowercase code of a character is used for the replacement. This primitive is used to set that code, so it expects two character number. The code is also

used to determine what characters make a word suitable for hyphenation, although in LuaT_EX we introduced the `\hj` code for that.

695 `\leaders`

See `\gleaders` for an explanation.

696 `\left`

Inserts the given delimiter as left fence in a math formula.

697 `\lefthyphenmin`

This is the minimum number of characters after the last hyphen in a hyphenated word.

698 `\leftmarginkern`

The dimension returned is the protrusion kern that has been added (if at all) to the left of the content in the given box.

699 `\leftskip`

This skip will be inserted at the left of every line.

700 `\lefttwindemerits`

Additional demerits for a glyph sequence at the left edge when a previous line also has that sequence.

701 `\leqno`

This primitive stores the (typeset) content (presumably a number) and when the display formula is wrapped that number will end up left of the formula.

702 `\let`

Where a `\def` creates a new macro, either or not with argument, a `\let` creates an alias. You are not limited to aliasing macros, basically everything can be aliased.

703 `\letcharcode`

Assigning a meaning to an active character can sometimes be a bit cumbersome; think of using some documented uppercase magic that one tends to forget as it's used only a few times and then never looked at again. So we have this:

```
{\letcharcode 65 1 \catcode 65 13 A : \meaning A}\crlf
{\letcharcode 65 2 \catcode 65 13 A : \meaning A}\par
```

here we define A as an active charcter with meaning 1 in the first line and 2 in the second.

1 : the character U+0031 1

2 : the character U+0032 2

Normally one will assign a control sequence:

```
{\letcharcode 66 \bf \catcode 66 13 {B bold}: \meaning B}\crlf
{\letcharcode 73 \it \catcode 73 13 {I italic}: \meaning I}\par
```

Of course `\bf` and `\it` are ConT_EXt specific commands:

```
bold: protected macro:\ifmmode \expandafter \mathbf \else \expandafter \normalbf \fi
italic: protected macro:\ifmmode \expandafter \mathit \else \expandafter \normalit \fi
```

704 \letcsname

It is easy to see that we save two tokens when we use this primitive. As with the `..defcs..` variants it also saves a push back of the composed macro name.

```
\expandafter\let\csname MyMacro:1\endcsname\relax
\letcsname MyMacro:1\endcsname\relax
```

705 \letfrozen

You can explicitly freeze an unfrozen macro:

```
\def\MyMacro{...}
\letfrozen\MyMacro
```

A redefinition will now give:

! You can't redefine a frozen macro.

706 \letmathatomrule

You can change the class for a specific style. This probably only makes sense for user classes. It's one of those features that we used when experimenting with more control.

```
\letmathatomrule 4 = 4 4 0 0
\letmathatomrule 5 = 5 5 0 0
```

This changes the classes 4 and 5 into class 0 in the two script styles and keeps them the same in display and text. We leave it to the reader to ponder how useful this is.

707 \letmathparent

This primitive takes five arguments: the target class, and four classes that determine the pre penalty class, post penalty class, options class and a dummy class for future use.

708 \letmathspacing

By default inter-class spacing inherits from the ordinary class but you can remap specific combinations is you want:

```
\letmathspacing \mathfunctioncode
\mathordinarycode \mathordinarycode
\mathordinarycode \mathordinarycode
```

The first value is the target class, and the nest four tell how it behaves in display, text, script and script script style. Here `\mathfunctioncode` is a ConT_EXt specific class (26), one of the many.

709 \letprotected

Say that you have these definitions:

```
\def \MyMacroA{alpha}
\protected \def \MyMacroB{beta}
\edef \MyMacroC{\MyMacroA\MyMacroB}
\letprotected \MyMacroA
\edef \MyMacroD{\MyMacroA\MyMacroB}
\meaning \MyMacroC\crlf
\meaning \MyMacroD\par
```

The typeset meaning in this example is:

```
macro:alpha\MyMacroB
macro:\MyMacroA \MyMacroB
```

710 \lettolastnamedcs

The `\lastnamedcs` primitive is somewhat special as it is a (possible) reference to a control sequence which is why we have a dedicated variant of `\let`.

```
\csname relax\endcsname\let \foo\lastnamedcs \meaning\foo
\csname relax\endcsname\expandafter\let\expandafter \oof\lastnamedcs \meaning\oof
\csname relax\endcsname\lettolastnamedcs \ofo \meaning\ofo
```

These give the following where the first one obviously is not doing what we want and the second one is kind of cumbersome.

```
\lastnamedcs
\relax
\relax
```

711 \lettonothing

This one let's a control sequence to nothing. Assuming that `\empty` is indeed empty, these two lines are equivalent.

```
\let \foo\empty
\lettonothing\oof
```

712 \limits

This is a modifier: it flags the previous math atom to have its scripts above and below the (summation, product, integral etc.) symbol. In LuaMetaT_EX this can be any atom (that is: any class). In display mode the location defaults to above and below.

Like any modifier it looks back for a math specific element. This means that the following will work well:

```
\sum \limits ^2 _3
\sum ^2 \limits _3
\sum ^2 _3 \limits
\sum ^2 _3 \limits \nolimits \limits
```

because scripts are bound to these elements so looking back just sees the element.

713 `\linebreakchecks`

The value of this parameter is passed to the linebreak callback so that one can act on it if needed.

714 `\linebreakoptional`

This selects the optional text range that is to be used. Optional content is marked with optionalboundary nodes.

715 `\linebreakpasses`

When set to a positive value it will apply additional line break runs defined with `\parpasses` until the criteria set in there are met.

716 `\linedirection`

This sets the text direction (1 for r2l) to the given value but keeps preceding glue into the range.

717 `\linepenalty`

Every line gets this penalty attached, so normally it is a small value, like here: 10.

718 `\lineskip`

This is the amount of glue that gets added when the distance between lines falls below `\lineskiplimit`.

719 `\lineskiplimit`

When the distance between two lines becomes less than `\lineskiplimit` a `\lineskip` glue item is added.

```
\ruledvbox{
  \lineskiplimit 0pt \lineskip3pt \baselineskip0pt
  \ruledhbox{line 1}
  \ruledhbox{line 2}
  \ruledhbox{\text line 3}
}
```

Normally the `\baselineskip` kicks in first but here we've set that to zero, so we get two times a 3pt glue injected.

```
line 1
line 2
line 3
```

720 `\linesnapping`

This is an experimental feature what we occasionally come back to, so it's currently undocumented.

721 `\localbreakpar`

This forces a newline in a paragraph without side effects so that for instance `\widowpenalties` work as expected in scenarios where using a `\par` would have been the solution. This is an experimental primitive!

722 `\localbrokenpenalty`

TODO

723 `\localcontrol`

This primitive takes a single token:

```
\edef\testa{\scratchcounter123 \the\scratchcounter}
\edef\testc{\testa \the\scratchcounter}
\edef\testd{\localcontrol\testa \the\scratchcounter}
```

The three meanings are:

123

```
\testa macro:\scratchcounter 123 123
\testc macro:\scratchcounter 123 123123
\testd macro:123
```

The `\localcontrol` makes that the following token gets expanded so we don't see the yet to be expanded assignment show up in the macro body.

724 `\localcontrolled`

The previously described local control feature comes with two extra helpers. The `\localcontrolled` primitive takes a token list and wraps this into a local control sidetrack. For example:

```
\edef\testa{\scratchcounter123 \the\scratchcounter}
\edef\testb{\localcontrolled{\scratchcounter123}\the\scratchcounter}
```

The two meanings are:

```
\testa macro:\scratchcounter 123 123
\testb macro:123
```

The assignment is applied immediately in the expanded definition.

725 `\localcontrolledendless`

As the name indicates this will loop forever. You need to explicitly quit the loop with `\quitloop` or `\quitloopnow`. The first quitter aborts the loop at the start of a next iteration, the second one tries to exit immediately, but is sensitive for interference with for instance nested conditionals. Of course in the next case one can just adapt the final iterator value instead. Here we step by 2:

```
\expandedloop 1 20 2 {%
  \ifnum\currentloopiterator>10
    \quitloop
  \else
    [!]
  \fi
}
```

This results in:

```
[!] [!] [!] [!] [!]
```

726 `\localcontrolledloop`

As with more of the primitives discussed here, there is a manual in the ‘lowlevel’ subset that goes into more detail. So, here a simple example has to do:

```
\localcontrolledloop 1 100 1 {%
  \ifnum\currentloopiterator>6\relax
    \quitloop
  \else
    [\number\currentloopnesting:\number\currentloopiterator]
    \localcontrolledloop 1 8 1 {%
      (\number\currentloopnesting:\number\currentloopiterator)
    }\par
  \fi
}
```

Here we see the main loop primitive being used nested. The code shows how we can `\quitloop` and have access to the `\currentloopiterator` as well as the nesting depth `\currentloopnesting`.

```
[1:1] (2:1) (2:2) (2:3) (2:4) (2:5) (2:6) (2:7) (2:8)
[1:2] (2:1) (2:2) (2:3) (2:4) (2:5) (2:6) (2:7) (2:8)
[1:3] (2:1) (2:2) (2:3) (2:4) (2:5) (2:6) (2:7) (2:8)
[1:4] (2:1) (2:2) (2:3) (2:4) (2:5) (2:6) (2:7) (2:8)
[1:5] (2:1) (2:2) (2:3) (2:4) (2:5) (2:6) (2:7) (2:8)
[1:6] (2:1) (2:2) (2:3) (2:4) (2:5) (2:6) (2:7) (2:8)
```

Be aware of the fact that `\quitloop` will end the loop at the *next* iteration so any content after it will show up. Normally this one will be issued in a condition and we want to end that properly. Also keep in mind that because we use local control (a nested T_EX expansion loop) anything you feed back can be injected out of order.

The three numbers can be separated by an equal sign which is a trick to avoid look ahead issues that can result from multiple serialized numbers without spaces that indicate the end of sequence of digits.

727 `\localcontrolledrepeat`

This one takes one instead three arguments which looks a bit better in simple looping.

728 `\localhangafter`

A positive value will create a local, that is at the current line, hole in the paragraph similar to a `\hangafter`. One needs to set `\localhangindent` in order to happen. Depending on the sign of that dimension the hole will appear left or right. In this perspective ‘current’ is a bit fluid because the paragraph builder is in charge of breaking lines at the best possible location.

729 `\localhangindent`

This value only kicks in when a `\localhangafter` command is given. A positive dimension will create an insert left of the paragraph, a negative number creates a hole at the right. This is consistent with `\hangindent`.

730 `\localinterlinepenalty`

TODO

731 `\localleftbox`

This sets the box that gets injected at the left of every line.

732 `\localleftboxbox`

This returns the box set with `\localleftbox`.

733 `\localmiddlebox`

This sets the box that gets injected at the left of every line but its width is ignored.

734 `\localmiddleboxbox`

This returns the box set with `\localmiddlebox`.

735 `\localpretolerance`

TODO

736 `\localrightbox`

This sets the box that gets injected at the right of every line.

737 \localrightbox

This returns the box set with `\localrightbox`.

738 \localtolerance

TODO

739 \long

This original prefix gave the macro being defined the property that it could not have `\par` (or the often equivalent empty lines) in its arguments. It was mostly a protection against a forgotten right curly brace, resulting in a so called run-away argument. That mattered on a paper terminal or slow system where such a situation should be caught early. In LuaTeX it was already optional, and in LuaMetaTeX we dropped this feature completely (so that we could introduce others).

740 \looseness

The number of lines in the current paragraph will be increased by given number of lines. For this to succeed there need to be enough stretch in the spacing to make that happen. There is some wishful thinking involved.

741 \lower

This primitive takes two arguments, a dimension and a box. The box is moved down. The operation only succeeds in horizontal mode.

742 \lowercase

This token processor converts character tokens to their lowercase counterparts as defined per `\lc-code`. In order to permit dirty tricks active characters are also processed. We don't really use this primitive in ConTeXt, but for consistency we let it respond to `\expand`:¹²

```
\edef          \foo          {\lowercase{tex TeX \TEX}} \meaningless\foo
\lowercase{\edef\foo          {tex TeX \TEX}} \meaningless\foo
\edef          \foo{\expand\lowercase{tex TeX \TEX}} \meaningless\foo
```

Watch how `\lowercase` is not expandable but can be forced to. Of course, as the logo macro is protected the TeX logo remains mixed case.

```
\lowercase {tex TeX \TEX }
tex tex \TEX
tex tex \TEX
```

743 \lcode

This one can be used to set the left protrusion factor of a glyph in a font and takes three arguments: font, character code and factor. It is kind of obsolete because we can set up vectors at definition time and tweaking from TeX can have side effects because it globally adapts the font.

¹² Instead of providing `\lowercased` and `\uppercased` primitives that would clash with macros anyway.

744 `\luaboundary`

This primitive inserts a boundary that takes two integer values. Some mechanisms (like math constructors) can trigger a callback when preceded by such a boundary. As we go more mechanisms might do such a check but we don't want a performance hit on ConT_EXt as we do so (nor unwanted interference).

745 `\luabytecode`

This behaves like `\luafunction` but here the number is a byte code register. These bytecodes are in the `lua.bytecode` array.

746 `\luabytecodecall`

This behaves like `\luafunctioncall` but here the number is a byte code register. These bytecodes are in the `lua.bytecode` array.

747 `\luacopyinputnodes`

When set to a positive value this will ensure that when nodes are printed from Lua to T_EX copies are used.

748 `\luaodef`

This command relates a (user) command to a Lua function registered in the `lua.lualib_get_functions_table()`, so after:

```
\luaodef\foo123
```

the `\foo` command will trigger the function at index 123. Of course a macro package has to make sure that these definitions are unique.¹³

This command is accompanied by `\luafunctioncall` and `\luafunction`. When we have function 123 defined as

```
function() tex.sprint("!") end
```

the following:

```
(\luafunctioncall \foocode ?)
(\normalluafunction\foocode ?)
(\foo ?)
```

gives three times (!?). But this:

```
\edef\oof{\foo } \meaning\oof % protected
\edef\oof{\luafunctioncall \foocode} \meaning\oof % protected
\edef\oof{\normalluafunction\foocode} \meaning\oof % expands
```

returns:

¹³ Plain T_EX established a norm for allocating registers, like `\newdimen` but there is no such convention for Lua functions.

```
macro:!  
macro:\luafunctioncall 1740  
macro:!
```

Because the definition command is like any other

```
\permanent\protected\luadef\foo123
```

boils down to:

```
permanent protected luacall 123
```

749 \luaescapestring

This command converts the given (token) list into something that is acceptable for Lua. It is inherited from Lua_T_E_X and not used in Con_T_E_Xt.

```
\directlua { tex.print ("\luaescapestring {\tt This is a "test".}) } }
```

Results in: This is a "test". (Watch the grouping.)

750 \luafunction

The integer passed to this primitive is the index in the table returned by `lua.lualib_get_functions_table()`. Of course a macro package has to provide reliable management for this. This is a so called convert command so it expands in an expansion context (like an `\edef`).

751 \luafunctioncall

The integer passed to this primitive is the index in the table returned by `lua.lualib_get_functions_table()`. Of course a macro package has to provide reliable management for this. This primitive doesn't expand in an expansion context (like an `\edef`).

752 \luametatexmajorversion

This is the numeric major version number, so it's an integer: 2, which will only change when we have very drastic changes. The whole repertoire of numbers is:

```
\the\luametatexmajorversion 2  
\the\luametatexminorversion 11  
\the\luametatexrelease      8  
\the\luatexversion          211  
\the\luatexrevision         0
```

The last two are there because they might be tested but the first three are the official ones.

753 \luametatexminorversion

This is a numeric minor version number, so it's an integer: 11. It changes when we add functionality. Intermediate updates

754 `\luametateXrelease`

This is a numeric release number, so it's an integer: 8. It changes when we are developing functionality.

755 `\luatexbanner`

This gives: This is LuaMetaTeX, Version 2.11.08.

756 `\luatexrevision`

This is an integer. The current value is: 0.

757 `\luatexversion`

This is an integer. The current value is: 211.

758 `\mark`

The given token list is stored in a node in the current list and might become content of `\topmark`, `\botmark` or `\firstmark` when a page split off, or in the case of a box split in `\splitbotmark` or `\splitfirstmark`. In LuaMetaTeX deeply burried marks bubbly up to an outer box level.

759 `\marks`

This command is similar to `\mark` but first expects a number of a mark register. Multiple marks were introduced in e-TeX.

760 `\mathaccent`

This takes a number and a math object to put the accent on. The four byte number has a dummy class byte, a family byte and two index bytes. It is replaced by `\Umathaccent` that handles wide fonts.

761 `\mathatom`

This operation wraps following content in a atom with the given class. It is part of LuaMetaTeX's extended math support. There are three class related key/values: `class`, `leftclass` and `rightclass` (or all for all of them). When none is given this command expects a class number before scanning the content. The options key expects a bitset but there are also direct option keys, like `limits`, `nolimits`, `unpack`, `unroll`, `single`, `nooverflow`, `void` and `phantom`. A source id can be set, one or more attr assigned, and for specific purposes `textfont` and `mathfont` directives are accepted. Features like this are discussed in dedicated manuals.

762 `\mathatomglue`

This returns the glue that will be inserted between two atoms of a given class for a specific style.

```
\the\mathatomglue \textstyle 1 1
\the\mathatomglue \textstyle 0 2
```



```
\the\mathatomglue \scriptstyle 1 1
\the\mathatomglue \scriptstyle 0 2
```

```
1.66667mu
2.22223mu plus 1.11111mu minus 1.11111mu
1.66667mu
0.55556mu minus 0.27777mu
```

763 \mathatomskip

This injects a glue with the given style and class pair specification: $xx\ x\ x\ x\ x\ xx\ xx$.

```
$x\ x$
$x\ \mathatomskip \textstyle 1 1\ x$
$x\ \mathatomskip \textstyle 0 2\ x$
$x\ \mathatomskip \scriptstyle 1 1\ x$
$x\ \mathatomskip \scriptstyle 0 2\ x$
```

764 \mathbackwardpenalties

See \mathforwardpenalties for an explanation.

765 \mathbeginclass

This variable can be set to signal the class that starts the formula (think of an imaginary leading atom).

766 \mathbin

This operation wraps following content in a atom with class ‘binary’.

767 \mathboundary

This primitive is part of an experiment with granular penalties in math. When set nested fences will use the \mathdisplaypenaltyfactor or \mathinlinepenaltyfactor to increase nested penalties. A bit more control is possible with \mathboundary:

```
0 begin factor 1000
1 end factor 1000
2 begin given factor
3 end given factor
```

These will be used when the mentioned factors are zero. The last two variants expect factor to be given.

768 \mathchar

Replaced by \Umathchar this old one takes a four byte number: one byte for the class, one for the family and two for the index. The specified character is appended to the list.

769 `\mathcharclass`

Returns the slot (in the font) of the given math character.

`\the\mathcharclass\Umathchar 4 2 123`

The first passed number is the class, so we get: 4.

770 `\mathchardef`

Replaced by `\Umathchardef` this primitive relates a control sequence with a four byte number: one byte for the class, one for the family and two for the index. The defined command will insert that character.

771 `\mathcharfam`

Returns the family number of the given math character.

`\the\mathcharfam\Umathchar 4 2 123`

The second passed number is the family, so we get: 2.

772 `\mathcharslot`

Returns the slot (or index in the font) of the given math character.

`\the\mathcharslot\Umathchar 4 2 123`

The third passed number is the slot, so we get: 123.

773 `\mathcheckfencesmode`

When set to a positive value there will be no warning if a right fence (`\right` or `\Uright`) is missing.

774 `\mathchoice`

This command expects four subformulas, for display, text, script and scriptscript and it will eventually use one of them depending on circumstances later on. Keep in mind that a formula is first scanned and when that is finished the analysis and typesetting happens.

775 `\mathclass`

There are built-in classes and user classes. The first possible user class is 20 and the last one is 60. You can better not touch the special classes ‘all’ (61), ‘begin’ (62) and ‘end’ (63). The basic 8 classes that original \TeX provides are of course also present in LuaMeta \TeX . In addition we have some that relate to constructs that the engine builds.

ordinary	ord	0	the default
operator	op	1	small and large operators
binary	bin	2	
relation	rel	3	

open	4	
close	5	
punctuation	punct	6
variable	7	adapts to the current family
active	8	character marked as such becomes active
inner	9	this class is not possible for characters
<hr/>		
under	10	
over	11	
fraction	12	
radical	13	
middle	14	
accent	16	
fenced	17	
ghost	18	
vcenter	19	

There is no standard for user classes but ConT_EXt users should be aware of quite some additional ones that are set up. The engine initialized the default properties of classes (spacing, penalties, etc.) the same as original T_EX.

Normally characters have class bound to them but you can (temporarily) overload that one. The `\mathclass` primitive expects a class number and a valid character number or math character and inserts the symbol as if it were of the given class; so the original class is replaced.

`\ruledhbox{(x)}` and `\ruledhbox{$\mathclass 1 `(x\mathclass 1 `)$}`

Changing the class is likely to change the spacing, compare $\langle x \rangle$ and $\langle x \rangle$.

776 `\mathclose`

This operation wraps following content in a atom with class ‘close’.

777 `\mathcode`

This maps a character to one in a family: the assigned value has one byte for the class, one for the family and two for the index. It has little use in an OpenType math setup.

778 `\mathdictgroup`

This is an experimental feature that in due time will be explored in ConT_EXt. It currently has no consequences for rendering.

779 `\mathdictionary`

This is an experimental feature that in due time will be explored in ConT_EXt. It currently has no consequences for rendering.

780 `\mathdictproperties`

This is an experimental feature that in due time will be explored in ConT_EXt. It currently has no consequences for rendering.

781 `\mathdirection`

When set to 1 this will result in r2l typeset math formulas but of course you then also need to set up math accordingly (which is the case in ConT_EXt).

782 `\mathdiscretionary`

The usual `\discretionary` command is supported in math mode but it has the disadvantage that one needs to make sure that the content triplet does the math right (especially the style). This command takes an optional class specification.

```
\mathdiscretionary          {+} {+} {+}
\mathdiscretionary class \mathbinarycode {+} {+} {+}
```

It uses the same logic as `\mathchoice` but in this case we handle three snippets in the current style.

A fully automatic mechanism kicks in when a character has a `\hmcode` set:

bit	meaning	explanation
1	normal	a discretionary is created with the same components
2	italic	following italic correction is kept with the component

So we can say:

```
\hmcode `+ 3
```

When the italic bit is set italic correction is kept at a linebreak.

783 `\mathdisplaymode`

Display mode is entered with two dollars (other characters can be used but the dollars are a convention). Mid paragraph display formulas get a different treatment with respect to the width and indentation than stand alone. When `\mathdisplaymode` is larger than zero the double dollars (or equivalents) will behave as inline formulas starting out in `\displaystyle` and with `\everydisplay` expanded.

784 `\mathdisplaypenaltyfactor`

This one is similar to `\mathinlinepenaltyfactor` but is used when we're in display style.

785 `\mathdisplayskipmode`

A display formula is preceded and followed by vertical glue specified by `\abovedisplayskip` and `\belowdisplayskip` or `\abovedisplayshortskip` and `\belowdisplayshortskip`. Spacing 'above' is always inserted, even when zero, but the spacing 'below' is only inserted when it is non-zero. There's also `\baselineskip` involved. The way spacing is handled can be influenced with `\mathdisplayskipmode`, which takes the following values:

value	meaning
0	does the same as any T _E X engine

- 1 idem
 - 2 only insert spacing when it is not zero
 - 3 never insert spacing
-

786 `\mathdoublescriptmode`

When this parameter has a negative value double scripts trigger an error, so with `\superscript`, `\nosuperscript`, `\indexedsuperscript`, `\superprescript`, `\nosuperprescript`, `\indexedsuperprescript`, `\subscript`, `\nosubscript`, `\indexedsubscript`, `\subprescript`, `\nosubprescript`, `\indexedsubprescript` and `\primescript`, as well as their (multiple) `_` and `^` aliases.

A value of zero does the normal and inserts a dummy atom (basically a `{}`) but a positive value is more interesting. Compare these:

```
\mathdoublescriptmode 0      $x_x_x$}
\mathdoublescriptmode"000000 $x_x_x$}
\mathdoublescriptmode"030303 $x_x_x$}
{$x_x_x$}
```

The three pairs of bytes indicate the main class, left side class and right side class of the inserted atom, so we get this: $x_{xx} x_{xx} x_x x_{xx}$. The last line gives what ConT_EXt is configured for.

787 `\mathendclass`

This variable can be set to signal the class that ends the formula (think of an imaginary trailing atom).

788 `\matheqnogapstep`

The display formula number placement heuristic puts the number on the same line when there is place and then separates it by a quad. In LuaT_EX we decided to keep that quantity as it can be tight into the math font metrics but introduce a multiplier `\matheqnogapstep` that defaults to 1000.

789 `\mathfontcontrol`

This bitset controls how the math engine deals with fonts, and provides a way around dealing with inconsistencies in the way they are set up. The `\fontmathcontrol` makes it possible to bind options of a specific math font. In practice, we just set up the general approach which is possible because we normalize the math fonts and ‘fix’ issues at runtime.

```
0x00000001 usefontcontrol
0x00000002 overrule
0x00000004 underrule
0x00000008 radicalrule
0x00000010 fractionrule
0x00000020 accentskewhalf
0x00000040 accentskewapply
0x00000080 applyordinarykernpair
0x00000100 applyverticalitalickern
0x00000200 applyordinaryitalickern
0x00000400 applycharitalickern
```

```

0x00000800 reboxcharitalickern
0x00001000 applyboxeditalickern
0x00002000 staircasekern
0x00004000 applytextitalickern
0x00008000 checktextitalickern
0x00010000 checkspaceitalickern
0x00020000 applyscriptitalickern
0x00040000 analyzescrptnucleuschar
0x00080000 analyzescrptnucleuslist
0x00100000 analyzescrptnucleusbox
0x00200000 accenttopskewwithoffset
0x00400000 ignorekerndimensions
0x00800000 ignoreflataccents
0x01000000 extendaccents
0x02000000 extenddelimiters

```

790 \mathforwardpenalties

Inline math can have multiple atoms and constructs and one can configure the penalties between then bases on classes. In addition it is possible to configure additional penalties starting from the beginning or end using `\mathforwardpenalties` and `\mathbackwardpenalties`. This is one the features that we added in the perspective of breaking paragraphs heavy on math into lines. It not that easy to come up with useable values.

These penalties are added to the regular penalties between atoms. Here is an example, as with other primitives that take more arguments the first number indicates how much follows.

```

$ a + b + c + d + e + f + g + h = x $ \par
\mathforwardpenalties 3 300 200 100
\mathbackwardpenalties 3 250 150 50
$ a + b + c + d + e + f + g + h = x $ \par

```

You'll notice that we apply more severe penalties at the edges:

$a + b + c + d + e + f + g + h = x$

$a + b + c + d + e + f + g + h = x$

791 \mathgluemode

We can influence the way math glue is handled. By default stretch and shrink is applied but this variable can be used to change that. The limit option ensures that the stretch and shrink doesn't go beyond their natural values.

```

0x01 stretch
0x02 shrink
0x04 limit

```

792 \mathgroupingmode

Normally a `{ }` or `\bgroup-\egroup` pair in math create a math list. However, users are accustomed to using it also for grouping and then a list being created might not be what a user wants. As an al-

ternative to the more verbose `\begingroup-\endgroup` or even less sensitive `\beginmathgroup-\endmathgroup` you can set the math grouping mode to a non zero value which makes curly braces (and the aliases) behave as expected.

793 `\mathinlinepenaltyfactor`

A math formula can have nested (sub)formulas and one might want to discourage a line break inside those. If this value is non zero it becomes a multiplier, so a value of 1000 will make an inter class penalty of 100 into 200 when at nesting level 2 and 500 when at level 5.

794 `\mathinner`

This operation wraps following content in a atom with class ‘inner’. In LuaMetaT_EX we have more classes and this general wrapper one is therefore kind of redundant.

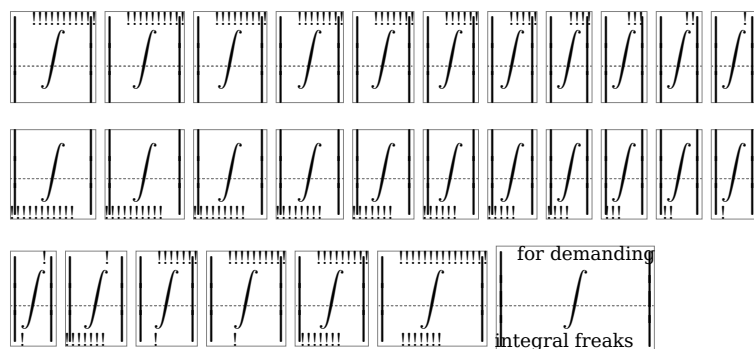
795 `\mathleftclass`

When set this class will be used when a formula starts.

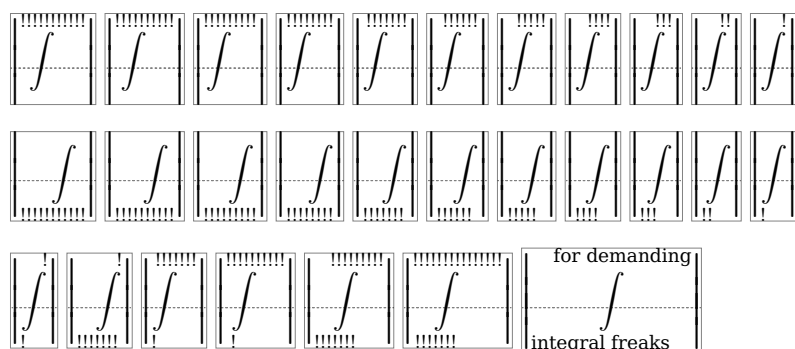
796 `\mathlimitsmode`

When this parameter is set to a value larger than zero real dimensions are used and longer limits will not stick out, which is a traditional T_EX feature. We could have more advanced control but this will do.

Compare the zero setting:



with the positive variant:



Here we switched to Latin Modern because it's font dependent how serious this issue is. In Pagella all is fine in both modes.

797 \mathmainstyle

This inspector returns the outermost math style (contrary to `\mathstyle`), as we can see in the next examples where use these snippets:

```
\def\foo{(\the\mathmainstyle,\the\mathstyle)}
\def\oof{\sqrt{\foo}}{\foo}}
\def\ofo{\frac{\foo}{\foo}}
\def\fof{\mathchoice{\foo}{\foo}{\foo}{\foo}}
```

When we use the regular math triggers we get this:

```
\displaystyle \foo + \oof + \ofo$
\textstyle \foo + \oof + \ofo$
\displaystyle \foo + \fof$
\textstyle \foo + \fof$
\scriptstyle \foo + \fof$
\scriptscriptstyle \foo + \fof$
```

```
(2, 0) + (2, 0)√(2, 0) + (2, 5)
(2, 2) + (2, 2)√(2, 2) + (2, 5)
(2, 0) + (2, 0)
(2, 2) + (2, 2)
(2, 4) + (2, 4)
(2, 6) + (2, 6)
```

But we can also do this:

```
\Ustartmathmode \displaystyle \foo + \oof + \ofo \Ustopmathmode
\Ustartmathmode \textstyle \foo + \oof + \ofo \Ustopmathmode
\Ustartmathmode \displaystyle \foo + \fof \Ustopmathmode
\Ustartmathmode \textstyle \foo + \fof \Ustopmathmode
\Ustartmathmode \scriptstyle \foo + \fof \Ustopmathmode
\Ustartmathmode \scriptscriptstyle \foo + \fof \Ustopmathmode
```

```
(0, 0) + (0, 0)√(0, 0) + (0, 5)
(2, 2) + (2, 2)√(2, 2) + (2, 5)
(0, 0) + (0, 0)
(2, 2) + (2, 2)
(4, 4) + (4, 4)
(6, 6) + (6, 6)
```

798 \mathop

This operation wraps following content in a atom with class ‘operator’.

799 \mathopen

This operation wraps following content in a atom with class ‘open’.

800 `\mathoptions`

The math renderer can set some options in the process and these are kept with the result in the math nodes. The snapping options in this set can be controlled by the user. The engine itself doesn't anything with these.

<code>0x00</code>	normal	<code>0x08</code>	cramped
<code>0x01</code>	short	<code>0x10</code>	snapping
<code>0x02</code>	orphaned	<code>0x20</code>	nosnapping
<code>0x04</code>	display	<code>0x40</code>	text

801 `\mathord`

This operation wraps following content in a atom with class 'ordinary'.

802 `\mathparentstyle`

This inspector returns the math style used in a construct, so is is either equivalent to `\mathmainstyle` or a nested `\mathstyle`. For instance in a nested fraction we get this (in ConT_EXt) in display formulas:

$$\frac{\frac{\frac{(0,1,5)}{(0,1,5)}}{(0,1,5)}}{(0,1,5)} + (0,0,0)$$

but this in inline formulas:

$$\frac{\frac{\frac{(2,5,7)}{(2,5,7)}}{(2,5,7)}}{(2,5,7)} + (2,2,2)$$

where the first element in a nested fraction.

803 `\mathpenaltiesmode`

Normally the T_EX math engine only inserts penalties when in `textstyle`. You can force penalties in `displaystyle` with this parameter. In inline math we always honor penalties, with mode 0 and mode 1 we get this:

$$\begin{array}{c} x + 2x = 0 \\ \text{MP-0} \quad \text{MP-700} \quad \text{MP-500 MP-0} \\ x + 2x = 1 \\ \text{MP-0} \quad \text{MP-700} \quad \text{MP-500 MP-0} \end{array}$$

However in ConT_EXt, where all is done in inline math mode, we set this this parameter to 1, otherwise we wouldn't get these penalties, as shown next:

$$x + 2x = 0$$

$$x + 2x = 1$$

If one uses a callback it is possible to force penalties from there too.

804 `\mathpretolerance`

This is used instead of `\pretolerance` when a breakpoint is calculated when a math formula starts.

805 \mathpunct

This operation wraps following content in a atom with class ‘punctuation’.

806 \mathrel

This operation wraps following content in a atom with class ‘relation’.

807 \mathrightclass

When set this class will be used when a formula ends.

808 \mathrulesfam

When set, this family will be used for setting rule properties in fractions, under and over.

809 \mathrulesmode

When set to a non zero value rules (as in fractions and radicals) will be based on the font parameters in the current family.

810 \mathscale

In LuaMetaTeX we can either have a family of three (text, script and scriptscript) fonts or we can use one font that we scale and where we also pass information about alternative shapes for the smaller sizes. When we use this more compact mode this primitive reflects the scale factor used.

What gets reported depends on how math is implemented, where in ConTeXt we can have either normal or compact mode: 1000 700 550 1000 700 550. In compact mode we have the same font three times so then it doesn’t matter which of the three is passed.

811 \mathscriptsmode

There are situations where you don’t want TeX to be clever and optimize the position of super- and subscripts by shifting. This parameter can be used to influence this.

$\mathbf{0}:\ x_2^2 + y_x^x + z_2 + w^2$	$\mathbf{0}:\ x_2^2 + y_x^x + z_2 + w^2$	$\mathbf{2}:\ x_2^2 + y_x^x + z_2 + w^2$
$\mathbf{0}:\ x_f^f + y_x^x + z_f + w^f$	$\mathbf{0}:\ x_f^f + y_x^x + z_f + w^f$	$\mathbf{2}:\ x_f^f + y_x^x + z_f + w^f$
1 over 0	2 over 0	2 over 1

The next table shows what parameters kick in when:

	or (1)	and (2)	otherwise
super	sup shift up	sup shift up	sup shift up, sup bot min
sub	sub shift down	sub sup shift down	sub shift down, sub top max
both	sub shift down	sub sup shift down	sub sup shift down, sub sup vgap, sup sub bot max

812 `\mathslackmode`

When positive this parameter will make sure that script spacing is discarded when there is no reason to add it.

$x^2 + x^2$	x^2	$x^2 + x^2$	x^2	$x^2 + x^2$	x^2
disabled (0)		enabled (1)		enabled over disabled	

813 `\mathspacingmode`

Zero inter-class glue is not injected but setting this parameter to a positive value bypasses that check. This can be handy when checking (tracing) how (and what) spacing is applied. Keep in mind that glue in math is special in the sense that it is not a valid breakpoint. Line breaks in (inline) math are driven by penalties.

814 `\mathstack`

There are a few commands in $\text{T}_{\text{E}}\text{X}$ that can behave confusing due to the way they are scanned. Compare these:

```
$ 1 \over 2 $
$ 1 + x \over 2 + x $
$ {1 + x} \over {2 + x} $
$ {{1 + x} \over {2 + x}} $
```

A single 1 is an atom as is the curly braced $1 + x$. The two arguments to `\over` eventually will get typeset in the style that this fraction constructor uses for the numerator and denominator but one might actually also like to relate that to the circumstances. It is comparable to using a `\mathchoice`. In order not to waste runtime on four variants, which itself can have side effects, for instance when counters are involved, $\text{LuaT}_{\text{E}}\text{X}$ introduced `\mathstack`, used like:

```
$\mathstack {1 \over 2}$
```

This `\mathstack` command will scan the next brace and opens a new math group with the correct (in this case numerator) math style. The `\mathstackstyle` primitive relates to this feature that defaults to ‘smaller unless already scriptscript’.

815 `\mathstackstyle`

This returns the (normally) numerator style but the engine can be configured to default to another style. Although all these in the original $\text{T}_{\text{E}}\text{X}$ engines hard coded style values can be changed in $\text{LuaMetaT}_{\text{E}}\text{X}$ it is unlikely to happen. So this primitive will normally return the (current) style ‘smaller unless already scriptscript’.

816 `\mathstyle`

This returns the current math style, so `$\the\mathstyle$` gives 2.

817 `\mathstylefontid`

This returns the font id (a number) of a style/family combination. What you get back depends on how a macro package implements math fonts.

```
(\the\mathstylefontid\textstyle      \fam)
(\the\mathstylefontid\scriptstyle    \fam)
(\the\mathstylefontid\scriptscriptstyle\fam)
```

In ConT_EXt gives: (2) (2) (2).

818 `\mathsurround`

The kern injected before and after an inline math formula. In practice it will be set to zero, if only because otherwise nested math will also get that space added. We also have `\mathsurroundskip` which, when set, takes precedence. Spacing is controlled by `\mathsurroundmode`.

819 `\mathsurroundmode`

The possible ways to control spacing around inline math formulas in other manuals and mostly serve as playground.

820 `\mathsurroundskip`

When set this one wins over `\mathsurround`.

821 `\maththreshold`

This is a glue parameter. The amount determines what happens: when it is non zero and the inline formula is less than that value it will become a special kind of box that can stretch and/ or shrink within the given specification. The par builder will use these stretch and/ or shrink components but it is up to one of the Lua callbacks to deal with the content eventually (if at all). As this is somewhat specialized, more details can be found on ConT_EXt documentation.

822 `\mathtolerance`

This is used instead of `\tolerance` when a breakpoint is calculated when a math formula starts.

823 `\maxdeadcycles`

When the output routine is called this many times and no page is shipped out an error will be triggered. You therefore need to reset its companion counter `\deadcycles` if needed. Keep in mind that LuaMetaT_EX has no real `\shipout` because providing a backend is up to the macro package.

824 `\maxdepth`

The depth of the page is limited to this value.

825 \meaning

We start with a primitive that will be used in the following sections. The reported meaning can look a bit different than the one reported by other engines which is a side effect of additional properties and more extensive argument parsing.

```
\tolerant\permanent\protected\gdef\foo[#1]#*[#2]{(#1)(#2)} \meaning\foo
```

```
tolerant protected macro:[#1]#*[#2]->(#1)(#2)
```

826 \meaningasis

Although it is not really round trip with the original due to information being lost this primitive tries to return an equivalent definition.

```
\tolerant\permanent\protected\gdef\foo[#1]#*[#2]{(#1)(#2)} \meaningasis\foo
```

```
\global \permanent \tolerant \protected \def \foo [#1]#*[#2]{(#1)(#2)}
```

827 \meaningful

This one reports a bit less than \meaningful.

```
\tolerant\permanent\protected\gdef\foo[#1]#*[#2]{(#1)(#2)} \meaningful\foo
```

```
global permanent tolerant protected macro
```

828 \meaningfull

This one reports a bit more than \meaning.

```
\tolerant\permanent\protected\gdef\foo[#1]#*[#2]{(#1)(#2)} \meaningfull\foo
```

```
global permanent tolerant protected macro:[#1]#*[#2]->(#1)(#2)
```

829 \meaningless

This one reports a bit less than \meaningless.

```
\tolerant\permanent\protected\gdef\foo[#1]#*[#2]{(#1)(#2)} \meaningless\foo
```

```
[#1]#*[#2]
```

830 \meaningless

This one reports a bit less than \meaning.

```
\tolerant\permanent\protected\gdef\foo[#1]#*[#2]{(#1)(#2)} \meaningless\foo
```

```
[#1]#*[#2]->(#1)(#2)
```

831 \medmuskip

A predefined mu skip register that can be used in math (inter atom) spacing. The current value is 4.0mu plus 2.0mu minus 2.0mu. In traditional T_EX most inter atom spacing is hard coded using the predefined registers.

832 \message

Prints the serialization of the (tokenized) argument to the log file and/or console.

833 \middle

Inserts the given delimiter as middle fence in a math formula. In LuaMetaT_EX it is a full blown fence and not (as in e-T_EX) variation of \open.

834 \mkern

This one injects a kern node in the current (math) list and expects a value in so called mu units.

835 \month

This internal number starts out with the month that the job started.

836 \moveleft

This primitive takes two arguments, a dimension and a box. The box is moved to the left. The operation only succeeds in vertical mode.

837 \moveright

This primitive takes two arguments, a dimension and a box. The box is moved to the right. The operation only succeeds in vertical mode.

838 \mskip

The given math glue (in mu units) is injected in the horizontal list. For this to succeed we need to be in math mode.

839 \muexpr

This is a companion of \glueexpr so it handles the optional stretch and shrink components. Here math units (mu) are expected.

840 \mugluespecdef

A variant of \gluespecdef that expects mu units is:

```
\mugluespecdef\MyGlue = 3mu plus 2mu minus 1mu
```

The properties are comparable to the ones described in the previous sections.

841 `\multiply`

The given quantity is multiplied by the given integer (that can be preceded by the keyword 'by', like:

`\scratchdimen=10pt \multiply\scratchdimen by 3`

842 `\multiplyby`

This is slightly more efficient variant of `\multiply` that doesn't look for by. See previous section.

843 `\muskip`

This is the accessor for an indexed muskip (muglue) register.

844 `\muskipdef`

This command associates a control sequence with a muskip (math skip) register (accessed by number).

845 `\mutable`

This prefix flags what follows can be adapted and is not subjected to overload protection.

846 `\mutoglue`

The sequence `\the\mutoglue 20mu plus 10mu minus 5mu` gives 20.0pt plus 10.0pt minus 5.0pt.

847 `\mvlcurrentlyactive`

This numeric state variable hold the id of the currently active mvl. Unless one is in `\beginmvl` it's zero (regular page).

848 `\nestedloopiterator`

This is one of the accessors of loop iterators:

```
\expandedrepeat 2 {%
  \expandedrepeat 3 {%
    (n=\the\nestedloopiterator 1,
    p=\the\previousloopiterator1,
    c=\the\currentloopiterator)
  }%
}%
```

Gives:

(n=1, p=1, c=1) (n=2, p=1, c=2) (n=3, p=1, c=3) (n=1, p=2, c=1) (n=2, p=2, c=2) (n=3, p=2, c=3)

Where a nested iterator starts relative to innermost loop, the previous one is relative to the outer loop (which is less predictable because we can already be in a loop).

849 `\newlinechar`

When something is printed to one of the log channels the character with this code will trigger a linebreak. That also resets some counters that deal with suppressing redundant ones and possible indentation. Contrary to other engines LuaMetaTeX doesn't bother about the length of lines.

850 `\noalign`

The token list passed to this primitive signals that we don't enter a table row yet but for instance in a `\halign` do something between the lines: some calculation or injecting inter-row material. In LuaMetaTeX this primitive can be used nested.

Todo: discuss keywords.

851 `\noaligned`

The alignment mechanism is kind of special when it comes to expansion because it has to look ahead for a `\noalign`. This interferes with for instance protected macros, but using this prefix we get around that. Among the reasons to use protected macros inside an alignment is that they behave better inside for instance `\expanded`.

852 `\noarguments`

Sometimes picking up arguments can interfere with intentions, for instance when an optional argument uses square brackets but the ones following the command are to be typeset. The `\noarguments` command is a variant on `\relax` (and `\norelax`) but doesn't push back that command when seen. This permits for instance usage in an `\edef` comparable context where one doesn't want to end up with such artifacts.

853 `\noatomruling`

Spacing in math is based on classes and this primitive inserts a signal that there is no ruling in place here. Basically we have a zero skip glue tagged as non breakable because in math mode glue is not a valid breakpoint unless we have configured inter-class penalties.

854 `\noboundary`

This inserts a boundary node with no specific property. It can still serve as boundary but is not interpreted in special ways, like the others.

855 `\noexpand`

This prefix prevents expansion in a context where expansion happens. Another way to prevent expansion is to define a macro as `\protected`.

```
\def\foo{foo} \edef\oof{we expanded \foo} \meaning\oof
```



```

\def\foo{foo} \edef\oof{we keep \noexpand\foo} \meaning\oof
\protected\def\foo{foo} \edef\oof{we keep \foo} \meaning\oof

```

```

macro:we expanded foo
macro:we keep \foo
macro:we keep \foo

```

856 \nohrule

This is a rule but flagged as empty which means that the dimensions kick in as for a normal rule but the backend can decide not to show it.

857 \noindent

This starts a paragraph. In Lua_T_EX (and LuaMeta_T_EX) a paragraph starts with a so called par node (see `\indent` on how control that. After that comes either `\parindent` glue or a horizontal box. The `\indent` makes gives them some width, while `\noindent` keeps that zero.

858 \nolimits

This is a modifier: it flags the previous math atom to have its scripts after the the atom (contrary to `\limits`. In LuaMeta_T_EX this can be any atom (that is: any class). In display mode the location defaults to above and below.

859 \nomathchar

This can be used when a math character is expected but not available (or needed).

860 \nonscript

This prevents _T_EX from adding inter-atom glue at this spot in script or scriptscript mode. It actually is a special glue itself that serves as signal.

861 \nonstopmode

This directive omits all stops.

862 \nooutputboxerror

Setting this a positive value will silence the error triggered by a still somewhat full output box after the output routine returns. It is a bitset:

```

0x1  when firing up
0x2  after output

```

where values larger than two will always silence,

863 \norelax

The rationale for this command can be shown by a few examples:

```

\dimen0 1pt \dimen2 1pt \dimen4 2pt
\edef\testa{\ifdim\dimen0=\dimen2\norelax N\else Y\fi}
\edef\testb{\ifdim\dimen0=\dimen2\relax N\else Y\fi}
\edef\testc{\ifdim\dimen0=\dimen4\norelax N\else Y\fi}
\edef\testd{\ifdim\dimen0=\dimen4\relax N\else Y\fi}
\edef\teste{\norelax}

```

The five meanings are:

```

\testa macro:N
\testb macro:\relax N
\testc macro:Y
\testd macro:Y
\teste macro:

```

So, the `\norelax` acts like `\relax` but is not pushed back as usual (in some cases).

864 `\normalizelinemode`

The \TeX engine was not designed to be opened up, and therefore the result of the linebreak effort can differ depending on the conditions. For instance not every line gets the left- or rightskip. The first and last lines have some unique components too. When Lua \TeX made it possible too get the (intermediate) result manipulating the result also involved checking what one encountered, for instance glue and its origin. In LuaMeta \TeX we can normalize lines so that they have for instance balanced skips.

0x0001	normalizeline	0x0040	clipwidth
0x0002	parindent	0x0080	flattendiscretionaries
0x0004	swaphangindent	0x0100	discardzerotabskips
0x0008	swapparshape	0x0200	flattenhleaders
0x0010	breakafterdir	0x0400	balanceinlinemath
0x0020	removemarginkerns		

The order in which the skips get inserted when we normalize is as follows:

<code>\lefthangskip</code>	the hanging indentation (or zero)
<code>\leftskip</code>	the value even when zero
<code>\parfillleftskip</code>	only on the last line
<code>\parinitleftskip</code>	only on the first line
<code>\indentskip</code>	the amount of indentation
...	the (optional) content
<code>\parinitrightskip</code>	only on the first line
<code>\parfillrightskip</code>	only on the last line
<code>\correctionskip</code>	the correction needed to stay within the <code>\hsize</code>
<code>\rightskip</code>	the value even when zero
<code>\righthangskip</code>	the hanging indentation (or zero)

The init and fill skips can both show up when we have a single line. The correction skip replaces the traditional juggling with the right skip and shift of the boxed line.

For now we leave the other options to your imagination. Some of these can be achieved by callbacks (as we did in older versions of Con \TeX t) but having the engine do the work we get a better performance.

865 \normalizeparmode

For now we just mention the few options available. It is also worth mentioning that LuaMetaTeX tries to balance the direction nodes.

0x01	normalizepar	0x08	keepinterlinepenalties
0x02	flattenvleaders	0x10	removetrailingspaces
0x04	limitprevgraf		

866 \noscript

In math we can have multiple pre- and postscript. These get typeset in pairs and this primitive can be used to skip one. More about multiple scripts (and indices) can be found in the ConTeXt math manual.

867 \nospaces

When `\nospaces` is set to 1 no spaces are inserted, when its value is 2 a zero space is inserted. The default value is 0 which means that spaces become glue with properties depending on the font, specific parameters and/or space factors determined preceding characters. A value of 3 will inject a glyph node with code `\spacechar`. The values 4, 5 and 6 insert a fixed space. With 5 there is no stretch and 6 sets the width to the width of a zero.

868 \nosubprescript

This processes the given script in the current style, so:

comes out as: ${}_2x + {}_2x + {}_2x$.

869 \nosubscript

This processes the given script in the current style, so:

comes out as: $x_2 + x_2 + x_2$.

870 \nosuperprescript

This processes the given script in the current style, so:

comes out as: ${}^2x + {}^2x + {}^2x$.

871 \nosuperscript

This processes the given script in the current style, so:

comes out as: $x^2 + {}^2x + {}^2x$.

872 \notexpanded

This is an equivalent of `\unexpanded` which happens to be a ConTeXt prefix (the pre-e-TeX equivalent of `\protected`). It permits us to transition to a regular primitive with the benefits that comes with primitives, line overload protection, syntax highlighting, etc.

873 \novrule

This is a rule but flagged as empty which means that the dimensions kick in as for a normal rule but the backend can decide not to show it.

874 \nulldelimiterspace

In fenced math delimiters can be invisible in which case this parameter determines the amount of space (width) that ghost delimiter takes.

875 \nullfont

This a symbolic reference to a font with no glyphs and a minimal set of font dimensions.

876 \number

This T_EX primitive serializes the next token into a number, assuming that it is indeed a number, like

```
\number`A
\number65
\number\scratchcounter
```

For counters and such the \the primitive does the same, but when you're not sure if what follows is a verbose number or (for instance) a counter the \number primitive is a safer bet, because \the 65 will not work.

877 \numERICSCALE

This primitive can best be explained by a few examples:

```
\the\numERICSCALE 1323
\the\numERICSCALE 1323.0
\the\numERICSCALE 1.323
\the\numERICSCALE 13.23
```

In several places T_EX uses a scale but due to the lack of floats it then uses 1000 as 1.0 replacement. This primitive can be used for 'real' scales:

```
1323000
1323000
1323
13230
```

878 \numERICSCALED

This is a variant if \numERICSCALE:

```
\scratchcounter 1000
\the\numERICSCALED 1323 \scratchcounter
\the\numERICSCALED 1323.0 \scratchcounter
```

```
\the\numericscaled 1.323 \scratchcounter
\the\numericscaled 13.23 \scratchcounter
```

The second number gets multiplied by the first fraction:

```
1323000
1323000
1323
13230
```

879 \numexperimental

Where `\numexpr` (from e-TeX) only does simple addition, subtraction, multiplication and division, `\numexpression` does some more. A next step in functionality is provided by `\numexperimental`. That one is discussed in more detail in the the ConTeXt lowlevel manual about expressions.

880 \numexpr

This primitive was introduced by e-TeX and supports a simple expression syntax:

```
\the\numexpr 10 * (1 + 2 - 5) / 2 \relax
```

gives: -10. You can mix in symbolic integers and dimensions.

881 \numexpression

The normal `\numexpr` primitive understands the `+`, `-`, `*` and `/` operators but in LuaMetaTeX we also can use `:` for a non rounded integer division (think of Lua's `//`). if you want more than that, you can use the new expression primitive where you can use the following operators.

add	+	
subtract	-	
multiply	*	
divide	/ :	
mod	%	mod
band	&	band
bxor	^	bxor
bor	v	bor
and	&&	and
or		or
setbit	<undecided>	bset
resetbit	<undecided>	breset
left	<<	
right	>>	
less	<	
lessequal	<=	
equal	= ==	
moreequal	>=	
more	>	
unequal	<> != ~=	
not	! ~	not

An example of the verbose bitwise operators is:

```
\scratchcounter = \numexpression
"00000 bor "00001 bor "00020 bor "00400 bor "08000 bor "F0000
\relax
```

In the table you might have notices that some operators have equivalents. This makes the scanner a bit less sensitive for catcode regimes.

When `\tracingexpressions` is set to one or higher the intermediate ‘reverse polish notation’ stack that is used for the calculation is shown, for instance:

```
4:8: {numexpression rpn: 2 5 > 4 5 > and}
```

When you want the output on your console, you need to say:

```
\tracingexpressions 1
\tracingonline      1
```

Here are some things that `\numexpr` is not suitable for but `\numexpression` can handle:

```
\scratchcounter = \numexpression
"00000 bor "00001 bor "00020 bor "00400 bor "08000 bor "F0000
\relax

\ifcase \numexpression
  (\scratchcounterone > 5) && (\scratchcountertwo > 5)
\relax yes\else nop\fi
```

882 \omit

This primitive cancels the template set for the upcoming cell. Often it is used in combination with `\span`.

883 \optionalboundary

This boundary is used to mark optional content. An positive `\optionalboundary` starts a range and a zero one ends it. Nesting is not supported. Optional content is considered when an additional paragraph pass enables it as part of its recipe.

884 \or

This traditional primitive is part of the condition testing mechanism and relates to an `\ifcase` test (or a similar test to be introduced in later sections). Depending on the value, `TEX` will do a fast scanning till the right `\or` is seen, then it will continue expanding till it sees a `\or` or `\else` or `\orelse` (to be discussed later). It will then do a fast skipping pass till it sees an `\fi`.

885 \orelse

This primitive provides a convenient way to flatten your conditional tests. So instead of

```
\ifnum\scratchcounter<-10
```

```

    too small
\else\ifnum\scratchcounter>10
    too large
\else
    just right
\fi\fi

```

You can say this:

```

\ifnum\scratchcounter<-10
    too small
\orelse\ifnum\scratchcounter>10
    too large
\else
    just right
\fi

```

You can mix tests and even the case variants will work in most cases¹⁴

```

\ifcase\scratchcounter      zero
\or                          one
\or                          two
\orelse\ifnum\scratchcounter<10 less than ten
\else                        ten or more
\fi

```

Performance wise there are no real benefits although in principle there is a bit less housekeeping involved than with nested checks. However you might like this:

```

\ifnum\scratchcounter<-10
    \expandafter\toosmall
\orelse\ifnum\scratchcounter>10
    \expandafter\toolarge
\else
    \expandafter\justright
\fi

```

over:

```

\ifnum\scratchcounter<-10
    \expandafter\toosmall
\else\ifnum\scratchcounter>10
    \expandafter\expandafter\expandafter\toolarge
\else
    \expandafter\expandafter\expandafter\justright
\fi\fi

```

or the more ConT_EXt specific:

```

\ifnum\scratchcounter<-10

```

¹⁴ I just play safe because there are corner cases that might not work yet.

```

\expandafter\toosmall
\else\ifnum\scratchcounter>10
  \doubleexpandafter\toolarge
\else
  \doubleexpandafter\justright
\fi\fi

```

But then, some T_EXies like complex and obscure code and throwing away working old code that took ages to perfect and get working and also showed that one masters T_EX might hurt.

There is a nice side effect of this mechanism. When you define:

```
\def\quitcondition{\orelse\iffalse}
```

you can do this:

```

\ifnum\count0<10
  less
\orelse\ifnum\count0=10
  equal
  \quitcondition
  indeed
\else
  more
\fi

```

Of course it is only useful at the right level, so you might end up with cases like

```

\ifnum\count0<10
  less
\orelse\ifnum\count0=10
  equal
  \ifnum\count2=30
    \expandafter\quitcondition
  \fi
  indeed
\else
  more
\fi

```

886 \orphanlinefactors

Normally this (specification) parameter is set in a \parpasses as it supports multiple orphan penalties with a different weight (starting from the last candidate).

887 \orphanpenalties

This an (single entry) array parameter: first the size is given followed by that amount of penalties. These penalties are injected before spaces, going backward from the end of a paragraph. When we see a math node with a penalty set then we take the max and jump over a (preceding) skip.

888 \orunless

This is the negated variant of `\orelse` (prefixing that one with `\unless` doesn't work well).

889 \outer

An outer macro is one that can only be used at the outer level. This property is no longer supported. Like `\long`, the `\outer` prefix is now an no-op (and we don't expect this to have unfortunate side effects).

890 \output

This token list register holds the code that will be expanded when \TeX enters the output routine. That code is supposed to do something with the content in the box with number `\outputbox`. By default this is box 255 but that can be changed with `\outputbox`.

891 \outputbox

This is where the split off page content ends up when the output routine is triggered.

892 \outputpenalty

This is the penalty that triggered the output routine.

893 \over

This math primitive is actually a bit of a spoiler for the parser as it is one of the few that looks back. The `\Uover` variant is different and takes two arguments. We leave it to the user to predict the results of:

```
$ {1} \over {x} $
$ 1 \over x $
$ 12 \over x / y $
$ a + 1 \over {x} $
```

and:

```
$ \textstyle 1 \over x $
$ {\textstyle 1} \over x $
$ \textstyle {1 \over x} $
```

It's one of the reasons why macro packages provide `\frac`.

894 \overfullrule

When an overfull box is encountered a rule can be shown in the margin and this parameter sets its width. For the record: $\text{Con}\TeX$ t does it differently.

895 \overline

This is a math specific primitive that draws a line over the given content. It is a poor mans replacement for a delimiter. The thickness is set with `\Umathoverbar`, the distance between content and rule


is set by `\Umathoverbarvgap` and `\Umathoverbarkern` is added above the rule. The style used for the content under the rule can be set with `\Umathoverlinevariant`.

Because ConT_EXt set up math in a special way, the following example:

```
\normaloverline {
  \blackrule[color=red, height=1ex,depth=0ex,width=2cm]%
  \kern-2cm
  \blackrule[color=blue,height=0ex,depth=.5ex,width=2cm]
  x + x
}
```

gives:  `x + x`, while:

```
\mathfontcontrol\zerocount
\Umathoverbarkern\allmathstyles10pt
\Umathoverbarvgap\allmathstyles5pt
\Umathoverbarrule\allmathstyles2.5pt
\Umathoverlinevariant\textstyle\scriptstyle
```

gives this:  `x + x`. We have to disable the related `\mathfontcontrol` bits because otherwise the thickness is taken from the font. The variant is just there to overload the (in traditional T_EX engines) default.

896 \overloaded

This prefix can be used to overload a frozen macro.

897 \overloadmode

The overload protection mechanism can be used to prevent users from redefining a control sequence. The mode can have several values, the higher the more strict we are:

		immutable	permanent	primitive	frozen	instance
1	warning	+	+	+		
2	error	+	+	+		
3	warning	+	+	+	+	
4	error	+	+	+	+	
5	warning	+	+	+	+	+
6	error	+	+	+	+	+

When you set a high error value, you can of course temporary lower or even zero the mode. In ConT_EXt all macros and quantities are tagged so there setting the mode to 6 gives a proper protection against overloading. We need to zero the mode when we load for instance `tikz`, so when you use that generic package, you loose some.

898 \overshoot

This primitive is a companion to `\badness` and reports how much a box overflows.

```

\setbox0\hbox to 1em {mmm} \the\badness\quad\the\overshoot
\setbox0\hbox          {mm} \the\badness\quad\the\overshoot
\setbox0\hbox to 3em   {m}  \the\badness\quad\the\overshoot

```

This reports:

```

1000000 18.44727pt
0 0.0pt
10000 0.0pt

```

And:

```

\hbox to 2cm {does it fit} \the\overshoot
\hbox to 2cm {does it fit in here} \the\overshoot
\hbox to 2cm {how much does fit in here} \the\overshoot

```

gives:

```

does it fit
0.0pt
does it fit in here
25.64333pt
how much does fit in here
69.53004pt

```

When traditional \TeX wraps up the lines in a paragraph it uses a mix of shift (a box property) to position the content suiting the hanging indentation and/or paragraph shape, and fills up the line using right skip glue, also in order to silence complaints in packaging. In LuaMeta \TeX the lines can be normalized so that they all have all possible skips to the left and right (even if they're zero). The `\overshoot` primitive fits into this picture and is present as a compensation glue. This all fits better in a situation where the internals are opened up via Lua.

899 `\overwithdelims`

This is a variant of `\over` but with delimiters. It has a more advanced upgrade in `\Uoverwithdelims`.

900 `\pageboundary`

In order to avoid side effects of triggering the page builder with a specific penalty we can use this primitive which expects a value that actually gets inserted as zero penalty before triggering the page builder callback. Think of adding a no-op to the contribution list. We fake a zero penalty so that all gets processed. The main rationale is that we get a better indication of what we do. Of course a callback can remove this node so that it is never seen. Triggering from the callback is not doable. Consider this experimental code (which is actually used in Con \TeX t anyway).

901 `\pagedepth`

This page property holds the depth of the page.

902 `\pagediscards`

The left-overs after a page is split of the main vertical list when glue and penalties are normally discarded. The discards can be pushed back in (for instance) trial runs.

903 \pageexcess

This page property hold the amount of overflow when a page break occurs.

904 \pageextragoal

This (experimental) dimension will be used when the page overflows but a bit of overshoot is considered okay.

905 \pagefillllstretch

The accumulated amount of third order stretch on the current page.

906 \pagefillstretch

The accumulated amount of second order stretch on the current page.

907 \pagefilstretch

The accumulated amount of first order stretch on the current page.

908 \pagefistretch

The accumulated amount of zero order stretch on the current page.

909 \pagegoal

The target height of a page (the running text). This value will be decreased by the height of inserts something to keep into mind when messing around with this and other (pseudo) page related parameters like \pagetotal.

910 \pagelastdepth

The accumulated depth of the current page.

911 \pagelastfillllstretch

The accumulated amount of third order stretch on the current page. Contrary to \pagefillllstretch this is the really contributed amount, not the upcoming.

912 \pagelastfillstretch

The accumulated amount of second order stretch on the current page. Contrary to \pagefillstretch this is the really contributed amount, not the upcoming.

913 \pagelastfilstretch

The accumulated amount of first order stretch on the current page. Contrary to \pagefilstretch this is the really contributed amount, not the upcoming.

914 `\pagelastfistretch`

The accumulated amount of zero order stretch on the current page. Contrary to `\pagefistretch` this is the really contributed amount, not the upcoming.

915 `\pagelastheight`

The accumulated height of the current page.

916 `\pagelastshrink`

The accumulated amount of shrink on the current page. Contrary to `\pageshrink` this is the really contributed amount, not the upcoming.

917 `\pagelaststretch`

The accumulated amount of stretch on the current page. Contrary to `\pagestretch` this is the really contributed amount, not the upcoming.

918 `\pageshrink`

The accumulated amount of shrink on the current page.

919 `\pagestretch`

The accumulated amount of stretch on the current page.

920 `\pagetotal`

The accumulated page total (height) of the current page.

921 `\pagevsize`

This parameter, when set, is used as the target page height. This lessens the change of `\vsize` interfering.

922 `\par`

This is the explicit ‘finish paragraph’ command. Internally we distinguish a `\par` triggered by a new line, as side effect of another primitive or this `\par` command.

923 `\parametercount`

The number of parameters passed to the current macro.

924 `\parameterdef`

Here is an example of binding a variable to a parameter. The alternative is of course to use an `\edef`.

```

\def\foo#1#2%
  {\parameterdef\MyIndexOne\plusone % 1
   \parameterdef\MyIndexTwo\plustwo % 2
   \oof{P}\oof{Q}\oof{R}\norelax}

\def\oof#1%
  {<1:\MyIndexOne><1:\MyIndexOne>%
   #1%
   <2:\MyIndexTwo><2:\MyIndexTwo>}

\foo{A}{B}

```

The outcome is:

```
<1:A><1:A>P<2:B><2:B><1:A><1:A>Q<2:B><2:B><1:A><1:A>R<2:B><2:B>
```

925 \parameterindex

This gives the zero based position on the parameter stack. One reason for introducing \parameterdef is that the position remains abstract so there we don't need to use \parameterindex.

926 \parametermark

The meaning of primitive \parametermark is equivalent to # in a macro definition, just like \alignmark is in an alignment. It can be used to circumvent catcode issues. The normal “duplicate them when nesting” rules apply.

```

\def\foo\parametermark1%
  {\def\oof\parametermark\parametermark1%
   {[\parametermark1:\parametermark\parametermark1]}}

```

Here \foo{X}\oof{Y} gives: [X:Y].

927 \parametermode

Setting this internal integer to a positive value (best use 1 because future versions might use bit set) will enable the usage of # for escaped in the main text and body of macros.

928 \parattribute

This primitive takes an attribute index and value and sets that attribute on the current paragraph.

929 \pardirection

This set the text direction for the whole paragraph which in the case of r2l (1) makes the right edge the starting point.

930 \parfillleftskip

The glue inserted at the start of the last line.

931 `\parfillrightskip`

The glue inserted at the end of the last line (aka `\parfillskip`).

932 `\parfillskip`

The glue inserted at the end of the last line.

933 `\parindent`

The amount of space inserted at the start of the first line. When bit 2 is set in `\normalizelinemode` a glue is inserted, otherwise an empty `\hbox` with the given width is inserted.

934 `\parinitleftskip`

The glue inserted at the start of the first line.

935 `\parinitrightskip`

The glue inserted at the end of the first line.

936 `\paroptions`

This adds options to already set options in a paragraph. It is used for experiments so for now just forget about it.

937 `\parpasses`

Specifies one or more recipes for additional second linebreak passes. Examples can be found in the Con_TE_Xt distribution.

938 `\parpassesexception`

Specifies an alternative parpass to use in the upcoming paragraph, for instance one with a specific looseness that then demands for instance more emergency stretch.

939 `\parshape`

Stores a shape specification. The first argument is the length of the list, followed by that amount of indentation-width pairs (two dimensions).

940 `\parshapedimen`

This oddly named (e-_TE_X) primitive returns the width component (dimension) of the given entry (an integer). Obsoleted by `\parshapewidth`.

941 `\parshapeindent`

Returns the indentation component (dimension) of the given entry (an integer).

942 \parshaplength

Returns the number of entries (an integer).

943 \parshapewidth

Returns the width component (dimension) of the given entry (an integer).

944 \parskip

This is the amount of glue inserted before a new paragraph starts.

945 \patterns

The argument to this primitive contains hyphenation patterns that are bound to the current language. In Lua_T_EX and LuaMeta_T_EX we can also manage this at the Lua end. In LuaMeta_T_EX we don't store patterns in the format file

946 \pausing

In LuaMeta_T_EX this variable is ignored but in other engines it can be used to single step through the input file by setting it to a positive value.

947 \penalty

The given penalty (a number) is inserted at the current spot in the horizontal or vertical list. We also have \vpenalty and \hpenalty that first change modes.

948 \permanent

This is one of the prefixes that is part of the overload protection mechanism. It is normally used to flag a macro as being at the same level as a primitive: don't touch it. primitives are flagged as such but that property cannot be set on regular macros. The similar \immutable flag is normally used for variables.

949 \pettymuskip

A predefined mu skip register that can be used in math (inter atom) spacing. The current value is 1.0mu minus 0.5mu. This one complements \thinmuskip, \medmuskip, \thickmuskip and the new \tinymuskip.

950 \positdef

The engine uses 32 bit integers for various purposes and has no (real) concept of a floating point quantity. We get around this by providing a floating point data type based on 32 bit unums (posits). These have the advantage over native floats of more precision in the lower ranges but at the cost of a software implementation.

The `\positdef` primitive is the floating point variant of `\integerdef` and `\dimensiondef`: an efficient way to implement named quantities other than registers.

```
\positdef    \MyFloatA 5.678
\positdef    \MyFloatB 567.8
[\the\MyFloatA] [\todimension\MyFloatA] [\tointeger\MyFloatA]
[\the\MyFloatB] [\todimension\MyFloatB] [\tointeger\MyFloatB]
```

For practical reasons we can map posit (or float) onto an integer or dimension:

```
[5.678000003] [5.678pt] [6]
[567.800003052] [567.80005pt] [568]
```

951 `\postdisplaypenalty`

This is the penalty injected after a display formula.

952 `\postexhyphenchar`

This primitive expects a language number and a character code. A negative character code is equivalent to ignore. In case of an explicit discretionary the character is injected at the beginning of a new line.

953 `\posthyphenchar`

This primitive expects a language number and a character code. A negative character code is equivalent to ignore. In case of an automatic discretionary the character is injected at the beginning of a new line.

954 `\postinlinepenalty`

When set this penalty is inserted after an inline formula unless we have a short formula and `\postshortinlinepenalty` is set.

955 `\postshortinlinepenalty`

When set this penalty is inserted after a short inline formula. The criterium is set by `\shortinline-maththreshold` but only applied when it is enabled for the class involved.

956 `\prebinoppenalty`

This internal quantity is a compatibility feature because normally we will use the inter atom spacing variables.

957 `\predisplaydirection`

This is the direction that the math sub engine will take into account when dealing with right to left typesetting.

958 `\predisplaygapfactor`

The heuristics related to determine if the previous line in a formula overlaps with a (display) formula are hard coded but in LuaTeX to be two times the quad of the current font. This parameter is a multiplier set to 2000 and permits you to change the overshoot in this heuristic.

959 `\predisplaypenalty`

This is the penalty injected before a display formula.

960 `\predisplaysize`

This parameter holds the length of the last line in a paragraph when a display formula is part of it.

961 `\preexhyphenchar`

This primitive expects a language number and a character code. A negative character code is equivalent to ignore. In case of an explicit discretionary the character is injected at the end of the line.

962 `\prehyphenchar`

This primitive expects a language number and a character code. A negative character code is equivalent to ignore. In case of an automatic discretionary the character is injected at the end of the line.

963 `\preinlinepenalty`

When set this penalty is inserted before an inline formula unless we have a short formula and `\preshortinlinepenalty` is set. These are not real penalties but properties of the math begin and end markers. Just as with spacing as such property, these penalties are not visible as nodes in the list.

964 `\prerelpenalty`

This internal quantity is a compatibility feature because normally we will use the inter atom spacing variables.

965 `\preshortinlinepenalty`

When set this penalty is inserted before a short inline formula. The criterium is set by `\shortinline-maththreshold` but only applied when it is enabled for the class involved.

966 `\pretolerance`

When the badness of a line in a paragraph exceeds this value a second linebreak pass will be enabled.

967 `\prevdepth`

The depth of current list. It can also be set to special (signal) values in order to inhibit line corrections. It is not an internal dimension but a (current) list property.

968 \prevgraf

The number of lines in a previous paragraph.

969 \previousloopiterator

```
\edef\testA{
  \expandedrepeat 2 {%
    \expandedrepeat 3 {%
      (\the\previousloopiterator1:\the\currentloopiterator)
    }%
  }%
}
\edef\testB{
  \expandedrepeat 2 {%
    \expandedrepeat 3 {%
      (#P:#I) % #G is two levels up
    }%
  }%
}
```

These give the same result:

```
\def \testA { (1:1) (1:2) (1:3) (2:1) (2:2) (2:3) }
\def \testB { (1:1) (1:2) (1:3) (2:1) (2:2) (2:3) }
```

The number indicates the number of levels we go up the loop chain.

970 \primescript

This is a math script primitive dedicated to primes (which are somewhat troublesome on math). It complements the six script primitives (like `\subscript` and `\presuperscript`).

971 \protected

A protected macro is one that doesn't get expanded unless it is time to do so. For instance, inside an `\edef` it just stays what it is. It often makes sense to pass macros as-is to (multi-pass) file (for tables of contents).

In ConT_EXt we use either `\protected` or `\unexpanded` because the later was the command we used to achieve the same results before e-T_EX introduced this protection primitive. Originally the `\protected` macro was also defined but it has been dropped.

972 \protecteddetokenize

This is a variant of `\protecteddetokenize` that uses some escapes encoded as body parameters, like `#H` for a hash.

973 \protectedexpandeddetokenize

This is a variant of `\expandeddetokenize` that uses some escapes encoded as body parameters, like `#H` for a hash.

974 \protrudechars

This variable controls protrusion (into the margin). A value 2 is comparable with other engines, while a value of 3 does a bit more checking when we're doing right-to-left typesetting.

975 \protrusionboundary

This injects a boundary with the given value:

```
0x00 skipnone
0x01 skipnext
0x02 skipprevious
0x03 skipboth
```

This signal makes the protrusion checker skip over a node.

976 \pxdimen

The current numeric value of this dimension is 65781, 1.00374pt: one bp. We kept it around because it was introduced in pdfT_EX and made it into LuaT_EX, where it relates to the resolution of included images. In ConT_EXt it is not used.

977 \quitloop

There are several loop primitives and they can be quit with \quitloop at the next the *next* iteration. An immediate quit is possible with \quitloopnow. An example is given with \localcontrolledloop.

978 \quitloopnow

There are several loop primitives and they can be quit with \quitloopnow at the spot.

979 \quitvmode

This primitive forces horizontal mode but has no side effects when we're already in that mode.

980 \radical

This old school radical constructor is replaced by \Uradical. It takes a number where the first byte is the small family, the next two index of this symbol from that family, and the next three the family and index of the first larger variant.

981 \raise

This primitive takes two arguments, a dimension and a box. The box is moved up. The operation only succeeds in horizontal mode.

982 \rdivide

This is variant of \divide that rounds the result. For integers the result is the same as \edivide.

```

\the\dimexpr .4999pt          : 2 \relax          =.24994pt
\the\dimexpr .4999pt          / 2 \relax          =.24995pt
\the\dimexpr .4999pt          ; 2 \relax          =.00002pt
\scratchdimen.4999pt \divide \scratchdimen 2 \the\scratchdimen =.24994pt
\scratchdimen.4999pt \edivide\scratchdimen 2 \the\scratchdimen =.24995pt
\scratchdimen 4999pt \rdivide\scratchdimen 2 \the\scratchdimen =2500.0pt
\scratchdimen 5000pt \rdivide\scratchdimen 2 \the\scratchdimen =2500.0pt

```

```

\the\numexpr 1001             : 2 \relax          =500
\the\numexpr 1001             / 2 \relax          =501
\the\numexpr 1001             ; 2 \relax          =1
\scratchcounter1001 \divide \scratchcounter 2 \the\scratchcounter=500
\scratchcounter1001 \edivide\scratchcounter 2 \the\scratchcounter=501
\scratchcounter1001 \rdivide\scratchcounter 2 \the\scratchcounter=501

```

```

0.24994pt=.24994pt
0.24995pt=.24995pt
0.00002pt=.00002pt
0.24994pt=.24994pt
0.24995pt=.24995pt
2500.0pt=2500.0pt
2500.0pt=2500.0pt

```

```

500=500
501=501
1=1
500=500
501=501
501=501

```

The integer division : and modulo ; are an addition to the e-TeX compatible expressions.

983 \rdivideby

This is the by-less companion to \rdivide.

984 \realign

Where \omit suspends a preamble template, this one overloads is for the current table cell. It expects two token lists as arguments.

985 \relax

This primitive does nothing and is often used to end a verbose number or dimension in a comparison, for example:

```
\ifnum \scratchcounter = 123\relax
```

which prevents a lookahead. A variant would be:

```
\ifnum \scratchcounter = 123 %
```

assuming that spaces are not ignored. Another application is finishing an expression like `\numexpr` or `\dimexpr`. It is also used to prevent lookahead in cases like:

```
\vrule height 3pt depth 2pt width 5pt\relax
\hskip 5pt plus 3pt minus 2pt\relax
```

Because `\relax` is not expandable the following:

```
\edef\foo{\relax} \meaningfull\foo
\edef\oof{\norelax} \meaningfull\oof
```

gives this:

```
macro:\relax
macro:
```

A `\norelax` disappears here but in the previously mentioned scenarios it has the same function as `\relax`. It will not be pushed back either in cases where a lookahead demands that.

986 `\relpenalty`

This internal quantity is a compatibility feature because normally we will use the inter atom spacing variables.

987 `\resetlocalboxes`

Its purpose should be clear from the name.

988 `\resetmathspacing`

This initializes all parameters to their initial values.

989 `\restorecatcodetable`

This is an experimental feature that should be used with care. The next example shows usage. It was added when debugging and exploring a side effect.

```
\tracingonline1
```

```
\bgroup
```

```
\catcode`6 = 11 \catcode`7 = 11
```

```
\bgroup
```

```
\tracingonline1
```

```
current: \the\catcodetable
```

```
original: \the\catcode`6\quad \the\catcode`7
```

```
\catcode`6 = 11 \catcode`7 = 11
```

`\showcodestack\catcode`

assigned: `\the\catcode`6\quad \the\catcode`7`

`\showcodestack\catcode`

`\catcodetable\ctxcatcodes` switched: `\the\catcodetable`

stored: `\the\catcode`6\quad \the\catcode`7`

`\showcodestack\catcode`

`\restorecatcodetable\ctxcatcodes`

`\showcodestack\catcode`

restored: `\the\catcode`6\quad \the\catcode`7`

`\showcodestack\catcode`

`\egroup`

`\catcodetable\ctxcatcodes`

inner: `\the\catcode`6\quad\the\catcode`7`

`\egroup`

outer: `\the\catcode`6\quad\the\catcode`7`

In ConT_EXt this typesets:

```
current: 9
original: 11 11
assigned: 11 11
switched: 9
stored: 11 11
restored: 12 12
inner: 11 11
outer; 12 12
```

and on the console we see:

```
3:3: [codestack 1, size 3]
3:3: [1: level 2, code 54, value 12]
3:3: [2: level 2, code 55, value 12]
3:3: [3: level 3, code 54, value 11]
3:3: [4: level 3, code 55, value 11]
3:3: [codestack 1 bottom]
3:3: [codestack 1, size 3]
3:3: [1: level 2, code 54, value 12]
3:3: [2: level 2, code 55, value 12]
3:3: [3: level 3, code 54, value 11]
3:3: [4: level 3, code 55, value 11]
```

```

3:3: [codestack 1 bottom]
3:3: [codestack 1, size 3]
3:3: [1: level 2, code 54, value 12]
3:3: [2: level 2, code 55, value 12]
3:3: [3: level 3, code 54, value 11]
3:3: [4: level 3, code 55, value 11]
3:3: [codestack 1 bottom]
3:3: [codestack 1, size 7]
3:3: [1: level 2, code 54, value 12]
3:3: [2: level 2, code 55, value 12]
3:3: [3: level 3, code 54, value 11]
3:3: [4: level 3, code 55, value 11]
3:3: [5: level 3, code 55, value 11]
3:3: [6: level 3, code 54, value 11]
3:3: [7: level 3, code 55, value 11]
3:3: [8: level 3, code 54, value 11]
3:3: [codestack 1 bottom]
3:3: [codestack 1, size 7]
3:3: [1: level 2, code 54, value 12]
3:3: [2: level 2, code 55, value 12]
3:3: [3: level 3, code 54, value 11]
3:3: [4: level 3, code 55, value 11]
3:3: [5: level 3, code 55, value 11]
3:3: [6: level 3, code 54, value 11]
3:3: [7: level 3, code 55, value 11]
3:3: [8: level 3, code 54, value 11]
3:3: [codestack 1 bottom]

```

So basically `\restorecatcodetable` brings us (temporarily) back to the global settings.

990 `\retained`

When a value is assigned inside a group `TEX` pushes the current value on the save stack in order to be able to restore the original value after the group has ended. You can reach over a group by using the `\global` prefix. A mix between local and global assignments can be achieved with the `\retained` primitive.

```

\MyDim 15pt \bgroup \the\MyDim \space
\bgroup
  \bgroup
    \bgroup \advance\MyDim10pt \the\MyDim \egroup\space
    \bgroup \advance\MyDim10pt \the\MyDim \egroup\space
  \egroup
  \bgroup
    \bgroup \advance\MyDim10pt \the\MyDim \egroup\space
    \bgroup \advance\MyDim10pt \the\MyDim \egroup\space
  \egroup
\egroup
\egroup \the\MyDim
\MyDim 15pt \bgroup \the\MyDim \space

```



```

\group
  \group
    \group \global\advance\MyDim10pt \the\MyDim \egroup\space
    \group \global\advance\MyDim10pt \the\MyDim \egroup\space
  \egroup
  \group
    \group \global\advance\MyDim10pt \the\MyDim \egroup\space
    \group \global\advance\MyDim10pt \the\MyDim \egroup\space
  \egroup
\egroup
\egroup \the\MyDim

\MyDim 15pt \group \the\MyDim \space
  \constrained\MyDim\zeropoint
  \group
    \group \retained\advance\MyDim10pt \the\MyDim \egroup\space
    \group \retained\advance\MyDim10pt \the\MyDim \egroup\space
  \egroup
  \group
    \group \retained\advance\MyDim10pt \the\MyDim \egroup\space
    \group \retained\advance\MyDim10pt \the\MyDim \egroup\space
  \egroup
\egroup \the\MyDim

```

These lines result in:

```

15.0pt 25.0pt 25.0pt 25.0pt 25.0pt 15.0pt
15.0pt 25.0pt 35.0pt 45.0pt 55.0pt 55.0pt
15.0pt 10.0pt 20.0pt 30.0pt 40.0pt 15.0pt

```

Because LuaMetaTeX avoids redundant stack entries and reassignments this mechanism is a bit fragile but the `\constrained` prefix makes sure that we do have a stack entry. If it is needed depends on the usage pattern.

991 \retokenized

This is a companion of `\tokenized` that accepts a catcode table, so the whole repertoire is:

```

\tokenized                                {test $x$ test: current}
\tokenized  catcodetable \ctxcatcodes {test $x$ test: context}
\tokenized  catcodetable \vrbcategories {test $x$ test: verbatim}
\retokenized \ctxcatcodes {test $x$ test: context}
\retokenized \vrbcategories {test $x$ test: verbatim}

```

Here we pass the numbers known to ConTeXt and get:

```

test x test: current
test x test: context
test $x$ test: verbatim
test x test: context
test $x$ test: verbatim

```

992 \right

Inserts the given delimiter as right fence in a math formula.

993 \righthyphenmin

This is the minimum number of characters before the first hyphen in a hyphenated word.

994 \rightmarginkern

The dimension returned is the protrusion kern that has been added (if at all) to the left of the content in the given box.

995 \rightskip

This skip will be inserted at the right of every line.

996 \righttwindemerits

Additional demerits for a glyph sequence at the right edge when a previous line also has that sequence.

997 \romannumeral

This converts a number into a sequence of characters representing a roman numeral. Because the Romans had no zero, a zero will give no output, a fact that is sometimes used for hacks and showing off ones macro coding capabilities. A large number will for sure result in a long string because after thousand we start duplicating.

998 \rpcode

This is the companion of \lpcode (see there) and also takes three arguments: font, character code and factor.

999 \savecatcodetable

This primitive stores the currently set catcodes in the current table.

1000 \savingshyphcodes

When set to non-zero, this will trigger the setting of \hjcodes from \lccodes for the current font. These codes determine what characters are taken into account when hyphenating words.

1001 \savingsdiscards

When set to a positive value the page builder will store the discarded items (like glues) so that they can later be retrieved and pushed back if needed with \pagediscards or \splitdiscards.

1002 \scaledemwidth

Returns the current (font specific) emwidth scaled according to \glyphscale and \glyphxscale.

1003 \scaledexheight

Returns the current (font specific) exheight scaled according to \glyphscale and \glyphyscale.

1004 \scaledextraspace

Returns the current (font specific) extra space value scaled according to \glyphscale and \glyphxscale.

1005 \scaledfontcharba

Returns the bottom accent position of the given font-character pair scaled according to \glyphscale and \glyphyscale.

1006 \scaledfontchardp

Returns the depth of the given font-character pair scaled according to \glyphscale and \glyphyscale.

1007 \scaledfontcharht

Returns the height of the given font-character pair scaled according to \glyphscale and \glyphyscale.

1008 \scaledfontcharic

Returns the italic correction of the given font-character pair scaled according to \glyphscale and \glyphxscale. This property is only real for traditional fonts.

1009 \scaledfontcharta

Returns the top accent position of the given font-character pair scaled according to \glyphscale and \glyphxscale.

1010 \scaledfontcharwd

Returns width of the given font-character pair scaled according to \glyphscale and \glyphxscale.

1011 \scaledfontdimen

Returns value of a (numeric) font dimension of the given font-character pair scaled according to \glyphscale and \glyphxscale and/or \glyphyscale. Valid (text font) dimension are:

font dimension

1 slant per point

- 2 interword space
- 3 interword stretch
- 4 interword shrink
- 5 ex height
- 6 em width
- 7 extra space

Some traditional T_EX fonts provide more and math fonts also have plenty although in OpenType all is different.

1012 \scaledfontemwidth

This primitive takes a font identifier and returns the em width scaled by the current glyph scales.

1013 \scaledfontexheight

This primitive takes a font identifier and returns the ex height scaled by the current glyph scales.

1014 \scaledfontextraspaces

This primitive takes a font identifier and returns the extra space property scaled by the current glyph scales.

1015 \scaledfontinterwordshrink

This primitive takes a font identifier and returns the shrink component of a space scaled by the current glyph scales.

1016 \scaledfontinterwordspace

This primitive takes a font identifier and returns the fixed component of a space scaled by the current glyph scales.

1017 \scaledfontinterwordstretch

This primitive takes a font identifier and returns the stretch component of a space scaled by the current glyph scales.

1018 \scaledfontslantperpoint

This primitive takes a font identifier and (normally only for an italic font) returns the slant scaled by the current glyph scales.

1019 \scaledinterwordshrink

Returns the current (font specific) shrink of a space value scaled according to \glyphscale and \glyphxscale.

1020 \scaledinterwordspace

Returns the current (font specific) space value scaled according to \glyphscale and \glyphxscale.

1021 \scaledinterwordstretch

Returns the current (font specific) stretch of a space value scaled according to \glyphscale and \glyphxscale.

1022 \scaledmathaxis

This primitive returns the math axis of the given math style. It's a dimension.

1023 \scaledmathemwidth

Returns the emwidth of the given style scaled according to \glyphscale and \glyphxscale.

1024 \scaledmathexheight

Returns the exheight of the given style scaled according to \glyphscale and \glyphscale.

1025 \scaledmathstyle

This command inserts a signal in the math list that tells how to scale the (upcoming) part of the formula.

```
$ x + {\scaledmathstyle900 x} + x$
```

We get: $x + x + x$. Of course using this properly demands integration in the macro packages font system.

1026 \scaledslantperpoint

This primitive is equivalent to \scaledfontdimen1\font where 'scaled' means that we multiply by the glyph scales.

1027 \scantextokens

This primitive scans the input as if it comes from a file. In the next examples the \detokenize primitive turns tokenized code into verbatim code that is similar to what is read from a file.

```
\edef\whatever{\detokenize{This is {\bf bold} and this is not.}}
\detokenize {This is {\bf bold} and this is not.}\crlf
\scantextokens{This is {\bf bold} and this is not.}\crlf
\scantextokens{\whatever}\crlf
\scantextokens\expandafter{\whatever}\par
```

This primitive does not have the end-of-file side effects of its precursor \scantokens.

This is `{\bf bold}` and this is not.

This is **bold** and this is not.

This is `{\bf bold}` and this is not.

This is **bold** and this is not.

1028 `\scantokens`

Just forget about this e-TeX primitive, just take the one in the previous section.

1029 `\scriptfont`

This primitive is like `\font` but with a family number as (first) argument so it is specific for math. It is the middle one of the three family members; its relatives are `\textfont` and `\scriptscriptfont`.

1030 `\scriptscriptfont`

This primitive is like `\font` but with a family number as (first) argument so it is specific for math. It is the smallest of the three family members; its relatives are `\textfont` and `\scriptfont`.

1031 `\scriptscriptstyle`

One of the main math styles, normally one size smaller than `\scriptstyle`: integer representation: 6.

1032 `\scriptspace`

The math engine will add this amount of space after subscripts and superscripts. It can be seen as compensation for the often too small widths of characters (in the traditional engine italic correction is used too). It prevents scripts from running into what follows.

1033 `\scriptspaceafterfactor`

This is a (1000 based) multiplier for `\Umathspaceafterscript`.

1034 `\scriptspacebeforefactor`

This is a (1000 based) multiplier for `\Umathspacebeforescript`.

1035 `\scriptspacebetweenfactor`

This is a (1000 based) multiplier for `\Umathspacebetweenscript`.

1036 `\scriptstyle`

One of the main math styles, normally one size smaller than `\displaystyle` and `\textstyle`; integer representation: 4.

1037 \scrollmode

This directive omits error stops.

1038 \semiexpand

This command expands the next macro when it is protected with `\semprotected`. See that primitive there for an example.

1039 \semiexpanded

This command expands the tokens in the given list including the macros protected by with `\semprotected`. See that primitive there for an example.

1040 \semiprotected

The working of this prefix can best be explained with an example. We define a few macros first:

```

\def\TestA{A}
\semiprotected\def\TestB{B}
\protected\def\TestC{C}

\edef\TestD{\TestA      \TestB      \TestC}
\edef\TestE{\TestA\semiexpand\TestB\semiexpand\TestC}
\edef\TestF{\TestA\expand  \TestB\expand  \TestC}

\edef\TestG{\expanded    {\TestA\TestB\TestC}}
\edef\TestH{\semiexpanded{\TestA\TestB\TestC}}
```

The meaning of the macros that are made from the other three are:

Here we use the `\normal`... variants because (currently) we still have the macro with the `\expanded` in the ConT_EXt core.

```

A\TestB \TestC
AB\TestC
ABC
A\TestB \TestC
AB\TestC
```

1041 \setbox

This important primitive is used to set a box register. It expects a number and a box, like `\hbox` or `\box`. There is no `\boxdef` primitive (analogue to other registers) because it makes no sense but numeric registers or equivalents are okay as register value.

1042 \setdefaultmathcodes

This sets the math codes of upper- and lowercase alphabet and digits and the delimiter code of the period. It's not so much a useful feature but more just an accessor to the internal initializer.

1043 `\setfontid`

Internally a font instance has a number and this number is what gets assigned to a glyph node. You can get the number with `\fontid` and set it with `\setfontid`.

`\setfontid\fontid\font`

The code above shows both primitives and effectively does nothing useful but shows the idea.

1044 `\setlanguage`

In Lua \TeX and LuaMeta \TeX this is equivalent to `\language` because we carry the language in glyph nodes instead of putting triggers in the list.

1045 `\setmathatomrule`

The math engine has some built in logic with respect to neighboring atoms that change the class. The following combinations are intercepted and remapped:

old first	old second	new first	new second
begin	binary	ordinary	ordinary
operator	binary	operator	ordinary
open	binary	open	ordinary
punctuation	binary	punctuation	ordinary
binary	end	ordinary	ordinary
binary	binary	binary	ordinary
binary	close	ordinary	close
binary	punctuation	ordinary	punctuation
binary	relation	ordinary	relation
relation	binary	relation	ordinary
relation	close	ordinary	close
relation	punctuation	ordinary	punctuation

You can change this logic if needed, for instance:

```
\setmathatomrule 1 2 \allmathstyles 1 1
```

Keep in mind that the defaults are what users expect. You might set them up for additional classes that you define but even then you probably clone an existing class and patch its properties. Most extra classes behave like ordinary anyway.

1046 `\setmathdisplaypostpenalty`

This penalty is inserted after an item of a given class but only in inline math when display style is used, for instance:

```
\setmathdisplayprepenalty 2 750
```


1047 `\setmathdisplaypenalty`

This penalty is inserted before an item of a given class but only in inline math when display style is used, for instance:

```
\setmathdisplaypenalty 2 750
```

1048 `\setmathignore`

You can flag a math parameter to be ignored, like:

```
\setmathignore \Umathxscale      2
\setmathignore \Umathyscale      2
\setmathignore \Umathspacebeforescript 1
\setmathignore \Umathspacebetweenascript 1
\setmathignore \Umathspaceafterscript 1
```

A value of two will not initialize the variable, so its old value (when set) is kept. This is somewhat experimental and more options might show up.

1049 `\setmathoptions`

This primitive expects a class (number) and a bitset.

0x00000001	nopreslack	0x00004000	raiseprime
0x00000002	nopostslack	0x00008000	carryoverlefttopkern
0x00000004	lefttopkern	0x00010000	carryoverrighttopkern
0x00000008	righttopkern	0x00020000	carryoverleftbottomkern
0x00000010	leftbottomkern	0x00040000	carryoverrightbottomkern
0x00000020	rightbottomkern	0x00080000	preferdelimiterdimensions
0x00000040	lookaheadforend	0x00100000	autoinject
0x00000080	noitaliccorrection	0x00200000	removeitaliccorrection
0x00000100	checkligature	0x00400000	operatoritaliccorrection
0x00000200	checkitaliccorrection	0x00800000	shortinline
0x00000400	checkkernpair	0x01000000	pushnesting
0x00000800	flatten	0x02000000	popnesting
0x00001000	omitpenalty	0x04000000	obeynesting
0x00002000	unpack		

1050 `\setmathpostpenalty`

This penalty is inserted after an item of a given class but only in inline math when text, script or scriptscript style is used, for instance:

```
\setmathpostpenalty 2 250
```

1051 `\setmathprepenalty`

This penalty is inserted before an item of a given class but only in inline math when text, script or scriptscript style is used, for instance:

`\setmathprepenalty 2 250`

1052 `\setmathspacing`

More details about this feature can be found in ConT_EXt but it boils down to registering what spacing gets inserted between a pair of classes. It can be defined per style or for a set of styles, like:

```
\inherited\setmathspacing
  \mathimplicationcode \mathbinarycode
  \alldisplaystyles \thickermuskip
\inherited\setmathspacing
  \mathradicalcode \mathmiddlecode
  \allunsplitstyles \pettymuskip
```

Here the `\inherited` prefix signals that a change in for instance `\pettymuskip` is reflected in this spacing pair. In ConT_EXt there is a lot of granularity with respect to spacing and it took years of experimenting (and playing with examples) to get at the current stage. In general users are not invited to mess around too much with these values, although changing the bound registers (here `\pettymuskip` and `thickermuskip`) is no problem as it consistently makes related spacing pairs follow.

1053 `\sfcode`

You can set a space factor on a character. That factor is used when a space factor is applied (as part of spacing). It is (mostly) used for adding a different space (glue) after punctuation. In some languages different punctuation has different factors.

1054 `\shapingpenaltiesmode`

Shaping penalties are inserted after the lines of a `\parshape` and accumulate according to this mode, a bitset of:

```
0x01 interlinepenalty
0x02 widowpenalty
0x04 clubpenalty
0x08 brokenpenalty
```

1055 `\shapingpenalty`

In order to prevent a `\parshape` to break in unexpected ways we can add a dedicated penalty, specified by this parameter.

1056 `\shipout`

Because there is no backend, this is not supposed to be used. As in traditional T_EX a box is grabbed but instead of it being processed it gets shown and then wiped. There is no real benefit of turning it into a callback.

1057 `\shortinlinemaththreshold`

This parameter determines when an inline formula is considered to be short. This criterium is used for `\preshortinlinepenalty` and `\postshortinlinepenalty`.

1058 `\shortinlineorphanpenalty`

Short formulas at the end of a line are normally not followed by something other than punctuation. This penalty will discourage a break before a short inline formula. In practice one can set this penalty to e.g. a relatively low 200 to get the desired effect.

1059 `\show`

Prints to the console (and/or log) what the token after it represents.

1060 `\showbox`

The given box register is shown in the log and on the console (depending on `\tracingonline`). How much is shown depends on `\showboxdepth` and `\showboxbreadth`. In LuaMetaTeX we show more detailed information than in the other engines; some specific information is provided via callbacks.

1061 `\showboxbreadth`

This primitive determines how much of a box is shown when asked for or when tracing demands it.

1062 `\showboxdepth`

This primitive determines how deep tracing a box goes into the box. Some boxes, like the ones that have the assembled page.

1063 `\showcodestack`

This inspector is only useful for low level debugging and reports the current state of for instance the current catcode table: `\showcodestack\catcode`. See `\restorecatcodes` for an example.

1064 `\showgroups`

This primitive reports the group nesting. At this spot we have a not so impressive nesting:

```
2:3: simple group entered at line 9375:
1:3: semisimple group: \begin{group}
0:3: bottomlevel
```

1065 `\showifs`

This primitive will show the conditional stack in the log file or on the console (assuming `\tracingonline` being non-zero). The shown data is different from other engines because we have more conditionals and also support a more flat nesting model

1066 `\showlists`

This shows the currently built list.

1067 \shownodedetails

When set to a positive value more details will be shown of nodes when applicable. Values larger than one will also report attributes. What gets shown depends on related callbacks being set.

1068 \showstack

This tracer is only useful for low level debugging of macros, for instance when you run out of save space or when you encounter a performance hit.

```
test\scratchcounter0 \showstack
{test\scratchcounter1 \showstack}
{{test\scratchcounter1 \showstack}}
```

reports

```
1:3: [savestack size 0]
1:3: [savestack bottom]

2:3: [savestack size 2]
2:3: [1: restore, level 1, cs \scratchcounter=integer 1]
2:3: [0: boundary, group 'bottomlevel', boundary 0, attrlist 3600, line 0]
2:3: [savestack bottom]

3:3: [savestack size 3]
3:3: [2: restore, level 1, cs \scratchcounter=integer 1]
3:3: [1: boundary, group 'simple', boundary 0, attrlist 3600, line 12]
3:3: [0: boundary, group 'bottomlevel', boundary 0, attrlist 3600, line 0]
3:3: [savestack bottom]
```

while

```
test\scratchcounter1 \showstack
{test\scratchcounter1 \showstack}
{{test\scratchcounter1 \showstack}}
```

shows this:

```
1:3: [savestack size 0]
1:3: [savestack bottom]

2:3: [savestack size 1]
2:3: [0: boundary, group 'bottomlevel', boundary 0, attrlist 3600, line 0]
2:3: [savestack bottom]

3:3: [savestack size 2]
3:3: [1: boundary, group 'simple', boundary 0, attrlist 3600, line 16]
3:3: [0: boundary, group 'bottomlevel', boundary 0, attrlist 3600, line 0]
3:3: [savestack bottom]
```

Because in the second example the value of `\scratchcounter` doesn't really change inside the group there is no need for a restore entry on the stack. In LuaMetaTeX there are checks for that so that we

consume less stack space. We also store some states (like the line number and current attribute list pointer) in a stack boundary.

1069 `\showthe`

Prints to the console (and/or log) the value of token after it.

1070 `\showtokens`

This command expects a (balanced) token list, like

```
\showtokens{a few tokens}
```

Depending on what you want to see you need to expand:

```
\showtokens\expandafter{\the\everypar}
```

which is equivalent to `\showthe\everypar`. It is an e-TeX extension.

1071 `\singlelinepenalty`

This is a penalty that gets injected before a paragraph that has only one line. It is a one-shot parameter, so like `\looseness` it only applies to the upcoming (or current) paragraph.

1072 `\skewchar`

This is an (imaginary) character that is used in math fonts. The kerning pair between this character and the current one determines the top anchor of a possible accent. In OpenType there is a dedicated character property for this (but for some reason not for the bottom anchor).

1073 `\skip`

This is the accessor for an indexed skip (glue) register.

1074 `\skipdef`

This command associates a control sequence with a skip register (accessed by number).

1075 `\snapshotpar`

There are many parameters involved in typesetting a paragraph. One complication is that parameters set in the middle might have unpredictable consequences due to grouping, think of:

```
text text <some setting> text text \par
text {text <some setting> text } text \par
```

This makes in traditional TeX because there is no state related to the current paragraph. But in Lua-TeX we have the initial so called par node that remembers the direction as well as local boxes. In LuaMetaTeX we store way more when this node is created. That means that later settings no longer replace the stored ones.

The `\snapshotpar` takes a bitset that determine what stored parameters get updated to the current values.

0x00000001	hsize	0x00000800	linepenalty	0x00400000	toddlerpenalty
0x00000002	skip	0x00001000	clubpenalty	0x00800000	emergency
0x00000004	hang	0x00002000	widowpenalty	0x01000000	parpasses
0x00000008	indent	0x00004000	displaypenalty	0x02000000	linesnapping
0x00000010	parfill	0x00008000	brokenpenalty	0x04000000	singlelinepenalty
0x00000020	adjust	0x00010000	demerits	0x08000000	hyphenpenalty
0x00000040	protrude	0x00020000	shape	0x10000000	linebreakchecks
0x00000080	tolerance	0x00040000	line	0x20000000	twindemerits
0x00000100	stretch	0x00080000	hyphenation	0x40000000	fitnessclasses
0x00000200	looseness	0x00100000	shapingpenalty		
0x00000400	lastline	0x00200000	orphanpenalty		

One such value covers multiple values, so for instance `skip` is good for storing the current `\leftskip` and `\rightskip` values. More about this feature can be found in the ConTeXt documentation.

The list of parameters that gets reset after a paragraph is longer than for pdfTeX and LuaMetaTeX: `\emergencyleftskip`, `\emergencyrightskip`, `\hangafter`, `\hangindent`, `\interlinepenalties`, `\localbrokenpenalty`, `\localinterlinepenalty`, `\localpretolerance`, `\localtolerance`, `\looseness`, `\parshape` and `\singlelinepenalty`.

1076 `\spacechar`

When `\nospaces` is set to 3 a glyph node with the character value of this parameter is injected.

1077 `\spacefactor`

The space factor is a somewhat complex feature. When during scanning a character is appended that has a `\sfcode` other than 1000, that value is saved. When the time comes to insert a space triggered glue, and that factor is 2000 or more, and when `\xspaceskip` is nonzero, that value is used and we're done.

If these criteria are not met, and `\spaceskip` is nonzero, that value is used, otherwise the space value from the font is used. Now, if the space factor is larger than 2000 the extra space value from the font is added to the set value. Next the engine is going to tweak the stretch and shrink if that value and in LuaMetaTeX that can be done in different ways, depending on `\spacefactormode`, `\spacefactorstretchlimit` and `\spacefactorshrinklimit`.

First the stretch. When the set limit is 1000 or more and the saved space factor is also 1000 or more, we multiply the stretch by the limit, otherwise the saved space factor is used.

Shrink is done differently. When the shrink limit and space factor are both 1000 or more, we will scale the shrink component by the limit, otherwise we multiply by the saved space factor but here we have three variants, determined by the value of `\spacefactormode`.

In the first case, when the limit kicks in, a mode value 1 will multiply by limit and divides by 1000. A value of 2 multiplies by 2000 and divides by the limit. Other mode values multiply by 1000 and divide by the limit. When the limit is not used, the same happens but with the saved space factor.

If this sounds complicated, here is what regular \TeX does: stretch is multiplied by the factor and divided by 1000 while shrink is multiplied by 1000 and divided by the saved factor. The (new) mode driven alternatives are the result of extensive experiments done in the perspective of enhancing the rendering of inline math as well as additional par builder passes. For sure alternative strategies are possible and we can always add more modes.

A better explanation of the default strategy around spaces can be found in (of course) The \TeX book and \TeX by Topic.

1078 `\spacefactor`mode

Its setting determines the way the glue components (currently only shrink) adapts itself to the current space factor (determined by the character preceding a space).

1079 `\spacefactor`overload

When set to value between zero and thousand, this value will be used when \TeX encounters a below thousand space factor situation (usually used to suppress additional space after a period following an uppercase character which then gets (often) a 999 space factor. This feature only kicks in when the overload flag is set in the glyph options, so it can be applied selectively.

1080 `\spacefactor`shrinklimit

This limit is used when `\spacefactor`mode is set. See `\spacefactor` for a bit more explanation.

1081 `\spacefactor`stretchlimit

This limit is used when `\spacefactor`mode is set. See `\spacefactor` for a bit more explanation.

1082 `\spaceskip`

Normally the glue inserted when a space is encountered is taken from the font but this parameter can overrule that.

1083 `\spaceskip`factor

This is a multiplier, with the usual 1000 meaning 1.000, that get applied to the amount, stretch and shrink components of space glue. It is mostly there for demonstration purposes, and usually giving it a value other than 1000 gives less optimal results.

1084 `\span`

This primitive combined two upcoming cells into one. Often it is used in combination with `\omit`. However, in the preamble it forces the next token to be expanded, which means that nested `\tab`skips and align content markers are seen.

1085 `\specificationcount`

See section 2.28 for more about specifications. This primitive returns an integer indicating how many entries the specification has.

\the\specificationcount\widowpenalties

Gives in ConT_EXt: 1.

1086 \specificationdef

There are some datastructures that are like arrays: `\adjacentedemerits`, `\brokenpenalties`, `\clubpenalties`, `\displaywidowpenalties`, `\fitnessclasses`, `\interlinepenalties`, `\mathbackwardpenalties`, `\mathforwardpenalties`, `\orphanpenalties`, `\parpasses`, `\parshape` and `\widowpenalties`. They accept a counter that tells how many entries follow and depending in the specification options, keywords and/or just values are expected.

With `\specificationdef` you can define a command that holds such an array and that can be used afterwards as a fast way to enable that specification. The way it work is as follows:

```
\specificationdef\MyWidowPenalties
  \widowpenalties 4 2000 1000 500 250
\relax
```

where the `relax` is optional but a reasonable way to make sure we end the definition (when keywords are used, as in `\parpasses` it prevents running into unexpected keywords).

1087 \specificationfirst

See section 2.28 for more about specifications. This primitive returns an integer or dimension.

```
\the\specificationfirst\widowpenalties 1
```

Gives in ConT_EXt: 2000.

1088 \specificationoptions

```
0x\tohexadecimal\specificationoptions\widowpenalties
```

Gives in ConT_EXt: 0x20.

1089 \specificationsecond

```
\the\specificationsecond\widowpenalties 1
```

Gives in ConT_EXt: 2000.

1090 \splitbotmark

This is a reference to the last mark on the currently split off box, it gives back tokens.

1091 \splitbotmarks

This is a reference to the last mark with the given id (a number) on the currently split off box, it gives back tokens.

1092 \splitdiscards

When a box is split off, items like glue are discarded. This internal register keeps the that list so that it can be pushed back if needed.

1093 \splitextraheight

A possible (permissive) overrun of the split off part in a \vsplit.

1094 \splitfirstmark

This is a reference to the first mark on the currently split off box, it gives back tokens.

1095 \splitfirstmarks

This is a reference to the first mark with the given id (a number) on the currently split off box, it gives back tokens.

1096 \splitlastdepth

This returns the last depth in a vsplit.

1097 \splitlastheight

This returns the last (accumulated) height in a vsplit.

1098 \splitlastshrink

This returns the last (accumulated) shrink in a vsplit.

1099 \splitlaststretch

This returns the last (accumulated) stretch in a vsplit.

1100 \splitmaxdepth

The depth of the box that results from a \vsplit.

1101 \splittopskip

This is the amount of glue that is added to the top of a (new) split of part of a box when \vsplit is applied.

1102 \srule

This inserts a rule with no width. When a font and a char are given the height and depth of that character are taken. Instead of a font fam is also accepted so that we can use it in math mode.

1103 \string

We mention this original primitive because of the one in the next section. It expands the next token or control sequence as if it was just entered, so normally a control sequence becomes a backslash followed by characters and a space.

1104 \subprescript

Instead of three or four characters with catcode 8 (`_` or `__`) this primitive can be used. It will add the following argument as lower left script to the nucleus.

1105 \subscript

Instead of one or two characters with catcode 7 (`_` or `__`) this primitive can be used. It will add the following argument as upper left script to the nucleus.

1106 \superprescript

Instead of three or four characters with catcode 7 (`^^` or `^^^^`) this primitive can be used. It will add the following argument as upper left script to the nucleus.

1107 \superscript

Instead of one or two character with catcode 7 (`^` or `^^`) this primitive can be used. It will add the following argument as upper right script to the nucleus.

1108 \supmarkmode

As in other languages, \TeX has ways to escape characters and get whatever character needed into the input. By default multiple `^` are used for this. The dual `^^` variant is a bit weird as it is not continuous but `^^^^` and `^^^^^^` provide four or six byte hexadecimal references of characters. The single `^` is also used for superscripts but because we support prescripts and indices we get into conflicts with the escapes.

When this internal quantity is set to zero, multiple `^`'s are interpreted in the input and produce characters. Other values disable the multiple parsing in text and/or math mode:

```
\normalsupmarkmode0 $ X^58 \quad X^^58 $
\normalsupmarkmode1 $ X^58 \quad X^^58 $ ^^58
\normalsupmarkmode2 $ X^58 \quad X^^58 $ % ^^58 : error
```

In $\text{Con}\text{\TeX}$ t we default to one but also have the `\catcode` set to 12, and the `\amcode` to 7.

```
X^58  XX
X^58  X^58 X
X^58  X^58
```

1109 \swapcsvalues

Because we mention some `def` and `let` primitives here, it makes sense to also mention a primitive that will swap two values (meanings). This one has to be used with care. Of course that what gets

swapped has to be of the same type (or at least similar enough not to cause issues). Registers for instance store their values in the token, but as soon as we are dealing with token lists we also need to keep an eye on reference counting. So, to some extent this is an experimental feature.

```
\scratchcounterone 1 \scratchcountertwo 2
(\the\scratchcounterone,\the\scratchcountertwo)
\swapcsvalues \scratchcounterone \scratchcountertwo
(\the\scratchcounterone,\the\scratchcountertwo)
\swapcsvalues \scratchcounterone \scratchcountertwo
(\the\scratchcounterone,\the\scratchcountertwo)

\scratchcounterone 3 \scratchcountertwo 4
(\the\scratchcounterone,\the\scratchcountertwo)
\bgroup
\swapcsvalues \scratchcounterone \scratchcountertwo
(\the\scratchcounterone,\the\scratchcountertwo)
\egroup
(\the\scratchcounterone,\the\scratchcountertwo)
```

We get similar results:

```
(1,2)
(2,1)
(1,2)

(3,4)
(4,3)
(3,4)
```

1110 \tabsize

This primitive can be used in the preamble of an alignment and sets the size of a column, as in:

```
\halign{%
  \alignncontent          \aligntab
  \alignncontent\tabsize 3cm \aligntab
  \alignncontent          \aligntab
  \alignncontent\tabsize 0cm \cr
  1  \aligntab 111\aligntab 1111\aligntab 11\cr
  222\aligntab 2  \aligntab 2222\aligntab 22\cr
}
```

As with \tabskip you need to reset the value explicitly, so that is why we get two wide columns:

1	111	1111	11
222	2	2222	22

1111 \tabskip

This traditional primitive can be used in the preamble of an alignment and sets the space added between columns, for example:

```

\halign{%
  \aligncontent          \aligntab
  \aligncontent\tabskip 3cm \aligntab
  \aligncontent          \aligntab
  \aligncontent\tabskip 0cm \cr
  1 \aligntab 111\aligntab 1111\aligntab 11\cr
  222\aligntab 2 \aligntab 2222\aligntab 22\cr
}

```

You need to reset the skip explicitly, which is why we get it applied twice here:

1112 \textdirection

This set the text direction to l2r (0) or r2l (1). It also triggers additional checking for balanced flipping in node lists.

1113 \textfont

This primitive is like `\font` but with a family number as (first) argument so it is specific for math. It is the largest one of the three family members; its relatives are `\scriptfont` and `\scriptscriptfont`.

1114 \textstyle

One of the main math styles; integer representation: 2.

1115 \the

The `\the` primitive serializes the following token, when applicable: integers, dimensions, token registers, special quantities, etc. The catcodes of the result will be according to the current settings, so in `\the\dimen0`, the pt will have catcode ‘letter’ and the number and period will become ‘other’.

1116 \thewithoutunit

The `\the` primitive, when applied to a dimension variable, adds a pt unit. because dimensions are the only traditional unit with a fractional part they are sometimes used as pseudo floats in which case `\thewithoutunit` can be used to avoid the unit. This is more convenient than stripping it off afterwards (via an expandable macro).

1117 \thickmuskip

A predefined mu skip register that can be used in math (inter atom) spacing. The current value is 5.0mu plus 3.0mu minus 1.0mu. In traditional T_EX most inter atom spacing is hard coded using the predefined registers.

1118 \thinmuskip

A predefined mu skip register that can be used in math (inter atom) spacing. The current value is 3.0mu. In traditional T_EX most inter atom spacing is hard coded using the predefined registers.

1119 \time

This internal number starts out with minute (starting at midnight) that the job started.

1120 \tinymuskip

A predefined mu skip register that can be used in math (inter atom) spacing. The current value is 2.0μ minus 1.0μ . This one complements `\thinmuskip`, `\medmuskip`, `\thickmuskip` and the new `\pettymuskip`

1121 \tocharacter

The given number is converted into an utf-8 sequence. In LuaTeX this one is named `\Uchar`.

1122 \todderpenalties

This an (possible double entry) array parameter: first the size is given followed by that amount of penalties (can be pairs). These penalties are injected after (and before) single glyphs bounded by spaces, going backward from the end of a sequence of them.

1123 \todimension

The following code gives this: 1234.0pt and like its numeric counterparts accepts anything that resembles a number this one goes beyond (user, internal or pseudo) registers values too.

```
\scratchdimen = 1234pt \todimension\scratchdimen
```

1124 \tohexadecimal

The following code gives this: 4D2 with uppercase letters.

```
\scratchcounter = 1234 \tohexadecimal\scratchcounter
```

1125 \tointeger

The following code gives this: 1234 and is equivalent to `\number`.

```
\scratchcounter = 1234 \tointeger\scratchcounter
```

1126 \tokenized

Just as `\expanded` has a counterpart `\unexpanded`, it makes sense to give `\detokenize` a companion:

```
\edef\foo{\detokenize{\inframed{foo}}}  
\edef\oof{\detokenize{\inframed{oof}}}  
  
\meaning\foo \crlf \dontleavehmode\foo  
  
\edef\foo{\tokenized{\foo\foo}}
```

```
\meaning\foo \crlf \dontleavehmode\foo
```

```
\dontleavehmode\tokenized{\foo\oof}
```

```
macro:\inframed {foo}
```

```
\inframed {foo}
```

```
macro:\inframed {foo}\inframed {foo}
```

foo	foo
-----	-----

foo	foo	oof
-----	-----	-----

This primitive is similar to:

```
\def\tokenized#1{\scantextokens\expandafter{\expanded{#1}}}
```

and should be more efficient, not that it matters much as we don't use it that much (if at all).

1127 \toks

This is the accessor of a token register so it expects a number or \toksdef'd macro.

1128 \toksapp

One way to append something to a token list is the following:

```
\scratchtoks\expandafter{\the\scratchtoks more stuff}
```

This works all right, but it involves a copy of what is already in \scratchtoks. This is seldom a real issue unless we have large token lists and many appends. This is why LuaTeX introduced:

```
\toksapp\scratchtoks{more stuff}
\toksapp\scratchtoksone\scratchtokstwo
```

At some point, when working on LuaMetaTeX, I realized that primitives like this one and the next appenders and prependers to be discussed were always on the radar of Taco and me. Some were even implemented in what we called eetex: extended e-TeX, and we even found back the prototypes, dating from pre-pdfTeX times.

1129 \toksdef

The given name (control sequence) will be bound to the given token register (a number). Often this primitive is hidden in a high level macro that manages allocation.

1130 \tokspre

Where appending something is easy because of the possible \expandafter trickery a prepend would involve more work, either using temporary token registers and/or using a mixture of the (no)expansion added by e-TeX, but all are kind of inefficient and cumbersome.

```
\tokspre\scratchtoks{less stuff}
\tokspre\scratchtoksone\scratchtokstwo
```

This prepends the token list that is provided.

1131 `\tolerance`

When the par builder runs into a line with a badness larger than this value and when `\emergencystretch` is set a third pass is enabled. In LuaMetaTeX we can have more than one second pass and there are more parameters that influence the process.

1132 `\tolerant`

This prefix tags the following macro as being tolerant with respect to the expected arguments. It only makes sense when delimited arguments are used or when braces are mandate.

```
\tolerant\def\foo[#1]*[#2]{(#1)(#2)}
```

This definition makes `\foo` tolerant for various calls:

```
\foo \foo[1] \foo [1] \foo[1] [2] \foo [1] [2]
```

these give: `()(1)()(1)()(1)(2) (1)(2)`. The spaces after the first call disappear because the macro name parser gobbles it, while in the second case the `#*` gobbles them. Here is a variant:

```
\tolerant\def\foo[#1]#[#2]{!#1!#2!}
```

```
\foo[?] x
```

```
\foo[?] [?] x
```

```
\tolerant\def\foo[#1]*[#2]{!#1!#2!}
```

```
\foo[?] x
```

```
\foo[?] [?] x
```

We now get the following:

```
!?! x !?! x
```

```
!?!x !?! x
```

Here the `#`, remembers that spaces were gobbles and they will be put back when there is no further match. These are just a few examples of this tolerant feature. More details can be found in the lowlevel manuals.

1133 `\tolimitedfloat`

This one is somewhat special: it limits the precision to 5 digits which is what TeX at most will give you. Here are some examples:

```
\tolimitedfloat 1223.456789
```

```
\tolimitedfloat 1223.50100
```

```
\tolimitedfloat 1223.46
```

```
\the \floatexpr2.1 * 4.2\relax
```

```
\tolimitedfloat \floatexpr2.1 * 4.2\relax
```

`\tolimitedfloat \floatexpr111111111111111111\relax`

You'll notice that accuracy is far from perfect which has to do with the fact that at some point for instance large integers have to be mapped onto a double.

```
1223.45679
1223.50101
1223.45999
8.819999933
8.82000
11110380280723013632.00000
```

Something similar happens in Lua:

```
\startluacode
  context("%.20f\\par",.111111111111111111)
  context("%.10f\\par",.111111111111111111)
  context("%.20g\\par",.111111111111111111)
  context("%.10g\\par",.111111111111111111)
  context("%.20N\\par",.111111111111111111)
  context("%.10N\\par",.111111111111111111)
  context("%.20f\\par",111111111111111111)
  context("%.10f\\par",111111111111111111)
  context("%.20g\\par",111111111111111111)
  context("%.10g\\par",111111111111111111)
  context("%.20N\\par",111111111111111111)
  context("%.10N\\par",111111111111111111)
\stopluacode
```

Fortunately we seldom have weird numbers in a \TeX run, so the results are maybe sub-optimal but seldom so extreme because a \TeX integer fits into a double.

```
0.111111111111111110494
0.1111111111
0.111111111111111110494
0.1111111111
0.111111111111111110494
0.1111111111
111111111111111110656.00000000000000000000
111111111111111110656.0000000000
111111111111111110656
1.111111111e+19
111111111111111110656.0
111111111111111110656.0
```

1134 `\tomathstyle`

Internally math styles are numbers, where `\displaystyle` is 0 and `\crampedscriptscriptstyle` is 7. You can convert the verbose style to a number with `\tomathstyle`.

1135 `\topmark`

This is a reference to the last mark on the previous (split off) page, it gives back tokens.

1136 \topmarks

This is a reference to the last mark with the given id (a number) on the previous page, it gives back tokens.

1137 \topskip

This is the amount of glue that is added to the top of a (new) page.

1138 \toscaled

The following code gives this: 1234.0 is similar to \todimension but omits the pt so that we don't need to revert to some nasty stripping code.

```
\scratchdimen = 1234pt \toscaled\scratchdimen
```

1139 \tosparsedimension

The following code gives this: 1234pt where 'sparse' indicates that redundant trailing zeros are not shown.

```
\scratchdimen = 1234pt \tosparsedimension\scratchdimen
```

1140 \tosparsescaled

The following code gives this: 1234 where 'sparse' means that redundant trailing zeros are omitted.

```
\scratchdimen = 1234pt \tosparsescaled\scratchdimen
```

1141 \tpack

This primitive is like \vtop but without the callback overhead.

1142 \tracingadjusts

In LuaMetaTeX the adjust feature has more functionality and also is carried over. When set to a positive values \vadjust processing reports details. The higher the number, the more you'll get.

1143 \tracingalignments

When set to a positive value the alignment mechanism will keep you informed about what is done in various stages. Higher values unleash more information, including what callbacks kick in.

1144 \tracingassigns

When set to a positive values assignments to parameters and variables are reported on the console and/or in the log file. Because LuaMetaTeX avoids redundant assignments these don't get reported.

1145 \tracingbalancing

When set to a positive value some insight in the balancing process is given, kind of like with the par builder, so it can be noisy.

1146 \tracingcommands

When set to a positive value the commands (primitives) are reported on the console and/or in the log file.

1147 \tracingexpressions

The extended expression commands like `\numexpression` and `\dimexpression` can be traced by setting this parameter to a positive value.

1148 \tracingfitness

Because we have more fitness classes we also have (need) a (bit) more detailed tracing.

1149 \tracingfullboxes

When set to a positive value the box will be shown in case of an overfull box. When a quality callback is set this will not happen as all reporting is then delegated.

1150 \tracinggroups

When set to a positive value grouping is reported on the console and/or in the log file.

1151 \tracinghyphenation

When set to a positive value the hyphenation process is reported on the console and/or in the log file.

1152 \tracingifs

When set some details of what gets tested and what results are seen is reported.

1153 \tracinginserts

A positive value enables tracing where values larger than 1 will report more details.

1154 \tracinglevels

The lines in a log file can be prefixed with some details, depending on the bits set:

```
0x1  current group
0x2  current input
0x4  catcode table
```

1155 \tracinglists

At various stages the lists being processed can be shown. This is mostly an option for developers.

1156 \tracingloners

With loners we mean ‘widow’ and ‘club’ lines. This tracer can be handy when `\doublepenalty` mode is set and facing pages have different penalty values.

1157 \tracinglooseness

This tracer reports some details about the decision made towards a possible loose result.

1158 \tracinglostchars

When set to one characters not present in a font will be reported in the log file, a value of two will also report this on the console. In ConTeXt we use the `missing_character` instead. Contrary to in LuaTeX values larger than two have no special meaning and we don’t error.

1159 \tracingmacros

This parameter controls reporting of what macros are seen and expanded.

1160 \tracingmarks

Marks are information blobs that track states that can be queried when a page is handled over to the shipout routine. They travel through the system in a bit different than traditionally: like like adjusts and inserts deeply buried ones bubble up to outer level boxes. This parameters controls what progress gets reported.

1161 \tracingmath

The higher the value, the more information you will get about the various stages in rendering math. Because tracing of nodes is rather verbose you need to know a bit what this engine does. Conceptually there are differences between the LuaMetaTeX and traditional engine, like more passes, inter-atom spacing, different low level mechanisms. This feature is mostly meant for developers who tweak the many available parameters.

1162 \tracingmvl

When set to a positive value mvl switching is reported.

1163 \tracingnesting

A positive value triggers log messages about the current level.

1164 \tracingnodes

When set to a positive value more details about nodes (in boxes) will be reported. Because this is also controlled by callbacks what gets reported is macro package dependent.

1165 \tracingonline

The engine has two output channels: the log file and the console and by default most tracing (when enabled) goes to the log file. When this parameter is set to a positive value tracing will also happen in the console. Messages from the Lua end can be channeled independently.

1166 \tracingorphans

When set to a positive value handling of orphans is shown.

1167 \tracingoutput

Values larger than zero result in some information about what gets passed to the output routine.

1168 \tracingpages

Values larger than one result in some information about the page building process. In LuaMetaTeX there is more info for higher values.

1169 \tracingparagraphs

Values larger than one result in some information about the par building process. In LuaMetaTeX there is more info for higher values.

1170 \tracingpasses

In LuaMetaTeX you can configure additional second stage par builder passes and this parameter controls what gets reported on the console and/or in the log file.

1171 \tracingpenalties

This setting triggers reporting of actions due to special penalties in the page builder.

1172 \tracingrestores

When set to a positive values (re)assignments after grouping to parameters and variables are reported on the console and/or in the log file. Because LuaMetaTeX avoids redundant assignments these don't get reported.

1173 \tracingsnapping

This is an experimental feature what we occasionally come back to, so it's currently undocumented.

1174 \tracingstats

This parameter is a dummy in LuaMetaTeX. There are anyway some statistic reported when the format is made but for a regular run it is up to the macro package to come up with useful information.

1175 \tracingtoddlers

When set to a positive value handling of toddlers is shown.

1176 \tsplit

This splits like `\vsplit` but it returns a `\vtop` box instead.

1177 \uccode

When the \uppercase operation is applied the uppercase code of a character is used for the replacement. This primitive is used to set that code, so it expects two character number.

1178 \uchyph

When set to a positive number words that start with a capital will be hyphenated.

1179 \uleaders



















This leader adapts itself after a paragraph has been typeset. Here are a few examples:

test	\leaders	\hbox	{x}\hfill\	test
test	\uleaders	\hbox	{x x x x}\hfill\	test
test		\hbox	{x x x x}\hskip 3cm plus 1cm\	test
test	\uleaders	\hbox	{x x x x}\hskip 3cm plus 1cm\	test

When an \uleaders is used the glue in the given box will be adapted to the available space.

[illegible]

Optionally the callback followed by a number can be given, in which case a callback kicks in that gets that the node, a group identifier, and the number passed. It permits (for instance) adaptive graphics:

1=i  6=vi  11=xi  16=xvi  21=xxi  26=xxvi  31=xxxi  36=xxxvi  41=xli
46=xlvi  51=li  56=lvi  61=lxvi  66=lxvi  71=lxxi  76=lxxvi  81=lxxxi
86=lxxxvi  91=xcvi  96=xcvi  .

These \uleaders can be used in horizontal and vertical mode so we give a few more examples.

```

\unexpandedloop 1 30 1 {x \hbox{1 2 3}
}
\unexpandedloop 1 30 1 {x {\uleaders \hbox{1 2 3}\hskip 0pt plus 10pt minus
10pt\relax} x }
\unexpandedloop 1 30 1 {x {\uleaders \hbox{1 2 3}\hskip 0pt plus \interwordstretch
minus \interwordshrink} x }
\unexpandedloop 1 30 1 {x {\uleaders \hbox{1 2 3}\hskip 0pt plus 2\interwordstretch
minus 2\interwordshrink} x }

```

This renders as:

x 1 2 3 x x 1 2 3 x x 1 2 3 x x 1 2 3 x x 1 2 3 x x 1 2 3 x x 1 2 3 x x 1 2 3 x x 1 2 3 x x
 1 2 3 x x 1 2 3 x x 1 2 3 x x 1 2 3 x x 1 2 3 x x 1 2 3 x x 1 2 3 x x 1 2 3 x x 1 2 3 x x 1 2 3 x x
 1 2 3 x x 1 2 3 x x 1 2 3 x x 1 2 3 x x 1 2 3 x x 1 2 3 x x 1 2 3 x
 x 1 2 3 x x 1 2 3 x x 1 2 3 x x 1 2 3 x x 1 2 3 x x 1 2 3 x x 1 2 3 x x 1 2 3 x x 1 2 3 x x 1 2 3 x x
 x x 1 2 3 x x 1 2 3 x x 1 2 3 x x 1 2 3 x x 1 2 3 x x 1 2 3 x x 1 2 3 x x 1 2 3 x x 1 2 3 x x 1 2 3 x x
 x x 1 2 3 x x 1 2 3 x x 1 2 3 x x 1 2 3 x x 1 2 3 x x 1 2 3 x x 1 2 3 x
 x 1 2 3 x x 1 2 3 x x 1 2 3 x x 1 2 3 x x 1 2 3 x x 1 2 3 x x 1 2 3 x x 1 2 3 x x 1 2 3 x x 1 2 3 x x
 x x 1 2 3 x x 1 2 3 x x 1 2 3 x x 1 2 3 x x 1 2 3 x x 1 2 3 x x 1 2 3 x x 1 2 3 x x 1 2 3 x x 1 2 3 x
 x 1 2 3 x x 1 2 3 x x 1 2 3 x x 1 2 3 x x 1 2 3 x x 1 2 3 x x 1 2 3 x x 1 2 3 x x 1 2 3 x x 1 2 3 x
 x 1 2 3 x x 1 2 3 x x 1 2 3 x x 1 2 3 x x 1 2 3 x x 1 2 3 x x 1 2 3 x x 1 2 3 x x 1 2 3 x x 1 2 3 x
 x x 1 2 3 x x 1 2 3 x x 1 2 3 x x 1 2 3 x x 1 2 3 x x 1 2 3 x x 1 2 3 x x 1 2 3 x x 1 2 3 x x 1 2 3 x
 x 1 2 3 x x 1 2 3 x x 1 2 3 x x 1 2 3 x x 1 2 3 x x 1 2 3 x x 1 2 3 x

It is clear that the flexibility of the box plays a role in the line break calculations. But in the end the backend has to do the work which is why it's a 'user' leader. Here is an example of a vertical one. Compare:

```

{\green \hrule width \hsize} \par \vskip2pt
\ vbox to 40pt {
  {\red\hrule width \hsize} \par \vskip2pt
  \ vbox {
    \vskip2pt {\blue\hrule width \hsize} \par
    \vskip 10pt plus 10pt minus 10pt
    {\blue\hrule width \hsize} \par \vskip2pt
  }
  \vskip2pt {\red\hrule width \hsize} \par
}
\vskip2pt {\green \hrule width \hsize} \par

```

with:

```

{\green \hrule width \hsize} \par \vskip2pt
\ vbox to 40pt {
  {\red\hrule width \hsize} \par \vskip2pt
  \uleaders\vbox {
    \vskip2pt {\blue\hrule width \hsize} \par
    \vskip 10pt plus 10pt minus 10pt
    {\blue\hrule width \hsize} \par \vskip2pt
  }\vskip 0pt plus 10pt minus 10pt
  \vskip2pt {\red\hrule width \hsize} \par
}
\vskip2pt {\green \hrule width \hsize} \par

```

In the first case we get the this:



but with \uleaders we get:

or this:

In the second case we flatten the leaders in the engine by setting the second bit in the `\normalizemode` parameter (0x2). We actually do the same with `\normalizelinemode` where bit 10 is set (0x200). The `delay` keyword can be passed with a box to prevent flattening. If we don't do this in the engine, the backend has to take care of it. In principle this permits implementing variants in a macro package. Eventually there will be plenty examples in the ConT_EXt code base and documentation. Till then, consider this experimental.

1180 `\unboundary`

When possible a preceding boundary node will be removed.

1181 `\undent`

When possible the already added indentation will be removed.

1182 `\underline`

This is a math specific primitive that draws a line under the given content. It is a poor mans replacement for a delimiter. The thickness is set with `\Umathunderbarrule`, the distance between content and rule is set by `\Umathunderbarvgap` and `\Umathunderbarkern` is added above the rule. The style used for the content under the rule can be set with `\Umathunderlinevariant`. See `\overline` for what these parameters do.

1183 `\unexpanded`

This is an e-_T_EX enhancement. The content will not be expanded in a context where expansion is happening, like in an `\edef`. In ConT_EXt you need to use `\normalunexpanded` because we already had a macro with that name.

```
\def \A{!}           \meaning\A
\def \B{?}           \meaning\B
\edef\C{\A\B}        \meaning\C
\edef\C{\normalunexpanded{\A}\B} \meaning\C
```

```
macro:!
macro:?
macro:!?
macro:\A ?
```

1184 \unexpandedendless

This one loops forever so you need to quit explicitly.

1185 \unexpandedloop

As follow up on \expandedloop we now show its counterpart:

```
\edef\whatever
  {\unexpandedloop 1 10 1
   {\scratchcounter=\the\currentloopiterator\relax}}
```

```
\meaningasis\whatever
```

```
\def \whatever {\scratchcounter =0\relax \scratchcounter =0\relax \scratchcounter =0\relax \scratchcounter
=0\relax \scratchcounter =0\relax \scratchcounter =0\relax \scratchcounter =0\relax \scratchcounter =0\relax
\scratchcounter =0\relax \scratchcounter =0\relax }
```

The difference between the (un)expanded loops and a local controlled one is shown here. Watch the out of order injection of A's.

```
\edef\TestA{\localcontrolledloop 1 5 1 {A}} % out of order
\edef\TestB{\expandedloop          1 5 1 {B}}
\edef\TestC{\unexpandedloop        1 5 1 {C\relax}}
```

AAAAA

We show the effective definition as well as the outcome of using them

```
\meaningasis\TestA
\meaningasis\TestB
\meaningasis\TestC
```

```
A: \TestA
B: \TestB
C: \TestC
```

```
\def \TestA {}
\def \TestB {BBBBB}
\def \TestC {C\relax C\relax C\relax C\relax C\relax }
```

```
A:
B: BBBBB
C: CCCCC
```

Watch how because it is empty \TestA has become a constant macro because that's what deep down empty boils down to.

1186 \unexpandedrepeat

This one takes one instead of three arguments which looks better in simple loops.

1187 \unhbox

A box is a packaged list and once packed travels through the system as a single object with properties, like dimensions. This primitive injects the original list and discards the wrapper.

1188 \unhcopy

This is like \unhbox but keeps the original. It is one of the more costly operations.

1189 \unhpack

This primitive is like \unhbox but without the callback overhead.

1190 \unkern

This removes the last kern, if possible.

1191 \unless

This e-TeX prefix will negate the test (when applicable).

```
\ifx\one\two YES\else NO\fi
\unless\ifx\one\two NO\else YES\fi
```

This primitive is hardly used in ConTeXt and we probably could get rid of these few cases.

1192 \unletfrozen

A frozen macro cannot be redefined: you get an error. But as nothing in TeX is set in stone, you can do this:

```
\frozen\def\MyMacro{...}
\unletfrozen\MyMacro
```

and \MyMacro is no longer protected from overloading. It is still undecided to what extent ConTeXt will use this feature.

1193 \unletprotected

The complementary operation of \letprotected can be used to unprotect a macro, so that it gets expandable.

	<code>\def</code>	<code>\MyMacroA{alpha}</code>
<code>\protected</code>	<code>\def</code>	<code>\MyMacroB{beta}</code>
	<code>\edef</code>	<code>\MyMacroC{\MyMacroA\MyMacroB}</code>
<code>\unletprotected</code>		<code>\MyMacroB</code>
	<code>\edef</code>	<code>\MyMacroD{\MyMacroA\MyMacroB}</code>
<code>\meaning</code>		<code>\MyMacroC\crlf</code>
<code>\meaning</code>		<code>\MyMacroD\par</code>

Compare this with the example in the previous section:

```
macro:alpha\MyMacroB
macro:alphabeta
```

1194 \unpenalty

This removes the last penalty, if possible.

1195 \unskip

This removes the last glue, if possible.

1196 \untraced

Related to the meaning providers is the \untraced prefix. It marks a macro as to be reported by name only. It makes the macro look like a primitive.

```
\def\foo{}
\untraced\def\oof{}

\scratchtoks{\foo\foo\oof\oof}

\tracingall \the\scratchtoks \tracingnone
```

This will show up in the log as follows:

```
1:4: {\the}
1:5: \foo ->
1:5: \foo ->
1:5: \oof
1:5: \oof
```

This is again a trick to avoid too much clutter in a log. Often it doesn't matter to users what the meaning of a macro is (if they trace at all).¹⁵

1197 \unvbox

A box is a packaged list and once packed travels through the system as a single object with properties, like dimensions. This primitive injects the original list and discards the wrapper.

1198 \unvcopy

This is like \unvbox but keeps the original. It is one of the more costly operations.

1199 \unvpack

This primitive is like \unvbox but without the callback overhead.

¹⁵ An earlier variant could also hide the expansion completely but that was just confusing.

1200 `\uppercase`

See its counterpart `\lowercase` for an explanation.

1201 `\vadjust`

This injects a node that stores material that will be injected before or after the line where it has become part of. In LuaMetaTeX there are more features, driven by keywords.

1202 `\valign`

This command starts vertically aligned material. Its counterpart `\halign` is used more frequently. Most macro packages provide wrappers around these commands. First one specifies a preamble which is then followed by entries (rows and columns).

1203 `\variablefam`

In traditional TeX sets the family of what are considered variables (class 7) to the current family (which often means that they adapt to the current alphabet) and then injects a math character of class ordinary. This parameter can be used to obey the given class when the family set for a character is the same as this parameter. So we then use the given class with the current family. It is mostly there for compatibility with LuaTeX and experimenting (outside ConTeXt).

1204 `\vbadness`

This sets the threshold for reporting a (vertical) badness value, its current value is 0.

1205 `\vbadnessmode`

This parameter determines what gets reported when the (in the vertical packer) badness exceeds some limit. The current value of this bitset is "F.

0x01	underfull	0x02	loose	0x04	tight	0x08	overfull
------	-----------	------	-------	------	-------	------	----------

1206 `\vbalance`

In addition to the page builder and vbox splitter we have what's called a balancer. This routine splits a vertical list in pieces (slots) according to a specification (see [\balanceshape](#)). It can do so in multiple passes (see [\balancepasses](#)). The balancing 'framework' operates independently from the page builder and vsplitter.

Because there are multiple primitives involved and because one will normally write decent wrapper, we delegate a more detailed explanation to a ConTeXt low level manual.

```
\setbox 0 \vbox\bgroup \hsize 10em
  line 1\par line 2\par line 3\par
  line 4\par line 5\par line 6\par
  line 7\par line 8\par
\egroup
```

```

\balancetopskip      \strutht
\balancebottomskip  \strutht
\balancevsize        3\lineheight
\balancetolerance    100
\balanceemergencystretch 0pt
\setbox 2 \vbalance 0
\hbox \bgroup
  \vbalancedbox 2 \hskip2em
  \vbalancedbox 2 \hskip2em
  \vbalancedbox 2
\egroup

```

Here we use a simple specification (no shape). The balancer does a whole list optimization so it does honor penalties and works with some tolerance too. Decisions are made on badness and demerits. Like the par builder you can get overfull slots so in practice one might rebalance with different specifications if that happens.

The results are collected in a box (in this example box register 2) which destroys the original. With

```
\setbox 2 \vbalance trial 0
```

we keep the original and the result will have empty boxes with the dimensions of the slots. You can loop over the result and check the real height with `\balanceshapevsize`.

```

line 1                line 3                line 5
line 2                line 4                line 6

```

1207 \vbalancedbox

This command take the topmost balanced slot from the given balanced box and wraps it in a `\vbox`. When there is no more to fetch the result is void.

1208 \vbalanceddeinsert

This will convert the inserts in the given balancing result into a form that is useable for the balancer. This is not mandate but needed if you want split insertions. The keyword `descend` will locate the relevant box and `forcedepth` will make sure that we get constant depths (but expects `\insertlinedepth` being set).

1209 \vbalanceddiscard

One of the features of balancing is that we can have discardable content at the top and/or bottom of slots. This primitive will remove discarded content from the given result of `\vbalance`, like:

```

\setbox 2 \vbalance 0
\vbalanceddiscard 2

```

1210 \vbalancedinsert

This one fetches the inserts from a balanced slot result. This happens per insert class.

`\setbox 4 \vbalancedinsert 2 4`

Instead you can give:

`\setbox 4 \vbalancedinsert 2 index 4 descend \relax`

Here descend will locate the relevant slot box which is handy in case one already wrapped the result in a box.

1211 `\vbalancedreinsert`

This will convert the inserts in the given balancing slot result into a more original form, assuming that `\vbalanceddeinsert` was applied.. This is not mandate and depends on what is expected further down the line (read: this is macro package specific). You can use the keyword `descend` to locate the relevant slot box.

1212 `\vbalancedtop`

This command take the topmost balanced slot from the given balanced box and wraps it in a `\vbox`. When there is is no more to fetch the result is void.

1213 `\vbox`

This creates a vertical box. In the process callbacks can be triggered that can preprocess the content, influence line breaking as well as assembling the resulting paragraph. More can be found in dedicated manuals. The baseline is at the bottom.

1214 `\vcenter`

In traditional \TeX this box packer is only permitted in math mode but in \LuaMetaTeX it also works in text mode. The content is centered in the vertical box.

1215 `\vfil`

This is a shortcut for `\vskip plus 1 fil` (first order filler).

1216 `\vfill`

This is a shortcut for `\vskip plus 1 fill` (second order filler).

1217 `\vfilneg`

This is a shortcut for `\vskip plus - 1 fil` so it can compensate `\vfil`.

1218 `\vfuzz`

This dimension sets the threshold for reporting vertical boxes that are under- or overfull. The current value is 0.1pt.

1219 `\virtualhrule`

This is a horizontal rule with zero dimensions from the perspective of the frontend but the backend can access them as set.

1220 `\virtualvrule`

This is a vertical rule with zero dimensions from the perspective of the frontend but the backend can access them as set.

1221 `\vkern`

This primitive is like `\kern` but will force the engine into vertical mode if it isn't yet.

1222 `\vpack`

This primitive is like `\vbox` but without the callback overhead.

1223 `\vpenalty`

This primitive is like `\penalty` but will force the engine into vertical mode if it isn't yet.

1224 `\vrule`

This creates a vertical rule. Unless the height and depth are set they will stretch to fix the available space. In addition to the traditional width, height and depth specifiers some more are accepted. These are discussed in other manuals. See `\hrule` for a simple example.

1225 `\vsize`

This sets (or gets) the current vertical size. While setting the `\hsize` inside a `\vbox` has consequences, setting the `\vsize` mostly makes sense at the outer level (the page).

1226 `\vskip`

The given glue is injected in the vertical list. If possible vertical mode is entered.

1227 `\vsplit`

This operator splits a given amount from a vertical box. In LuaMetaTeX we can split to but also upto, so that we don't have to repack the result in order to see how much is actually in there.

1228 `\vsplitchecks`

This parameter is passed to the `show_vsplitted` callback.

1229 `\vss`

This is the vertical variant of `\hss`. See there for what it means.

1230 \vtop

This creates a vertical box. In the process callbacks can be triggered that can preprocess the content, influence line breaking as well as assembling the resulting paragraph. More can be found in dedicated manuals. The baseline is at the top.

1231 \wd

Returns the width of the given box.

1232 \widowpenalties

This is an array of penalty put before the last lines in a paragraph. High values discourage (or even prevent) a lone line at the beginning of a next page. This command expects a count value indicating the number of entries that will follow. The first entry is ends up before the last line.

1233 \widowpenalty

This is the penalty put before a widow line in a paragraph. High values discourage (or even prevent) a lone line at the beginning of a next page.

1234 \wordboundary

The hyphenation routine has to decide where a word begins and ends. If you want to make sure that there is a proper begin or end of a word you can inject this boundary.

1235 \wrapuppar

What this primitive does can best be shown with an example:

some text\wrapuppar{one} and some\wrapuppar{two} more

We get:

some text and some more twoone

So, it is a complementary command to \everypar. It can only be issued inside a paragraph.

1236 \xdef

This is an alternative for \global\edef:

```
\xdef\MyMacro{...}
```

1237 \xdefcsname

This is the companion of \xdef:

```
\expandafter\xdef\csname MyMacro:1\endcsname{...}
\xdefcsname MyMacro:1\endcsname{...}
```

1238 \xleaders

See \gleaders for an explanation.

1239 \xspaceskip

Normally the glue inserted when a space is encountered after a character with a space factor other than 1000 is taken from the font (fontdimen 7) unless this parameter is set in which case its value is added.

1240 \xtoks

This is the global variant of \etoks.

1241 \xtoksapp

This is the global variant of \etoksapp.

1242 \xtokspre

This is the global variant of \etokspre.

1243 \year

This internal number starts out with the year that the job started.

6.4 Syntax

6.4.1 accent

tex : `\accent`
 `[xoffset dimension] [yoffset dimension] integer character`

6.4.2 aftersomething

luametateX : `\afterassigned`
 `{tokens}`
tex : `\afterassignment`
 `token`
tex : `\aftergroup`
 `token`
luametateX : `\aftergrouped`
 `{tokens}`
luametateX : `\atendoffile`
 `token`
luametateX : `\atendoffiled`
 `[reverse] {tokens}`
luametateX : `\atendofgroup`
 `token`
luametateX : `\atendofgrouped`
 `{tokens}`

6.4.3 alignmenttab

luatex : `\aligntab`

6.4.4 alignproperty

luametateX : `\alignoption`
 `TODD`

6.4.5 arithmetic

tex : `\advance`
 `quantity [by] quantity`
luametateX : `\advanceby`
 `quantity quantity`
tex : `\divide`
 `quantity [by] quantity`
luametateX : `\divideby`
 `quantity quantity`

luametateX : `\edivide`
 `quantity quantity`
luametateX : `\edivideby`
 `quantity quantity`
tex : `\multiply`
 `quantity [by] quantity`
luametateX : `\multiplyby`
 `quantity quantity`
luametateX : `\rdivide`
 `quantity quantity`
luametateX : `\rdivideby`
 `quantity quantity`

6.4.6 association

luametateX : `\associateunit`
 `\cs [=] integer`
 `> \cs : integer`

6.4.7 auxiliary

luametateX : `\insertmode`
 `integer`
 `: integer`
etex : `\interactionmode`
 `integer`
 `: integer`
tex : `\prevdepth`
 `dimension`
 `: dimension`
tex : `\prevgraf`
 `integer`
 `: integer`
tex : `\spacefactor`
 `integer`
 `: integer`

6.4.8 begingroup

tex : `\begingroup`
luametateX : `\beginmathgroup`
luametateX : `\beginsimplegroup`

6.4.9 beginlocal

luametateX : `\beginlocalcontrol`

luametateX : **\expandedendless**
 { *tokens* }
luametateX : **\expandedloop**
 integer integer integer { *tokens* }
luametateX : **\expandedrepeat**
 integer { *tokens* }
luametateX : **\localcontrol**
 tokens \endlocalcontrol
luametateX : **\localcontrolled**
 { *tokens* }
luametateX : **\localcontrolledendless**
 { *tokens* }
luametateX : **\localcontrolledloop**
 see \expandedloop
luametateX : **\localcontrolledrepeat**
 integer { *tokens* }
luametateX : **\unexpandedendless**
 { *tokens* }
luametateX : **\unexpandedloop**
 see \expandedloop
luametateX : **\unexpandedrepeat**
 integer { *tokens* }

6.4.10 beginparagraph

tex : **\indent**
tex : **\noindent**
luametateX : **\parattribute**
 integer [=] *integer*
luametateX : **\paroptions**
 [=] *integer*
luatex : **\quitvmode**
luametateX : **\snapshotpar**
 cardinal
 : *integer*
luametateX : **\undent**
luametateX : **\wrapuppar**
 [reverse] { *tokens* }

6.4.11 boundary

luametateX : **\attributeboundary**
 [=] *integer integer*
luametateX : **\balanceboundary**
 [=] *integer integer*
luametateX : **\boundary**
 [=] *integer*

luametateX : **\insertboundary**
 TODO
luametateX : **\luaboundary**
 [=] *integer integer*
luametateX : **\mathboundary**
 [=] *integer* [*integer*]
luametateX : **\noboundary**
luametateX : **\optionalboundary**
 [=] *integer*
luametateX : **\pageboundary**
 [=] *integer integer*
luametateX : **\protrusionboundary**
 [=] *integer*
luametateX : **\wordboundary**

6.4.12 boxproperty

luametateX : **\boxadapt**
 (*index* | *box*) [=] *integer*
 > (*index* | *box*) : *dimension*
luametateX : **\boxanchor**
 see \boxadapt
luametateX : **\boxanchors**
 (*index* | *box*) [=] *integer integer*
 > (*index* | *box*) : *integer*
luametateX : **\boxattribute**
 (*index* | *box*) *integer* [=] *integer*
 > (*index* | *box*) *integer* : *integer*
luatex : **\boxdirection**
 see \boxadapt
luametateX : **\boxfinalize**
 see \boxadapt
luametateX : **\boxfreeze**
 see \boxadapt
luametateX : **\boxgeometry**
 see \boxadapt
luametateX : **\boxinserts**
 see \boxadapt
luametateX : **\boxlimit**
 (*index* | *box*)
luametateX : **\boxlimitate**
 see \boxadapt
luametateX : **\boxmigrate**
 see \boxadapt
luametateX : **\boxorientation**
 see \boxadapt
luametateX : **\boxrepack**
 see \boxlimit

luametateX : **\boxshift**
 (*index* | *box*) [=] *dimension*
 > (*index* | *box*) : *dimension*

luametateX : **\boxshrink**
 see **\boxlimit**

luametateX : **\boxsnapping**
 TODO

luametateX : **\boxsource**
 see **\boxadapt**

luametateX : **\boxstretch**
 see **\boxlimit**

luametateX : **\boxsubtype**
 see **\boxlimit**

luametateX : **\boxtarget**
 see **\boxadapt**

luametateX : **\boxtotal**
 see **\boxlimit**

luametateX : **\boxvadjust**
 (*index* | *box*) { *tokens* }
 > (*index* | *box*) : cardinal

luametateX : **\boxxmove**
 see **\boxshift**

luametateX : **\boxxoffset**
 see **\boxshift**

luametateX : **\boxymove**
 see **\boxshift**

luametateX : **\boxyoffset**
 see **\boxshift**

tex : **\dp**
 see **\boxshift**

tex : **\ht**
 see **\boxshift**

tex : **\wd**
 see **\boxshift**

6.4.13 breakproperty

luametateX : **\breaklasthangindent**
 TODO

luametateX : **\breaklasthangleftindent**
 TODO

luametateX : **\breaklasthangleftslack**
 TODO

luametateX : **\breaklasthangrightindent**
 TODO

luametateX : **\breaklasthangrightslack**
 TODO

luametateX : **\breaklasthangslack**
 TODO

luametateX : **\breaklastlinecount**
 TODO

luametateX : **\breaklastlinewidth**
 TODO

6.4.14 caseshift

tex : **\lowercase**
 { *tokens* }

tex : **\uppercase**
 { *tokens* }

6.4.15 catcodetable

luatex : **\initcatcodetable**
 integer

luametateX : **\restorecatcodetable**
 integer

luatex : **\savecatcodetable**
 integer

6.4.16 charnumber

tex : **\char**
 integer

luametateX : **\glyph**
 [*xoffset dimension*] [*yoffset dimension*] [*scale integer*] [*xscale integer*] [*yscale integer*] [*left dimension*] [*right dimension*] [*raise dimension*] [*options integer*] [*font integer*] [*id integer*] [*keepspacing integer*]

6.4.17 combinetoks

luametateX : **\etoks**
 toks { *tokens* }

luatex : **\etoksapp**
 toks { *tokens* }

luatex : **\etokspre**
 toks { *tokens* }

luatex : **\gtoksapp**
 toks { *tokens* }

luatex : **\gtokspre**
 toks { *tokens* }

```

luatex : \toksapp
    toks {tokens}
luatex : \tokspre
    toks {tokens}
luametateX : \xtoks
    toks {tokens}
luatex : \xtoksapp
    toks {tokens}
luatex : \xtokspre
    toks {tokens}

```

6.4.18 convert

```

luametateX : \csactive
    > token : tokens
luametateX : \csnamestring
    : tokens
luatex : \csstring
    > token : tokens
luametateX : \detokened
    > (\cs | {tokens} | toks) : tokens
luametateX : \detokenized
    > {tokens} : tokens
luatex : \directlua
    > {tokens} : tokens
luatex : \expanded
    > {tokens} : tokens
luametateX : \fontidentifier
    > (font | integer) : tokens
tex : \fontname
    > (font | integer) : tokens
luametateX : \fontspecifiedname
    > (font | integer) : tokens
luatex : \formatname
    : tokens
tex : \jobname
    : tokens
luatex : \luabytecode
    > integer : tokens
luatex : \luaescapestring
    > {tokens} : tokens
luatex : \luafunction
    > integer : tokens
luatex : \luatexbanner
    : tokens
tex : \meaning
    > token : tokens
luametateX : \meaningasis

```

```

    > token : tokens
luametateX : \meaningful
    > token : tokens
luametateX : \meaningfull
    > token : tokens
luametateX : \meaningles
    > token : tokens
luametateX : \meaningless
    > token : tokens
tex : \number
    > integer : tokens
tex : \romannumeral
    > integer : tokens
luametateX : \semiexpanded
    > {tokens} : tokens
tex : \string
    > token : tokens
luametateX : \tocharacter
    > integer : tokens
luametateX : \todimension
    > dimension : tokens
luametateX : \tohexadecimal
    > integer : tokens
luametateX : \tointeger
    > integer : tokens
luametateX : \tolimitedfloat
    > float : tokens
luametateX : \tomathstyle
    > mathstyle : tokens
luametateX : \toscaled
    > dimension : tokens
luametateX : \tosparsedimension
    > dimension : tokens
luametateX : \tosparsescaled
    > dimension : tokens

```

6.4.19 csname

```

luatex : \begincsname
    tokens\endcsname
tex : \csname
    tokens\endcsname
luatex : \futurecsname
    tokens\endcsname
luatex : \lastnamedcs

```

6.4.20 def

```

luametateX : \cdef
    \cs [preamble] {tokens}
luametateX : \cdefcsname
    tokens\endcsname [preamble] {tokens}
tex : \def
    \cs [preamble] {tokens}
luametateX : \defcsname
    tokens\endcsname [preamble] {tokens}
tex : \edef
    \cs [preamble] {tokens}
luametateX : \edefcsname
    tokens\endcsname [preamble] {tokens}
tex : \gdef
    \cs [preamble] {tokens}
luametateX : \gdefcsname
    tokens\endcsname [preamble] {tokens}
tex : \xdef
    \cs [preamble] {tokens}
luametateX : \xdefcsname
    tokens\endcsname [preamble] {tokens}

```

6.4.21 definecharcode

```

luatex : \Udelcode
    integer [=] integer
    > integer: integer
luatex : \Umathcode
    integer [=] integer
    > integer: integer
luametateX : \amcode
    integer [=] integer
    > integer: integer
tex : \catcode
    integer [=] integer
    > integer: integer
luametateX : \cccode
    integer [=] integer
    > integer: integer
tex : \delcode
    integer [=] integer
    > integer: integer
luatex : \hccode
    integer [=] integer
    > integer: integer
luatex : \hmcode
    integer [=] integer

```

```

    > integer: integer
tex : \lccode
    integer [=] integer
    > integer: integer
tex : \mathcode
    integer [=] integer
    > integer: integer
tex : \sfcode
    integer [=] integer
    > integer: integer
tex : \uccode
    integer [=] integer
    > integer: integer

```

6.4.22 definefamily

```

tex : \scriptfont
    family (font | integer)
    > family: integer
tex : \scriptscriptfont
    see \scriptfont
tex : \textfont
    see \scriptfont

```

6.4.23 definefont

```

tex : \font
    \cs ({filename} | filename) [(at
    dimension | scaled integer)]
    : tokens

```

6.4.24 delimiternumber

```

luatex : \Udelimner
    integer integer integer
tex : \delimiter
    integer

```

6.4.25 discretionary

```

tex : \-
luatex : \automaticdiscretionary
tex : \discretionary
    [penalty] [postword] [preword]
    [break] [nobreak] [options] [class]
    [standalone] {tokens} {tokens}

```

{tokens}
`luatex : \explicitdiscretionary`

6.4.26 endcsname

`tex : \endcsname`

6.4.27 endgroup

`tex : \endgroup`
`luametateX : \endmathgroup`
`luametateX : \endsimplegroup`

6.4.28 endjob

`tex : \dump`
`tex : \end`

6.4.29 endlower

`luatex : \endlowercontrol`

6.4.30 endparagraph

`luametateX : \localbreakpar`
`tex : \par`

6.4.31 endtemplate

`luametateX : \aligncontent`
`luametateX : \alignloop`
 TODO
`tex : \cr`
`tex : \crr`
`tex : \noalign`
{tokens}
`tex : \omit`
`luametateX : \realign`
{tokens} *{tokens}*
`tex : \span`

6.4.32 equationnumber

`tex : \eqno`
{tokens}

`tex : \leqno`
{tokens}

6.4.33 expandafter

`luametateX : \expand`
token
`luametateX : \expandactive`
token
`tex : \expandafter`
token token
`luametateX : \expandafterpars`
token
`luametateX : \expandafterspaces`
token
`luametateX : \expandcstoken`
token
`luametateX : \expandedafter`
token {tokens}
`luametateX : \expandparameter`
integer
`luametateX : \expandtoken`
token
`luametateX : \expandtoks`
{tokens}
`luametateX : \futureexpand`
token token token
`luametateX : \futureexpandis`
 TODO
`luametateX : \futureexpandisap`
 TODO
`luametateX : \semiexpand`
token
`etex : \unless`

6.4.34 explicitSpace

`tex : \`
`luametateX : \explicitSpace`

6.4.35 fontproperty

`luametateX : \cfcode`
(font | integer) integer [=] integer
> (font | integer) integer : integer
`luatex : \efcode`
 see \cfcode

tex : **\fontdimen**
 (*font* | *integer*) *integer* [=] *dimension*
 > (*font* | *integer*) *integer* : *dimension*

tex : **\hyphenchar**
 (*font* | *integer*) [=] *integer*
 > (*font* | *integer*) : *integer*

luatex : **\lpcode**
 see **\fontdimen**

luatex : **\rpcode**
 see **\fontdimen**

luametateX : **\scaledfontdimen**
 see **\hyphenchar**

luametateX : **\scaledfontemwidth**
 > (*font* | *integer*) : *dimension*

luametateX : **\scaledfontexheight**
 > (*font* | *integer*) : *dimension*

luametateX : **\scaledfontextraspacer**
 > (*font* | *integer*) : *dimension*

luametateX : **\scaledfontinterwordshrink**
 > (*font* | *integer*) : *dimension*

luametateX : **\scaledfontinterwordspace**
 > (*font* | *integer*) : *dimension*

luametateX : **\scaledfontinterwordstretch**
 > (*font* | *integer*) : *dimension*

luametateX : **\scaledfontslantperpoint**
 > (*font* | *integer*) : *dimension*

tex : **\skewchar**
 see **\hyphenchar**

6.4.36 getmark

tex : **\botmark**

etex : **\botmarks**
 integer

luametateX : **\currentmarks**
 integer

tex : **\firstmark**

etex : **\firstmarks**
 integer

tex : **\splitbotmark**

etex : **\splitbotmarks**
 integer

tex : **\splitfirstmark**

etex : **\splitfirstmarks**
 integer

tex : **\topmark**

etex : **\topmarks**
 integer

6.4.37 halign

tex : **\halign**
 [*attr integer integer*] [*callback integer*] [*callbacks integer*]
 [*discard*] [*noskips*] [*nolastskip*]
 [*reverse*] [*to dimension*] [*spread dimension*] {*tokens*}

6.4.38 hmove

tex : **\moveleft**
 dimension box

tex : **\moveright**
 dimension box

6.4.39 hrule

tex : **\hrule**
 [*attr integer* [=] *integer*] [*width dimension*] [*height dimension*] [*depth dimension*] [*pair dimension dimension*] [*xoffset dimension*] [*yoffset dimension*] [*linesnapping linesnapping\or*] [*running*] [*discardable*] [*keepspacing*] [*resetspacing*] [*left dimension*] [*right dimension*] [*top dimension*] [*bottom dimension*] [*on dimension*] [*off dimension*]

luatex : **\nohrule**
 see **\hrule**

luametateX : **\virtualhrule**
 see **\hrule**

6.4.40 hskip

tex : **\hfil**

tex : **\hfill**

tex : **\hfilneg**

tex : **\hskip**
 dimension [plus
 (*dimension* | *fi* [*n*l*])] [minus
 (*dimension* | *fi* [*n*l*])]

tex : **\hss**

6.4.41 hyphenation

```

luatex : \hjcode
      integer [=] integer
tex : \hyphenation
      { tokens }
luametateX : \hyphenationmin
      [=] integer
tex : \patterns
      { tokens }
luatex : \postexhyphenchar
      [=] integer
luatex : \posthyphenchar
      [=] integer
luatex : \preexhyphenchar
      [=] integer
luatex : \prehyphenchar
      [=] integer

```

6.4.42 iftest

```

tex : \else
tex : \fi
tex : \if
luatex : \ifabsdim
      dimension
      ( ! | < | = | > | ∈ | ∉ | ≠ | ≤ | ≥ | ≠ | ≠ )
      dimension
luametateX : \ifabsfloat
      float ( ! | < | = | > | ∈ | ∉ | ≠ | ≤ | ≥ | ≠ | ≠ )
      float
luatex : \ifabsnum
      integer
      ( ! | < | = | > | ∈ | ∉ | ≠ | ≤ | ≥ | ≠ | ≠ )
      integer
luametateX : \ifarguments
luametateX : \ifboolean
      integer
tex : \ifcase
      integer
tex : \ifcat
      token
luametateX : \ifchkdim
      tokens\or
luametateX : \ifchkdimension
      tokens\or
luametateX : \ifchkdimexpr
      tokens\or

```

```

luametateX : \ifchknum
      tokens\or
luametateX : \ifchknumber
      tokens\or
luametateX : \ifchknumexpr
      tokens\or
luametateX : \ifcmpdim
      dimension dimension
luametateX : \ifcmpnum
      integer integer
luatex : \ifcondition
      \if...
luametateX : \ifcramped
etex : \ifcsname
      tokens\endcsname
luametateX : \ifcstok
      tokens\relax
etex : \ifdefined
      token
tex : \ifdim
      see \ifabsdim
luametateX : \ifdimexpression
      tokens\relax
luametateX : \ifdimval
      tokens\or
luametateX : \ifempty
      ( token | { tokens } )
tex : \iffalse
luametateX : \ifflags
      \cs
luametateX : \iffloat
      see \ifabsfloat
etex : \iffontchar
      integer integer
luametateX : \ifhaschar
      token { tokens }
luametateX : \ifhastok
      token { tokens }
luametateX : \ifhastoks
      tokens\relax
luametateX : \ifhasxtoks
      tokens\relax
tex : \ifhbox
      ( index | box )
tex : \ifhmode
luametateX : \iffinalignment
luametateX : \ifincsname
      tokens\endcsname
tex : \ifinner

```


luatex : **\ifinsert**
integer
luametateX : **\ifintervalldim**
dimension dimension dimension
luametateX : **\ifintervalfloat**
integer integer integer
luametateX : **\ifintervalnum**
float float float
luametateX : **\iflastnamedcs**
luametateX : **\iflist**
see \ifhbox
luametateX : **\ifmathparameter**
integer
luametateX : **\ifmathstyle**
mathstyle
tex : **\ifmmode**
tex : **\ifnum**
see \ifabsnum
luametateX : **\ifnumexpression**
tokens\relax
luametateX : **\ifnumval**
tokens\or
tex : **\ifodd**
integer
luametateX : **\ifparameter**
parameter\or
luametateX : **\ifparameters**
luametateX : **\ifrelax**
token
luametateX : **\ifspecification**
TODO
luametateX : **\iftok**
tokens\relax
tex : **\iftrue**
tex : **\ifvbox**
see \ifhbox
tex : **\ifvmode**
tex : **\ifvoid**
see \ifhbox
tex : **\ifx**
token
luametateX : **\ifzerodim**
dimension
luametateX : **\ifzerofloat**
float
luametateX : **\ifzeronum**
integer
tex : **\or**
luametateX : **\orelse**

luametateX : **\orunless**

6.4.43 ignoresomething

luatex : **\ignorearguments**
luatex : **\ignorenestedupto**
token
luatex : **\ignorepars**
luatex : **\ignorereset**
tex : **\ignorespaces**
luatex : **\ignoreupto**
token

6.4.44 input

tex : **\endinput**
luametateX : **\eofinput**
{tokens} ({filename} | filename)
luametateX : **\ignoretokens**
{tokens}
tex : **\input**
({filename} | filename)
luametateX : **\quitloop**
luametateX : **\quitloopnow**
luametateX : **\retokenized**
[catcodetable] {tokens}
luatex : **\scantexttokens**
{tokens}
etex : **\scantokens**
{tokens}
luametateX : **\tokenized**
{tokens}

6.4.45 insert

tex : **\insert**
integer

6.4.46 interaction

tex : **\batchmode**
tex : **\errorstopmode**
tex : **\nonstopmode**
tex : **\scrollmode**

6.4.47 internaldimension

```

luametatex : \balanceemergencyshrink
    [=] dimension
    : dimension
luametatex : \balanceemergencystretch
    [=] dimension
    : dimension
luametatex : \balancelineheight
    [=] dimension
    : dimension
luametatex : \balancevsize
    [=] dimension
    : dimension
tex : \boxmaxdepth
    [=] dimension
    : dimension
tex : \delimitershortfall
    [=] dimension
    : dimension
tex : \displayindent
    [=] dimension
    : dimension
tex : \displaywidth
    [=] dimension
    : dimension
tex : \emergencyextrastretch
    [=] dimension
    : dimension
tex : \emergencystretch
    [=] dimension
    : dimension
luametatex : \glyphxoffset
    [=] dimension
    : dimension
luametatex : \glyphyoffset
    [=] dimension
    : dimension
tex : \hangindent
    [=] dimension
    : dimension
tex : \hfuzz
    [=] dimension
    : dimension
tex : \hsize
    [=] dimension
    : dimension
luatex : \ignoredepthcriterion
    [=] dimension

```

```

    : dimension
tex : \lineskiplimit
    [=] dimension
    : dimension
luametatex : \linesnappingtolerance
    [=] dimension
    : dimension
luametatex : \localhangindent
    [=] dimension
    : dimension
tex : \mathsurround
    [=] dimension
    : dimension
tex : \maxdepth
    [=] dimension
    : dimension
tex : \nulldelimiterspace
    [=] dimension
    : dimension
tex : \overfullrule
    [=] dimension
    : dimension
luatex : \pageextragoal
    [=] dimension
    : dimension
tex : \parindent
    [=] dimension
    : dimension
tex : \predisplaysize
    [=] dimension
    : dimension
luatex : \pxdimen
    [=] dimension
    : dimension
tex : \scriptspace
    [=] dimension
    : dimension
luatex : \shortinlinemaththreshold
    [=] dimension
    : dimension
luametatex : \splitextraheight
    [=] dimension
    : dimension
tex : \splitmaxdepth
    [=] dimension
    : dimension
luametatex : \tabsize
    [=] dimension
    : dimension

```

tex : **\vfuzz**
 [=] *dimension*
 : *dimension*

tex : **\vsize**
 [=] *dimension*
 : *dimension*

6.4.48 internalglue

tex : **\abovedisplayshortskip**
 [=] *glue*
 : *glue*

tex : **\abovedisplayskip**
 [=] *glue*
 : *glue*

luametatex : **\additionalpageskip**
 [=] *glue*
 : *glue*

luametatex : **\balancebottomskip**
 [=] *glue*
 : *glue*

luametatex : **\balancetopskip**
 [=] *glue*
 : *glue*

tex : **\baselineskip**
 [=] *glue*
 : *glue*

tex : **\belowdisplayshortskip**
 [=] *glue*
 : *glue*

tex : **\belowdisplayskip**
 [=] *glue*
 : *glue*

luametatex : **\bottomskip**
 [=] *glue*
 : *glue*

luametatex : **\emergencyleftskip**
 [=] *glue*
 : *glue*

luametatex : **\emergencyrightskip**
 [=] *glue*
 : *glue*

luametatex : **\initialpageskip**
 [=] *glue*
 : *glue*

luametatex : **\initialtopskip**
 [=] *glue*
 : *glue*

tex : **\leftskip**
 [=] *glue*
 : *glue*

tex : **\lineskip**
 [=] *glue*
 : *glue*

luatex : **\mathsurroundskip**
 [=] *glue*
 : *glue*

luametatex : **\maththreshold**
 [=] *glue*
 : *glue*

luametatex : **\parfillleftskip**
 [=] *glue*
 : *glue*

luametatex : **\parfillrightskip**
 [=] *glue*
 : *glue*

tex : **\parfillskip**
 [=] *glue*
 : *glue*

luametatex : **\parinitleftskip**
 [=] *glue*
 : *glue*

luametatex : **\parinitrightskip**
 [=] *glue*
 : *glue*

tex : **\parskip**
 [=] *glue*
 : *glue*

tex : **\rightskip**
 [=] *glue*
 : *glue*

tex : **\spaceskip**
 [=] *glue*
 : *glue*

tex : **\splittopskip**
 [=] *glue*
 : *glue*

tex : **\tabskip**
 [=] *glue*
 : *glue*

tex : **\topskip**
 [=] *glue*
 : *glue*

tex : **\xspaceskip**
 [=] *glue*
 : *glue*

6.4.49 internalinteger

```

tex : \adjdemerits
    [=] integer
    : integer
luatex : \adjustspacing
    [=] integer
    : integer
luametateX : \adjustspacingshrink
    [=] integer
    : integer
luametateX : \adjustspacingstep
    [=] integer
    : integer
luametateX : \adjustspacingstretch
    [=] integer
    : integer
luametateX : \alignmentcellsource
    [=] integer
    : integer
luametateX : \alignmentwrapsource
    [=] integer
    : integer
luatex : \automatichyphenpenalty
    [=] integer
    : integer
luametateX : \automigrationmode
    [=] integer
    : integer
luametateX : \autoparagraphmode
    [=] integer
    : integer
luametateX : \balanceadjdemerits
    [=] integer
    : integer
luametateX : \balancebreakpasses
    [=] integer
    : integer
luametateX : \balancechecks
    [=] integer
    : integer
luametateX : \balancelooseness
    [=] integer
    : integer
luametateX : \balancepenalty
    [=] integer
    : integer
luametateX : \balancetolerance
    [=] integer
    : integer
tex : \binoppenalty
    [=] integer
    : integer
luametateX : \boxlimitmode
    [=] integer
    : integer
tex : \brokenpenalty
    [=] integer
    : integer
luatex : \catcodetable
    [=] integer
    : integer
tex : \clubpenalty
    [=] integer
    : integer
tex : \day
    [=] integer
    : integer
tex : \defaultthyphenchar
    [=] integer
    : integer
tex : \defaultskewchar
    [=] integer
    : integer
tex : \delimiterfactor
    [=] integer
    : integer
luametateX : \discretionaryoptions
    [=] integer
    : integer
tex : \displaywidowpenalty
    [=] integer
    : integer
tex : \doublehyphendemerits
    [=] integer
    : integer
luametateX : \doublepenaltymode
    [=] integer
    : integer
luametateX : \emptyparagraphmode
    [=] integer
    : integer
tex : \endlinechar
    [=] integer
    : integer
tex : \errorcontextlines
    [=] integer
    : integer

```

luametatex : \errorrecoverymode	: <i>integer</i>
TODO	
tex : \escapechar	luametatex : \glyphscriptfield
[=] <i>integer</i>	[=] <i>integer</i>
: <i>integer</i>	: <i>integer</i>
luametatex : \etexexprmode	luametatex : \glyphscriptscale
[=] <i>integer</i>	[=] <i>integer</i>
: <i>integer</i>	: <i>integer</i>
luametatex : \eufactor	luametatex : \glyphscriptscriptscale
[=] <i>integer</i>	[=] <i>integer</i>
: <i>integer</i>	: <i>integer</i>
luametatex : \exapostrophechar	luametatex : \glyphslant
[=] <i>integer</i>	[=] <i>integer</i>
: <i>integer</i>	: <i>integer</i>
luatex : \exceptionpenalty	luametatex : \glyphstatefield
[=] <i>integer</i>	[=] <i>integer</i>
: <i>integer</i>	: <i>integer</i>
tex : \exhyphenchar	luametatex : \glyphtextscale
[=] <i>integer</i>	[=] <i>integer</i>
: <i>integer</i>	: <i>integer</i>
tex : \exhyphenpenalty	luametatex : \glyphweight
[=] <i>integer</i>	[=] <i>integer</i>
: <i>integer</i>	: <i>integer</i>
luatex : \explicithyphenpenalty	luametatex : \glyphxscale
[=] <i>integer</i>	[=] <i>integer</i>
: <i>integer</i>	: <i>integer</i>
tex : \fam	luametatex : \glyphyscale
[=] <i>integer</i>	[=] <i>integer</i>
: <i>integer</i>	: <i>integer</i>
tex : \finalhyphendemerits	tex : \hangafter
[=] <i>integer</i>	[=] <i>integer</i>
: <i>integer</i>	: <i>integer</i>
luatex : \firstvalidlanguage	tex : \hbadness
[=] <i>integer</i>	[=] <i>integer</i>
: <i>integer</i>	: <i>integer</i>
tex : \floatingpenalty	luametatex : \hbadnessmode
[=] <i>integer</i>	[=] <i>integer</i>
: <i>integer</i>	: <i>integer</i>
tex : \globaldefs	tex : \holdinginserts
[=] <i>integer</i>	[=] <i>integer</i>
: <i>integer</i>	: <i>integer</i>
luametatex : \glyphdatafield	luametatex : \holdingmigrations
[=] <i>integer</i>	[=] <i>integer</i>
: <i>integer</i>	: <i>integer</i>
luametatex : \glyphoptions	luatex : \hyphenationmode
[=] <i>integer</i>	[=] <i>integer</i>
: <i>integer</i>	: <i>integer</i>
luametatex : \glyphscale	tex : \hyphenpenalty
[=] <i>integer</i>	[=] <i>integer</i>
	: <i>integer</i>

```

luametatex : \insertoptions
    TODO
tex : \interlinepenalty
    [=] integer
    : integer
tex : \language
    [=] integer
    : integer
etex : \lastlinefit
    [=] integer
    : integer
tex : \lefthyphenmin
    [=] integer
    : integer
luametatex : \lefttwindemerits
    [=] integer
    : integer
luametatex : \linebreakchecks
    [=] integer
    : integer
luametatex : \linebreakoptional
    [=] integer
    : integer
luametatex : \linebreakpasses
    [=] integer
    : integer
luatex : \linedirection
    [=] integer
    : integer
tex : \linepenalty
    [=] integer
    : integer
luametatex : \linesnappingdpfactor
    TODO
luametatex : \linesnappinghtfactor
    TODO
luatex : \localbrokenpenalty
    [=] integer
    : integer
luametatex : \localhangafter
    [=] integer
    : integer
luatex : \localinterlinepenalty
    [=] integer
    : integer
luametatex : \localpretolerance
    [=] integer
    : integer

```

```

luametatex : \localtolerance
    [=] integer
    : integer
tex : \looseness
    [=] integer
    : integer
luatex : \luacopyinputnodes
    [=] integer
    : integer
luametatex : \mathbeginclass
    [=] integer
    : integer
luametatex : \mathcheckfencesmode
    [=] integer
    : integer
luametatex : \mathdictgroup
    [=] integer
    : integer
luametatex : \mathdictproperties
    [=] integer
    : integer
luatex : \mathdirection
    [=] integer
    : integer
luametatex : \mathdisplaymode
    [=] integer
    : integer
luametatex : \mathdisplaypenaltyfactor
    [=] integer
    : integer
luatex : \mathdisplayskipmode
    [=] integer
    : integer
luametatex : \mathdoublescriptmode
    [=] integer
    : integer
luametatex : \mathendclass
    [=] integer
    : integer
luatex : \matheqnogapstep
    [=] integer
    : integer
luametatex : \mathfontcontrol
    [=] integer
    : integer
luametatex : \mathgluemode
    [=] integer
    : integer

```

luametateX : \mathgroupingmode [=] integer : integer	tex : \month [=] integer : integer
luametateX : \mathinlinepenaltyfactor [=] integer : integer	tex : \newlinechar [=] integer : integer
luametateX : \mathleftclass [=] integer : integer	luametateX : \nooutputboxerror [=] integer : integer
luametateX : \mathlimitsmode [=] integer : integer	luametateX : \normalizelinemode [=] integer : integer
luametateX : \mathoptions [=] integer : integer	luametateX : \normalizeparmode [=] integer : integer
luatex : \mathpenaltiesmode [=] integer : integer	luatex : \nospaces [=] integer : integer
luametateX : \mathpretolerance [=] integer : integer	luatex : \outputbox [=] integer : integer
luametateX : \mathrightclass [=] integer : integer	tex : \outputpenalty [=] integer : integer
luatex : \mathrulesfam [=] integer : integer	luametateX : \overloadmode [=] integer : integer
luatex : \mathrulesmode [=] integer : integer	luametateX : \parametermode [=] integer : integer
luatex : \mathscrptsmode [=] integer : integer	luatex : \pardirection [=] integer : integer
luametateX : \mathslackmode [=] integer : integer	tex : \pausing [=] integer : integer
luametateX : \mathspacingmode [=] integer : integer	tex : \postdisplaypenalty [=] integer : integer
luametateX : \mathsurroundmode [=] integer : integer	luametateX : \postinlinepenalty [=] integer : integer
luametateX : \mathtolerance [=] integer : integer	luametateX : \postshortinlinepenalty [=] integer : integer
tex : \maxdeadcycles [=] integer : integer	luatex : \prebinoppenalty [=] integer : integer

luatex : \predisplaydirection [=] <i>integer</i> : <i>integer</i>	luatex : \setfontid [=] <i>integer</i> : <i>integer</i>
luatex : \predisplaygapfactor [=] <i>integer</i> : <i>integer</i>	tex : \setlanguage [=] <i>integer</i> : <i>integer</i>
tex : \predisplaypenalty [=] <i>integer</i> : <i>integer</i>	luametateX : \shapingpenaltiesmode [=] <i>integer</i> : <i>integer</i>
luametateX : \preinlinepenalty [=] <i>integer</i> : <i>integer</i>	luametateX : \shapingpenalty [=] <i>integer</i> : <i>integer</i>
luatex : \prerelpenalty [=] <i>integer</i> : <i>integer</i>	luametateX : \shortinlineorphanpenalty [=] <i>integer</i> : <i>integer</i>
luametateX : \preshortinlinepenalty [=] <i>integer</i> : <i>integer</i>	tex : \showboxbreadth [=] <i>integer</i> : <i>integer</i>
tex : \pretolerance [=] <i>integer</i> : <i>integer</i>	tex : \showboxdepth [=] <i>integer</i> : <i>integer</i>
luatex : \protrudechars [=] <i>integer</i> : <i>integer</i>	tex : \shownodedetails [=] <i>integer</i> : <i>integer</i>
tex : \relpenalty [=] <i>integer</i> : <i>integer</i>	luametateX : \singlelinepenalty [=] <i>integer</i> : <i>integer</i>
tex : \righthyphenmin [=] <i>integer</i> : <i>integer</i>	luametateX : \spacechar [=] <i>integer</i> : <i>integer</i>
luametateX : \righttwindemerits [=] <i>integer</i> : <i>integer</i>	luametateX : \spacefactor mode [=] <i>integer</i> : <i>integer</i>
etex : \savinghyphcodes [=] <i>integer</i> : <i>integer</i>	luametateX : \spacefactor overload [=] <i>integer</i> : <i>integer</i>
etex : \savingvdiscards [=] <i>integer</i> : <i>integer</i>	luametateX : \spacefactor shrinklimit [=] <i>integer</i> : <i>integer</i>
luametateX : \scriptspaceafterfactor [=] <i>integer</i> : <i>integer</i>	luametateX : \spacefactor stretchlimit [=] <i>integer</i> : <i>integer</i>
luametateX : \scriptspacebeforefactor [=] <i>integer</i> : <i>integer</i>	luametateX : \spaceskipfactor TODO
luametateX : \scriptspacebetweenfactor [=] <i>integer</i> : <i>integer</i>	luametateX : \supmarkmode [=] <i>integer</i> : <i>integer</i>
	luatex : \texdirection [=] <i>integer</i>


```

: integer
tex : \time
    [=] integer
: integer
tex : \tolerance
    [=] integer
: integer
luametateX : \tracingadjusts
    [=] integer
: integer
luametateX : \tracingalignments
    [=] integer
: integer
etex : \tracingassigns
    [=] integer
: integer
luametateX : \tracingbalancing
    [=] integer
: integer
tex : \tracingcommands
    [=] integer
: integer
luametateX : \tracingexpressions
    [=] integer
: integer
luametateX : \tracingfitness
    [=] integer
: integer
luametateX : \tracingfullboxes
    [=] integer
: integer
etex : \tracinggroups
    [=] integer
: integer
luametateX : \tracinghyphenation
    [=] integer
: integer
etex : \tracingifs
    [=] integer
: integer
luametateX : \tracinginserts
    [=] integer
: integer
luametateX : \tracinglevels
    [=] integer
: integer
luametateX : \tracinglists
    [=] integer
: integer
tex : \tracingloners
    [=] integer
: integer
luametateX : \tracinglooseness
    [=] integer
: integer
tex : \tracinglostchars
    [=] integer
: integer
tex : \tracingmacros
    [=] integer
: integer
luametateX : \tracingmarks
    [=] integer
: integer
luametateX : \tracingmath
    [=] integer
: integer
luametateX : \tracingmvl
    [=] integer
: integer
etex : \tracingnesting
    [=] integer
: integer
luametateX : \tracingnodes
    [=] integer
: integer
tex : \tracingonline
    [=] integer
: integer
luametateX : \tracingorphans
    [=] integer
: integer
tex : \tracingoutput
    [=] integer
: integer
tex : \tracingpages
    [=] integer
: integer
tex : \tracingparagraphs
    [=] integer
: integer
luametateX : \tracingpasses
    [=] integer
: integer
luametateX : \tracingpenalties
    [=] integer
: integer

```

```

tex : \tracingrestores
      [=] integer
      : integer
luametateX : \tracingsnapping
      TODO
tex : \tracingstats
      [=] integer
      : integer
luametateX : \tracingtoddlers
      [=] integer
      : integer
tex : \uchyph
      [=] integer
      : integer
luatex : \variablefam
      [=] integer
      : integer
tex : \vbadness
      [=] integer
      : integer
luametateX : \vbadnessmode
      [=] integer
      : integer
luametateX : \vsplitchecks
      [=] integer
      : integer
tex : \widowpenalty
      [=] integer
      : integer
tex : \year
      [=] integer
      : integer

```

6.4.50 internalmuglue

```

tex : \medmuskip
      [=] muglue
      : muglue
luametateX : \pettymuskip
      [=] muglue
      : muglue
tex : \thickmuskip
      [=] muglue
      : muglue
tex : \thinmuskip
      [=] muglue
      : muglue
luametateX : \tinymuskip
      [=] muglue

```

```

      : muglue

```

6.4.51 internaltoks

```

tex : \errhelp
      [=] toks
      : toks
luametateX : \everybeforepar
      [=] toks
      : toks
tex : \everycr
      [=] toks
      : toks
tex : \everydisplay
      [=] toks
      : toks
etex : \everyeof
      [=] toks
      : toks
tex : \everyhbox
      [=] toks
      : toks
tex : \everyjob
      [=] toks
      : toks
tex : \everymath
      [=] toks
      : toks
luametateX : \everymathatom
      [=] toks
      : toks
tex : \everypar
      [=] toks
      : toks
luametateX : \everyparbegin
      [=] toks
      : toks
luametateX : \everyparend
      [=] toks
      : toks
luametateX : \everytab
      [=] toks
      : toks
tex : \everyvbox
      [=] toks
      : toks
tex : \output
      [=] toks
      : toks

```

6.4.52 italiccorrection

tex : `\/`
luametateX : `\explicititaliccorrection`
luametateX : `\forcedleftcorrection`
luametateX : `\forcedrightcorrection`

6.4.53 kern

tex : `\hkern`
 `dimension`
tex : `\kern`
 `dimension`
tex : `\vkern`
 `dimension`

6.4.54 leader

tex : `\cleaders`
 `(box | rule | glyph) glue`
luatex : `\gleaders`
 see `\cleaders`
tex : `\leaders`
 see `\cleaders`
luametateX : `\uleaders`
 `[callback integer] [line] [nobreak]`
 `(box | rule | glyph) glue`
tex : `\xleaders`
 see `\cleaders`

6.4.55 legacy

tex : `\shipout`
 `{ tokens }`

6.4.56 let

luametateX : `\futuredef`
 `\cs \cs`
tex : `\futurelet`
 `\cs [=] \cs`
luametateX : `\glet`
 `\cs`
luametateX : `\gletcsname`
 `tokens\endcsname`
luametateX : `\glettonothing`
 `\cs`

tex : `\let`
 `\cs`
luametateX : `\letcharcode`
 `\cs`
luametateX : `\letcsname`
 `tokens\endcsname`
luametateX : `\letfrozen`
 `\cs`
luametateX : `\letprotected`
 `\cs`
luametateX : `\lettolastnamedcs`
 `\cs`
luametateX : `\lettonothing`
 `\cs`
luametateX : `\swapcsvalues`
 `\cs \cs`
luametateX : `\unletfrozen`
 `\cs`
luametateX : `\unletprotected`
 `\cs`

6.4.57 localbox

luatex : `\localleftbox`
 `[always] [index] [keep] [local]`
 `[move] [par] box`
luametateX : `\localmiddlebox`
 see `\localleftbox`
luatex : `\localrightbox`
 see `\localleftbox`
luametateX : `\resetlocalboxes`

6.4.58 luafunctioncall

luatex : `\luabytcodecall`
 `integer`
luatex : `\luafunctioncall`
 `integer`

6.4.59 makebox

tex : `\box`
 `(index | box)`
tex : `\copy`
 see `\box`
luametateX : `\dbox`
 `[target integer] [to dimension]`

[*adapt*] [*attr integer integer*]
 [*anchor integer*] [*axis integer*]
 [*shift dimension*] [*spread dimension*]
 [*source integer*] [*direction integer*]
 [*delay*] [*orientation integer*]
 [*xoffset dimension*] [*xmove dimension*]
 [*yoffset dimension*] [*ymove dimension*]
 [*linesnapping*] [*linesnapping\or*] [*reverse*] [*retain*]
 [*container*] [*mathtext*]
 [*keepspace*] [*class integer*] [*swap*]
 {*tokens*}

luametateX : **\dpack**

see **\dbox**

luametateX : **\dsplit**

[*attr*] [*to*] [*upto*] {*tokens*}

luametateX : **\flushmvl**

integer

tex : **\hbox**

see **\dbox**

luametateX : **\hpack**

see **\dbox**

luametateX : **\insertbox**

integer

luametateX : **\insertcopy**

integer

tex : **\lastbox**

luametateX : **\localleftboxbox**

luametateX : **\localmiddleboxbox**

luametateX : **\localrightboxbox**

luametateX : **\tpack**

see **\dbox**

luametateX : **\tsplit**

see **\dsplit**

luametateX : **\vbalance**

[*exactly*] [*additional*] [*trial*]
 (*index* | *box*)

luametateX : **\vbalancedbox**

see **\box**

luametateX : **\vbalanceddeinsert**

(*index* | *box*) [*descend*] [*forceheight*]
 [*forcedepth*]

luametateX : **\vbalanceddiscard**

(*index* | *box*) [*descend*] [*remove*]

luametateX : **\vbalancedinsert**

(*index* | *box*) [*index*] [*descend*]
integer

luametateX : **\vbalancedreinsert**

(*index* | *box*) [*descend*]

luametateX : **\vbalancedtop**

see **\box**

tex : **\vbox**

see **\dbox**

luatex : **\vpack**

see **\dbox**

tex : **\vsplit**

see **\dsplit**

tex : **\vtop**

see **\dbox**

6.4.60 mark

luatex : **\clearmarks**

integer

luametateX : **\flushmarks**

tex : **\mark**

{*tokens*}

etex : **\marks**

integer {*tokens*}

6.4.61 mathaccent

luatex : **\Umathaccent**

[*attr integer integer*] [*center*]
 [*class integer*] [*exact*] [*source integer*]
 [*stretch*] [*shrink*] [*fraction integer*]
 [*fixed*] [*keepbase*] [*nooverflow*] [*base*]
 (both [*fixed*] *character* [*fixed*] *character* |
 bottom [*fixed*] *character* | top [*fixed*] *character* |
 overlay *character* | *character*)

tex : **\mathaccent**

{*tokens*}

6.4.62 mathcharnumber

luatex : **\Umathchar**

integer

tex : **\mathchar**

integer

luametateX : **\mathclass**

integer

luametateX : **\mathdictionary**

integer *mathchar*

luametateX : `\nomathchar`

6.4.63 mathchoice

tex : `\mathchoice`
 `{tokens}{tokens}{tokens}{tokens}`
luametateX : `\mathdiscretionary`
 `[class integer]{tokens}{tokens}`
 `{tokens}`
luametateX : `\mathstack`
 `{tokens}`

6.4.64 mathcomponent

luametateX : `\mathatom`
 `[attr integer integer][all integer]`
 `[leftclass integer][limits]`
 `[rightclass integer][class integer]`
 `[unpack][unroll][single][source`
 `integer][textfont][mathfont]`
 `[options integer][nolimits]`
 `[nooverflow][void][phantom]`
 `[continuation][integer]`
tex : `\mathbin`
 `{tokens}`
tex : `\mathclose`
 `{tokens}`
tex : `\mathinner`
 `{tokens}`
tex : `\mathop`
 `{tokens}`
tex : `\mathopen`
 `{tokens}`
tex : `\mathord`
 `{tokens}`
tex : `\mathpunct`
 `{tokens}`
tex : `\mathrel`
 `{tokens}`
tex : `\overline`
 `{tokens}`
tex : `\underline`
 `{tokens}`

6.4.65 mathfence

luametateX : `\Uleft`
 `[auto][attr integer integer][axis]`

`[bottom dimension][depth dimension]`
`[factor integer][height dimension]`
`[noaxis][nocheck][nolimits]`
`[nooverflow][leftclass integer]`
`[limits][exact][void][phantom]`
`[class integer][rightclass integer]`
`[scale][source integer][top]`
`delimiter`

luametateX : `\Umiddle`

see `\Uleft`

luametateX : `\Uoperator`

see `\Uleft`

luametateX : `\Uright`

see `\Uleft`

luatex : `\Uvextensible`

see `\Uleft`

tex : `\left`

see `\Uleft`

tex : `\middle`

see `\Uleft`

tex : `\right`

see `\Uleft`

6.4.66 mathfraction

luametateX : `\Uabove`

`dimension [attr integer integer]`
`[class integer][center][exact]`
`[proportional][noaxis]`
`[nooverflow][style mathstyle]`
`[source integer][hfactor integer]`
`[vfactor integer][font][thickness`
`dimension][usecallback]`

luametateX : `\Uabovewithdelims`

`delimiter delimiter dimension [attr`
`integer integer][class integer]`
`[center][exact][proportional]`
`[noaxis][nooverflow][style`
`mathstyle][source integer][hfactor`
`integer][vfactor integer][font]`
`[thickness dimension][usecallback]`

luametateX : `\Uatop`

see `\Uabove`

luametateX : `\Uatopwithdelims`

see `\Uabovewithdelims`

luametateX : `\Uover`

`[attr integer integer][class`
`integer][center][exact]`
`[proportional][noaxis]`

```

[nooverflow] [style mathstyle]
[source integer] [hfactor integer]
[vfactor integer] [font] [thickness
dimension] [usecallback]
luametateX : \Uoverwithdelims
  delimiter delimiter [attr integer
integer] [class integer] [center]
[exact] [proportional] [noaxis]
[nooverflow] [style mathstyle]
[source integer] [hfactor integer]
[vfactor integer] [font] [thickness
dimension] [usecallback]
luatex : \Uskewed
  delimiter [attr integer integer]
[class integer] [center] [exact]
[proportional] [noaxis]
[nooverflow] [style mathstyle]
[source integer] [hfactor integer]
[vfactor integer] [font] [thickness
dimension] [usecallback]
luatex : \Uskewedwithdelims
  delimiter delimiter delimiter [attr
integer integer] [class integer]
[center] [exact] [proportional]
[noaxis] [nooverflow] [style
mathstyle] [source integer] [hfactor
integer] [vfactor integer] [font]
[thickness dimension] [usecallback]
luametateX : \Ustretched
  see \Uskewed
luametateX : \Ustretchedwithdelims
  see \Uskewedwithdelims
tex : \above
  dimension
tex : \abovewithdelims
  delimiter delimiter dimension
tex : \atop
  dimension
tex : \atopwithdelims
  delimiter delimiter dimension
tex : \over
tex : \overwithdelims
  delimiter delimiter

```

6.4.67 mathmodifier

```

luametateX : \Umathadapttolleft
luametateX : \Umathadapttoright
luametateX : \Umathlimits

```

```

luametateX : \Umathnoaxis
luametateX : \Umathnolimits
luametateX : \Umathopenupdepth
  dimension
luametateX : \Umathopenupheight
  dimension
luametateX : \Umathphantom
luametateX : \Umathsource
  [nucleus] integer
luametateX : \Umathuseaxis
luametateX : \Umathvoid
tex : \displaylimits
tex : \limits
tex : \nolimits

```

6.4.68 mathparameter

```

luametateX : \Umathaccentbasedepth
  mathstyle [=] dimension
> mathstyle : dimension
luametateX : \Umathaccentbaseheight
  mathstyle [=] dimension
> mathstyle : dimension
luametateX : \Umathaccentbottomovershoot
  mathstyle [=] dimension
> mathstyle : dimension
luametateX : \Umathaccentbottomshiftdown
  mathstyle [=] dimension
> mathstyle : dimension
luametateX : \Umathaccentextendmargin
  mathstyle [=] dimension
> mathstyle : dimension
luametateX : \Umathaccentssuperscriptdrop
  mathstyle [=] dimension
> mathstyle : dimension
luametateX : \Umathaccentssuperscriptpercent
  mathstyle [=] integer
> mathstyle : integer
luametateX : \Umathaccenttopovershoot
  mathstyle [=] dimension
> mathstyle : dimension
luametateX : \Umathaccenttopshiftup
  mathstyle [=] dimension
> mathstyle : dimension
luametateX : \Umathaccentvariant
  [=] mathstyle
: mathstyle
luatex : \Umathaxis
  mathstyle [=] dimension

```

```

> mathstyle : dimension
luametatex : \Umathbottomaccentvariant
  [=] mathstyle
  : mathstyle
luatex : \Umathconnectoroverlapmin
  mathstyle [=] dimension
  > mathstyle : dimension
luametatex : \Umathdegreevariant
  [=] mathstyle
  : mathstyle
luametatex : \Umathdelimiterextendmargin
  mathstyle [=] dimension
  > mathstyle : dimension
luametatex : \Umathdelimiterovervariant
  [=] mathstyle
  : mathstyle
luametatex : \Umathdelimiterpercent
  mathstyle [=] integer
  > mathstyle : integer
luametatex : \Umathdelimitershortfall
  mathstyle [=] dimension
  > mathstyle : dimension
luametatex : \Umathdelimiterundervariant
  [=] mathstyle
  : mathstyle
luametatex : \Umathdenominatorvariant
  [=] mathstyle
  : mathstyle
luatex : \Umathexheight
  mathstyle [=] dimension
  > mathstyle : dimension
luametatex : \Umathextrasubpreshift
  mathstyle [=] dimension
  > mathstyle : dimension
luametatex : \Umathextrasubprespace
  mathstyle [=] dimension
  > mathstyle : dimension
luametatex : \Umathextrasubshift
  mathstyle [=] dimension
  > mathstyle : dimension
luametatex : \Umathextrasubspace
  mathstyle [=] dimension
  > mathstyle : dimension
luametatex : \Umathextrasuppreshift
  mathstyle [=] dimension
  > mathstyle : dimension
luametatex : \Umathextrasupprespace
  mathstyle [=] dimension
  > mathstyle : dimension
luametatex : \Umathextrasupshift
  mathstyle [=] dimension
  > mathstyle : dimension
luametatex : \Umathextrasupspace
  mathstyle [=] dimension
  > mathstyle : dimension
luametatex : \Umathflattenedaccentbasedepth
  mathstyle [=] dimension
  > mathstyle : dimension
luametatex : \Umathflattenedaccentbaseheight
  mathstyle [=] dimension
  > mathstyle : dimension
luametatex : \Umathflattenedaccentbottomshift-
down
  mathstyle [=] dimension
  > mathstyle : dimension
luametatex : \Umathflattenedaccenttopshiftup
  mathstyle [=] dimension
  > mathstyle : dimension
luatex : \Umathfractiondelsize
  mathstyle [=] dimension
  > mathstyle : dimension
luatex : \Umathfractiondenomdown
  mathstyle [=] dimension
  > mathstyle : dimension
luatex : \Umathfractiondenomvgap
  mathstyle [=] dimension
  > mathstyle : dimension
luatex : \Umathfractionnumup
  mathstyle [=] dimension
  > mathstyle : dimension
luatex : \Umathfractionnumvgap
  mathstyle [=] dimension
  > mathstyle : dimension
luatex : \Umathfractionrule
  mathstyle [=] dimension
  > mathstyle : dimension
luametatex : \Umathfractionvariant
  [=] mathstyle
  : mathstyle
luametatex : \Umathhextensiblevariant
  [=] mathstyle
  : mathstyle
luatex : \Umathlimitabovebgap
  mathstyle [=] dimension
  > mathstyle : dimension
luatex : \Umathlimitabovekern
  mathstyle [=] dimension
  > mathstyle : dimension

```

```

luatex : \Umathlimitabovevgap
  mathstyle [=] dimension
  > mathstyle: dimension
luatex : \Umathlimitbelowbgap
  mathstyle [=] dimension
  > mathstyle: dimension
luatex : \Umathlimitbelowkern
  mathstyle [=] dimension
  > mathstyle: dimension
luatex : \Umathlimitbelowvgap
  mathstyle [=] dimension
  > mathstyle: dimension
luatex : \Umathnolimitsubfactor
  mathstyle [=] integer
  > mathstyle: integer
luatex : \Umathnolimitsupfactor
  mathstyle [=] integer
  > mathstyle: integer
luametatex : \Umathnumeratorvariant
  [=] mathstyle
  : mathstyle
luatex : \Umathoperatorsize
  mathstyle [=] dimension
  > mathstyle: dimension
luatex : \Umathoverbarkern
  mathstyle [=] dimension
  > mathstyle: dimension
luatex : \Umathoverbarrule
  mathstyle [=] dimension
  > mathstyle: dimension
luatex : \Umathoverbarvgap
  mathstyle [=] dimension
  > mathstyle: dimension
luatex : \Umathoverdelimiterbgap
  mathstyle [=] dimension
  > mathstyle: dimension
luametatex : \Umathoverdelimitervariant
  [=] mathstyle
  : mathstyle
luatex : \Umathoverdelimitervgap
  mathstyle [=] dimension
  > mathstyle: dimension
luametatex : \Umathoverlayaccentvariant
  [=] mathstyle
  : mathstyle
luametatex : \Umathoverlinevariant
  [=] mathstyle
  : mathstyle

```

```

luametatex : \Umathprimeraise
  mathstyle [=] dimension
  > mathstyle: dimension
luametatex : \Umathprimeraisecomposed
  mathstyle [=] dimension
  > mathstyle: dimension
luametatex : \Umathprimeshiftedrop
  mathstyle [=] dimension
  > mathstyle: dimension
luametatex : \Umathprimeshiftup
  mathstyle [=] dimension
  > mathstyle: dimension
luametatex : \Umathprimespaceafter
  mathstyle [=] dimension
  > mathstyle: dimension
luametatex : \Umathprimevariant
  [=] mathstyle
  : mathstyle
luatex : \Umathquad
  mathstyle [=] dimension
  > mathstyle: dimension
luatex : \Umathradicaldegreeafter
  mathstyle [=] dimension
  > mathstyle: dimension
luatex : \Umathradicaldegreebefore
  mathstyle [=] dimension
  > mathstyle: dimension
luatex : \Umathradicaldegreeraise
  mathstyle [=] dimension
  > mathstyle: dimension
luametatex : \Umathradicalextensibleafter
  mathstyle [=] dimension
  > mathstyle: dimension
luametatex : \Umathradicalextensiblebefore
  mathstyle [=] dimension
  > mathstyle: dimension
luatex : \Umathradicalkern
  mathstyle [=] dimension
  > mathstyle: dimension
luatex : \Umathradicalrule
  mathstyle [=] dimension
  > mathstyle: dimension
luametatex : \Umathradicalvariant
  [=] mathstyle
  : mathstyle
luatex : \Umathradicalvgap
  mathstyle [=] dimension
  > mathstyle: dimension

```



```

luatex : \Umathruleddepth
    mathstyle [=] dimension
> mathstyle: dimension
luatex : \Umathruleheight
    mathstyle [=] dimension
> mathstyle: dimension
luatex : \Umathskeweddelimitertolerance
    mathstyle [=] dimension
> mathstyle: dimension
luatex : \Umathskewedfractionhgap
    mathstyle [=] dimension
> mathstyle: dimension
luatex : \Umathskewedfractionvgap
    mathstyle [=] dimension
> mathstyle: dimension
luatex : \Umathspaceafterscript
    mathstyle [=] dimension
> mathstyle: dimension
luatex : \Umathspacebeforescript
    mathstyle [=] dimension
> mathstyle: dimension
luatex : \Umathspacebetweenascript
    mathstyle [=] dimension
> mathstyle: dimension
luatex : \Umathstackdenomdown
    mathstyle [=] dimension
> mathstyle: dimension
luatex : \Umathstacknumup
    mathstyle [=] dimension
> mathstyle: dimension
luametatex : \Umathstackvariant
    [=] mathstyle
: mathstyle
luatex : \Umathstackvgap
    mathstyle [=] dimension
> mathstyle: dimension
luametatex : \Umathsubscriptsnap
    mathstyle [=] dimension
> mathstyle: dimension
luametatex : \Umathsubscriptvariant
    [=] mathstyle
: mathstyle
luatex : \Umathsubshiftdown
    mathstyle [=] dimension
> mathstyle: dimension
luatex : \Umathsubshiftdrop
    mathstyle [=] dimension
> mathstyle: dimension
luatex : \Umathsubsupshiftdown
    mathstyle [=] dimension
> mathstyle: dimension
luatex : \Umathsubsupvgap
    mathstyle [=] dimension
> mathstyle: dimension
luatex : \Umathsubtopmax
    mathstyle [=] dimension
> mathstyle: dimension
luatex : \Umathsupbottommin
    mathstyle [=] dimension
> mathstyle: dimension
luametatex : \Umathsuperscriptsnap
    mathstyle [=] dimension
> mathstyle: dimension
luametatex : \Umathsuperscriptvariant
    mathstyle [=] dimension
> mathstyle: dimension
luatex : \Umathsupshiftdrop
    mathstyle [=] dimension
> mathstyle: dimension
luatex : \Umathsupshiftup
    mathstyle [=] dimension
> mathstyle: dimension
luatex : \Umathsupsubbottommax
    mathstyle [=] dimension
> mathstyle: dimension
luametatex : \Umathtopaccentvariant
    [=] mathstyle
: mathstyle
luatex : \Umathunderbarkern
    mathstyle [=] dimension
> mathstyle: dimension
luatex : \Umathunderbarrule
    mathstyle [=] dimension
> mathstyle: dimension
luatex : \Umathunderbarvgap
    mathstyle [=] dimension
> mathstyle: dimension
luatex : \Umathunderdelimiterbgap
    mathstyle [=] dimension
> mathstyle: dimension
luametatex : \Umathunderdelimitervariant
    [=] mathstyle
: mathstyle
luatex : \Umathunderdelimitervgap
    mathstyle [=] dimension
> mathstyle: dimension

```

luametatex : **\Umathunderlinevariant**
 $[=]$ *mathstyle*
: *mathstyle*

luametatex : **\Umathvextensiblevariant**
 $[=]$ *mathstyle*
: *mathstyle*

luametatex : **\Umathxscale**
mathstyle $[=]$ *integer*
> *mathstyle* : *integer*

luametatex : **\Umathyscale**
mathstyle $[=]$ *integer*
> *mathstyle* : *integer*

luametatex : **\copymathatomrule**
integer integer

luametatex : **\copymathparent**
integer integer

luametatex : **\copymathspacing**
integer integer

luametatex : **\letmathatomrule**
integer integer integer integer integer

luametatex : **\letmathparent**
integer integer

luametatex : **\letmathspacing**
see **\letmathatomrule**

luametatex : **\resetmathspacing**

luametatex : **\setdefaultmathcodes**

luametatex : **\setmathatomrule**
integer integer mathstyle integer integer

luametatex : **\setmathdisplaypostpenalty**
integer $[=]$ *integer*

luametatex : **\setmathdisplayprepenalty**
integer $[=]$ *integer*

luametatex : **\setmathignore**
 \mathparameter *integer*

luametatex : **\setmathoptions**
integer $[=]$ *integer*

luametatex : **\setmathpostpenalty**
integer $[=]$ *integer*

luametatex : **\setmathprepenalty**
integer $[=]$ *integer*

luametatex : **\setmathspacing**
integer integer mathstyle glue

6.4.69 mathradical

luametatex : **\Udelimited**
 $[attr integer integer]$ [bottom]

[exact] [top] [style *mathstyle*]
[source *integer*] [stretch] [shrink]
[width *dimension*] [height *dimension*]
[depth *dimension*] [left] [middle]
[right] [nooverflow] [usecallback]
delimiter delimiter [delimiter]
[delimiter] (\mathatom | {tokens})

luatex : **\Udelimiterover**
[attr *integer integer*] [bottom]
[exact] [top] [style *mathstyle*]
[source *integer*] [stretch] [shrink]
[width *dimension*] [height *dimension*]
[depth *dimension*] [left] [middle]
[right] [nooverflow] [usecallback]
delimiter [delimiter] [delimiter]
(\mathatom | {tokens})

luatex : **\Udelimiterunder**
see **\Udelimiterover**

luatex : **\Uhexensible**
see **\Udelimiterover**

luatex : **\Uoverdelimiter**
see **\Udelimiterover**

luatex : **\Uradical**
see **\Udelimiterover**

luatex : **\Uroot**
[attr *integer integer*] [bottom]
[exact] [top] [style *mathstyle*]
[source *integer*] [stretch] [shrink]
[width *dimension*] [height *dimension*]
[depth *dimension*] [left] [middle]
[right] [nooverflow] [usecallback]
delimiter [delimiter] [delimiter]
(\mathatom | {tokens})
(\mathatom | {tokens})

luametatex : **\Urooted**
[attr *integer integer*] [bottom]
[exact] [top] [style *mathstyle*]
[source *integer*] [stretch] [shrink]
[width *dimension*] [height *dimension*]
[depth *dimension*] [left] [middle]
[right] [nooverflow] [usecallback]
delimiter delimiter [delimiter]
[delimiter] (\mathatom | {tokens})
(\mathatom | {tokens})

luatex : **\Underdelimiter**
see **\Udelimiterover**

tex : **\radical**
see **\Uroot**

6.4.70 mathscript

luametateX : `\indexedsupprescript`
 $\text{mathatom} | \{tokens\}$
luametateX : `\indexedsupscript`
 see `\indexedsupprescript`
luametateX : `\indexedsuperprescript`
 see `\indexedsupprescript`
luametateX : `\indexedsuperscript`
 see `\indexedsupprescript`
luametateX : `\noatomruling`
tex : `\nonscript`
luatex : `\noscript`
luametateX : `\nosubprescript`
luametateX : `\nosubscript`
luametateX : `\nosuperprescript`
luametateX : `\nosuperscript`
luametateX : `\primescript`
 see `\indexedsupprescript`
luametateX : `\subprescript`
 see `\indexedsupprescript`
luatex : `\subscript`
 see `\indexedsupprescript`
luametateX : `\superprescript`
 see `\indexedsupprescript`
luatex : `\superscript`
 see `\indexedsupprescript`

6.4.71 mathshiftcs

luatex : `\Ustartdisplaymath`
luatex : `\Ustartmath`
luametateX : `\Ustartmathmode`
luatex : `\Ustopdisplaymath`
luatex : `\Ustopmath`
luametateX : `\Ustopmathmode`

6.4.72 mathstyle

luametateX : `\allcrampedstyles`
luametateX : `\alldisplaystyles`
luametateX : `\allmainstyles`
luametateX : `\allmathstyles`
luametateX : `\allscriptscriptstyles`
luametateX : `\allscriptstyles`
luametateX : `\allsplitstyles`
luametateX : `\alltextstyles`
luametateX : `\alluncrampedstyles`

luametateX : `\allunsplitstyles`
luatex : `\crampeddisplaystyle`
luatex : `\crampedscriptscriptstyle`
luatex : `\crampedscriptstyle`
luatex : `\crampedtextstyle`
luametateX : `\currentlysetmathstyle`
tex : `\displaystyle`
luametateX : `\givenmathstyle`
 $mathstyle$
luametateX : `\scaledmathstyle`
 $integer$
 $> mathstyle : integer$
tex : `\scriptscriptstyle`
tex : `\scriptstyle`
tex : `\textstyle`

6.4.73 message

tex : `\errmessage`
 $\{tokens\}$
tex : `\message`
 $\{tokens\}$

6.4.74 mkern

tex : `\mkern`
 $dimension$

6.4.75 mskip

luametateX : `\mathatomskip`
 $muglue$
tex : `\mskip`
 $muglue$

6.4.76 mvl

luametateX : `\beginmvl`
 $[index\ integer] [options\ integer]$
 $[prevdepth\ dimension] [integer]$
luametateX : `\endmvl`
 $integer$

6.4.77 noexpand

tex : `\noexpand`
 $token$

6.4.78 pageproperty

```

tex : \deadcycles
    [=] integer
    : integer
luametateX : \insertcategory
    TODO
luametateX : \insertdepth
    integer [=] dimension
    > integer: dimension
luametateX : \insertdirection
    integer [=] integer
    > integer: integer
luametateX : \insertdistance
    integer [=] dimension
    > integer: dimension
luametateX : \insertheight
    integer [=] dimension
    > integer: dimension
luametateX : \insertheights
    [=] dimension
    : dimension
luametateX : \insertlimit
    integer [=] dimension
    > integer: dimension
luametateX : \insertlinedepth
    integer [=] dimension
    > integer: dimension
luametateX : \insertlineheight
    integer [=] dimension
    > integer: dimension
luametateX : \insertmaxdepth
    integer [=] dimension
    > integer: dimension
luametateX : \insertmaxplaced
    TODO
luametateX : \insertmultiplier
    integer [=] integer
    > integer: integer
luametateX : \insertonlycount
    TODO
tex : \insertpenalties
    [=] integer
    : integer
luatex : \insertpenalty
    integer [=] integer
    > integer: integer
luametateX : \insertplaced
    TODO

```

```

luametateX : \insertshrink
    integer [=] dimension
    > integer: dimension
luametateX : \insertstorage
    integer [=] integer
    > integer: integer
luametateX : \insertstoring
    [=] integer
    : integer
luametateX : \insertstretch
    integer [=] dimension
    > integer: dimension
luametateX : \insertwidth
    integer [=] dimension
    > integer: dimension
luametateX : \mvlcurrentlyactive
    [=] integer
    : integer
tex : \pagedepth
    [=] dimension
    : dimension
luametateX : \pageexcess
    [=] dimension
    : dimension
tex : \pagefillllstretch
    [=] dimension
    : dimension
tex : \pagefillstretch
    [=] dimension
    : dimension
tex : \pagefilstretch
    [=] dimension
    : dimension
luametateX : \pagefistretch
    [=] dimension
    : dimension
tex : \pagegoal
    [=] dimension
    : dimension
luametateX : \pagelastdepth
    [=] dimension
    : dimension
luametateX : \pagelastfillllstretch
    [=] dimension
    : dimension
luametateX : \pagelastfillstretch
    [=] dimension
    : dimension

```

luametateX : **\pagelastfilstretch**
 [=] *dimension*
 : *dimension*
luametateX : **\pagelastfistretch**
 [=] *dimension*
 : *dimension*
luametateX : **\pagelastheight**
 [=] *dimension*
 : *dimension*
luametateX : **\pagelastshrink**
 [=] *dimension*
 : *dimension*
luametateX : **\pagelaststretch**
 [=] *dimension*
 : *dimension*
tex : **\pageshrink**
 [=] *dimension*
 : *dimension*
tex : **\pagestretch**
 [=] *dimension*
 : *dimension*
tex : **\pagetotal**
 [=] *dimension*
 : *dimension*
luametateX : **\pagevsize**
 [=] *dimension*
 : *dimension*
luametateX : **\splitlastdepth**
 [=] *dimension*
 : *dimension*
luametateX : **\splitlastheight**
 [=] *dimension*
 : *dimension*
luametateX : **\splitlastshrink**
 [=] *dimension*
 : *dimension*
luametateX : **\splitlaststretch**
 [=] *dimension*
 : *dimension*

6.4.79 parameter

luatex : **\alignmark**
luametateX : **\parametermark**

6.4.80 penalty

luametateX : **\hpenalty**
 integer

tex : **\penalty**
 integer
luametateX : **\vpenalty**
 integer

6.4.81 prefix

luametateX : **\aliased**
luametateX : **\constant**
luametateX : **\constrained**
luametateX : **\deferred**
luametateX : **\enforced**
luametateX : **\frozen**
tex : **\global**
luatex : **\immediate**
luametateX : **\immutable**
luametateX : **\inherited**
luametateX : **\instance**
tex : **\long**
luametateX : **\mutable**
luametateX : **\noaligned**
tex : **\outer**
luametateX : **\overloaded**
luametateX : **\permanent**
etex : **\protected**
luametateX : **\retained**
luametateX : **\semiprotected**
luametateX : **\tolerant**
luatex : **\untraced**

6.4.82 register

luatex : **\attribute**
 (*index* | *box*) [=] *integer*
 > (*index* | *box*) : *integer*
tex : **\count**
 see **\attribute**
tex : **\dimen**
 (*index* | *box*) [=] *dimension*
 > (*index* | *box*) : *dimension*
luametateX : **\float**
 (*index* | *box*) [=] *float*
 > (*index* | *box*) : *float*
tex : **\muskip**
 (*index* | *box*) [=] *muglue*
 > (*index* | *box*) : *muglue*
tex : **\skip**
 (*index* | *box*) [=] *glue*

```

> ( index | box ) : glue
tex : \toks
      ( index | box ) [=] { tokens }
> ( index | box ) : { tokens }

```

6.4.83 relax

```

luametateX : \noarguments
luametateX : \norelax
tex : \relax

```

6.4.84 removeitem

```

tex : \unboundary
tex : \unkern
tex : \unpenalty
tex : \unskip

```

6.4.85 setbox

```

tex : \setbox
      ( index | box ) [=]

```

6.4.86 setfont

```

tex : \nullfont

```

6.4.87 shorthanddef

```

luatex : \Umathchardef
          \cs integer
luatex : \Umathdictdef
          \cs integer integer
luatex : \attributedef
          \cs integer
tex : \chardef
      \cs integer
tex : \countdef
      \cs integer
tex : \dimendef
      \cs integer
luametateX : \dimensiondef
              \cs integer
luametateX : \floatdef
              \cs integer

```

```

luametateX : \fontspecdef
              \cs ( font | integer )
luametateX : \gluespecdef
              \cs integer
luametateX : \integerdef
              \cs integer
luatex : \luadeF
          \cs integer
tex : \mathchardef
      \cs integer
luametateX : \mugluespecdef
              \cs integer
tex : \muskipdef
      \cs integer
luametateX : \parameterdef
              \cs integer
luametateX : \positdef
              \cs integer
tex : \skipdef
      \cs integer
luametateX : \specificationdef
              \cs tokens \relax
tex : \toksdef
      \cs integer

```

6.4.88 someitem

```

tex : \badness
      [=] integer
      : integer
luametateX : \balanceshapebottomspace
              integer [=] dimension
              > integer : dimension
luametateX : \balanceshapetopspace
              integer [=] dimension
              > integer : dimension
luametateX : \balanceshapevsize
              integer [=] dimension
              > integer : dimension
luametateX : \currentalignmentcolumn
              TODO
luametateX : \currentalignmentrow
              TODO
luametateX : \currentalignmenttabskip
              TODO
etex : \currentgrouplevel
      [=] integer
      : integer

```

```

etex : \currentgrouptype
    [=] integer
    : integer
etex : \currentifbranch
    [=] integer
    : integer
etex : \currentiflevel
    [=] integer
    : integer
etex : \currentifttype
    [=] integer
    : integer
luametateX : \currentloopiterator
    [=] integer
    : integer
luametateX : \currentloopnesting
    [=] integer
    : integer
luametateX : \currentstacksize
    [=] integer
    : integer
luametateX : \dimexperimental
    (tokens\relax | {tokens}) [=]
    dimension
    > (tokens\relax | {tokens}) : dimension
etex : \dimexpr
    see \dimexperimental
luametateX : \dimexpression
    see \dimexperimental
luametateX : \floatexpr
    (tokens\relax | {tokens}) [=] float
    > (tokens\relax | {tokens}) : float
luametateX : \fontcharba
    integer [=] dimension
    > integer : dimension
etex : \fontchardp
    integer [=] dimension
    > integer : dimension
etex : \fontcharht
    integer [=] dimension
    > integer : dimension
etex : \fontcharic
    integer [=] dimension
    > integer : dimension
luametateX : \fontcharta
    integer [=] dimension
    > integer : dimension
etex : \fontcharwd
    integer [=] dimension
    > integer : dimension
luatex : \fontid
    (font | integer) [=] integer
    > (font | integer) : integer
luametateX : \fontmathcontrol
    see \fontid
luametateX : \fontspecid
    see \fontid
luametateX : \fontspecifiedsize
    see \fontid
luametateX : \fontspecscale
    see \fontid
luametateX : \fontspecslant
    see \fontid
luametateX : \fontspecweight
    see \fontid
luametateX : \fontspecxscale
    see \fontid
luametateX : \fontspecyscale
    see \fontid
luametateX : \fonttextcontrol
    see \fontid
etex : \glueexpr
    (tokens\relax | {tokens}) [=] glue
    > (tokens\relax | {tokens}) : glue
etex : \glueshrink
    glue [=] dimension
    > glue : dimension
etex : \glueshrinkorder
    glue [=] dimension
    > glue : dimension
etex : \gluestretch
    glue [=] integer
    > glue : integer
etex : \gluestretchorder
    glue [=] integer
    > glue : integer
etex : \gluetomu
    glue [=] glue
    > glue : glue
luatex : \glyphxscaled
    [=] integer
    : integer
luatex : \glyphyscaled
    [=] integer
    : integer
luatex : \indexofcharacter
    integer [=] integer
    > integer : integer

```

luatex : \indexofregister <i>integer</i> [=] <i>integer</i> > <i>integer</i> : <i>integer</i>	luametatex : \lastpartrigger [=] <i>integer</i> : <i>integer</i>
tex : \inputlineno [=] <i>integer</i> : <i>integer</i>	tex : \lastpenalty [=] <i>integer</i> : <i>integer</i>
luametatex : \insertprogress <i>integer</i> [=] <i>dimension</i> > <i>integer</i> : <i>dimension</i>	luametatex : \lastrightclass [=] <i>integer</i> : <i>integer</i>
luametatex : \lastalignmentcolumn TODO	tex : \lastskip [=] <i>glue</i> : <i>glue</i>
luametatex : \lastalignmentrow TODO	luatex : \leftmarginkern [=] <i>dimension</i> : <i>dimension</i>
luametatex : \lastarguments [=] <i>integer</i> : <i>integer</i>	luametatex : \luametatexmajorversion [=] <i>integer</i> : <i>integer</i>
luametatex : \lastatomclass [=] <i>integer</i> : <i>integer</i>	luametatex : \luametatexminorversion [=] <i>integer</i> : <i>integer</i>
luametatex : \lastboundary [=] <i>integer</i> : <i>integer</i>	luametatex : \luametatexrelease [=] <i>integer</i> : <i>integer</i>
luametatex : \lastchkdimension [=] <i>dimension</i> : <i>dimension</i>	luatex : \luatexrevision [=] <i>integer</i> : <i>integer</i>
luametatex : \lastchknumber [=] <i>integer</i> : <i>integer</i>	luatex : \luatexversion [=] <i>integer</i> : <i>integer</i>
tex : \lastkern [=] <i>dimension</i> : <i>dimension</i>	luametatex : \mathatomglue [=] <i>glue</i> : <i>glue</i>
luametatex : \lastleftclass [=] <i>integer</i> : <i>integer</i>	luametatex : \mathcharclass <i>integer</i> [=] <i>integer</i> > <i>integer</i> : <i>integer</i>
luametatex : \lastloopiterator [=] <i>integer</i> : <i>integer</i>	luametatex : \mathcharfam <i>integer</i> [=] <i>integer</i> > <i>integer</i> : <i>integer</i>
luametatex : \lastnodesubtype [=] <i>integer</i> : <i>integer</i>	luametatex : \mathcharslot <i>integer</i> [=] <i>integer</i> > <i>integer</i> : <i>integer</i>
etex : \lastnodetype [=] <i>integer</i> : <i>integer</i>	luametatex : \mathmainstyle [=] <i>integer</i> : <i>integer</i>
luametatex : \lastpageextra [=] <i>dimension</i> : <i>dimension</i>	luametatex : \mathparentstyle [=] <i>integer</i> : <i>integer</i>
luametatex : \lastparcontext [=] <i>integer</i> : <i>integer</i>	

luametateX : \mathscale [=] <i>integer</i> : <i>integer</i>	etex : \parshaplength [=] <i>dimension</i> : <i>dimension</i>
luametateX : \mathstackstyle [=] <i>integer</i> : <i>integer</i>	luametateX : \parshapewidth [=] <i>dimension</i> : <i>dimension</i>
luatex : \mathstyle [=] <i>integer</i> : <i>integer</i>	luametateX : \previousloopiterator [=] <i>integer</i> : <i>integer</i>
luametateX : \mathstylefontid [=] <i>integer</i> : <i>integer</i>	luatex : \rightmarginkern [=] <i>dimension</i> : <i>dimension</i>
etex : \muexpr (<i>tokens</i> \relax { <i>tokens</i> }) [=] <i>muglue</i> > (<i>tokens</i> \relax { <i>tokens</i> }) : <i>muglue</i>	luametateX : \scaledemwidth (<i>font</i> <i>integer</i>) [=] <i>dimension</i> > (<i>font</i> <i>integer</i>) : <i>dimension</i>
etex : \mutogluue <i>muglue</i> [=] <i>glue</i> > <i>muglue</i> : <i>glue</i>	luametateX : \scaledexheight see \scaledemwidth
luametateX : \nestedloopiterator [=] <i>integer</i> : <i>integer</i>	luametateX : \scaledextraspacer see \scaledemwidth
luametateX : \numericsscale (<i>integer</i> <i>float</i>) [=] <i>integer</i> > (<i>integer</i> <i>float</i>) : <i>integer</i>	luametateX : \scaledfontcharba <i>integer</i> [=] <i>dimension</i> > <i>integer</i> : <i>dimension</i>
luametateX : \numericsscaled see \numericsscale	luametateX : \scaledfontchardp <i>integer</i> [=] <i>dimension</i> > <i>integer</i> : <i>dimension</i>
luametateX : \numexperimental (<i>tokens</i> \relax { <i>tokens</i> }) [=] <i>integer</i> > (<i>tokens</i> \relax { <i>tokens</i> }) : <i>integer</i>	luametateX : \scaledfontcharht <i>integer</i> [=] <i>dimension</i> > <i>integer</i> : <i>dimension</i>
etex : \numexpr see \numexperimental	luametateX : \scaledfontcharic <i>integer</i> [=] <i>dimension</i> > <i>integer</i> : <i>dimension</i>
luametateX : \numexpression see \numexperimental	luametateX : \scaledfontcharta <i>integer</i> [=] <i>dimension</i> > <i>integer</i> : <i>dimension</i>
luametateX : \overshoot [=] <i>dimension</i> : <i>dimension</i>	luametateX : \scaledfontcharwd <i>integer</i> [=] <i>dimension</i> > <i>integer</i> : <i>dimension</i>
luametateX : \parametercount [=] <i>integer</i> : <i>integer</i>	luametateX : \scaledinterwordshrink see \scaledemwidth
luametateX : \parameterindex [=] <i>integer</i> : <i>integer</i>	luametateX : \scaledinterwordspace see \scaledemwidth
etex : \parshapedimen <i>integer</i> [=] <i>dimension</i> > <i>integer</i> : <i>dimension</i>	luametateX : \scaledinterwordstretch see \scaledemwidth
etex : \parshapeindent <i>integer</i> [=] <i>dimension</i> > <i>integer</i> : <i>dimension</i>	luametateX : \scaledmathaxis <i>mathstyle</i> [=] <i>dimension</i> > <i>mathstyle</i> : <i>dimension</i>
	luametateX : \scaledmathemwidth <i>mathstyle</i> [=] <i>dimension</i> > <i>mathstyle</i> : <i>dimension</i>

luametatex : `\scaledmathexheight`
 `mathstyle [=] dimension`
 `> mathstyle : dimension`

luametatex : `\scaledslantperpoint`
 see `\scaledemwidth`

luametatex : `\specificationcount`
 TODO

luametatex : `\specificationfirst`
 TODO

luametatex : `\specificationoptions`
 TODO

luametatex : `\specificationsecond`
 TODO

6.4.89 specification

luametatex : `\adjacentdemerits`
 `[options] integer n * (integer)`
 `: integer`

luametatex : `\alignsnapping`
 TODO

luametatex : `\balancefinalpenalties`
 see `\adjacentdemerits`

luametatex : `\balancepasses`
 `[options] n * ([next] [quit]`
 `[adjdemerits integer] [classes`
 `integer] [demerits integer]`
 `[emergencyfactor integer]`
 `[emergencypercentage dimension]`
 `[emergencystretch dimension]`
 `[fitnessclasses <fitnessclasses>]`
 `[identifier integer]`
 `[ifemergencystretch integer]`
 `[iflooseness integer] [looseness`
 `integer] [threshold dimension]`
 `[tolerance integer] [pagebreakchecks`
 `integer] [pagepenalty integer])`
 `: integer`

luametatex : `\balanceshape`
 `[options] n * ([next] [index`
 `integer] [identifier integer]`
 `[height dimension] [top glue]`
 `[bottom glue] [options integer])`
 `: integer`

luametatex : `\brokenpenalties`
 see `\adjacentdemerits`

etex : `\clubpenalties`
 see `\adjacentdemerits`

etex : `\displaywidowpenalties`
 see `\adjacentdemerits`

luametatex : `\fitnessclasses`
 see `\adjacentdemerits`

etex : `\interlinepenalties`
 see `\adjacentdemerits`

luametatex : `\linesnapping`
 `[factors] [global] [constant] n *`
 `([next] [height integer] [depth`
 `integer] [httolerance integer]`
 `[dptolerance integer] [top]`
 `[bottom])`
 `: integer`

luametatex : `\mathbackwardpenalties`
 see `\adjacentdemerits`

luametatex : `\mathforwardpenalties`
 see `\adjacentdemerits`

luametatex : `\mathsnapping`
 TODO

luametatex : `\orphanlinefactors`
 see `\adjacentdemerits`

luametatex : `\orphanpenalties`
 see `\adjacentdemerits`

luametatex : `\parpasses`
 `[options] n * ([next] [quit] [skip]`
 `[adjdemerits integer]`
 `[adjacentdemerits`
 `<adjacentdemerits>] [adjustspacing`
 `integer] [adjustspacingshrink`
 `integer] [adjustspacingstep integer]`
 `[adjustspacingstretch integer]`
 `[callback integer] [classes integer]`
 `[demerits integer]`
 `[doubleadjdemerits integer]`
 `[doublehyphendemerits integer]`
 `[emergencyfactor integer]`
 `[emergencyleftextra integer]`
 `[emergencypercentage dimension]`
 `[emergencyrightextra integer]`
 `[emergencystretch dimension]`
 `[emergencywidthextra integer]`
 `[extrahyphenpenalty integer]`
 `[finallyhyphendemerits integer]`
 `[fitnessclasses <fitnessclasses>]`
 `[hyphenation integer] [identifier`
 `integer] [ifadjustspacing integer]`
 `[ifemergencystretch integer] [ifglue`
 `integer] [iflooseness integer]`
 `[ifmath integer] [iftext integer]`

```

[ lefttwindemerits integer ]
[ linebreakchecks integer ]
[ linebreakcriterium integer ]
[ linebreakoptional integer ]
[ linepenalty integer ] [ looseness
integer ] [ mathpenaltyfactor integer ]
[ orphanpenalties ] [ toddlerpenalties
<toddlerpenalties> ]
[ righttwindemerits integer ]
[ threshold dimension ] [ tolerance
integer ] [ unlessmath integer ] )
: integer
luametateX : \parpassesexception
    see \type{ \parpasses }
: integer
tex : \parshape
    [ options ] integer n * ( dimension
dimension )
: integer
luametateX : \toddlerpenalties
    see \adjacentdemerits
etex : \widowpenalties
    see \adjacentdemerits

```

6.4.90 the

```

etex : \detokenize
    { tokens }
luametateX : \expandeddetokenize
    { tokens }
luametateX : \notexpanded
    { tokens }
luametateX : \protecteddetokenize
    { tokens }
luametateX : \protectedexpandeddetokenize
    { tokens }
tex : \the
    dimension
luametateX : \thewithoutunit
    quantity
etex : \unexpanded
    { tokens }

```

6.4.91 unhbox

```

tex : \unhbox
    integer
tex : \unhcopy
    integer

```

```

luametateX : \unhpack
    integer

```

6.4.92 unvbox

```

luametateX : \copysplitdiscards
luametateX : \insertunbox
    integer
luametateX : \insertuncopy
    integer
etex : \pagediscards
etex : \splitdiscards
tex : \unvbox
    integer
tex : \unvcopy
    integer
luametateX : \unvpack
    integer

```

6.4.93 vadjust

```

tex : \vadjust
    [ pre ] [ post ] [ baseline ] [ before ]
    [ index integer ] [ after ] [ attr
integer integer ] [ depth
( after | before | check | last ) ]
    { tokens }

```

6.4.94 valign

```

tex : \valign
    [ attr integer integer ] [ callback
integer ] [ callbacks integer ]
    [ discard ] [ noskips ] [ nolastskip ]
    [ reverse ] [ to dimension ] [ spread
dimension ] { tokens }

```

6.4.95 vcenter

```

tex : \vcenter
    [ target integer ] [ to dimension ]
    [ adapt ] [ attr integer integer ]
    [ anchor integer ] [ axis integer ]
    [ shift dimension ] [ spread dimension ]
    [ source integer ] [ direction integer ]
    [ delay ] [ orientation integer ]

```

[*xoffset dimension*] [*xmove dimension*] [*yoffset dimension*] [*ymove dimension*] [*linesnapping*] [*linesnapping\or*] [*reverse*] [*retain*] [*container*] [*mathtext*] [*keepspace*] [*class integer*] [*swap*] [*tokens*]

6.4.96 vmove

tex : **\lower**
dimension box
tex : **\raise**
dimension box

6.4.97 vrule

luatex : **\novrule**
 [*attr integer [=] integer*] [*width dimension*] [*height dimension*] [*depth dimension*] [*pair dimension dimension*] [*xoffset dimension*] [*yoffset dimension*] [*linesnapping*] [*linesnapping\or*] [*running*] [*discardable*] [*keepspace*] [*resetspace*] [*left dimension*] [*right dimension*] [*top dimension*] [*bottom dimension*] [*on dimension*] [*off dimension*]

luametateX : **\srule**
 [*attr integer [=] integer*] [*width dimension*] [*height dimension*] [*depth dimension*] [*pair dimension dimension*] [*xoffset dimension*] [*yoffset dimension*] [*linesnapping*] [*linesnapping\or*] [*running*] [*discardable*] [*keepspace*] [*resetspace*] [*font integer*] [*fam integer*] [*char integer*]

luametateX : **\virtualvrule**

see **\novrule**

tex : **\vrule**
 see **\novrule**

6.4.98 vskip

tex : **\vfil**
tex : **\vfill**

tex : **\vfilneg**
tex : **\vskip**
dimension [*plus* (*dimension* | *fi*[*n*l*])] [*minus* (*dimension* | *fi*[*n*l*])]

tex : **\vss**

6.4.99 xray

tex : **\show**
token
tex : **\showbox**
 (*index* | *box*)
luametateX : **\showcodestack**
etex : **\showgroups**
etex : **\showifs**
tex : **\showlists**
luametateX : **\showstack**
tex : **\showthe**
quantity
etex : **\showtokens**
 {*tokens*}

6.5 To be checked primitives (new)

alignsnapping
ifspecification
linesnappingdpfactor

linesnappinghtfactor
linesnappingtolerance

6.6 To be checked primitives (math)

mathsnapping

Many primitives starting with Umath are math parameters that are discussed elsewhere, if at all.

6.7 To be checked primitives (old)

6.8 Indexed primitives

-	Umathextrasupshift
/	Umathextrasupspace
<space>	Umathflattenedaccentbasedepth
Uabove	Umathflattenedaccentbaseheight
Uabovewithdelims	Umathflattenedaccentbottomshiftdown
Uatop	Umathflattenedaccenttopshiftup
Uatopwithdelims	Umathfractiondelsize
Udelcode	Umathfractiondenomdown
Udelimited	Umathfractiondenomvgap
Udelimiter	Umathfractionnumup
Udelimiterover	Umathfractionnumvgap
Udelimiterunder	Umathfractionrule
Uhextensible	Umathfractionvariant
Uleft	Umathhextensiblevariant
Umathaccent	Umathlimitabovebgap
Umathaccentbasedepth	Umathlimitabovekern
Umathaccentbaseheight	Umathlimitabovevgap
Umathaccentbottomovershoot	Umathlimitbelowbgap
Umathaccentbottomshiftdown	Umathlimitbelowkern
Umathaccentextendmargin	Umathlimitbelowvgap
Umathaccentsuperscriptdrop	Umathlimits
Umathaccentsuperscriptpercent	Umathnoaxis
Umathaccenttopovershoot	Umathnolimits
Umathaccenttopshiftup	Umathnolimitsubfactor
Umathaccentvariant	Umathnolimitsupfactor
Umathadapttoleft	Umathnumeratorvariant
Umathadapttright	Umathopenupdepth
Umathaxis	Umathopenupheight
Umathbottomaccentvariant	Umathoperatorsize
Umathchar	Umathoverbarkern
Umathchardef	Umathoverbarrule
Umathcode	Umathoverbarvgap
Umathconnectoroverlapmin	Umathoverdelimiterbgap
Umathdegreevariant	Umathoverdelimitervariant
Umathdelimiterextendmargin	Umathoverdelimitervgap
Umathdelimiterovervariant	Umathoverlayaccentvariant
Umathdelimiterpercent	Umathoverlinevariant
Umathdelimitershortfall	Umathphantom
Umathdelimiterundervariant	Umathprimeraise
Umathdenominatorvariant	Umathprimeraisecomposed
Umathdictdef	Umathprimeshiftup
Umathexheight	Umathprimespaceafter
Umathextrasubpreshift	Umathprimevariant
Umathextrasubprespace	Umathquad
Umathextrasubshift	Umathradicaldegreeafter
Umathextrasubspace	Umathradicaldegreebefore
Umathextrasuppreshift	Umathradicaldegreeraise
Umathextrasupprespace	

Umathradicalextensibleafter	Uoverwithdelims
Umathradicalextensiblebefore	Uradical
Umathradicalkern	Uright
Umathradicalrule	Uroot
Umathradicalvariant	Urooted
Umathradicalvgap	Uskewed
Umathruledepth	Uskewedwithdelims
Umathruleheight	Ustartdisplaymath
Umathskeweddelimitertolerance	Ustartmath
Umathskewedfractionhgap	Ustartmathmode
Umathskewedfractionvgap	Ustopdisplaymath
Umathsource	Ustopmath
Umathspaceafterscript	Ustopmathmode
Umathspacebeforescript	Ustretched
Umathspacebetweenascript	Ustretchedwithdelims
Umathstackdenomdown	Uunderdelimiter
Umathstacknumup	Uvextensible
Umathstackvariant	above
Umathstackvgap	abovedisplayshortskip
Umathsubscriptsnap	abovedisplayskip
Umathsubscriptvariant	abovewithdelims
Umathsubshiftdown	accent
Umathsubshiftdrop	additionalpageskip
Umathsubsupshiftdown	adjacentdemerits
Umathsubsupvgap	adjdemerits
Umathsubtopmax	adjustspacing
Umathsupbottommin	adjustspacingshrink
Umathsuperscriptsnap	adjustspacingstep
Umathsuperscriptvariant	adjustspacingstretch
Umathsupshiftdrop	advance
Umathsupshiftup	advanceby
Umathsupsubbottommax	afterassigned
Umathtopaccentvariant	afterassignment
Umathunderbarkern	aftergroup
Umathunderbarrule	aftergrouped
Umathunderbarvgap	aliased
Umathunderdelimiterbgap	aligncontent
Umathunderdelimitervariant	alignloop
Umathunderdelimitervgap	alignmark
Umathunderlinevariant	alignmentcellsource
Umathuseaxis	alignmentwrapsource
Umathvextensiblevariant	alignoption
Umathvoid	aligntab
Umathxscale	allcrampedstyles
Umathyscale	alldisplaystyles
Umiddle	allmainstyles
Uoperator	allmathstyles
Uover	allscriptscriptstyles
Uoverdelimiter	allscriptstyles

allsplitstyles	belowdisplayskip
alltextstyles	binoppenalty
alluncrampedstyles	botmark
allunsplitstyles	botmarks
amcode	bottomskip
associateunit	boundary
atendoffile	box
atendoffiled	boxadapt
atendofgroup	boxanchor
atendofgrouped	boxanchors
atop	boxattribute
atopwithdelims	boxdirection
attribute	boxfinalize
attributeboundary	boxfreeze
attributedef	boxgeometry
automaticdiscretionary	boxinserts
automatichyphenpenalty	boxlimit
automigrationmode	boxlimitate
autoparagraphmode	boxlimitmode
badness	boxmaxdepth
balanceadjdemerits	boxmigrate
balancebottomskip	boxorientation
balanceboundary	boxrepack
balancebreakpasses	boxshift
balancechecks	boxshrink
balanceemergencyshrink	boxsnapping
balanceemergencystretch	boxsource
balancefinalpenalties	boxstretch
balancelineheight	boxsubtype
balancelooseness	boxtarget
balancepasses	boxtotal
balancepenalty	boxvadjust
balanceshape	boxxmove
balanceshapebottomspace	boxxoffset
balanceshapetopspace	boxymove
balanceshapevsize	boxyoffset
balancetolerance	breaklasthangindent
balancetopskip	breaklasthangleftindent
balancevsize	breaklasthangleftslack
baselineskip	breaklasthangrightindent
batchmode	breaklasthangrightslack
begincsname	breaklasthangslack
begingroup	breaklastlinecount
beginlocalcontrol	breaklastlinewidth
beginmathgroup	brokenpenalties
beginmlv	brokenpenalty
beginmvl	catcode
beginsimplegroup	catcodetable
belowdisplayshortskip	cccode

cdef	defcsname
cdefcsname	deferred
cf	delcode
cfcode	delimiter
char	delimiterfactor
chardef	delimitershortfall
cleaders	detokened
clearmarks	detokenize
clubpenalties	detokenized
clubpenalty	dimen
constant	dimendef
constrained	dimensiondef
copy	dimexperimental
copymathatomrule	dimexpr
copymathparent	dimexpression
copymathspacing	directlua
copysplitdiscards	discretionary
correctionskip	discretionaryoptions
count	displayindent
countdef	displaylimits
cr	displayskipmode
crampeddisplaystyle	displaystyle
crampedscriptscriptstyle	displaywidowpenalties
crampedscriptstyle	displaywidowpenalty
crampedtextstyle	displaywidth
crr	divide
csactive	divideby
csname	doublehyphendemerits
csnamestring	doublepenaltymode
csstring	dp
currentalignmentcolumn	dpack
currentalignmentrow	dsplit
currentalignmenttabskip	dump
currentgrouplevel	edef
currentgrouptype	edefcsame
currentifbranch	edefcsname
currentiflevel	edivide
currentifttype	edivideby
currentloopiterator	efcode
currentloopnesting	else
currentlysetmathstyle	emergencyextrastretch
currentmarks	emergencyleftskip
currentstacksize	emergencyrightskip
day	emergencystretch
dbox	emptyparagraphmode
deadcycles	end
def	endcsname
defaultthyphenchar	endgroup
defaultskewchar	endinput

endlinechar	expandtoken
endlocalcontrol	expandtoks
endmathgroup	explicitdiscretionary
endmvl	explicithyphenpenalty
endsimplegroup	explicititaliccorrection
enforced	explicitSPACE
eofinput	fam
eqno	fi
errhelp	finalhyphendemerits
errmessage	firstmark
errorcontextlines	firstmarks
errorrecoverymode	firstvalidlanguage
errorstopmode	fitnessclasses
escapechar	float
etexexprmode	floatdef
etoks	floatexpr
etoksapp	floatingpenalty
etokspre	flushmarks
eufactor	flushmvl
everybeforepar	font
everycr	fontcharba
everydisplay	fontchardp
everyeof	fontcharht
everyhbox	fontcharic
everyjob	fontcharta
everymath	fontcharwd
everymathatom	fontdimen
everypar	fontid
everyparbegin	fontidentifier
everyparend	fontmathcontrol
everytab	fontname
everyvbox	fontspecdef
exapostrophechar	fontspecid
exceptionpenalty	fontspecifiedname
exhyphenchar	fontspecifiedsize
exhyphenpenalty	fontspecscale
expand	fontspecslant
expandactive	fontspecweight
expandafter	fontspecxscale
expandafterpars	fontspecyscale
expandafterspaces	fonttextcontrol
expandcstoken	forcedleftcorrection
expanded	forcedrightcorrection
expandedafter	formatname
expandeddetokenize	frozen
expandedendless	futurecsname
expandedloop	futuredef
expandedrepeat	futureexpand
expandparameter	futureexpandis

futureexpandisap	hj
futurelet	hjcode
gdef	hkern
gdefcsname	hmcode
givenmathstyle	holdinginserts
gleaders	holdingmigrations
glet	hpack
gletcsname	hpenalty
glettonothing	hrule
global	hsize
globaldefs	hskip
glue	hss
glueexpr	ht
glueshrink	hyphenation
glueshrinkorder	hyphenationmin
gluespecdef	hyphenationmode
gluestretch	hyphenchar
gluestretchorder	hyphenpenalty
gluetomu	if
glyph	ifabsdim
glyphdatafield	ifabsfloat
glyphoptions	ifabsnum
glyphscale	ifarguments
glyphscriptfield	ifboolean
glyphscriptscale	ifcase
glyphscriptscriptscale	ifcat
glyphslant	ifchkdim
glyphstatefield	ifchkdimension
glyphtextscale	ifchkdimexpr
glyphweight	ifchknum
glyphxoffset	ifchknumber
glyphxscale	ifchknumexpr
glyphxscaled	ifcmpdim
glyphyoffset	ifcmpnum
glyphyscale	ifcondition
glyphyscaled	ifcramped
gtoksapp	ifcsname
gtokspre	ifcstok
halign	ifdefined
hangafter	ifdim
hangindent	ifdimexpression
hbadness	ifdimval
hbadnessmode	ifempty
hbox	iffalse
hccode	ifflags
hfil	iffloat
hfill	iffontchar
hfilneg	ifhaschar
hfuzz	ifhastok

ifhastoks	indexofregister
ifhasxtoks	inherited
ifhbox	initcatcodetable
ifhmode	initialpageskip
iffinalignment	initialtopskip
ifincsname	input
ifinner	inputlineno
ifinsert	insert
ifintervaldim	insertboundary
ifintervalfloat	insertbox
ifintervalnum	insertcategory
iflastnamedcs	insertcopy
iflist	insertdepth
ifmathparameter	insertdirection
ifmathstyle	insertdistance
ifmmode	insertheight
ifnum	insertheights
ifnumexpression	insertlimit
ifnumval	insertlinedepth
ifodd	insertlineheight
ifparameter	insertmaxdepth
ifparameters	insertmaxplaced
ifrelax	insertmode
iftok	insertmultiplier
iftrue	insertonlycount
ifvbox	insertoptions
ifvmode	insertpenalties
ifvoid	insertpenalty
ifx	insertplaced
ifzerodim	insertprogress
ifzerofloat	insertshrink
ifzeronum	insertstorage
ignorearguments	insertstoring
ignoredepthcriterion	insertstretch
ignorenestedupto	insertunbox
ignorepars	insertuncopy
ignorereset	insertwidth
ignorespaces	instance
ignoretokens	integerdef
ignoreupto	interactionmode
immediate	interlinepenalties
immutable	interlinepenalty
indent	jobname
indentskip	kern
indexedsubprescript	language
indexedsubscript	lastalignmentcolumn
indexedsuperprescript	lastalignmentrow
indexedsuperscript	lastarguments
indexofcharacter	lastatomclass

lastboundary	localcontrolled
lastbox	localcontrolledendless
lastchkdimension	localcontrolledloop
lastchknumber	localcontrolledrepeat
lastkern	localhangafter
lastleftclass	localhangindent
lastlinefit	localinterlinepenalty
lastloopiterator	lcalleftbox
lastnamedcs	lcalleftboxbox
lastnodesubtype	lcalmiddlebox
lastnodetype	lcalmiddleboxbox
lastpageextra	lcalpretolerance
lastparcontext	lcalrightbox
lastpartrigger	lcalrightboxbox
lastpenalty	lcaltolerance
lastrightclass	long
lastskip	looseness
lccode	lower
leaders	lowercase
left	lpcode
lefthangskip	luaboundary
lefthyphenmin	luabytecode
leftmarginkern	luabytecodecall
leftskip	luacopyinputnodes
lefttwindemerits	luadef
leqno	luaescapestring
let	luafunction
letcharcode	luafunctioncall
letcsname	luametatexmajorversion
letfrozen	luametatexminorversion
letmathatomrule	luametatexrelease
letmathparent	luatexbanner
letmathspacing	luatexrevision
letprotected	luatexversion
lettolastnamedcs	mark
lettonothing	marks
limits	mathaccent
linebreakchecks	mathatom
linebreakoptional	mathatomglue
linebreakpasses	mathatomskip
linedirection	mathbackwardpenalties
linepenalties	mathbeginclass
linepenalty	mathbin
lineskip	mathboundary
lineskiplimit	mathchar
linesnapping	mathcharclass
localbreakpar	mathchardef
localbrokenpenalty	mathcharfam
localcontrol	mathcharslot

mathcheckfencesmode	mathtolerance
mathchoice	maxdeadcycles
mathclass	maxdepth
mathclose	meaning
mathcode	meaningasis
mathdictgroup	meaningful
mathdictionary	meaningfull
mathdictproperties	meaningles
mathdirection	meaningless
mathdiscretionary	medmuskip
mathdisplaymode	message
mathdisplaypenaltyfactor	middle
mathdisplayskipmode	mkern
mathdoublescriptmode	month
mathendclass	moveleft
matheqnogapstep	moveright
mathfontcontrol	mskip
mathforwardpenalties	muexpr
mathgluemode	mugluespecdef
mathgroupingmode	multiply
mathinlinepenaltyfactor	multiplyby
mathinner	muskip
mathleftclass	muskipdef
mathlimitsmode	mutable
mathmainstyle	mutoglua
mathop	mvlcurrentlyactive
mathopen	nestedloopiterator
mathoptions	newlinechar
mathord	noalign
mathparentstyle	noaligned
mathpenaltiesmode	noarguments
mathpretolerance	noatomruling
mathpunct	noboundary
mathrel	noexpand
mathrightclass	nohrule
mathrulesfam	noindent
mathrulesmode	nolimits
mathscale	nomathchar
mathscriptsmode	nonscript
mathslackmode	nonstopmode
mathspacingmode	nooutputboxerror
mathstack	norelax
mathstackstyle	normalizelinemode
mathstyle	normalizeparamode
mathstylefontid	normalunexpanded
mathsurround	noscript
mathsurroundmode	nospaces
mathsurroundskip	nosubprescript
maththreshold	nosubscript

<code>nosuperprescript</code>	<code>pagelaststretch</code>
<code>nosuperscript</code>	<code>pageshrink</code>
<code>notexpanded</code>	<code>pagestretch</code>
<code>novrule</code>	<code>pagetotal</code>
<code>nulldelimiterspace</code>	<code>pagevsize</code>
<code>nullfont</code>	<code>par</code>
<code>number</code>	<code>parametercount</code>
<code>numericsscale</code>	<code>parameterdef</code>
<code>numericsscaled</code>	<code>parameterindex</code>
<code>numexperimental</code>	<code>parametermark</code>
<code>numexpr</code>	<code>parametermode</code>
<code>numexpression</code>	<code>parattribute</code>
<code>omit</code>	<code>pardirection</code>
<code>open</code>	<code>parfillleftskip</code>
<code>optionalboundary</code>	<code>parfillrightskip</code>
<code>options 4</code>	<code>parfillskip</code>
<code>or</code>	<code>parindent</code>
<code>orelse</code>	<code>parinitleftskip</code>
<code>orphanlinefactors</code>	<code>parinitrightskip</code>
<code>orphanpenalties</code>	<code>paroptions</code>
<code>orunless</code>	<code>parpasses</code>
<code>outer</code>	<code>parpassesexception</code>
<code>output</code>	<code>parshape</code>
<code>outputbox</code>	<code>parshapedimen</code>
<code>outputpenalty</code>	<code>parshapeindent</code>
<code>over</code>	<code>parshapelength</code>
<code>overfullrule</code>	<code>parshapewidth</code>
<code>overline</code>	<code>parskip</code>
<code>overloaded</code>	<code>patterns</code>
<code>overloadmode</code>	<code>pausing</code>
<code>overshoot</code>	<code>penalty</code>
<code>overwithdelims</code>	<code>permanent</code>
<code>pageboundary</code>	<code>pettymuskip</code>
<code>pagedepth</code>	<code>positdef</code>
<code>pagediscards</code>	<code>postdisplaypenalty</code>
<code>pageexcess</code>	<code>postexhyphenchar</code>
<code>pageextragoal</code>	<code>posthyphenchar</code>
<code>pagefillllstretch</code>	<code>postinlinepenalty</code>
<code>pagefillstretch</code>	<code>postshortinlinepenalty</code>
<code>pagefilstretch</code>	<code>prebinoppenalty</code>
<code>pagefistretch</code>	<code>predisplaydirection</code>
<code>pagegoal</code>	<code>predisplaygapfactor</code>
<code>pagelastdepth</code>	<code>predisplaypenalty</code>
<code>pagelastfillllstretch</code>	<code>predisplaysize</code>
<code>pagelastfillstretch</code>	<code>preexhyphenchar</code>
<code>pagelastfilstretch</code>	<code>prehyphenchar</code>
<code>pagelastfistretch</code>	<code>preinlinepenalty</code>
<code>pagelastheight</code>	<code>prerelpenalty</code>
<code>pagelastshrink</code>	<code>preshortinlinepenalty</code>

presuperscript	scaledfontemwidth
pretolerance	scaledfontexheight
prevdepth	scaledfontextraspaces
prevgraf	scaledfontinterwordshrink
previousloopiterator	scaledfontinterwordspace
primescript	scaledfontinterwordstretch
protected	scaledfontslantperpoint
protecteddetokenize	scaledinterwordshrink
protectedexpandeddetokenize	scaledinterwordspace
protrudechars	scaledinterwordstretch
protrusionboundary	scaledmathaxis
pxdimen	scaledmathemwidth
quitloop	scaledmathexheight
quitloopnow	scaledmathstyle
quitvmode	scaledslantperpoint
radical	scantextokens
raise	scantokens
rdivide	scriptfont
rdivideby	scriptscriptfont
realign	scriptscriptstyle
relax	scriptspace
relpenalty	scriptspaceafterfactor
resetlocalboxes	scriptspacebeforefactor
resetmathspacing	scriptspacebetweenfactor
restorecatcodes	scriptstyle
restorecatcodetable	scrollmode
retained	semiexpand
retokenized	semiexpanded
right	semiprotected
righthangskip	semprotected
rightthyphenmin	setbox
rightmarginkern	setdefaultmathcodes
rightskip	setfontid
righttwindemerits	setlanguage
romannumeral	setmathatomrule
rpcode	setmathdisplaypostpenalty
savecatcodetable	setmathdisplayprepenalty
savinghyphcodes	setmathignore
savingvdiscards	setmathoptions
scaledemwidth	setmathpostpenalty
scaledexheight	setmathprepenalty
scaledextraspaces	setmathspacing
scaledfontcharba	sfcode
scaledfontchardp	shapingpenaltiesmode
scaledfontcharht	shapingpenalty
scaledfontcharic	shipout
scaledfontcharta	shortinlinemaththreshold
scaledfontcharwd	shortinlineorphanpenalty
scaledfontdimen	show

showbox
 showboxbreadth
 showboxdepth
[showcodestack](#)
 showgroups
 showifs
 showlists
 shownodedetails
[showstack](#)
 showthe
 showtokens
[singlelinepenalty](#)
 skewchar
 skip
 skipdef
[snapshotpar](#)
[spacechar](#)
 spacefactor
[spacefactormode](#)
[spacefactoroverload](#)
[spacefactorshrinklimit](#)
[spacefactorstretchlimit](#)
 spaceskip
[spaceskipfactor](#)
 span
 special
[specificationcount](#)
[specificationdef](#)
[specificationfirst](#)
[specificationoptions](#)
[specificationsecond](#)
 splitbotmark
 splitbotmarks
 splitdiscards
[splitextraheight](#)
 splitfirstmark
 splitfirstmarks
[splitlastdepth](#)
[splitlastheight](#)
[splitlastshrink](#)
[splitlaststretch](#)
 splitmaxdepth
 splittopskip
[srule](#)
 string
[subprescript](#)
[subscript](#)
[superprescript](#)
[superscript](#)

[supmarkmode](#)
[swapcsvalues](#)
[tabsize](#)
 tabskip
 tabskips
[texdirection](#)
 textfont
 textstyle
 the
[thewithoutunit](#)
 thickmuskip
 thinmuskip
 time
[tinymuskip](#)
[tocharacter](#)
[toddlerpenalties](#)
[todimension](#)
[tohexadecimal](#)
[tointeger](#)
[tokenized](#)
 toks
[toksapp](#)
 toksdef
[tokspre](#)
 tolerance
[tolerant](#)
[tolimitedfloat](#)
 tomathstyle
 topmark
 topmarks
 topskip
[toscaled](#)
[tosparsedimension](#)
[tosparsescaled](#)
 tpack
[tracingadjusts](#)
[tracingalignments](#)
[tracingassigns](#)
[tracingbalancing](#)
[tracingcommands](#)
[tracingexpressions](#)
[tracingfitness](#)
[tracingfullboxes](#)
[tracinggroups](#)
[tracinghyphenation](#)
[tracingifs](#)
[tracinginserts](#)
[tracinglevels](#)
[tracinglists](#)

tracingloners	vadjust
tracinglooseness	valign
tracinglostchars	variablefam
tracingmacros	vbadness
tracingmarks	vbadnessmode
tracingmath	vbalance
tracingmvl	vbalancedbox
tracingnesting	vbalanceddeinsert
tracingnodes	vbalanceddiscard
tracingonline	vbalancedinsert
tracingorphans	vbalancedreinsert
tracingoutput	vbalancedtop
tracingpages	vbox
tracingparagraphs	vcenter
tracingpasses	vfil
tracingpenalties	vfill
tracingrestores	vfilneg
tracingsnapping	vfuzz
tracingstats	virtualhrule
tracingtoddlers	virtualvrule
tsplit	vkern
uccode	vpack
uchyph	vpenalty
uleaders	vrule
unboundary	vsize
undent	vskip
underline	vsplit
unexpanded	vsplitchecks
unexpandedendless	vss
unexpandedloop	vtop
unexpandedrepeat	wd
unhbox	widowpenalties
unhcopy	widowpenalty
unhpack	wordboundary
unkern	wrapuppar
unless	write
unletfrozen	xdef
unletprotected	xdefcsname
unpenalty	xleaders
unskip	xspaceskip
untraced	xtoks
unvbox	xtoksapp
unvcopy	xtokspre
unvpack	year
uppercase	

callbacks

7 Callbacks

Contents

7.1 Introduction

7.2 Files

7.2.1	find_log_file	353	7.2.4	start_file	354
7.2.2	find_format_file	354	7.2.5	stop_file	355
7.2.3	open_data_file	354			

7.3 Running

7.3.1	process_jobname	355	7.3.6	intercept_lua_error	356
7.3.2	pre_dump	355	7.3.7	show_error_message	357
7.3.3	start_run	356	7.3.8	show_warning_message	357
7.3.4	stop_run	356	7.3.9	wrapup_run	357
7.3.5	intercept_tex_error	356	7.3.10	handle_overload	357

7.4 Fonts

7.4.1	define_font	360	7.4.2	quality_font	360
-------	-------------	-----	-------	--------------	-----

7.5 Typesetting

7.5.1	pre_output	361	7.5.14	local_box	366
7.5.2	buildpage	361	7.5.15	packed_vbox	366
7.5.3	hpack	362	7.5.16	handle_uleader	367
7.5.4	vpack	362	7.5.17	italic_correction	367
7.5.5	hyphenate	362	7.5.18	insert_par	367
7.5.6	ligaturing	363	7.5.19	append_line	368
7.5.7	kerning	363	7.5.20	insert_distance	368
7.5.8	glyph_run	363	7.5.21	begin_paragraph	368
7.5.9	pre_linebreak	364	7.5.22	paragraph_context	369
7.5.10	linebreak	365	7.5.23	missing_character	369
7.5.11	post_linebreak	365	7.5.24	process_character	369
7.5.12	append_to_vlist	365	7.5.25	tail_append	370
7.5.13	alignment	366			

7.6 Tracing

7.6.1	hpack_quality	370	7.6.8	get_attribute	375
7.6.2	vpack_quality	370	7.6.9	get_noad_class	376
7.6.3	line_break	370	7.6.10	get_math_dictionary	376
7.6.4	show_build	373	7.6.11	show_lua_call	376
7.6.5	show_whatshit	374	7.6.12	trace_memory	376
7.6.6	linebreak_quality	375	7.6.13	paragraph_pass	376
7.6.7	show_loners	375			

7.7 Math

7.7.1	mlist_to_hlist	377	7.7.5	balance	378
7.7.2	math_rule	377	7.7.6	balance_insert	378
7.7.3	make_extensible	377	7.7.7	balance_boundary	378
7.7.4	register_extensible	378			

7.1 Introduction

Right from the start of the LuaTeX project callbacks were the way to extend the engine. At various places in processing the document source and typesetting the text the engine checks if there is a callback set and if so, calls out to Lua. Here we collect the various callbacks. For examples you can consult the ConTeXt code base.

The callback library has functions that register, find and list callbacks. Callbacks are Lua functions that are called in well defined places. There are two kinds of callbacks: those that mix with existing functionality, and those that (when enabled) replace functionality. In most cases the second category is expected to behave similar to the built in functionality because in a next step specific data is expected. For instance, you can replace the hyphenation routine. The function gets a list that can be hyphenated (or not). The final list should be valid and is (normally) used for constructing a paragraph. Another function can replace the ligature builder and/or kern routine. Doing something else is possible but in the end might not give the user the expected outcome.

In order for a callback to kick in you need register it. This can be permanent or temporarily. One can use names as well as id's:

```
function callback.register (
    <t:string>    name,
    <t:function> action | <t:false> | <t:nil>
)
    return <t:integer> -- id
end

function callback.register (
    <t:integer>  id,
    <t:function> action | <t:false> | <t:nil>
)
    return <t:integer> -- id
end
```

Here the name is a predefined callback name as discussed in following sections. The function returns the internal id of the callback when registration succeeds or nil if the callback could not be registered. Callback assignments are always global. You can use the nil or false instead of a function for clearing the callback. LuaMetaTeX internalizes the callback function in such a way that it does not matter if you redefine a function accidentally.

There are two ways to figure out what callbacks are available. The first one returns a hash with the names as key and the boolean value indicating of the callback is known.

```
function callback.list ( )
    return <t:hash> -- active
end
```

The list of available callbacks is: test_only, find_log_file, find_format_file, open_data_file, process_jobname, start_run, stop_run, define_font, quality_font, pre_output, buildpage, hpack, vpack, hyphenate, ligaturing, kerning, glyph_run, pre_linebreak, linebreak, post_linebreak, append_to_vlist, alignment, local_box, packed_vbox, mlist_to_hlist, pre_dump, start_file, stop_file, intercept_tex_error, intercept_lua_error, show_error_message, show_warning_message, hpack_quality, vpack_quality, linebreak_check, balance_check,

show_vsplrit, show_build, insert_par, append_adjust, append_migrate, append_line, insert_distance, insert_boundary, insert_check_split, wrapup_run, begin_paragraph, paragraph_context, math_rule, make_extensible, register_extensible, show_whatsit, get_attribute, get_noad_class, get_math_dictionary, show_lua_call, trace_memory, handle_overload, missing_character, process_character, linebreak_quality, paragraph_pass, handle_uleader, handle_uinsert, italic_correction, show_loners, tail_append, balance_boundary, balance_insert, page_boundary and delayed_glue.

```
function callback.names ( )
  return <t:table> -- available
end
```

This list is in order of id but that order might change which us why using names might be better. A quick way to get the id is:

```
function callback.getindex ( <t:string> name )
  return <t:integer> -- id
end
```

If the callback is not set, find returns nil. The known function can be used to check if a callback is supported. That function can actually be used but changing it will of course not affect the callback that uses it.

```
function callback.find (name) return
  <t:function> | <t:nil>
end
```

```
if callback.known("foo") then
  -- do what is needed
end
```

If you use ConT_EXt you should use the interfaces that it provides. Some of the built-in callback functions are overloaded anyway.

You can use the callback.getoptionvalues and callback.getstatevalues functions to get tables of some of the possible properties. The options are just for diagnostics: Currently we have only a few:

value	bit	meaning
direct	0x01	operates on a direct node
trace	0x02	us used for tracing

A callback has a state bitset where the following bits can be set. This feature is very much related to the way ConT_EXt wants to protect itself against users messing up the many callbacks it needs to function properly.

value	bit	meaning
set	0x01	can be used
disabled	0x02	temporarily disabled
frozen	0x04	can never be set or changed again
private	0x08	don't return the function
touched	0x10	set (or unset) by the user

tracing	0x20	only called when tracing
selective	0x40	only called when there is a need
fundamental	0x80	need to be set and kick in on demand

Both have a setter and getter. In the case of states, some set states can inhibit changes.

```
function callback.setstate (
    <t:string> name | <t:integer> id,
    <t:integer> state
)
    -- no return value
end

function callback.getstate (
    <t:string> name | <t:integer> id
)
    return <t:integer> -- state
end

function callback.setoptions (
    <t:string> name | <t:integer> id,
    <t:integer> option
)
    -- no return value
end

function callback.getoptions (
    <t:string> name | <t:integer> id
)
    return <t:integer> -- options
end
```

You can emulate a callback with:

```
function callback.testonly ( )
    return <t:boolean> -- success
end
```

but you need to register the `test_only` callback for that to work. The `set` function gets the state as first argument. When the function crashes, the `callback.testonly` call will return `false`, otherwise you get back `true`.

7.2 Files

7.2.1 find_log_file

This is one of the callbacks that has to be set in order for the engine to work at all. If it's not set, the run will abort with a message.

```
function (
```

```

    <t:string> askedname
)
    return <t:string> foundname
end

```

7.2.2 find_format_file

A format file is an efficient memory dump of the (in our case ConT_EXt) macro package. In LuaT_EX it can have a mix of T_EX and Lua code but one should be aware that storing the Lua state is not up to the engine.

```

function (<t:string> askedname)
    return <t:string> foundname
end

```

A format file can be read from any valid location but is always written in the current directory. When written the number of bytes for each section is reported. When read all kind of checks take place in order to intercept corruption or incompatibilities. Contrary to LuaT_EX, the LuaMetaT_EX is not (zip) compressed so, in spite of more aggressive compression of data otherwise the file is a bit larger.¹⁶

7.2.3 open_data_file

This callback function gets a filename passed. The return value is either the boolean value false or a table with two functions. A mandate reader function will be called once for each new line to be read, the optional close function will be called once LuaT_EX is done with the file.

```

function (
    <t:string> filename
)
    return <table> {
        <function> reader(<table> environment) end,
        <function> close (<table> environment) end,
    }
end

```

LuaMetaT_EX never looks at the rest of the table, so we can use it to store additional per-file data. Both the callback functions will receive the table as their only argument.

7.2.4 start_file

This callback replaces the code that LuaMetaT_EX prints when a file is opened like (filename for regular files. The category is a number:

```

function (
    <t:integer> category,
    <t:string> filename
)

```

¹⁶ This is not that true for ConT_EXt because it is more efficient than MkIV so the uncompressed MkIV format file is much larger than MkXL, although the later grows as we preload more functionality.

```
-- no return values
end
```

The following categories can occur:

value	meaning
1	a normal data file, like a \TeX source
2	a font map coupling font names to resources
3	an image file (png, pdf, etc)
4	an embedded font subset
5	a fully embedded font

7.2.5 stop_file

This callback replaces the code that LuaMeta \TeX prints when a file is closed like the `)` for regular files.

```
function (
    <t:integer> category
)
-- no return values
end
```

7.3 Running

7.3.1 process_jobname

This callback allows you to change the jobname given by `\jobname` in \TeX and `tex.jobname` in Lua. It does not affect the internal job name or the name of the output or log files.

```
function (
    <t:string> jobname
)
    return <t:string> adjusted_jobname
end
```

The only argument is the actual job name; you should not use `tex.jobname` inside this function or infinite recursion may occur. If you return `nil`, LuaMeta \TeX will pretend your callback never happened. This callback does not replace any internal code.

7.3.2 pre_dump

This function is called just before dumping to a format file starts. It does not replace any code and there are neither arguments nor return values. It can be used to do some cleanup and other housekeeping.

```
function (
    -- no arguments
)
    -- no return values
```

```
end
```

7.3.3 start_run

```
function(
    -- no arguments
)
    -- no return values
end
```

This callback replaces the code that prints Lua_T_EX's banner. Note that for successful use, this callback has to be set in the Lua initialization script, otherwise it will be seen only after the run has already started.

7.3.4 stop_run

```
function(
    -- no arguments
)
    -- no return values
end
```

This callback replaces the code that prints Lua_T_EX's statistics and 'output written to' messages. The engine can still do housekeeping and therefore you should not rely on this hook for post-processing the pdf or log file.

7.3.5 intercept_tex_error

This callback is run from inside the _T_EX error function, and the idea is to allow you to do some extra reporting on top of what _T_EX already does, for instance recovering. You may find some of the values in the status table useful. The _T_EX related callback gets two arguments: the current processing mode and a boolean indicating if there was a runaway argument.

```
function (
    -- no arguments
)
    -- no return values
end
```

When _T_EX was written, when computers were slower, running a batch job could involve a terminal, and startup-time mattered, it made sense to enter an edit mode and try to fix the error, for instance by inserting in or deleting from the input. In LuaMeta_T_EX we don't have these features. A quit, fix, restart cycle makes more sense that is what we do in Con_T_EXt.

7.3.6 intercept_lua_error

This callback is similar to the one discussed in the previous section but for Lua. Of course we should end up in a recoverable state for this to work well so in practice you could as well just quit the run.

```
function (
```

```

    -- no arguments
)
    -- no return values
end

```

7.3.7 show_error_message

This callback replaces the code that prints the error message. As mentioned before it probably makes sense to quit the run after reporting.

```

function (
    -- no arguments
)
    -- no return values
end

```

7.3.8 show_warning_message

This callback replaces the code that prints a (non fatal) warning message. Contrary to an error one will likely continue the run.

```

function (
    -- no arguments
)
    -- no return values
end

```

7.3.9 wrapup_run

This callback is called after the pdf and log files are closed. Use it at your own risk because after all you need to make sure that the user is not surprised by for instance bad result.

```

function (
    -- no arguments
)
    -- no return values
end

```

7.3.10 handle_overload

One characteristic of \TeX is that you have quite some control over what a control sequence triggers. For instance, `\hbox` normally starts a horizontal box but a user can redefine this primitive as macro to do whatever is required. This means that when other macros use this primitive their behavior will change. One way out of this is using aliases, for instance:

```

\normalsetbox0\normalhbox{test}
\normalifdim\normalwd>10pt \normalbox0 \normalfi

```

But even these normal aliases can be redefined. Of course you can use special characters like `_` in names but once you start doing this:

```
\p_setbox0\p_hbox{test}
\p_ifdim\p_wd0>10pt \p_box0 \p_fi
```

you should wonder if you still offer the user T_EX as a programming language. It's not the route that ConT_EXt takes.

In LuaMetaT_EX every macro (including primitives) can be flagged and that happens with so called prefixes. Traditional T_EX offers:

```
\global\def\foo{...}
\long \def\foo{...} % no-op
\outer \def\foo{...} % no-op
```

The `\long` and `\outer` made sense at that time but are no-ops in LuaMetaT_EX: every macro can take `\par` equivalents as arguments and can be defined at every level. The e-T_EX extensions introduced this prefix:

```
\protected\def\foo{...}
```

which prevents expansion unless the value is really expected (needed). The LuaMetaT_EX engine added:

```
\semiprotected\def\foo{...}
```

but when eventually I see no reason to use it in ConT_EXt it might be dropped. A special prefix is:

```
\constant\def\foo{...}
```

This effectively is equivalent to `\edef` but signals that in some scenarios (like an `\csname` equivalent situation) no expansion and checking has to happen which improves performance.

These two prefixes are just signals to Lua driven functionality:

```
\deferred \foo
\immediate \foo
```

The prefixes do nothing except when `\foo` are Lua calls that can use this information to adapt behavior. Because we have no backend the macro package has to come up with equivalents for e.g. `\write` than can be immediate or deferred (default) operations.

Another prefix relates to alignments:

```
\noaligned\protected\def\foo{...}
```

Which makes a macro accepted between alignment rows where otherwise protected macros will trigger an error due to look ahead.

A definition with `\def` or `\gdef` can take arguments and these can be made optional with:

```
\def\tolerant[#1]{...}
```

but there are more features related to tolerant:

```
\def\tolerant[#1]#*[#2]{...}
```

that are discussed in low level manuals. Users can define macros that are reported (in tracing) as if they were primitives:

```
\untraced\protected\def\foo{...}
```

The prefixes `\constrained` and `\retained` relate to register values being saved and restored in groups. The `\inherited` is used in for instance math spacing assignments where we need dynamic binding to for instance `\muskip` registers (instead of values).

Although not related to the callback discussed here we mentioned these prefixes because they belong to the prefixed `_cmd` operator/operand pair. So to come back to users being able to use primitives instead of funny unreadable aliases. It's good to keep in mind that one can combine prefixes like the following:

```
\frozen      \foo{...}
\immutable   \foo{...}
\instance    \foo{...}
\mutable     \foo{...}
\overloaded  \foo{...}
\permanent   \foo{...}
```

so this is valid too:

```
\global\permanent\untraced\tolerant\protected\def\foo[#1]#*[#2]{...}
```

So what do these prefixes do? It depends on the value of an internal integer `\overloadmode` where the following values have meaning:

		immutable	permanent	primitive	frozen	instance
1	warning	*	*	*		
2	error	*	*	*		
3	warning	*	*	*	*	
4	error	*	*	*	*	
5	warning	*	*	*	*	*
6	error	*	*	*	*	*

The `\enforced` prefix can be used to bypass this mechanism:

```
\permanent\protected\def\foo{...}

\protected\def\oof{\enforced\def\foo{...}}
```

But only in so called quote ini mode, that is when the format file is created. In order to save work we also have:

```
\aliased\let\foo\relax
```

This makes `\foo` a copy (or more precise, a reference) including all flags, so in this case it will be flagged a a primitive which is `\permanent` too. You cannot define primitives yourself but when reported in a trace you see it being a primitive indeed.

Of course this all means that one has to define basically all relevant macros with a combination of prefixes and that happens to be the case in ConT_EXt, which in the end makes this callback a rather ConT_EXt specific one.

```
function (
```



```

    <t:boolean> error,
    <t:integer> overload,
    <t:string> csname,
    <t:integer> flags
)
-- no return values
end

```

7.4 Fonts

7.4.1 define_font

The engine has no font loader but it does need some information about the glyphs that are used like width, height and depth, possibly italic correction, kerns, and ligatures. And for math some more information is needed. Keep in mind that for instance italic correction is something specific for \TeX and that kerns and ligatures only are needed when you leave them to the engine. For modern OpenType fonts we let Lua deal with this.

```

function (
    <t:string> name,
    <t:integer> size
)
    return <t:integer> id
end

```

The string name is the filename part of the font specification, as given by the user, for instance when `\font` is used for defining an instance. The number size is a bit special:

- If it is positive, it specifies an ‘at size’ in scaled points.
- If it is negative, its absolute value represents a ‘scaled’ setting relative to the design size of the font.

The font can be defined with `font.define` which returns a font identifier that can be returned in the callback. Contrary to \LaTeX , in \LuaMetaTeX we only accept a number.

The internal structure of the font table that is passed to `font.define` is explained elsewhere but there can be much more in that table. Likely the macro package will keep the passed table around for other usage, for instance for usage in the backend.

Setting this callback to false is pointless because it will prevent font loading completely because without fonts there is little to do for the engine.

7.4.2 quality_font

When you use font expansion you will normally pass the glyph specific expansion and compression values along with the dimensions. However, this can be delayed. When we use par passes (or otherwise set one of the adjust parameters) and a font has not yet been setup for expansion this callback will kick in but only once per font.

```

function (

```

```

    <t:integer> id
)
-- no return values
end

```

The function can set additional parameters in the font and pass them to $\text{T}_{\text{E}}\text{X}$ using helpers from the font library.

7.5 Typesetting

7.5.1 pre_output

This callback is called when $\text{T}_{\text{E}}\text{X}$ is ready to start boxing the box 255 for `\output`. The callback does not replace any internal code.

```

function (
    <t:node>    head,
    <t:string>  groupcode,
    <t:integer> size,
    <t:string>  packtype,
    <t:integer> maxdepth,
    <t:integer> direction
)
    return <t:node> newhead
end

```

7.5.2 buildpage

This callback is called whenever LuaMeta $\text{T}_{\text{E}}\text{X}$ is ready to move stuff to the main vertical list. You can use this callback to do specialized manipulation of the page building stage like imposition or column balancing.

```

function (
    <t:string> extrainfo
)
-- no return values
end

```

The string `extrainfo` gives some additional information about what $\text{T}_{\text{E}}\text{X}$'s state is with respect to the 'current page'. The possible values for this callback are:

value	explanation
<code>alignment</code>	a (partial) alignment is being added
<code>after_output</code>	an output routine has just finished
<code>new_graf</code>	the beginning of a new paragraph
<code>vmode_par</code>	<code>\par</code> was found in vertical mode
<code>hmode_par</code>	<code>\par</code> was found in horizontal mode
<code>insert</code>	an insert is added
<code>penalty</code>	a penalty (in vertical mode)

<code>before_display</code>	immediately before a display starts
<code>after_display</code>	a display is finished
<code>end</code>	LuaMetaT _E X is terminating (it's all over)

7.5.3 hpack

This callback is called when T_EX is ready to start boxing some horizontal mode material. Math items and line boxes are ignored at the moment. The callback does not replace any internal code.

```
function (
  <t:node>    head,
  <t:string>  groupcode,
  <t:integer> size,
  <t:string>  packtype
  <t:integer> direction,
  <t:node>    attributelist
)
  return <t:node> newhead
end
```

The packtype is either additional or exactly. If additional, then the size is a `\hbox` spread ... argument. If exactly, then the size is a `\hbox` to In both cases, the number is in scaled points.

7.5.4 vpack

This callback is called when T_EX is ready to start boxing some vertical mode material. Math displays are ignored at the moment. The callback does not replace any internal code.

This function is very similar to hpack. Besides the fact that it is called at different moments, there is an extra variable that matches T_EX's `\maxdepth` setting.

```
function (
  <t:node>    head,
  <t:string>  groupcode,
  <t:integer> size,
  <t:string>  packtype,
  <t:integer> maxdepth,
  <t:integer> direction,
  <t:node>    attributelist
)
  return <t:node> newhead
end
```

7.5.5 hyphenate

This callback is supposed to insert discretionary nodes in the node list it receives.

```
function (
  <t:node> head,
  <t:node> tail
```

```
)
  -- no return values
end
```

Setting this callback to `false` will prevent the internal discretionary insertion pass.

7.5.6 ligaturing

This callback, which expects no return values, has to apply ligaturing to the node list it receives.

```
function (
  <t:node> head,
  <t:node> tail
)
  -- no return values
end
```

You don't have to worry about return values because the head node that is passed on to the callback is guaranteed not to be a `glyph_node` (if need be, a temporary node will be prepended), and therefore it cannot be affected by the mutations that take place. After the callback, the internal value of the 'tail of the list' will be recalculated.

The next of head is guaranteed to be non-nil. The next of tail is guaranteed to be nil, and therefore the second callback argument can often be ignored. It is provided for orthogonality, and because it can sometimes be handy when special processing has to take place.

Setting this callback to `false` will prevent the internal ligature creation pass. You must not ruin the node list. For instance, the head normally is a local par node, and the tail a glue. Messing too much can push LuaT_EX into panic mode.

7.5.7 kerning

This callback has to apply kerning between the nodes in the node list it receives. See `ligaturing` for calling conventions.

```
function (
  <t:node> head,
  <t:node> tail
)
  -- no return values
end
```

Setting this callback to `false` will prevent the internal kern insertion pass. You must not ruin the node list. For instance, the head normally is a local par node, and the tail a glue. Messing too much can push LuaT_EX into panic mode.

7.5.8 glyph_run

When set this callback is triggered when T_EX normally handles the ligaturing and kerning. In LuaT_EX you use the `hpack` and `pre_linebreak` callbacks for that (where each passes different arguments).

This callback doesn't get triggered when there are no glyphs (in LuaTeX this optimization is controlled by a variable).

```
function (
    <t:node>    head,
    <t:string>  groupcode,
    <t:integer> direction
)
    return <t:node> newhead
end
```

The traditional TeX font processing is bypassed so you need to take care of that with the helpers. (For the moment we keep the ligaturing and kerning callbacks but they are kind of obsolete.)

7.5.9 pre_linebreak

This callback is called just before LuaTeX starts converting a list of nodes into a stack of `\hboxes`, after the addition of `\parfillskip`. The callback does not replace any internal code.

```
function (
    <t:node>    head,
    <t:string>  groupcode
)
    return <t:node> newhead
end
```

The string called groupcode identifies the nodelist's context within TeX's processing. The range of possibilities is given in the table below, but not all of those can actually appear here, some are for the hpack and vpack callbacks.

value	explanation
<empty>	main vertical list
hbox	<code>\hbox</code> in horizontal mode
adjusted_hbox	<code>\hbox</code> in vertical mode
vbox	<code>\vbox</code>
vtop	<code>\vtop</code>
align	<code>\halign</code> or <code>\valign</code>
disc	discretionaries
insert	packaging an insert
vcenter	<code>\vcenter</code>
local_box	<code>\localleftbox</code> or <code>\localrightbox</code>
split_off	top of a <code>\vsplit</code>
split_keep	remainder of a <code>\vsplit</code>
align_set	alignment cell
fin_row	alignment row

As for all the callbacks that deal with nodes, the return value can be one of three things:

- boolean true signals successful processing
- `<t:node>` signals that the 'head' node should be replaced by the returned node
- boolean false signals that the 'head' node list should be ignored and flushed from memory

7.5.10 linebreak

This callback replaces LuaTeX's line breaking algorithm. The callback does not replace any internal code.

```
function (
    <t:node>    head,
    <t:boolean> is_display
)
    return <t:node> newhead
end
```

The returned node is the head of the list that will be added to the main vertical list, the boolean argument is true if this paragraph is interrupted by a following math display.

If you return something that is not a `<t:node>`, LuaTeX will apply the internal linebreak algorithm on the list that starts at `<head>`. Otherwise, the `<t:node>` you return is supposed to be the head of a list of nodes that are all allowed in vertical mode, and at least one of those has to represent an `\hbox`. Failure to do so will result in a fatal error.

Setting this callback to false is possible, but dangerous, because it is possible you will end up in an unfixable 'deadcycles loop'.

7.5.11 post_linebreak

This callback is called just after LuaTeX has converted a list of nodes into a stack of `\hboxes`.

```
function (
    <t:node>    head,
    <t:string>  groupcode
)
    return <t:node> newhead
end
```

7.5.12 append_to_vlist

This callback is called whenever LuaTeX adds a box to a vertical list (the mirrored argument is obsolete):

```
function (
    <t:node>    box,
    <t:string>  locationcode,
    <t:integer> prevdepth
)
    return <t:node> list [, <t:integer> prevdepth [, <t:boolean> checkdepth ] ]
end
```

It is ok to return nothing or nil in which case you also need to flush the box or deal with it yourself. The prevdepth is also optional. Locations are box, alignment, equation, equation_number and post_linebreak. When the third argument returned is true the normal prevdepth correction will be applied, based on the first node.

7.5.13 alignment

This is an experimental callback that when set is called several times during the construction of an alignment. The context values are available in `tex.getalignmentcontextvalues()`.

```
function (
  <t:node>    head,
  <t:string>  context,
  <t:node>    attributes,
  <t:node>    preamble
)
  -- no return values
end
```

There are no sanity checks so if a user messes up the passed node lists the results can be unpredictable and, as with other node related callbacks, crash the engine.

7.5.14 local_box

Local boxes are a somewhat tricky and error prone feature so use this callback with care because the paragraph is easily messed up. A line can have a left, right and middle box where the middle one has no width. This callback does not replace any internal code. The callback gets quite some parameters passed:

```
function (
  <t:node>    linebox,
  <t:node>    leftbox,
  <t:node>    rightbox,
  <t:node>    middlebox,
  <t:integer> linenumber,
  <t:integer> leftskip,
  <t:integer> rightskip,
  <t:integer> lefthang,
  <t:integer> righthang,
  <t:integer> indentation,
  <t:integer> parinitleftskip,
  <t:integer> parinitrightskip,
  <t:integer> parfillleftskip,
  <t:integer> parfillrightskip,
  <t:integer> overshoot
)
  -- no return values
end
```

This is an experimental callback that will be tested in different ConT_EXt mechanisms before it will be declared stable.

7.5.15 packed_vbox

After the `vpack` callback (see previous section) is triggered the box get packed and after that this callback can be configured to kick in.

```
function (
    <t:node>    head,
    <t:string>  groupcode
)
    return <t:node> newhead
end
```

7.5.16 handle_uleader

The `\uleaders` command inserts a user leader into the list. When a list get packed and has such leaders, a run over the list happens after packing so that it can be finalized.

```
function (
    <t:node>    head,
    <t:string>  context,
    <t:integer> index,
    <t:node>    box,
    <t:integer> location
)
    return <t:node> head
end
```

7.5.17 italic_correction

The concept of italic correction is very much related to traditional T_EX fonts. At least in 2024 it is absent from OpenType although it has some meaning in OpenType math. In T_EX this correction is normally inserted by `\/` although in LuaMetaT_EX we also have `\explicititaliccorrection` as well as `\forcedleftcorrection` and `\forcedrightcorrection`.

When this callback is enabled it gets triggered when one of left or right correction commands is given and the returned kern is then used as correction.

```
function (
    <t:node>    glyph,
    <t:integer> kern,
    <t:integer> subtype,
)
    return <t:integer> kern
end
```

7.5.18 insert_par

Each paragraph starts with a local par node that keeps track of for instance the direction. You can hook a callback into the creator:

```
function (
    <t:node>    par,
    <t:string>  location
)

```



```
-- no return values
end
```

There is no return value and you should make sure that the node stays valid as otherwise T_EX can get confused.

7.5.19 `append_line`

Every time a line is added this callback is triggered, when `set. migrated` material and `adjusts` also qualify as such and the detail relates to the `adjust` index.

```
function (
    <t:node>    head,
    <t:node>    tail,
    <t:string>  context,
    <t:integer> detail
)
    return <t:node> newhead
end
```

A list of possible context values can be queried with `tex.getappendlinecontextvalues()`.

7.5.20 `insert_distance`

This callback is called when the page builder adds an insert. There is not much control over this mechanism but this callback permits some last minute manipulations of the spacing before an insert, something that might be handy when for instance multiple inserts (types) are appended in a row.

```
function (
    <t:integer> class,
    <t:integer> order
)
    return <t:integer> register
end
```

The return value is a number indicating the skip register to use for the prepended spacing. This permits for instance a different top space (when `class` equals one) and intermediate space (when `class` is larger than one). Of course you can mess with the insert box but you need to make sure that LuaT_EX is happy afterwards.

7.5.21 `begin_paragraph`

Every time a paragraph starts this callback, when configured, will kick in:

```
function (
    <t:boolean> invmode,
    <t:boolean> indented,
    <t:string>  context
)
    return <t:boolean> indented
end
```

end

There are many places where a new paragraph can be triggered:

0x00	normal	0x04	dbbox	0x08	output	0x0C	math
0x01	vmode	0x05	vcenter	0x09	align	0x0D	lua
0x02	vbox	0x06	vadjust	0x0A	noalign	0x0E	reset
0x03	vtop	0x07	insert	0x0B	span		

7.5.22 paragraph_context

When the return value of this callback is false the paragraph related settings, when they have been updated, will not be updated.

```
function (
    <t:string> context
)
    return <t:boolean> ignore
end
```

7.5.23 missing_character

This callback is triggered when a character node is created and the font doesn't have the requested character.

```
function (
    <t:integer> location,
    <t:node>    glyph,
    <t:integer> font,
    <t:integer> character
)
    -- no return value
end
```

When `\tracinglostchars` is set to a positive value a message goes to the log and a value larger than one also makes it show up non the terminal. In the callback, the location is one of:

0x01	textglyph	0x02	mathglyph	0x03	mathkernel
------	-----------	------	-----------	------	------------

7.5.24 process_character

This callback is experimental and gets called when a glyph node is created and the callback field in a character is set.

```
function (
    <t:integer> font,
    <t:integer> character
)
    -- no return value
end
```

7.5.25 tail_append

7.6 Tracing

7.6.1 hpack_quality

This callback can be used to intercept the overfull messages that can result from packing a horizontal list (as happens in the par builder). The function takes a few arguments:

```
function (
  <t:string> incident,
  <t:integer> detail,
  <t:node>    head,
  <t:integer> first,
  <t:integer> last
)
  return <t:node> whatever
end
```

The incident is one of overfull, underfull, loose or tight. The detail is either the amount of overflow in case of overfull, or the badness otherwise. The head is the list that is constructed (when protrusion or expansion is enabled, this is an intermediate list). Optionally you can return a node, for instance an overfull rule indicator. That node will be appended to the list (just like T_EX's own rule would).

7.6.2 vpack_quality

This callback can be used to intercept the overfull messages that can result from packing a vertical list (as happens in the page builder). The function takes a few arguments:

```
function (
  <t:string> incident,
  <t:integer> detail,
  <t:node>    head,
  <t:integer> first,
  <t:integer> last
)
  -- no return values
end
```

The incident is one of overfull, underfull, loose or tight. The detail is either the amount of overflow in case of overfull, or the badness otherwise. The head is the list that is constructed.

7.6.3 line_break

This callback is actually a set of callbacks that has to be dealt with as a whole. The main reason why we have this callback is that we wanted to be able to see what the par builder is doing, especially when we implement multiple paragraph building passes. This makes the callback pretty much a rather ConT_EXt specific one.

We can also consider fetching the passive and active lists because we now keep much more info around.

```

function(
    <t:integer> context,
    <t:integer> checks,
    ...
)
    -- no return values
end

function initialize (
    <t:integer> context,
    <t:integer> checks,
    <t:integer> subpasses
)
    -- no return values
end

function start (
    <t:integer> context,
    <t:integer> checks,
    <t:integer> pass,
    <t:integer> subpass,
    <t:integer> classes,
    <t:integer> decent
)
    -- no return values
end

function stop (
    <t:integer> context,
    <t:integer> checks,
    <t:integer> demerits
)
    -- no return values
end

function collect (
    <t:integer> context,
    <t:integer> checks
)
    -- no return values
end

function line (
    <t:integer> context,
    <t:integer> checks,
    <t:integer> box,
    <t:integer> badness,
    <t:integer> overshoot,
    <t:integer> shrink,

```

```

    <t:integer> stretch,
    <t:integer> line,
    <t:integer> serial
)
-- no return values
end

function delete (
    <t:integer> context,
    <t:integer> checks,
    <t:integer> serial
)
-- no return values
end

function wrapup (
    <t:integer> context,
    <t:integer> checks,
    <t:integer> demerits,
    <t:integer> looseness
)
-- no return values
end

function check (
    <t:integer> context,
    <t:integer> checks,
    <t:integer> pass,
    <t:integer> subpass,
    <t:integer> serial,
    <t:integer> prevserial,
    <t:integer> linenumber,
    <t:integer> nodetype,
    <t:integer> fitness,,
    <t:integer> demerits,
    <t:integer> classes,
    <t:integer> badness,
    <t:integer> demerits,
    <t:node> breakpoint,
    <t:integer> short,
    <t:integer> glue,
    <t:integer> linewidth
)
    return <t:integer> demerits -- optional
end

function list (
    <t:integer> context,
    <t:integer> checks,
    <t:integer> serial
)

```

```
-- no return values
end
```

Every one of these gets a context and checks passes. Possible contexts are:

0x00 initialize	0x03 stop	0x06 delete
0x01 start	0x04 collect	0x07 report
0x02 list	0x05 line	0x08 wrapup

The checks parameters is the value of `\linebreakchecks` which makes it possible to plug in actions depending on that number. To give an idea if what gets called, this is what you get when typesetting `tufte.tex`: initialize, start, report, delete, delete, stop, start, report, report, delete, report, report, report, delete, delete, report, report, report, delete, report, delete, delete, report, report, report, delete, report, delete, delete, report, report, delete, delete, delete, report, delete, report, delete, delete, report, report, report, delete, delete, report, delete, report, report, delete, report, delete, delete, report, report, delete, report, report, delete, report, delete, report, delete, report, delete, delete, report, report, delete, report, report, delete, report, delete, delete, delete, delete, delete, report, stop, collect, list, list, list, list, list, list, list, list, list, line, line, line, line, line, line, line, line, line, wrapup.

7.6.4 show_build

You can trace (and even influence) the page builder with this callback. It comes in several variants that are called during the process. Callbacks like these assume that one knows what is going on in the engine.

```
function initialize (
  <t:integer> context
)
-- no return values
end
```

```
function step (
  <t:integer> context,
  <t:node>    current,
  <t:integer> pagegoal,
  <t:integer> pagetotal
)
-- no return values
end
```

```
function check (
  <t:integer> context,
  <t:node>    current,
  <t:boolean> moveon,
  <t:boolean> fireup,
  <t:integer> badness,
  <t:integer> costs,
  <t:integer> penalty
)
return <t:boolean> moveon, <t:boolean> fireup
```

```

end

function skip (
  <t:integer> context,
  <t:node>    current,
)
  -- no return values
end

function move (
  <t:integer> context,
  <t:node>    current,
  <t:integer> lastheight,
  <t:integer> lastdepth,
  <t:integer> laststretch,
  <t:integer> lastshrink,
  <t:boolean> hasstretch
)
  -- no return values
end

function fireup (
  <t:integer> context,
  <t:node>    current
)
  -- no return values
end

function wrapup (
  <t:integer> context
)
  -- no return values
end

```

7.6.5 show_whatsit

Because we only have a generic `whatsit` it is up to the macro package to provide details when tracing them.

```

function (
  <t:node>    whatsit,
  <t:integer> indentation,
  <t:integer> tracinglevel,
  <t:integer> currentlevel,
  <t:integer> inputlevel
)
  -- no return value
end

```

Here `indentation` tells how many periods are to be typeset if you want to be compatible with the rest of tracing. The `tracinglevel` indicates if the current level and/or input level are shown cf. `\tracinglevels`. Of course one is free to show whatever in whatever way suits the `whatsit` best.

7.6.6 linebreak_quality

```
function (
  <t:node>    par,
  <t:integer> id,
  <t:integer> pass,
  <t:integer> subpass,
  <t:integer> subpasses,
  <t:integer> state,
  <t:integer> overfull,
  <t:integer> underfull,
  <t:integer> verdict,
  <t:integer> classified,
  <t:integer> line
)
  return <t:node> result
end
```

7.6.7 show_loners

In spite of widow, club, broken and shaping penalties we can have single lines in the result. When set, this callback replaces the output that normally `\tracingloners` produces.

```
function (
  <t:integer> options,
  <t:integer> penalty
)
  return <t:node> result
end
```

The options are those set on the encountered penalty:

0x0000	normal	0x0020	toddlered	0x0800	dobleused
0x0001	mathforward	0x0040	widow	0x1000	factorused
0x0002	mathbackward	0x0080	club	0x2000	endofpar
0x0004	orphaned	0x0100	broken	0x4000	ininsert
0x0008	widowed	0x0200	shaping	0x8000	finalbalance
0x0010	clubbed	0x0400	double		

7.6.8 get_attribute

Because attributes are abstract pairs of indices and values the reported properties makes not much sense and are very macro package (and user) dependent. This callback permits more verbose reporting by the engine when tracing is enabled.

```
function (
  <t:integer> index,
  <t:integer> value
)
  return <t:string>, <t:string>
```


end

7.6.9 get_noad_class

We have built-in math classes but there can also be user defined ones. This callback can be used to report more meaningful strings instead of numbers when tracing.

```
function (
    <t:integer> class
)
    return <t:string>
end
```

7.6.10 get_math_dictionary

todo

7.6.11 show_lua_call

When the engine traces something that involves a Lua call it makes sense to report something more meaningful than just that. This callback can be used provide a meaningful string (like the name of a function).

```
function (
    <t:string> name,
    <t:integer> index
)
    return <t:string>
end
```

7.6.12 trace_memory

When the engine starts all kind of memory is pre-allocated> depending on the configuration more gets allocated when a category runs out of memory. The LuaMetaTeX engine is more dynamic than LuaTeX. If this callback is set it will get called as follows:

```
function (
    <t:string> category,
    <t:boolean> success
)
    -- no return value
end
```

The boolean indicates if the allocation has been successful. One can best quit the run when this one is false which the engine is likely to do that anyway, be in a less graceful way that you might like.

7.6.13 paragraph_pass

This callback is not yet stable.

7.7 Math

7.7.1 mlist_to_hlist

This callback replaces Lua_T_E_X's math list to node list conversion algorithm.

```
function (
  <t:node>    head,
  <t:string>  display_type,
  <t:boolean> need_penalties
)
  return <t:node> newhead
end
```

The returned node is the head of the list that will be added to the vertical or horizontal list, the string argument is either 'text' or 'display' depending on the current math mode, the boolean argument is true if penalties have to be inserted in this list, false otherwise.

Setting this callback to false is bad, it will almost certainly result in an endless loop.

7.7.2 math_rule

In math rules are used for fractions, radicals and accents. In the case of radicals rules mix with glyphs to build the symbol. In Con_T_E_Xt we can enable an alternate approach that uses glyphs instead of rules so that we can have more consistent shapes, for instance with slopes or non square endings. This callback takes care of that.

```
function (
  <t:integer> subtype,
  <t:integer> font,
  <t:integer> width,
  <t:integer> height,
  <t:node>    attributes
)
  return <t:node> rule
end
```

7.7.3 make_extensible

Like math_rule this callback is used to construct nicer extensibles in Con_T_E_Xt math support. It can optionally be followed by register_extensible.

```
function (
  <t:node>    extensible,
  <t:integer> fnt,
  <t:integer> chr,
  <t:integer> size,
  <t:integer> width,
  <t:integer> height,
```

```

    <t:integer> depth,
    <t:integer> linewidth,
    <t:integer> axis,
    <t:integer> exheight,
    <t:integer> emwidth
)
return <t:node> -- boxed extensible
end

```

7.7.4 register_extensible

This callback is a possible follow up on `make_extensible` and it can be used to share pre-build extensibles or package them otherwise (for instance as Type3 glyph).

```

function (
    <t:integer> fnt,
    <t:integer> chr,
    <t:integer> size,
    <t:node>    attributes,
    <t:node>    extensible
)
return <t:node> -- boxed
end

```

7.7.5 balance

This callback is comparable with the `line_break` callback. We use it for tracing in ConT_EXt during development (as well as for documentation).

7.7.6 balance_insert

This is callback kicks in every time an insert is seen when balancing.

```

function (
    <t:node>    current,
    <t:integer> callback,
    <t:integer> insert_index,
    <t:integer> insert_identifier
)
-- no return value
end

```

7.7.7 balance_boundary

When balancing, this is callback kicks in every time a node resulting from `\balanceboundary` is seen.

```

function (
    <t:integer> boundary_data,
    <t:integer> boundary_reserved,

```

```

    <t:integer> shape_identifier,
    <t:integer> shape_slot
)
  return
    <t:integer>, -- action
    <t:integer>, -- penalty
    <t:integer>  -- extra
end

```

What happens after the callback returns control to $\text{T}_{\text{E}}\text{X}$ depends on the first return value:

getbalancecallbackvalues

there is no function 'getgetbalancecallbackvalues' in tex, node or token

This is an experimental feature. In due time there will be a bit more explanation here.

fonts

8 Fonts

Contents

8.1 Introduction

8.2 Primitives

8.2.1	Basic properties	382	8.2.5	Scaled fontdimensions	385
8.2.2	Specifications	383	8.2.6	Character properties	385
8.2.3	Offsets	384	8.2.7	Glyph options	386
8.2.4	Math scales and identifiers	384			

8.3 Nodes

8.4 Loading

8.5 Helpers

8.6 Virtual fonts

8.7 Callbacks

8.8 Protrusion

8.9 Spaces

8.1 Introduction

The LuaTeX engine changed the approach to loading fonts and processing kerns and ligatures by introducing a Lua loader and callbacks for processing replacement and positioning features. In LuaMetaTeX we go a step further and no longer load fonts otherwise than with Lua. In the end, all that TeX needs are a few dimensions and optionally ligature and kerning tables. Of course for math a bit more is needed but even there we can safely delegate all loading to Lua. In LuaMetaTeX we still have the traditional kerning and ligature built in because after all that method is the reference for traditional fonts and the amount of code needed is relatively small.

The backend is gone, so here the final font inclusion is also done by Lua. This means that in the engine the amount of code involved in that is zero. In the engine we have glyphs and glyphs traditionally carry a font identifier (an number) and a glyph reference (also a number). Both are used to fetch the width, height, depth, italic correction and some more from the fonts registered in the engine. For TeX a font is more of an abstraction than from Lua, where we can manipulate details and deal with the real shapes.

In LuaMetaTeX the situation is simplified on the one hand, read: no font loader, but complicated on the other, for instance because we have dynamic scaling. In this chapter we discuss what data is stored in glyphs, what primitives are involved, and how loading takes place. Because a lot can be done in Lua and because there are no standards involved, we don't need to discuss how a macro package is supposed to deal with all this; one can consider ConTeXt as a reference implementation if needed.

Removing the font loader and backend had relatively little impact on ConTeXt because we already did most in Lua, but as we developed LuaMetaTeX both subsystems evolved further. Especially moving more backend processing to Lua had some impact on performance but in the end the engine is much faster so we gained that back. Additions to the font system, like dynamic scaling of course have impact too but we could also limit the amount of fonts that get loaded which compensates for any

loss in performance. The most complicated and demanding part of the backend code is that what deals with fonts: sharing, subsetting, devirtualizing, scaling, effects like weight, slanting, expansion, accuracy, accessibility, . . . , all of that has to be dealt with.

In this chapter we discuss a few aspects like primitives, defining fonts, Lua helpers, and virtual fonts, but for a more complete picture one really has to read the documents that describe how all evolved, how fonts are used in ConT_EXt as well as look at how we apply all this. There is no reason to repeat everything here, especially because for most users this is not something they need to know. There are dedicated manuals and articles that cover different aspects.

8.2 Primitives

8.2.1 Basic properties

Although primitives are discussed in their own chapter we repeat some here because it impacts following sections. Let's start with the commands that change the look and feel of a font:

```
\begingroup          glyphs represent characters \endgroup
\begingroup \glyphscale 1200 glyphs represent characters \endgroup
\begingroup \glyphxscale 1200 glyphs represent characters \endgroup
\begingroup \glyphyscale 800 glyphs represent characters \endgroup
\begingroup \glyphslant 200 glyphs represent characters \endgroup
\begingroup \glyphweight 200 glyphs represent characters \endgroup
```

This results in:

```
glyphs represent characters
glyphs represent characters
glyphs represent characters
glyphs represent characters
glyphs represent characters
glyphs represent characters
```

These parameters are applied to glyphs that get added to the current list of nodes. Whenever the engine (or the Lua end) needs a dimension, two scales have to be applied, depending on the dimension being horizontal or vertical. Sometimes the slant and weight also have to be taken into account. Later we will see that we have additional math scaling so you can imagine that applying a handful of scales has a bit of impact on the code and also performance. However, the later will not be noticed because computers are fast enough.

Here is how we can apply the scaling factors to dimensions:

```
{\glyphxscale 1500          \the\glyphxscaled 100pt} and
{\glyphyscale 750          \the\glyphyscaled 100pt} and
{\glyphscale 1500 \glyphxscale 500 \the\glyphxscaled 100pt}
```

We get: **150.0pt** and 75.0pt and 75.0pt. In scenarios like these you need to keep in mind that the currently set scales also apply. The main reason why we use these 1000 based factor is that it is the way T_EX does things. We could have used posits instead but those were added later so for now it's factors that dominate.

8.2.2 Specifications

A font is loaded at a specific size, so these properties start from that: the design size and the requested size which results in a scaling factor. Every font has a number so here we have:

```
\tf \the \fontid \font \hskip1cm
\bf \the \fontid \font \hskip1cm
\sl \the \fontid \font
```

```
1      4      7
```

A set of settings can be combined in specification, here `\font` is the current font, from which the specification takes the identifier.

```
\fontspecdef \MyFontA \font xscale 2000 yscale 800 weight 200 slant 200 \relax
\fontspecdef \MyFontB \font all 1000 1500 800 250 150 \relax
```

```
\begingroup \MyFontA Is this neat or not? \endgroup
\begingroup \MyFontB Is this neat or not? \endgroup
```

Is this neat or not?
Is this neat or not?

Instead of an id an already defined specification can be given in which case we start from a copy:

```
\fontspecdef \MyFontA 2 all 1000
\fontspecdef \MyFontB \MyFontA xscale 1200
```

Say that we have:

```
\fontspecdef\MyFoo\font xscale 1200 \relax
```

The four properties of such a specification can then be queried as follows:

```
[\the\fontspecid      \MyFoo]
[\the\fontspecscale   \MyFoo]
[\the\fontspecxscale  \MyFoo]
[\the\fontspecyscale  \MyFoo]
[\the\fontspecifiedsize\MyFoo]
[\fontspecifiedname    \MyFoo]
```

```
[1] [1000] [1200] [1000] [10.0pt] [Serif sa 1]
```

A font specification obeys grouping but is not a register. Like `\integerdef` and `\dimendef` it is just a control sequence with a special meaning.

If you read about compact font mode in ConT_EXt, this is what we're using there. It started out by more aggressive sharing and scaling but eventually all five properties were integrated in a fast font switch. However, setting these five properties, even with one command has some overhead because they are saved on the save stack. Okay, that was a bit of a lie: no one will notice that overhead:

```
\fontspecdef \MyFontA \font
    scale 1100 xscale 2000 yscale 800 weight 200 slant 200
\relax
```

```
\fontspecdef \MyFontB \font
  scale 1200 xscale 1000 yscale 200 weight 100 slant 100
\relax
```

A 100.000 times `{\MyFontA\MyFontB}` grouped expansion takes 0.02 seconds runtime on my 2018 laptop, which is just noise once we start processing text: 100.000 times `{\MyFontA efficient \MyFontB efficient}` takes 1.4 seconds and 100.000 times `{\MyFontA test \MyFontB test}` takes 0.4 seconds. Guess why.

8.2.3 Offsets

These two parameters control the horizontal and vertical shift of glyphs with, when applied to a stretch of them, the horizontal offset probably being the least useful. The values default to the currently set values. Here is a ConT_EXt example:

```
\ruledhbox \bgroup
  \ruledhbox {\glyph yoffset 1ex xoffset -.5em 123}
  \ruledhbox {\glyph yoffset 1ex 125}
  \ruledhbox \bgroup
    baseline
    \glyphyoffset 1ex \glyphxscale 800 \glyphyscale \glyphxscale
    raised%
  \egroup
\egroup
```

Visualized:



8.2.4 Math scales and identifiers

More details about fonts in math mode can be found in the chapters about math and primitives so here we just mention a few of these primitives. The internal `\glyphtextscale`, `\glyphscriptscale` and `\glyphscriptscriptscale` registers can be set to enforce additional scaling of math, like this:

```
$ a = b^2 = c^{d^2}$
$\glyphtextscale 800 a = b^2 = c^{d^2}$
$\glyphscriptscale 800 a = b^2 = c^{d^2}$
$\glyphscriptscriptscale 800 a = b^2 = c^{d^2}$
```

You can of course set them all in any mix as long as the value is larger than zero and doesn't exceed 1000. In ConT_EXt we use this for special purposes so don't mess with it there, as there can be unexpected (but otherwise valid) side effects.

$$a = b^2 = c^{d^2}$$

$$a = b^2 = c^{d^2}$$

$$a = b^2 = c^{d^2}$$

$$a = b^2 = c^{d^2}$$

The next few reported values depend on the font setup. A math font can be loaded at a certain scale and further scaled on the fly. An open type math font comes with recommended script and script script scales and gets passed to the engine scaled. The values reported by `\mathscale` are *additional* scales.

```

 $\the\mathscale\textfont$   $\zerocount$ 
 $\the\mathscale\scriptfont$   $\zerocount$ 
 $\the\mathscale\scriptscriptfont$   $\zerocount$ 

```

gives: 1000 1000 1000

In math mode the font id depends on the style because there we have a family of three related fonts or the same font with different scales. In this document we get the following identifiers:

```

 $\the\mathstylefontid\scriptscriptstyle$   $\fam$ 
 $\the\mathstylefontid\scriptstyle$   $\fam$ 
 $\the\mathstylefontid\textstyle$   $\fam$ 

```

Gives: 2 2 2, which is no surprise because we use the same font for all sizes combined with the smaller field options discussed later. In ConT_EXt math uses compact font mode with in-place scaling by default.

8.2.5 Scaled fontdimensions

When you use \glyphscale , \glyphxscale and/or \glyphyscale the font dimensions also scale. The values that are currently used can be queried:

dimension	scale	xscale	yscale
\scaledemwidth	*	*	
\scaledexheight	*		*
\scaledextraspac	*	*	
\scaledinterwordshrink	*	*	
\scaledinterwordspace	*	*	
\scaledinterwordstretch	*	*	
\scaledslantperpoint	*	*	

The next table shows the effective sized when we scale by 2000. The last two columns scale twice: the shared scale and the x or y scale.

\scaledemwidth	20.0	20.0	10.0	40.0	20.0
\scaledexheight	10.38086	5.19043	10.38086	10.38086	20.76172
\scaledextraspac	2.11914	2.11914	1.05957	4.23828	2.11914
\scaledinterwordshrink	2.11914	2.11914	1.05957	4.23828	2.11914
\scaledinterwordspace	6.35742	6.35742	3.17871	12.71484	6.35742
\scaledinterwordstretch	3.17871	3.17871	1.58936	6.35742	3.17871
\scaledslantperpoint	0.0	0.0	0.0	0.0	0.0

8.2.6 Character properties

The \fontcharwd , \fontcharht , \fontchardp and \fontcharic give access to character properties. To this repertoire LuaMetaT_EX adds the top and bottom accent accessors \fontcharta and \fontcharba that came in handy for tracing. You pass a font reference and character code. Normally only OpenType math fonts have this property.

8.2.7 Glyph options

In LuaT_EX the `\noligs` and `\nokerns` primitives suppress these features but in LuaMetaT_EX these primitives are gone. They are replaced by a more generic control primitive `\glyphoptions`. This numerical parameter is a bitset with the following fields:

0x00000000	normal	0x00000800	mathsitalicstoo
0x00000001	noleftligature	0x00001000	mathartifact
0x00000002	norightligature	0x00002000	weightless
0x00000004	noleftkern	0x00004000	spacefactoroverload
0x00000008	norightkern	0x00008000	checktoddler
0x00000010	noexpansion	0x00010000	checktwin
0x00000020	noprotrusion	0x00020000	istoddler
0x00000040	noitaliccorrection	0x00040000	iscontinuation
0x00000080	nozeroitaliccorrection	0x00080000	keepspace
0x00000100	applyxoffset	0x01000000	userfirst
0x00000200	applyyoffset	0x40000000	userlast
0x00000400	mathdiscretionary		

The effects speak for themselves. They provide detailed control over individual glyph, this because the current value of this option is stored with glyphs. In ConT_EXt we have commands that set flags like that and also make sure that there is no interference in setting them. It's good to know that some of these options are there so that we can properly demonstrate, discuss and document LuaMetaT_EX behavior. The current value of this parameter is 0x18080 but that can of course change because we experiment with options and bit positions might change over time, which is why we can query the engine.

8.3 Nodes

This chapter is not about nodes so we keep this section short. A glyph node is an important one and a page easily has a few thousand of them. When a list that has glyphs nodes is processed, depending on the font quite some passes over that list are made in order to sort out substitutions, alternatives and ligatures as well as font kerning and anchoring. When the paragraph is constructed these glyphs are consulted and dimensions and expansion properties are accessed and scaling can happen. These glyph nodes are among the largest and have many fields. To what extent you can use these fields depends on the macro package and the reason is that some of these fields also affect the backend and the backend is provided by the macro package. When the script/language combination that you use supports hyphenation, there can be discretionary nodes that have a pre, post and/or replace component set that are node lists that can contain glyph nodes and whenever we mess around with glyphs we also need to check these.

The most important fields are `font` and `character`, as these uniquely point to what shape is used. That also means that at the Lua end we can have more information than T_EX needs and can do things that T_EX in its role as constructor is unaware of. The par builder doesn't really care what it deals with, it only needs dimensions and maybe some properties.

The data, state, script and protected fields are used for instance by ConT_EXt and in particular the font handler. There are primitives that can query and set these fields, like `\glyphdatafield`, `\glyphscriptfield` and `\glyphstatefield`.

These primitives can be used to set an additional glyph properties. Of course it's very macro package dependent what is done with that. It started with just the first one as experiment, simply because we

had some room left in the glyph data structure. It's basically an single attribute. Then, when we got rid of the ligature pointer we could either drop it or use that extra field for some more, and because ConT_EXt already used the data field, that is what happened. The script and state fields are shorts, that is, they run from zero to 0xFFFF where we assume that zero means 'unset'. Although they can be used for whatever purpose their use in ConT_EXt is fixed. So far for a historical note.

The language field is used by the hyphenator but can also be used by the macro package. The lhmin and rhmin are only useful for the hyphenator and these values are set by the language mechanisms and primitives. The discpart bitset registers what the engine did which can be handy for tracing.

We already mentioned scales, slant and weight and these go to fields scale, xscale, yscale, slant and weight. The expansion, raise, left, right, xoffset and yoffset can be set by T_EX but also by the font handler. Messing with any of these fields at the T_EX end is easy but one really should take into account what the macro packages needs them for and does with them at the Lua end and in the backend. In that respect LuaMetaT_EX lets the user free but it also means that you cannot expect macro packages (assuming that ConT_EXt is not the only user) to behave the same.

The various math subsystems use properties, group and index and again this also macro package specific. The options bitset controls all kind of processes in the engine when it comes to using glyphs (user level `\glyphoptions`) as do control and hyphenate.

It would take many pages to explain all this so again we just refer to how ConT_EXt uses these fields, the way they can be set from T_EX and accessed in Lua. In the end, all the users see of this is shapes anyway, while macro packages integrate and present these as features.

8.4 Loading

A font is normally defined by `\font` which in LuaMetaT_EX is just a trigger for a callback. You can even do without that primitive because you can load a font and then use `\setfontid` or the previously mentioned specification to switch to a font. The callback, discussed in the callbacks chapter, gets a name and size, and is supposed to return a font identifier. You can use the name to locate and load a font, register the font using the following function, which gives you an identifier that satisfies the callback.

```
function font.define ( <t:table> font, <t:integer> id )
    return <t:integer> id
end
```

with respect to `\font` it's good to know that the engine accept a braced argument as a font name:

```
\font\myfont = {My Fancy Font}
```

This allows for embedded spaces, without the need for double quotes. Macro expansion takes place inside the argument. Although in ConT_EXt LMTX we don't use the `\font` for defining fonts, it still can be uses.

The font table is mandate but the identifier is optional. The table has the following fields, most of which concern math. The name field is mandate because it is needed in various feedback scenarios.

key	type	description
name	string	metric (file) name

original	string	the name used in logging and feedback
designsize	number	expected size (default: 655360 == 10pt)
size	number	the required scaling (by default the same as designsize)
compactmath	boolean	use the smaller fields in lookups
mathcontrol	bitset	this controls various options in the math engine
textcontrol	bitset	this controls various options in the text engine
nomath	boolean	don't check for math parameters and properties
characters	table	the defined glyphs of this font
fonts	table	locally used fonts
parameters	table	parameters by index and/or key
MathConstants	table	OpenType math parameter
hyphenchar	number	default: $\text{\TeX's \hyphenchar}$
skewchar	number	default: \TeX's \skewchar
textscale	number	scale applied to math text
scriptscale	number	scale applied to math script
scriptscriptscale	number	scale applied to math script script
textxscale	number	horizontal scale applied to math text
scriptxscale	number	horizontal scale applied to math script
scriptxscriptscale	number	horizontal scale applied to math script script
textyscale	number	vertical scale applied to math text
scriptyscale	number	vertical scale applied to math script
scriptyscriptscale	number	vertical scale applied to math script script
textweight	number	weight applied to math text
scriptweight	number	weight applied to math script
scriptscriptweight	number	weight applied to math script script

There are three tables that need their own explanation. The `parameters` table is a hash with mixed key types. There are seven possible string keys, as well as a number of integer indices. The seven strings are actually used instead of the bottom seven indices, because that gives a nicer user interface. There are additional indexed entries possible for math fonts but nowadays one will use OpenType math fonts so these no longer make sense.

name	index
slant	1
space	2
spacestretch	3
spaceshrink	4
xheight	5
quad	6
extraspacer	7

The `characters` table can be pretty large when we have OpenType fonts. In Con \TeX t we use Unicode as encoding which means that glyphs are organized as such. This also means that we have a hash and not an indexed array due to gaps. There can be more data in the glyph sub tables than the engine needs because the engine only picks up those that it needs. You can also later decide to pass additional properties and even glyphs to the engine, but changes can of course have consequences because at

some point the backend will pick up data and use that. Additions are fine but changes have to be consistent. Of course it all depends on how you implement a backend.

When a character in the input is turned into a glyph node, it gets a character code that normally refers to an entry in that table. For proper paragraph building and math rendering the fields in the tables below can best be present in an entry in the characters table. As said, you can of course add all kind of extra fields. The engine only uses those that it needs for typesetting a paragraph or formula. The sub tables that define ligatures and kerns are also hashes with integer keys, and these indices should point to entries in the main characters table. The fields common to text and math chartacters are: `callback`, `compression`, `depth`, `expansion`, `height`, `italic`, `kerns`, `leftprotrusion`, `ligatures`, `rightprotrusion`, `tag`, `width`.

Providing ligatures and kerns via this table permits \TeX to construct ligatures and add inter-character kerning. However, normally you will use an OpenType font in combination with Lua code that does this. In \ConTeXt we have base mode that uses the engine, and node mode that uses Lua. A mono spaced font normally has no ligatures and inter character kerns and is normally not processed at all.

We can group the parameters. All characters have the following base set. It must be noted here that OpenType doesn't have a italic property and that the height and depth are also not part of the design: one can choose to derive them from the bounding box.

key	type	description
<code>width</code>	number	width in sp (default 0)
<code>height</code>	number	height in sp (default 0)
<code>depth</code>	number	depth in sp (default 0)
<code>italic</code>	number	italic correction in sp (default 0)

There are four parameters that are more optional and relate to advanced optical paragraph optimization:

key	type	description
<code>leftprotruding</code>	number	left protruding factor ($\backslash\text{\code{lpcode}}$)
<code>rightprotruding</code>	number	right protruding factor ($\backslash\text{\code{rpcode}}$)
<code>expansion</code>	number	expansion factor ($\backslash\text{\code{efcode}}$)
<code>compression</code>	number	compression factor ($\backslash\text{\code{cfcode}}$)

The left and right protrusion factors as well as the expansion factor are comparable to the ones introduced by \pdfTeX , but compression is new and complements expansion. In \LuaMetaTeX the expansion mechanism is also available in math. You might have noticed that we don't have expansion related parameters in the main font table. This is because we have a more dynamic model. These values are anyway only used when $\backslash\text{\code{protrudechars}}$ and/or $\backslash\text{\code{adjustspacing}}$ are set. The later can also be controlled by so called par passes and thereby applied more selectively. Because setting these fields using specific glyph properties can take time, it is also possible to delay these settings till a dedicated callback is triggered when they are needed.

From \TeX we inherit the following tables. Ligatures are only used in so call base mode, when the engine does the font magic. Kerns are used in base mode text and optionally in math.

key	type	description
<code>ligatures</code>	table	ligaturing information
<code>kerns</code>	table	kerning information

The next fields control the engine and are a variant on $\mathrm{T}_{\mathrm{E}}\mathrm{X}$'s `tfm` tag property. In a future we might provide a bit more (local) control although currently we see no need. Originally the tag and next field were combined into a packed integer but in current $\mathrm{LuaMetaT}_{\mathrm{E}}\mathrm{X}$ we have a 32 bit tag and the next field moved to the math blob as it only is used as variant selector.

key	type	description
tag	number	a bitset, currently not really exposed

In a math font characters have many more fields: `bottomanchor`, `bottomleft`, `bottommargin`, `bottomovershoot`, `bottomright`, `extensible`, `flataccent`, `innerlocation`, `innerxoffset`, `inneryoffset`, `keepbase`, `leftmargin`, `mathkerns`, `mirror`, `parts`, `rightmargin`, `smaller`, `topanchor`, `topleft`, `topmargin`, `topovershoot`, `topright`.

key	type	description
smaller	number	the next smaller math size character
mirror	number	a right to left alternative
flataccent	number	an accent alternative with less height (OpenType)
next	number	'next larger' character index
topleft	number	alternative script kern
topright	number	alternative script kern
bottomleft	number	alternative script kern
bottomright	number	alternative script kern
topmargin	number	alternative accent calculation margin
bottommargin	number	alternative accent calculation margin
leftmargin	number	alternative accent calculation margin
rightmargin	number	alternative accent calculation margin
topovershoot	number	accent width tolerance
bottomovershoot	number	accent width tolerance
topanchor	number	horizontal top accent alignment position
bottomanchor	number	horizontal bottom accent alignment position
innerlocation	string	left or right
innerxoffset	number	radical degree horizontal position
inneryoffset	number	radical degree vertical position
parts	table	constituent parts of an extensible
partsitalic	number	the italic correction applied with the extensible
partsorientation	number	horizontal or vertical
mathkerns	table	math cut-in specifications
extensible	table	stretch a fixed width accent to fit

In $\mathrm{LuaMetaT}_{\mathrm{E}}\mathrm{X}$ combined with $\mathrm{ConT}_{\mathrm{E}}\mathrm{Xt}$ MkXL we go beyond OpenType math and have more fields here than in $\mathrm{LuaT}_{\mathrm{E}}\mathrm{X}$. In $\mathrm{ConT}_{\mathrm{E}}\mathrm{Xt}$ those values are set with so called tweaks and defined in so called font goody files. This relates to the extended math rendering engine in $\mathrm{LuaMetaT}_{\mathrm{E}}\mathrm{X}$.

Bidirectional math is also supported and driven by (in $\mathrm{ConT}_{\mathrm{E}}\mathrm{Xt}$ speak) tweaks which means that it has to be set up explicitly as it uses a combination of fonts. The `mirror` field points to an alternative glyph. The `smaller` field points to a script glyph alternative and that glyph can then point to a script script one (in OpenType speak `ssty` alternates respectively one 1 and 2). In $\mathrm{ConT}_{\mathrm{E}}\mathrm{Xt}$ is also uses specific

features of the font subsystems that hook into the backend where we have a more advanced virtual font subsystem than in Lua \TeX . Because this is macro package dependent it will not be discussed here.

Here is the character ‘f’ (decimal 102) in the font `cmr10` at 10pt. The numbers that represent dimensions are in scaled points. Of course you will use Latin Modern OpenType instead but the principles are the same:

```
[102] = {
  ["width"]   = 200250,
  ["height"]  = 455111,
  ["depth"]   = 0,
  ["italic"]  = 50973,
  ["kerns"]   = {
    [63] = 50973,
    [93] = 50973,
    [39] = 50973,
    [33] = 50973,
    [41] = 50973
  },
  ["ligatures"] = {
    [102] = { ["char"] = 11, ["type"] = 0 },
    [108] = { ["char"] = 13, ["type"] = 0 },
    [105] = { ["char"] = 12, ["type"] = 0 }
  }
}
```

In Con \TeX t, when they are really needed, we normally turn these traditional eight bit fonts into emulated OpenType (Unicode) fonts so there you will only encounter tables like this when we process a font in base mode.

Two very special string indexes can be used also: `leftboundary` is a virtual character whose ligatures and kerns are used to handle word boundary processing. `rightboundary` is similar but not actually used for anything (yet).

The values of `topanchor`, `bottomanchor` and `mathkern` are used only for math accent and superscript placement, see page ?? in this manual for details. The italic corrections are a story in themselves and discussed in detail in other manuals. The additional parameters that deal with kerns, margins, overshoots, inner anchoring, etc. are engine specific and not part of OpenType. More information can be found in the Con \TeX t distribution; they relate the upgraded math engine project by Mikael and Hans.

A math character can have a `next` field that points to a next larger shape. However, the presence of `extensible` will overrule `next`, if that is also present. The `extensible` field in turn can be overruled by `parts`, the OpenType version. The `extensible` table is very simple:

key	type	description
top	number	top character index
mid	number	middle character index
bot	number	bottom character index
rep	number	repeatable character index

The `parts` entry is an array of components. Each of those components is itself a hash of up to five keys:

key	type	description
glyph	number	character index
extender	number	(1) if this part is repeatable, (0) otherwise
start	number	maximum overlap at the starting side (scaled points)
end	number	maximum overlap at the ending side (scaled points)
advance	number	advance width of this item (width is default)

The traditional (text and math) kerns table is a hash indexed by character index (and ‘character index’ is defined as either a non-negative integer or the string value `rightboundary`), with the values of the kerning to be applied, in scaled points.

The traditional (text) ligatures table is a hash indexed by character index (and ‘character index’ is defined as either a non-negative integer or the string value `rightboundary`), with the values being yet another small hash, with two fields:

key	type	description
type	number	the type of this ligature command (default 0)
char	number	the character index of the resultant ligature

The `char` field in a ligature is required. The `type` field inside a ligature is the numerical or string value of one of the eight possible ligature types supported by $\text{T}_{\text{E}}\text{X}$. When $\text{T}_{\text{E}}\text{X}$ inserts a new ligature, it puts the new glyph in the middle of the left and right glyphs. The original left and right glyphs can optionally be retained, and when at least one of them is kept, it is also possible to move the new ‘insertion point’ forward one or two places. The glyph that ends up to the right of the insertion point will become the next ‘left’.

textual (Knuth)	number	string	result
<code>l + r =: n</code>	0	<code>=:</code>	<code> n</code>
<code>l + r =: n</code>	1	<code>=: </code>	<code> nr</code>
<code>l + r =: n</code>	2	<code> =:</code>	<code> ln</code>
<code>l + r =: n</code>	3	<code> =: </code>	<code> lnr</code>
<code>l + r =: > n</code>	5	<code>=: ></code>	<code>n r</code>
<code>l + r =:> n</code>	6	<code> =:></code>	<code>l n</code>
<code>l + r =: > n</code>	7	<code> =: ></code>	<code>l nr</code>
<code>l + r =: >> n</code>	11	<code> =: >></code>	<code>ln r</code>

The default value is 0, and can be left out. That signifies a ‘normal’ ligature where the ligature replaces both original glyphs. In this table the `|` indicates the final insertion point.

The third table has the `MathConstants` as the camel case name suggests. These are not discussed here. The `fonts` table relates to virtual fonts that are discussed later.

8.5 Helpers

Without argument this function returns the current font identifier and when an identifier is passed that one is made current.

```
function font.current ( <t:nil> | <t:integer> )
  -- no return value
end
```

This returns the maximum font identifier in use:

```
function font.max ( )
  return <t:integer> -- identifier
end
```

This one defines a font but needs an identifier, for instance reserved by `font.nextid`. The table is the same as with `font.define`.

```
function font.setfont ( <t:integer> identifier, <t:table> data )
  -- no return value
end
```

The next function can be used to add characters to a font. The table is the same as the table used when defining the characters in a font. The identifier must be known.

```
function font.addcharacters ( <t:integer> identifier, <t:table> characters )
  -- no return value
end
```

When protrusion or expansion data is needed for a character in a font and the relevant values are not yet known, a callback can be triggered and the next function can then be used to assign these.

```
function font.addquality (
  <t:integer> identifier,
  <t:table> characters
)
  -- no return value
end
```

The table looks like this:

```
{
  [index] = {
    leftprotrusion = <t:integer>,
    rightprotrusion = <t:integer>,
    expansion      = <t:integer>,
    compression    = <t:integer>,
  },
  ...
}
```

Sometimes it can be handy to check what the next identifier will be. The optional boolean, when true, makes that the font is allocated.

```
function font.nextid ( <t:nil> | <t:boolean> )
  return <t:integer> -- identifier
end
```

This function does a lookup by name and returns the font identifier when it's known:

```
function font.id ( <t:string> name )
    return <t:integer> -- identifier
end
```

The value that gets returned or is assigned is always an integer because that is what these parameters are: scaled dimensions, percentages, factors.

```
function font.getfontdimen (
    <t:integer> identifier,
    <t:integer> parameter
)
    return <t:integer> -- value
end
```

```
function font.setfontdimen (
    <t:integer> identifier,
    <t:integer> parameter,
    <t:integer> value
)
    -- no return value
end
```

This one returns the properties that relate to a `\fontspecdef`:

```
function font.getfontspec ( <t:string> name )
    return
        <t:integer>, -- identifier
        <t:integer>, -- scale
        <t:integer>, -- xscale
        <t:integer>, -- yscale
        <t:integer>, -- slant
        <t:integer>  -- weight
end
```

Math characters are not really defined along with a font but their family can bind them to one. However, in ConT_EXt we have them decoupled and families are assigned fonts when the need is there.

```
function font.getmathspec ( )
    return
        <t:integer>, -- class
        <t:integer>, -- family
        <t:integer>  -- character
end
```

Internally a math font parameter has a number. This function returns that number plus a boolean indicating if we have an variable that is not officially in OpenType math but an addition to the Lua-MetaT_EX engine.

```
function font.getmathindex ( <t:string> | <t:number> )
```

```

return
    <t:number> -- index
    <t:boolean> -- engine
end

```

These two don't operate on a font but multiply the given value by the `\glyphscale` and `\glyphxscale` respectively `\glyphyscale`.

```

function font.xscaled ( <t:number> value)
    return <t:number> -- scaled value
end

```

```

function font.yscaled ( <t:number> value)
    return <t:number> -- scaled value
end

```

Like in other places the engine can report what fields we have, which is handy when we want to check manuals like this one.

```

function font.getparameterfields ( ) return <t:table> end
function font.getfontfields ( ) return <t:table> end
function font.gettextcharacterfields ( ) return <t:table> end
function font.getmathcharacterfields ( ) return <t:table> end

```

8.6 Virtual fonts

Virtual fonts have been introduced in \TeX because they permit combining fonts and constructing for instance accented characters from several glyphs and they are what one nowadays tags as a 'cool' feature, especially because in \LaTeX we can use this mechanism runtime. The nice thing is that because all that \TeX needs is dimensions, the hard work is delegated to the backend which means that the front end can be agnostic when it comes to virtual fonts.

So, in the beginning they were mostly used for providing a direct mapping from for instance accented characters onto a glyph but we use it for a lot of other situations, like math. But keep in mind that because we basically define the backend ourselves and because we also control everything fonts, we can go way further in \ConTeXt than in other engines and macro packages.

A character is virtual when it has a `commands` array as part of the data. A virtual character can itself point to virtual characters but be careful with nesting as you can create loops and overflow the stack (which often indicates an error anyway).

At the font level there can be an (indexed) `fonts` table. The values are one- or two-key hashes themselves, each entry indicating one of the base fonts in a virtual font. In case your font is referring to itself in for instance a virtual font, you can use the `slot` command with a zero font reference, which indicates that the font itself is used. So, a table looks like this:

```

fonts = {
    { name = "ptmr8a", size = 655360 }, -- referenced as font 1
    { name = "psyr", size = 600000 }, -- referenced as font 2
    { id = 38 } -- referenced as font 3
}

```

The first referenced font (at index 1) in this virtual font is `ptmr8a` loaded at 10pt, and the second is `psyr` loaded at a little over 9pt. The third one is a previously defined font that is known to `LuaMetaTEX` as font id 38. The array index numbers are used by the character command definitions that are part of each character.

However, the only place in `ConTEXt` where we really need this `fonts` table is in some math fonts where we, also as illustration and as recognition of past work, assemble a Unicode math font from sort of obsolete Type1 fonts. In most cases the virtual glyphs use glyphs that are also in the font. In that case we can use id zero which is resolved to the font identifiers of the font itself.

The `commands` array is a hash where each item is another small array, with the first entry representing a command and the extra items being the parameters to that command. The frontend is only interested in the dimensions, ligatures and kerns of a font, which is the reason why the `TEX` engine didn't have to be extended when virtual fonts showed up: dealing with it is up to the driver that comes after the backend. The first block in the next table is what the standard mentions. These two engines also support the `special` and `LuaTEX` brings the `pdf` and `pdfmode` commands but in `LuaMetaTEX` we dropped all three and also `LuaTEX`'s `image`.

But ... in `LuaMetaTEX` there is no backend built in but we might assume that the one provided deals with the standard entries. However, a provided backend can provide more and that is indeed what happens in `ConTEXt`. Because we no longer have compacting (of passed tables) and unpacking (when embedding) of these tables going on we stay in the Lua domain. None of the virtual specification is ever seen in the engine.

command	arguments	type	description
font	1	number	select a new font from the local <code>fonts</code> table
char	1	number	typeset this character number from the current font, and move right by the character's width
slot	2	2 numbers	a shortcut for the combination of a font and char command
push	0		save current position
pop	0		pop position
rule	2	2 numbers	output a rule $ht * wd$, and move right.
down	1	number	move down on the page
right	1	number	move right on the page
nop	0		do nothing
node	1	node	output this node (list), and move right by the width of this list
lua	1	string, function	execute a Lua script when the glyph is embedded; in case of a function it gets the font id and character code passed
comment	any	any	the arguments of this command are ignored

The default value for `font` is always 1 at the start of the `commands` array. Therefore, if the virtual font is essentially only a re-encoding, then you do usually not have created an explicit 'font' command in the array. Rules inside of `commands` arrays are built up using only two dimensions: they do not have depth. For correct vertical placement, an extra `down` command may be needed. Regardless of the amount of movement you create within the `commands`, the output pointer will always move by exactly the width that was given in the `width` key of the character hash. Any movements that take place inside the `commands` array are ignored on the upper level.

In addition to the above in `ConTEXt` we have `use`, `left`, `up`, `offset`, `stay`, `compose`, `frame`, `line`, `inspect`, `trace` and a plugin feature so that we can add more commands (which we do). These not

only provide more advanced trickery but also make for smaller command tables. For some features we don't even need virtual magic but have additional parameters in the glyph tables. But all that is not part of the engine and its specification so it will be discussed elsewhere.

8.7 Callbacks

The traditional T_EX ligature and kerning routines are build into the engine but anything more (like OpenType rendering) has to be implemented in Lua. The same is true for math: the engine has some expectations, for instance with respect to script and script script sizes, larger sizes and extensibles and needs to know at least dimensions and slots in fonts in order to assemble the math. Actually there are additional scaling factors in play here because math has its own scaling demands.

8.8 Protrusion

This is more an implementation note. Compared to pdfT_EX and LuaT_EX the protrusion detection mechanism is enhanced a bit to enable a bit more complex situations. When protrusion characters are identified some nodes are skipped:

- zero glue
- penalties
- empty discretionaries
- normal zero kerns
- rules with zero dimensions
- math nodes with a surround of zero
- dir nodes
- empty horizontal lists
- local par nodes
- inserts, marks and adjusts
- boundaries
- whatsits

Because this can not be enough, you can also use a protrusion boundary node to make the next node being ignored. When the value is 1 or 3, the next node will be ignored in the test when locating a left boundary condition. When the value is 2 or 3, the previous node will be ignored when locating a right boundary condition (the search goes from right to left). This permits protrusion combined with for instance content moved into the margin:

```
\protrusionboundary1\llap{!\quad}«Who needs protrusion?»
```

8.9 Spaces

There are officially no spaces in T_EX, there is only glue. This is not problem, on the contrary, it is what makes the rendering so good. In ConT_EXt the backend can convert glue to spaces in a font but that's not an engine feature.

The `\nospaces` primitive can be used to overrule the usual `\spaceskip` related heuristics when a space character is seen in a text flow. The value 1 triggers no injection while 2 results in injection of a zero skip. In figure 8.1 we see the results for four characters separated by a space.

You can, in ConT_EXt, see where spaces are added by enabling a visualizer: `\showmakeup[space]` does the trick, as in this paragraph. We see regular spaces as well as spaces that have a space factor applied (after punctuation).

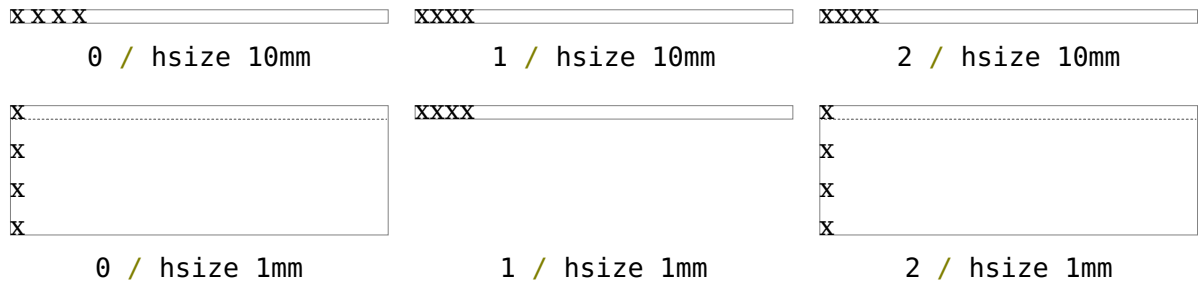


Figure 8.1 The nospaces options.

languages

9 Languages

Contents

- 9.1 Introduction**
- 9.2 Evolution**
- 9.3 Characters, glyphs and discretionaries**
- 9.4 Controlling hyphenation**
- 9.5 The main control loop**
- 9.6 Loading patterns and exceptions**
- 9.7 Applying hyphenation**
- 9.8 Applying ligatures and kerning**
- 9.9 Breaking paragraphs into lines**
- 9.10 The language library**
- 9.11 Math**
- 9.12 Tracing**

9.1 Introduction

Although languages play an important role in a macro package that doesn't mean that $\text{T}_{\text{E}}\text{X}$ is busy with it. The engine only needs to know how to hyphenate and for that a number that identifies what patterns to use is sufficient. All the action happens in the hyphenator: what characters make words, how many characters are kept at the left and right, which symbols end up at the end or beginning of a line, what input combine into (normally) dashes, how do we penalize a hyphenation point, etc.

Where in regular $\text{T}_{\text{E}}\text{X}$ we have special nodes that signal a language switch, and some shared variables that determine mentioned details, in $\text{LuaT}_{\text{E}}\text{X}$ every glyph carries the language information, including those minima. In $\text{LuaMetaT}_{\text{E}}\text{X}$ we put even more in a glyph by using a bitset of options. We also have some more character code bound properties. The $\text{LuaT}_{\text{E}}\text{X}$ engines store the current state in the glyph and discretionary nodes.

You can find more practical information about languages in $\text{ConT}_{\text{E}}\text{Xt}$ manuals than in this document because users seldom go low level. Before we discuss these low level aspect anyway, we discuss how we came thus far; for that we borrow from the $\text{LuaT}_{\text{E}}\text{X}$ and $\text{LuaMetaT}_{\text{E}}\text{X}$ manuals.

9.2 Evolution

$\text{LuaT}_{\text{E}}\text{X}$'s internal handling of the characters and glyphs that eventually become typeset is quite different from the way $\text{T}_{\text{E}}\text{X}82$ handles those same objects. The easiest way to explain the difference is to focus on unrestricted horizontal mode (i.e. paragraphs) and hyphenation first. Later on, it will be easy to deal with the differences that occur in horizontal and math modes.

In $\text{T}_{\text{E}}\text{X}82$, the characters you type are converted into char node records when they are encountered by the main control loop. $\text{T}_{\text{E}}\text{X}$ attaches and processes the font information while creating those records,

so that the resulting ‘horizontal list’ contains the final forms of ligatures and implicit kerning. This packaging is needed because we may want to get the effective width of for instance a horizontal box. No hyphenation is needed in that case.

When it becomes necessary to hyphenate words in a paragraph, \TeX converts (one word at time) the char node records into a string by replacing ligatures with their components and ignoring the kerning. Then it runs the hyphenation algorithm on this string, and converts the hyphenated result back into a ‘horizontal list’ that is consecutively spliced back into the paragraph stream. Keep in mind that the paragraph may contain unboxed horizontal material, which then already contains ligatures and kerns and the words therein are part of the hyphenation process.

Lets stress this: before \LuaTeX ligaturing and kerning took place during input, and hyphenation, combined with temporarily juggling ligatures and kerns, took place while building the paragraph. It’s a selective process where hyphenation only takes place where it is expected to influence the line breaks.

Those char node records are somewhat misnamed, as they are glyph positions in specific fonts, and therefore not really ‘characters’ in the linguistic sense. In \TeX82 there is no language information inside the char node records at all. Instead, language information is passed along using language whatsit nodes inside the horizontal list.

In \LuaTeX and thereby \LuaMetaTeX the situation is quite different. The characters you type are always converted into glyph node records with a special subtype to identify them as being intended as linguistic characters. \LuaTeX stores the needed language information in those records, but does not do any font-related processing at the time of node creation. It only stores the index of the current font and a reference to a character in that font.

When it becomes necessary to typeset a paragraph, \LuaTeX first inserts all hyphenation points right into the whole node list. Next, it processes all the font information in the whole list, creating ligatures and adjusting kerning, and finally it adjusts all the subtype identifiers so that the records are ‘glyph nodes’ from now on. Actually in \LuaMetaTeX the subtype is no longer used to store the state but that is not relevant here.

In \LuaMetaTeX we also have this separation but there is more control over when hyphenation is applied, what becomes en- and em-dashes, hoe penalties kick in, etc. There are some additional callbacks that can manipulate words as they are encountered and exceptions can be handled differently.

9.3 Characters, glyphs and discretionaries

\TeX82 (including \pdfTeX) differentiates between char nodes and lig nodes. The former are simple items that contained nothing but a ‘character’ and a ‘font’ field, and they lived in the same memory as tokens did. The latter also contained a list of components, and a subtype indicating whether this ligature was the result of a word boundary, and it was stored in the same place as other nodes like boxes and kerns and glues.

In \LuaMetaTeX we no longer keep the list of components with the glyph node because we have to deal with more advanced scenarios in ‘node mode’, for instance in attaching vowels to stepwise constructed ligatures. Also, in OpenType ligatures are just a many to one mapping and the kind of ligatures that we see \TeX fonts in OpenType often are achieved by kerning substituted single glyphs.

In \LuaTeX , these two types are merged into one, somewhat larger structure called a glyph node. Besides having the old character, font, and component fields there are a few more, like ‘attr’, these

nodes also contain a subtype, that codes four main types and two additional ghost types. For ligatures, multiple bits can be set at the same time (in case of a single-glyph word).

- `character`, for characters to be hyphenated: the lowest bit (bit 0) is set to 1.
- `glyph`, for specific font glyphs: the lowest bit (bit 0) is not set.
- `ligature`, for constructed ligatures bit 1 is set.

But while $\text{T}_{\text{E}}\text{X}_{86}$ has this construct, deconstruct and reconstruct model in $\text{LuaT}_{\text{E}}\text{X}$ we don't do that so in the end this made little sense so we dropped it. We still have a (small) protection field that fulfills the job of signaling that we're done with processing glyphs.

We now arrive at languages. The glyph nodes also contain language data, split into four items that were current when the node was created: the `\setlanguage` (15 bits), `\lefthyphenmin` (8 bits), `\righthyphenmin` (8 bits), and `\uchyph` (1 bit). In $\text{LuaMetaT}_{\text{E}}\text{X}$ we just use small dedicated fields instead.

Incidentally, $\text{LuaT}_{\text{E}}\text{X}$ allows 16383 separate languages, and words can be 256 characters long. The language is stored with each character. You can set `\firstvalidlanguage` to for instance 1 and make thereby language 0 an ignored hyphenation language. In $\text{LuaMetaT}_{\text{E}}\text{X}$ we have a more reasonable allowance because we don't expect that many languages in one document, but we do permits longer words.

The new primitive `\hyphenationmin` can be used to signal the minimal length of a word. This value is stored with the (current) language.

Because the `\uchyph` value is saved in the actual nodes, its handling is subtly different from $\text{T}_{\text{E}}\text{X}_{82}$: changes to `\uchyph` become effective immediately, not at the end of the current partial paragraph. But this is true for more properties: for instance we store a penalty in a discretionary node and freeze glue in spaces, of course all at the price of using more memory.

Typeset boxes now always have their language information embedded in the nodes themselves, so there is no longer a possible dependency on the surrounding language settings. In $\text{T}_{\text{E}}\text{X}_{82}$, a mid-paragraph statement like `\unhbox0` would process the box using the current paragraph language unless there was a `\setlanguage` issued inside the box. In $\text{LuaT}_{\text{E}}\text{X}$, all language variables are already frozen. Also, every list is hyphenated so that the font handler can do it's job taking that into account.

In traditional $\text{T}_{\text{E}}\text{X}$ the process of hyphenation is driven by `\lccodes`. In $\text{LuaT}_{\text{E}}\text{X}$ we made this dependency less strong. There are several strategies possible. When you do nothing, the currently used `\lccodes` are used, when loading patterns, setting exceptions or hyphenating a list.

When you set `\savingshyphcodes` to a value greater than zero the current set of `\lccodes` will be saved with the language. In that case changing a `\lccode` afterwards has no effect. However, you can adapt the set with:

```
\hjcode`a=`a
```

This change is global which makes sense if you keep in mind that the moment that hyphenation happens is (normally) when the paragraph or a horizontal box is constructed. When `\savingshyphcodes` was zero when the language got initialized you start out with nothing, otherwise you already have a set.

When a `\hjcode` is greater than 0 but less than 32 the value indicates the to be used length. In the following example we map a character (x) onto another one in the patterns and tell the engine that æ counts as two characters. Because traditionally zero itself is reserved for inhibiting hyphenation, a value of 32 counts as zero.

Here are some examples (we assume that French patterns are used):

	foobar	foo-bar
<code>\hjcode`x=`o</code>	fxxbar	fxx-bar
<code>\lefthyphenmin 3</code>	ædipus	ædi-pus
<code>\lefthyphenmin 4</code>	ædipus	ædipus
<code>\hjcode`æ=2</code>	ædipus	ædi-pus
<code>\hjcode`i=32 \hjcode`d=32</code>	ædipus	ædipus

Carrying all this information with each glyph would give too much overhead and also make the process of setting up these codes more complex. A solution with `\hjcode` sets was considered but rejected because in practice the current approach is sufficient and it would not be compatible anyway.

Beware: the values are always saved in the format, independent of the setting of `\savingsyphcodes` at the moment the format is dumped.

We also have `\hccode` or hyphen code. A character can be set to non zero to indicate that it should be regarded as value visible hyphenation point. These examples show how that works (it is the second bit in `\hyphenationmode` that does the magic but we set them all here):

```
{\hsize 1mm \hccode"2014 \zerocount \hyphenationmode "0000000 xxx\emdash xxx \par}
{\hsize 1mm \hccode"2014 "2014\relax \hyphenationmode "0000000 xxx\emdash xxx \par}

{\hsize 1mm \hccode"2014 \zerocount \hyphenationmode "FFFFFFF xxx\emdash xxx \par}
{\hsize 1mm \hccode"2014 "2014\relax \hyphenationmode "FFFFFFF xxx\emdash xxx \par}

{\hyphenationmode "0000000 xxx--xxx--xxx \par}
{\hyphenationmode "FFFFFFF xxx--xxx--xxx \par}
```

Here we assign the code point because who knows what future extensions will bring. As with the other codes you can also set them from Lua. The feature is experimental and might evolve when ConT_EXt users come up with reasonable demands.

```
xxx—xxx
xxx—
xxx
xxx—xxx
xxx—
xxx
xxx--xxx---xxx
xxx-xxx—xxx
```

A boundary node normally would mark the end of a word which interferes with for instance discretionary injection. For this you can use the `\wordboundary` as a trigger. Here are a few examples of usage:

```
discrete---discrete
```

dis-
crete—
dis-
crete

discrete\discretionary{}{}{---}discrete

discrete
discrete

discrete\wordboundary\discretionary{}{}{---}discrete

dis-
crete
discrete

discrete\wordboundary\discretionary{}{}{---}\wordboundary discrete

dis-
crete
dis-
crete

discrete\wordboundary\discretionary{---}{}{}\wordboundary discrete

dis-
crete—
dis-
crete

We only accept an explicit hyphen when there is a preceding glyph and we skip a sequence of explicit hyphens since that normally indicates a -- or --- ligature in which case we can in a worse case usage get bad node lists later on due to messed up ligature building as these dashes are ligatures in base fonts. This is a side effect of separating the hyphenation, ligaturing and kerning steps.

The start and end of a sequence of characters is signalled by a glue, penalty, kern or boundary node. But by default also a hlist, vlist, rule, dir, whatsit, insert, and adjust node indicate a start or end. You can omit the last set from the test by setting flags in \hyphenationmode:

0x000001	normal	0x000400	permitglue
0x000002	automatic	0x000800	permitall
0x000004	explicit	0x001000	permitmathreplace
0x000008	syllable	0x002000	forcecheck
0x000010	uppercase	0x004000	lazyligatures
0x000020	compound	0x008000	forcehandler
0x000040	strictstart	0x010000	feedbackcompound
0x000080	strictend	0x020000	ignorebounds
0x000100	automaticpenalty	0x040000	collapse
0x000200	explicitpenalty	0x080000	replaceapostrophe

The word start is determined as follows:

node	behaviour
boundary	yes when wordboundary

hlist	when the start bit is set
vlist	when the start bit is set
rule	when the start bit is set
dir	when the start bit is set
whatsit	when the start bit is set
glue	yes
math	skipped
glyph	exhyphenchar (one only) : yes (so no - —)
otherwise	yes

The word end is determined as follows:

node	behaviour
boundary	yes
glyph	yes when different language
glue	yes
penalty	yes
kern	yes when not italic (for some historic reason)
hlist	when the end bit is set
vlist	when the end bit is set
rule	when the end bit is set
dir	when the end bit is set
whatsit	when the end bit is set
ins	when the end bit is set
adjust	when the end bit is set

Figures 9.1 upto 9.5 show some examples. In all cases we set the min values to 1 and make sure that the words hyphenate at each character.

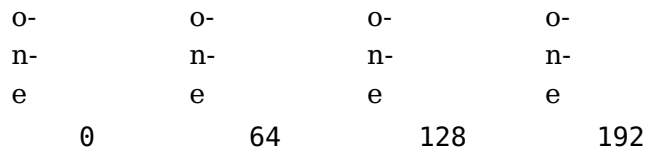


Figure 9.1 one

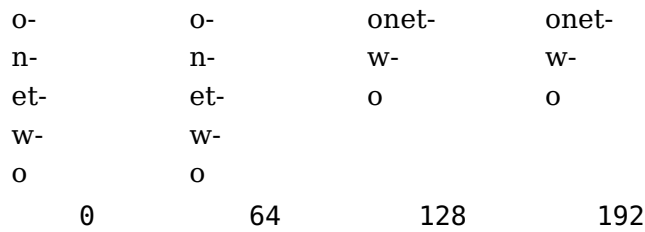


Figure 9.2 one\null two

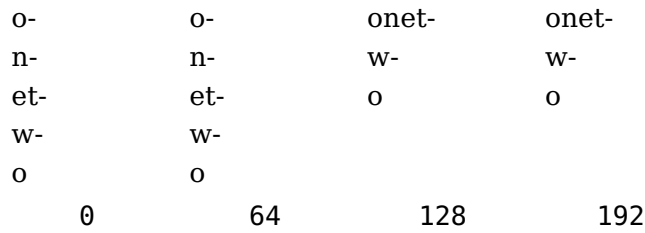


Figure 9.3 \null one\null two

o-	o-	onetwo	onetwo
n-	n-		
et-	et-		
w-	w-		
o	o		
0	64	128	192

Figure 9.4 `one\null two\null`

o-	o-	onetwo	onetwo
n-	n-		
et-	et-		
w-	w-		
o	o		
0	64	128	192

Figure 9.5 `\null one\null two\null`

In traditional $\text{T}_{\text{E}}\text{X}$ ligature building and hyphenation are interwoven with the line break mechanism. In $\text{LuaT}_{\text{E}}\text{X}$ these phases are isolated. As a consequence we deal differently with (a sequence of) explicit hyphens. We already have added some control over aspects of the hyphenation and yet another one concerns automatic hyphens (e.g. - characters in the input).

Hyphenation and discretionary injection is driven by a mode parameter which is a bitset made from the following values, some of which we saw in the previous examples.

- 1 honour (normal) `\discretionary`'s
- 2 turn - into (automatic) discretionaries
- 4 turn \- into (explicit) discretionaries
- 8 hyphenate (syllable) according to language
- 10 hyphenate uppercase characters too (replaces `\uchyph`)
- 20 permit break at an explicit hyphen (border cases)
- 40 traditional $\text{T}_{\text{E}}\text{X}$ compatibility wrt the start of a word
- 80 traditional $\text{T}_{\text{E}}\text{X}$ compatibility wrt the end of a word
- 100 use `\automatichyphenpenalty`
- 200 use `\explicitlyhyphenpenalty`
- 400 turn glue in discretionaries into kerns
- 800 okay, let's be even more tolerant in discretionaries
- 1000 and again we're more permissive
- 4000 controls how successive explicit discretionaries are handled in base mode
- 2000 treat all discretionaries equal when breaking lines (in all three passes)
- 8000 kick in the handler (experiment)
- 10000 feedback compound snippets

Some of these options are still experimental, simply because not all aspects and side effects have been explored. You can find some experimental use cases in `ConT E Xt`.

There are also `\discretionaryoptions`. Some are set by the engine:

0x00000000	normalword	0x00000010	preferbreak
0x00000001	preword	0x00000020	prefernobreak
0x00000002	postword	0x00000040	noitaliccorrection

0x00000080	nozeroitaliccorrection	0x00010000	userfirst
0x00000100	standalone	0x40000000	userlast

9.4 Controlling hyphenation

The `\hyphenationmin` parameter can be used to set the minimal word length, so setting it to a value of 5 means that only words of 6 characters and more will be hyphenated, of course within the constraints of the `\lefthyphenmin` and `\righthyphenmin` values (as stored in the glyph node). This primitive accepts a number and stores the value with the language.

The `\noboundary` command is used to inject a whatsit node but now injects a normal node with type boundary and subtype 0. In addition you can say:

```
x\boundary 123\relax y
```

This has the same effect but the subtype is now 1 and the value 123 is stored. The traditional ligature builder still sees this as a cancel boundary directive but at the Lua end you can implement different behaviour. The added benefit of passing this value is a side effect of the generalization. The subtypes 2 and 3 are used to control protrusion and word boundaries in hyphenation and have related primitives.

9.5 The main control loop

In Lua_T_EX's main loop, almost all input characters that are to be typeset are converted into glyph node records with subtype 'character', but there are a few exceptions.

1. The `\accent` primitive creates nodes with subtype 'glyph' instead of 'character': one for the actual accent and one for the accentee. The primary reason for this is that `\accent` in T_EX82 is explicitly dependent on the current font encoding, so it would not make much sense to attach a new meaning to the primitive's name, as that would invalidate many old documents and macro packages. A secondary reason is that in T_EX82, `\accent` prohibits hyphenation of the current word. Since in Lua_T_EX hyphenation only takes place on 'character' nodes, it is possible to achieve the same effect. Of course, modern Unicode aware macro packages will not use the `\accent` primitive at all but try to map directly on composed characters.

This change of meaning did happen with `\char`, that now generates 'glyph' nodes with a character subtype. In traditional T_EX there was a strong relationship between the 8-bit input encoding, hyphenation and glyphs taken from a font. In Lua_T_EX we have utf input, and in most cases this maps directly to a character in a font, apart from glyph replacement in the font engine. If you want to access arbitrary glyphs in a font directly you can always use Lua to do so, because fonts are available as Lua table.

2. All the results of processing in math mode eventually become nodes with 'glyph' subtypes. In fact, the result of processing math is just a regular list of glyphs, kerns, glue, penalties, boxes etc.
3. Automatic discretionary are handled differently. T_EX82 inserts an empty discretionary after sensing an input character that matches the `\hyphenchar` in the current font. This test is wrong in our opinion: whether or not hyphenation takes place should not depend on the current font, it is a language property.¹⁷

¹⁷ When T_EX showed up we didn't have Unicode yet and being limited to eight bits meant that one sometimes had to compromise between supporting character input, glyph rendering, hyphenation.

The `\defaultshyphenchar` parameter is used as fallback when defining a font where that one is not explicitly set.

In LuaTeX, it works like this: if it senses a string of input characters that matches the value of the new integer parameter `\exhyphenchar`, it will insert an explicit discretionary after that series of nodes. Initially TeX sets the `\exhyphenchar=\-`. Incidentally, this is a global parameter instead of a language-specific one because it may be useful to change the value depending on the document structure instead of the text language.

The insertion of discretionaries after a sequence of explicit hyphens happens at the same time as the other hyphenation processing, *not* inside the main control loop.

The only use LuaTeX has for `\hyphenchar` is at the check whether a word should be considered for hyphenation at all. If the `\hyphenchar` of the font attached to the first character node in a word is negative, then hyphenation of that word is abandoned immediately. This behaviour is added for backward compatibility only, and the use of `\hyphenchar=-1` as a means of preventing hyphenation should not be used in new LuaTeX documents.

4. The `\setlanguage` command no longer creates whatsits. The meaning of `\setlanguage` is changed so that it is now an integer parameter like all others. That integer parameter is used in glyph node creation to add language information to the glyph nodes. In conjunction, the `\language` primitive is extended so that it always also updates the value of `\setlanguage`.
5. The `\noboundary` command (that prohibits word boundary processing where that would normally take place) now does create nodes. These nodes are needed because the exact place of the `\noboundary` command in the input stream has to be retained until after the ligature and font processing stages.
6. There is no longer a `main_loop` label in the code. Remember that TeX82 did quite a lot of processing while adding `char_nodes` to the horizontal list? For speed reasons, it handled that processing code outside of the ‘main control’ loop, and only the first character of any ‘word’ was handled by that ‘main control’ loop. In LuaTeX, there is no longer a need for that (all hard work is done later), and the (now very small) bits of character-handling code have been moved back inline. When `\tracingcommands` is on, this is visible because the full word is reported, instead of just the initial character.

Because we tend to make hard coded behavior configurable a few new primitives have been added:

`\automaticshyphenpenalty`
`\explicitshyphenpenalty`

These relate to:

`\automaticdiscretionary` % -
`\explicitdiscretionary` % \-

The usage of these penalties is controlled by the `\hyphenationmode` flags 0x100 and 0x200 and when these are not set `\exhyphenpenalty` is used.

You can use the `\tracinghyphenation` variable to get a bit more information about what happens.

value	effect
-------	--------

1	report redundant pattern (happens by default in LuaTeX)
---	---

- 2 report words that reach the hyphenator and got treated
 - 3 show the result of a hyphenated word (a node list)
-

9.6 Loading patterns and exceptions

Although we keep the traditional approach towards hyphenation (which is still superior) the implementation of the hyphenation algorithm in LuaT_EX is quite different from the one in T_EX82.

After expansion, the argument for `\patterns` has to be proper utf8 with individual patterns separated by spaces, no `\char` or `\chardef` commands are allowed. The current implementation is quite strict and will reject all non-Unicode characters. Likewise, the expanded argument for `\hyphenation` also has to be proper utf8, but here a bit of extra syntax is provided:

1. Three sets of arguments in curly braces (`{-}{-}{-}`) indicate a desired complex discretionary, with arguments as in `\discretionary`'s command in normal document input.
2. A `-` indicates a desired simple discretionary, cf. `\-` and `\discretionary{-}{-}{-}` in normal document input.
3. Internal command names are ignored. This rule is provided especially for `\discretionary`, but it also helps to deal with `\relax` commands that may sneak in.
4. An `=` indicates a (non-discretionary) hyphen in the document input.

The expanded argument is first converted back to a space-separated string while dropping the internal command names. This string is then converted into a dictionary by a routine that creates key-value pairs by converting the other listed items. It is important to note that the keys in an exception dictionary can always be generated from the values. Here are a few examples:

value	implied key (input)	effect
ta-ble	table	ta\discretionary{-}{-}{-}ble)
ba{k-}{-}{-}{c}ken	backen	ba\discretionary{k-}{-}{-}{c}ken

The resultant patterns and exception dictionary will be stored under the language code that is the present value of `\language`.

In the last line of the table, you see there is no `\discretionary` command in the value: the command is optional in the T_EX-based input syntax. The underlying reason for that is that it is conceivable that a whole dictionary of words is stored as a plain text file and loaded into LuaT_EX using one of the functions in the Lua language library. This loading method is quite a bit faster than going through the T_EX language primitives, but some (most?) of that speed gain would be lost if it had to interpret command sequences while doing so.

It is possible to specify extra hyphenation points in compound words by using `{-}{-}{-}` for the explicit hyphen character (replace `-` by the actual explicit hyphen character if needed). For example, this matches the word 'multi-word-boundaries' and allows an extra break inbetween 'boun' and 'daries':

```
\hyphenation{multi{-}{-}{-}word{-}{-}{-}boun-daries}
```

The motivation behind the e-T_EX extension `\savingshyphcodes` was that hyphenation heavily depended on font encodings. This is no longer true in LuaT_EX, and the corresponding primitive is basically

ignored. Because we now have `\hjcode`, the case related codes can be used exclusively for `\uppercase` and `\lowercase`.

The three curly brace pair pattern in an exception can be somewhat unexpected so we will try to explain it by example. The pattern `foo{}{}{x}bar` pattern creates a lookup `fooxbar` and the pattern `foo{}{}{}bar` creates `foobar`. Then, when a hit happens there is a replacement text (x) or none. Because we introduced penalties in discretionary nodes, the exception syntax now also can take a penalty specification. The value between square brackets is a multiplier for `\exceptionpenalty`. Here we have set it to 10000 so effectively we get 30000 in the example.

<code>x{a-}{-b}{}x{a-}{-b}{}x{a-}{-b}{}x{a-}{-b}{}xx</code>			
10em	3em	0em	6em
123 xxxxxx 123	123 xxa- -bxa- -bxa- -bxx 123	123 xa- -bxa- -bxa- -bxa- -bxx 123	123 xxxxxx xxxxxx xxa- -bxxxx xxa- -bxxxx 123

<code>x{a-}{-b}{}x{a-}{-b}{}[3]x{a-}{-b}{}[1]x{a-}{-b}{}xx</code>			
10em	3em	0em	6em
123 xxxxxx 123	123 xa- -bxxxxa- -bxx 123	123 xa- -bxxxxa- -bxx 123	123 xxxxa- -bxx xxxxxx xxxxxx xa- -bxxxxxx 123

<code>z{a-}{-b}{z}{a-}{-b}{z}{a-}{-b}{z}{a-}{-b}{z}z</code>			
10em	3em	0em	6em
123 zzzzzz 123	123 zza- -ba- -bzz 123	123 za- -ba- -ba- -ba- -bz 123	123 zzzzzz zzzzzz zzza- -bzz zzzzzz 123

<code>z{a-}{-b}{z}{a-}{-b}{z}[3]{a-}{-b}{z}[1]{a-}{-b}{z}z</code>			
10em	3em	0em	6em
123 zzzzzz 123	123 za- -bzza- -bz 123	123 za- -bzza- -bz 123	123 zzzza- -bz zzzzzz zzzzzz za- -bzzzz 123

9.7 Applying hyphenation

The internal structures LuaT_EX uses for the insertion of discretionary hyphenation points in words is very different from the ones in T_EX82, and that means there are some noticeable differences in handling as well.

First and foremost, there is no ‘compressed trie’ involved in hyphenation. The algorithm still reads pattern files generated by Patgen, but LuaT_EX uses a finite state hash to match the patterns against the word to be hyphenated. This algorithm is based on the ‘libhnj’ library used by OpenOffice, which in turn is inspired by T_EX.

There are a few differences between LuaT_EX and T_EX82 that are a direct result of the implementation:

- LuaT_EX happily hyphenates the full Unicode character range.
- Pattern and exception dictionary size is limited by the available memory only, all allocations are done dynamically. The trie-related settings in `texmf.cnf` are ignored.
- Because there is no ‘trie preparation’ stage, language patterns never become frozen. This means that the primitive `\patterns` (and its Lua counterpart `language.patterns`) can be used at any time, not only in `iniTEX`.
- Only the string representation of `\patterns` and `\hyphenation` is stored in the format file. At format load time, they are simply re-evaluated. It follows that there is no real reason to preload languages in the format file. In fact, it is usually not a good idea to do so. It is much smarter to load patterns no sooner than the first time they are actually needed.
- LuaT_EX uses the language-specific variables `\prehyphenchar` and `\posthyphenchar` in the creation of implicit discretionary hyphenation points, instead of T_EX82’s `\hyphenchar`, and the values of the language-specific variables `\preexhyphenchar` and `\postexhyphenchar` for explicit discretionary hyphenation points (instead of T_EX82’s empty discretionary hyphenation point).
- The value of the two counters related to hyphenation, `\hyphenpenalty` and `\exhyphenpenalty`, are now stored in the discretionary nodes. This permits a local overload for explicit `\discretionary` commands. The value current when the hyphenation pass is applied is used. When no callbacks are used this is compatible with traditional T_EX. When you apply the Lua `language.hyphenate` function the current values are used.
- The hyphenation exception dictionary is maintained as key-value hash, and that is also dynamic, so the `hyph_size` setting is not used either.

Because we store penalties in the disc node the `\discretionary` command has been extended to accept an optional penalty specification, so you can do the following:

```
\hsizelmm
1:foo{\hyphenpenalty 10000\discretionary{}{}{}}bar\par
2:foo\discretionary penalty 10000 {}{}{}}bar\par
3:foo\discretionary{}{}{}}bar\par
```

This results in:

```
1:foobar
2:foobar
```

```
3:foo
bar
```

Inserted characters and ligatures inherit their attributes from the nearest glyph node item (usually the preceding one, but the following one for the items inserted at the left-hand side of a word).

Word boundaries are no longer implied by font switches, but by language switches. One word can have two separate fonts and still be hyphenated correctly (but it can not have two different languages, the `\setlanguage` command forces a word boundary).

All languages start out with `\prehyphenchar=-`, `\posthyphenchar=0`, `\preexhyphenchar=0` and `\postexhyphenchar=0`. When you assign the values of one of these four parameters, you are actually changing the settings for the current `\language`, this behaviour is compatible with `\patterns` and `\hyphenation`.

LuaT_EX also hyphenates the first word in a paragraph. Words can be up to 256 characters long (up from 64 in T_EX82). Longer words are ignored right now, but eventually either the limitation will be removed or perhaps it will become possible to silently ignore the excess characters (this is what happens in T_EX82, but there the behaviour cannot be controlled).

If you are using the Lua function `language.hyphenate`, you should be aware that this function expects to receive a list of ‘character’ nodes. It will not operate properly in the presence of ‘glyph’, ‘ligature’, or ‘ghost’ nodes, nor does it know how to deal with kerning.

9.8 Applying ligatures and kerning

We discuss this base mode aspect here because in traditional T_EX the process is interwoven with hyphenation. After all possible hyphenation points have been inserted in the list, LuaT_EX will process the list to convert the ‘character’ nodes into ‘glyph’ and ‘ligature’ nodes. This is actually done in two stages: first all ligatures are processed, then all kerning information is applied to the result list. But those two stages are somewhat dependent on each other: If the used font makes it possible to do so, the ligaturing stage adds virtual ‘character’ nodes to the word boundaries in the list. While doing so, it removes and interprets `\noboundary` nodes. The kerning stage deletes those word boundary items after it is done with them, and it does the same for ‘ghost’ nodes. Finally, at the end of the kerning stage, all remaining ‘character’ nodes are converted to ‘glyph’ nodes.

This separation is worth mentioning because, if you overrule from Lua only one of the two callbacks related to font handling, then you have to make sure you perform the tasks normally done by LuaT_EX itself in order to make sure that the other, non-overruled, routine continues to function properly.

Although we could improve the situation the reality is that in modern OpenType fonts ligatures can be constructed in many ways: by replacing a sequence of characters by one glyph, or by selectively replacing individual glyphs, or by kerning, or any combination of this. Add to that contextual analysis and it will be clear that we have to let Lua do that job instead. The generic font handler that we provide (which is part of ConT_EXt) distinguishes between base mode (which essentially is what we describe here and which delegates the task to T_EX) and node mode (which deals with more complex fonts).

In so called base mode, where T_EX does the work, the ligature construction (normally) goes in small steps. An f followed by an f becomes an ff ligatures and that one followed by an i can become a ffi ligature. The situation can be complicated by hyphenation points between these characters. When there are several in a ligature collapsing happens. Flag 0x4000 in the `\hyphenationmode` variable

determines if this happens lazy or greedy, i.e. the first hyphen wins or the last one does. In practice a ConT_EXt user won't have to deal with this because most fonts are processed in node mode.

9.9 Breaking paragraphs into lines

This code is almost unchanged, but because of the above-mentioned changes with respect to discretionaries and ligatures, line breaking will potentially be different from traditional T_EX. The actual line breaking code is still based on the T_EX82 algorithms, and there can be no discretionaries inside of discretionaries. But, as patterns evolve and font handling can influence discretionaries, you need to be aware of the fact that long term consistency is not an engine matter only.

But that situation is now fairly common in LuaT_EX, due to the changes to the ligaturing mechanism. And also, the LuaT_EX discretionary nodes are implemented slightly different from the T_EX82 nodes: the `no_break` text is now embedded inside the `disc` node, where previously these nodes kept their place in the horizontal list. In traditional T_EX the discretionary node contains a counter indicating how many nodes to skip, but in LuaT_EX we store the pre, post and replace text in the discretionary node.

The combined effect of these two differences is that LuaT_EX does not always use all of the potential breakpoints in a paragraph, especially when fonts with many ligatures are used. Of course kerning also complicates matters here. In practice that doesn't matter much because the par builder has enough solution space due to spaces; it's not like out of a sudden we wonder why paragraphs look worse.

The `\doublehyphendemerits` and `\finalhyphendemerits` parameters play a role in the par builder: they discourage a page break when there are two or more hyphens in a row and if there's one in the pre-last line. These are not bound to a language.

9.10 The language library

This library provides the interface to the internal structure representing a language, and the associated functions.

```
function language.new ( <t:nil> | <t:integer> identifier )
    return <t:userdata> -- language
end
```

This function creates a new userdata object. An object of type `<language>` is the first argument to most of the other functions in the language library. These functions can also be used as if they were object methods, using the colon syntax. Without an argument, the next available internal id number will be assigned to this object. With argument, an object will be created that links to the internal language with that id number. The number returned is the internal `\language` id number this object refers to.

```
function language.id ( <t:userdata> language )
    return <t:integer> -- identifier
end
```

You can load exceptions with:

```
function language.hyphenation( <t:userdata> language, <t:string> list)
```



```
-- no return value
end
```

When no string is given (the first example) a string with all exceptions is returned.

```
function language.hyphenation ( <t:userdata> language )
  return <t:string> list
end
```

This either returns the current hyphenation exceptions for this language, or adds new ones. The syntax of the string is explained in section 9.6.

This call clears the exception dictionary (string) for this language:

```
function language.clearhyphenation( <t:userdata> language )
  --- no return value
end
```

This function creates a hyphenation key from the supplied hyphenation value. The syntax of the argument string is explained in section 9.6. The function is useful if you want to do something else based on the words in a dictionary file, like spell-checking.

```
function language.clean(<t:userdata> language, <t:string> str)
  return <t:string> cln
end
```

```
function language.clean(<t:string> str)
  return <t:string> cln
end
```

This adds additional patterns for this language object, or returns the current set. The syntax of this string is explained in section 9.6.

```
function language.patterns( <t:userdata> language, <string> list )
  -- no return value
end
```

The registered list can be fetched with:

```
function language.patterns( <t:userdata> language )
  return <t:string> -- list
end
```

This can be used to clear the pattern dictionary for a language.

```
function language.clearpatterns ( <t:userdata> language )
  -- no return value
end
```

This function sets (or gets) the value of the T_EX parameter `\hyphenationmin`.

```
function language.hyphenationmin ( <t:userdata> language, <t:number> n )
  -- no return value
end
```

```
function language.hyphenationmin ( <t:userdata> language )
    return <t:integer> n
end
```

These two are used to get or set the ‘pre-break’ and ‘post-break’ hyphen characters for implicit hyphenation in this language. The initial values are decimal 45 (hyphen) and decimal 0 (indicating emptiness).

```
function language.prehyphenchar ( <t:userdata> language, <t:integer> n) end
function language.posthyphenchar ( <t:userdata> language, <t:integer> n) end

function language.prehyphenchar ( <t:userdata> language) return <t:integer> n end
function language.posthyphenchar ( <t:userdata> language) return <t:integer> n end
```

These gets or set the ‘pre-break’ and ‘post-break’ hyphen characters for explicit hyphenation in this language. Both are initially decimal 0 (indicating emptiness).

```
function language.preexhyphenchar ( <t:userdata> language, <t:integer> n) end
function language.postexhyphenchar ( <t:userdata> language, <t:integer> n) end

function language.preexhyphenchar ( <t:userdata> language) return <t:integer> n end
function language.postexhyphenchar ( <t:userdata> language) return <t:integer> n end
```

The next call inserts hyphenation points (discretionary nodes) in a node list. If tail is given as argument, processing stops on that node. Currently, success is always true if head (and optionally tail) are proper nodes, regardless of possible other errors.

```
function language.hyphenate( <t:node> head, <t:node> tail)
    return <t:boolean> success
end
```

Hyphenation works only on ‘characters’, a special subtype of all the glyph nodes with the node subtype having the value 1. Glyph modes with different subtypes are not processed. See section 9.3 for more details.

The following two commands can be used to set or query a `\hjcode`:

```
function language.sethjcode (
    <t:userdata> language,
    <t:number>    character,
    <t:number>    usedchar
)
    -- no return value
end

function language.gethjcode (
    <t:userdata> language,
    <t:number>    character
)
    return <t:number> -- usedchar
end
```

There are similar function for `\hccode`:

```

function language.sethccode (
  <t:userdata> language,
  <t:number>    character,
  <t:number>    usedchar
)
  -- no return value
end

function language.gethccode (
  <t:userdata> language,
  <t:number>    character
)
  return <t:number> -- usedchar
end

```

9.11 Math

For the record we mention that in math you can also have discretionaries:

```
$ 2x \mathdiscretionary{+}{+}{+} 1 = 3y $
```

these actually do relate to languages but are not stored in the language data but have to be handled by the macro package. It will be clear that there is a bit involved because we have spacing and penalties driven by math classes.

9.12 Tracing

There are several trackers in ConT_EXt that can show where hyphenation was considered and where it got applied, but this is really macro package dependent. There is also a built in tracing command: `\tracinghyphenation`. When you say:

```

\tracinghyphenation2
\tracingonline      2

```

You get something like this:

```

1:3: [language: not hyphenated There]
1:3: [language: hyphenated several at 1 positions]
1:3: [language: hyphenated trackers at 1 positions]
1:3: [language: not hyphenated where]
1:3: [language: hyphenated hyphenation at 2 positions]
1:3: [language: hyphenated considered at 2 positions]
1:3: [language: not hyphenated where]
1:3: [language: hyphenated applied at 1 positions]
1:3: [language: hyphenated really at 1 positions]
1:3: [language: not hyphenated macro]
1:3: [language: hyphenated package at 1 positions]
1:3: [language: hyphenated dependent at 2 positions]
1:3: [language: not hyphenated There]
1:3: [language: not hyphenated built]

```

```
1:3: [language: hyphenated tracing at 1 positions]
1:3: [language: hyphenated command at 1 positions]
1:3: [language: hyphenated tracinghyphenation at 3 positions]
```

Higher values give more details, like the pre, post and replace lists so that output is rather noisy. Contrary to `\type {\tracinghyphenation}` is verbatim we do permit it `\type {\tracinghyphenation}` to be hyphenated.

renders as:

Higher values give more details, like the pre, post and replace lists so that output is rather noisy. Contrary to `\tracinghyphenation` is verbatim we do permit it `\tracinghyphenation` to be hyphenated.

and traces as:

```
1:3: [language: hyphenated renders at 1 positions]
1:4: [language: not hyphenated Higher]
1:4: [language: hyphenated values at 1 positions]
1:4: [language: hyphenated details at 1 positions]
1:4: [language: hyphenated replace at 1 positions]
1:4: [language: not hyphenated lists]
1:4: [language: hyphenated output at 1 positions]
1:4: [language: not hyphenated rather]
1:4: [language: not hyphenated noisy]
1:4: [language: hyphenated Contrary at 1 positions]
1:4: [language: hyphenated verbatim at 2 positions]
1:4: [language: hyphenated permit at 1 positions]
1:4: [language: hyphenated hyphenated at 2 positions]
1:3: [language: not hyphenated traces]
```

lua

10 Lua

Contents

10.1 Introduction

10.2 Initialization

10.2.1 A bare bone engine	419	10.2.3 Other commandline processing	420
10.2.2 LuaMetaTeX as a Lua interpreter	420		

10.3 Lua behaviour

10.3.1 The Lua version	421	10.3.2 Locales	422
------------------------	-----	----------------	-----

10.4 Lua modules

10.5 Files

10.5.1 File syntax	423	10.5.2 Writing to file	423
--------------------	-----	------------------------	-----

10.6 Testing

10.7 Helpers

10.7.1 Basics	423	10.7.5 Nibbles	426
10.7.2 Timers	424	10.7.6 Functions	427
10.7.3 Bytecode registers	425	10.7.7 Tracing	427
10.7.4 Tables	426		

10.1 Introduction

In this chapter aspects of the Lua interfaces will be discusses. The lua module described here is rather low level and probably not of much interest to the average user as its functions are meant to be used in higher level interfaces.

10.2 Initialization

10.2.1 A bare bone engine

When the LuaMetaTeX program launches it will not do much useful. You can compare it to computer hardware without (high level) operating system with a TeX kernel being the bios. It can interpret TeX code but for typesetting you need a reasonable setup. You also need to load fonts, and for output you need a backend, and both can be implemented in Lua. If you don't like that and want to get up and running immediately, you will be more happy with LuaTeX, pdfTeX or XeTeX, combined with your favorite macro package.

If you just want to play around you can install the ConTeXt distribution which (including manuals and some fonts) is tiny compared to a full TeXLive installation and can be run alongside it without problems. If there are issues you can go to the usual ConTeXt support platforms and seek help where you can find the people who made LuaTeX and LuaMetaTeX.

If you use the engine as TeX interpreter you need to set up a few characters. Of course one can wonder why this is the case, but let's consider this to be educational of nature as it right from the start forces one to wonder what category codes are.

```
\catcode`\{=1 \catcode`\}=2 \catcode`\#=6
```

After that you can start defining macros. Contrary to LuaTeX the LuaMetaTeX engine initializes all the primitives but it will quit when the minimal set of callback is not initialized, like a logger. The lack of font loader and backend makes that it is not usable for loading an arbitrary macro package that doesn't set up these components. There is simply no argument for starting in original TeX mode without e-TeX extensions and such.

10.2.2 LuaMetaTeX as a Lua interpreter

Although LuaMetaTeX is primarily meant as a TeX engine, it can also serve as a stand alone Lua interpreter and there are two ways to make LuaMetaTeX behave like one. The first method uses the command line option `--luaonly` followed by a filename. The second is more automatic: if the only non-option argument (file) on the command line has the extension `lmt` or `lua`. The `luc` extension has been dropped because bytecode compiled files are not portable and one can always load them indirectly. The `lmt` suffix is more ConTeXt specific and makes it possible to have files for LuaTeX and LuaMetaTeX alongside.

In interpreter mode, the program will set Lua's `arg[0]` to the found script name, pushing preceding options in negative values and the rest of the command line in the positive values, just like the Lua interpreter does. The program will exit immediately after executing the specified Lua script and is thereby effectively just a somewhat bulky stand alone Lua interpreter with a bunch of extra preloaded libraries. But we still wanted and managed to keep the binary small, somewhere around 3MB, which is okay for a script engine.

When no argument is given, LuaMetaTeX will look for a Lua file with the same name as the binary and run that one when present. This makes it possible to use the engine as a stub. For instance, in ConTeXt a symlink from `mtxrun` to type `luametatex` will run the `mtxrun.lmt` or `mtxrun.lua` script when present in the same path as the binary itself. As mentioned before first checking for (ConTeXt) `lmt` files permits different files for different engines in the same path.

10.2.3 Other commandline processing

When the LuaMetaTeX executable starts, it looks for the `--lua` command line option. If there is no such option, the command line is interpreted in a similar fashion as the other TeX engines. All options are accepted but only some are understood by LuaMetaTeX itself:

commandline argument	explanation
<code>--credits</code>	display credits and exit
<code>--fmt=FORMAT</code>	load the format file FORMAT
<code>--help</code>	display help and exit
<code>--ini</code>	be iniluatex, for dumping formats
<code>--jobname=STRING</code>	set the job name to STRING
<code>--lua=FILE</code>	load and execute a Lua initialization script
<code>--version</code>	display version and exit
<code>--permitloadlib</code>	permits loading of external libraries

There are less options than with LuaTeX, because one has to deal with them in Lua anyway. So for instance there are no options to enter a safer mode or control executing programs because this can easily be achieved with a startup Lua script, which can interpret whatever options got passed.

Next the initialization script is loaded and executed. From within the script, the entire command line is available in the Lua table `arg`, beginning with `arg[0]`, containing the name of the executable. As consequence warnings about unrecognized options are suppressed. Command line processing happens very early on. So early, in fact, that none of \TeX 's initializations have taken place yet. The Lua libraries that don't deal with \TeX are initialized rather soon so you have these available.

LuaMeta \TeX allows some of the command line options to be overridden by reading values from the `texconfig` table at the end of script execution (see the description of the `texconfig` table later on in this document for more details on which ones exactly). The value to use for `\jobname` is decided as follows:

- If `--jobname` is given on the command line, its argument will be the value for `\jobname`, without any changes. The argument will not be used for actual input so it need not exist. The `--jobname` switch only controls the `\jobname` setting.
- Otherwise, `\jobname` will be the name of the first file that is read from the file system, with any path components and the last extension (the part following the last `.`) stripped off.
- There is an exception to the previous point: if the command line goes into interactive mode (by starting with a command) and there are no files input via `\everyjob` either, then the `\jobname` is set to `texput` as a last resort.

So let's summarize this. The handling of what is called job name is a bit complex. There can be explicit names set on the command line but when not set they can be taken from the `texconfig` table.

```
startup filename      --lua      a Lua file
startup jobname       --jobname  a  $\text{\TeX}$  tex      texconfig.jobname
startup dumpname      --fmt      a format file texconfig.formatname
```

These names are initialized according to `--luaonly` or the first filename seen in the list of options. Special treatment of `&` and `*` as well as interactive startup is gone but we still enter \TeX via an forced `\input` into the input buffer.¹⁸

When we are in \TeX mode at some point the engine needs a filename, for instance for opening a log file. At that moment the set `jobname` becomes the internal one and when it has not been set which internalized to `jobname` but when not set becomes `texput`. When you see a `texput.log` file someplace on your system it normally indicates a bad run.

The command line option `--permitloadlib` has to be given when you load external libraries via Lua. Although you could manage this via Lua itself in a startup script, the reason for having this as option is the wish for security (at some point that became a demand for Lua \TeX), so this might give an extra feeling of protection.

10.3 Lua behaviour

10.3.1 The Lua version

We currently use Lua version 5.5 and will follow developments of the language but normally with some delay. Therefore the user needs to keep an eye on (subtle) differences in successive versions of the language. Here are a few examples.

¹⁸ This might change at some point into an explicit loading triggered via Lua.

Lua's `tostring` function (and `string.format`) may return values in scientific notation, thereby confusing the \TeX end of things when it is used as the right-hand side of an assignment to a `\dimen` or `\count`. The output of these serializers also depend on the Lua version, so in Lua 5.3 you can get different output than from 5.2. It is best not to depend the automatic cast from string to number and vice versa as this can change in future versions.

When Lua introduced bitwise operators, instead of providing functions in the `bit32` library, we wanted to use these. The solution in $\text{Con}\text{\TeX}$ t was to implement a macro subsystem (kind of like what C does) and replace the function calls by native bitwise operations. However, because $\text{Lua}\text{\LaTeX}$ didn't evolve we dropped that and when we split the code base between MkIV and MkXL we went native bitwise. The `bit32` library is still there but implemented in Lua instead.

10.3.2 Locales

In stock Lua, many things depend on the current locale. In $\text{LuaMeta}\text{\TeX}$, we can't do that, because it makes documents non-portable. While $\text{LuaMeta}\text{\TeX}$ is running it forces the following locale settings:

```
LC_CTYPE=C
LC_COLLATE=C
LC_NUMERIC=C
```

There is no way to change that as it would interfere badly with the often language specific conversions needed at the \TeX end.

10.4 Lua modules

Of course the regular Lua modules are present. In addition we provide the `lpeg` library by Roberto Ierusalimsky. This library is not Unicode-aware, but interprets strings on a byte-per-byte basis. This mainly means that `lpeg.S` cannot be used with utf8 characters that need more than one byte, and thus `lpeg.S` will look for one of those two bytes when matching, not the combination of the two. The same is true for `lpeg.R`, although the latter will display an error message if used with multi-byte characters. Therefore `lpeg.R('ä')` results in the message `bad argument #1 to 'R' (range must have two characters)`, since to `lpeg`, `ä` is two 'characters' (bytes), so `ä` totals three. In practice this is no real issue and with some care you can deal with Unicode just fine.

There are some more libraries present. For instance we embed `luasocket` but contrary to $\text{Lua}\text{\TeX}$ don't embed the related Lua code but some patched and extended variant. The `luafilesystem` module has been replaced by a more efficient one that also deals with the MS Windows file and environment properties better (Unicode support in MS Windows dates from before utf8 became dominant so we need to deal with wide Unicode16). We don't have a Unicode library because we always did conversions in Lua, but there are some helpers in the `string` library, which makes sense because Lua itself is now also becoming Unicode aware.

There are more extensive math libraries and there are libraries that deal with encryption and compression. There are also some optional libraries that we do interface but that are loaded on demand. The interfaces are as minimal as can be because we so much in Lua, which also means that one can tune behavior to usage better.

10.5 Files

10.5.1 File syntax

LuaMetaT_EX will accept a braced argument as a file name:

```
\input {plain}
\openin 0 {plain}
```

This allows for embedded spaces, without the need for double quotes. Macro expansion takes place inside the argument. Keep in mind that as side effect of delegating io to Lua the `\openin` primitive is not provided by the engine and has to be implemented by the macro package. This also means that the limit on the number of open files is not enforced by the engine.

10.5.2 Writing to file

Writing to a file in T_EX has two forms: delayed and immediate. Delayed writing means that the to be written text is anchored in the node list and flushed by the backend. As all io is delegated to Lua, this also means that it has to deal with distinction. In LuaT_EX the number of open files was already bumped to 127, but in LuaMetaT_EX it depends on the macro package. The special meaning of channel 18 was already dropped in LuaT_EX because we have `os.execute`.

10.6 Testing

For development reasons you can influence the used startup date and time. By setting the `start_time` variable in the `texconfig` table; as with other variables we use the internal name there. When Universal Time is needed, set the entry `use_utc_time` in the `texconfig` table.

In ConT_EXt we provide the command line argument `--nodates` that does a bit more than disabling dates; it avoids time dependent information in the output file for instance.

10.7 Helpers

10.7.1 Basics

The lua library is relatively small and only provides a few functions. There are many more helpers but these are organized in specific modules for file i/o, handling strings, and manipulating table.

The Lua interpreter is stack bases and when you put a lot of values on the stack it can overflow. However, if that is the case you're probably doing something wrong. The next function returns the current top and is mainly there for development reasons.

```
function lua.getstacktop ( )
    return <t:integer>
end
```

The next example:

```
\startluacode
```

```

context(lua.getstacktop())
context(lua.getstacktop(1,2,3))
context(lua.getstacktop(1,2,3,4,5,6))
\stopluacode

```

typesets: 036, so we're fine.

```

\startluacode
context(lua.getstacktop(unpack(token.getprimitives()))))
\stopluacode

```

But even this one is okay: 1249, because some thousand plus entries is not bothering the engine. Of course it makes little sense because now one has to loop over the arguments.

The engines exit code can be set with:

```

function lua.setexitcode ( <t:integer> )
  -- no return values
end

```

and queried with:

```

function lua.getexitcode ( )
  return <t:integer>
end

```

The name of the startup file, in our case 'cont-en.lui' with the path part stripped, can be fetched with:

```

function lua.getstartupfile ( )
  return <t:string>
end

```

The current Lua version, as reported by the next helper, is Lua 5.5.

```

function lua.getversion ( )
  -- return todo
end

```

We provide high resolution timers so that we can more reliably do performance tests when needed and for that we have time related helpers. The `getruntime` function returns the time passed since startup. The `getcurrenttime` does what its name says. Just play with them to see how it pays off. The `getpreciseticks` returns a number that can be used later, after a similar call, to get a difference. The `getpreciseseconds` function gets such a tick (delta) as argument and returns the number of seconds. Ticks can differ per operating system, but one always creates a reference first and then use deltas to this reference.

10.7.2 Timers

```

function lua.getruntime ( )
  return <t:number> -- actually an integer
end

```

```

function lua.getcurrenttime ( )
    return <t:number> -- actually an integer
end

function lua.getpreciseticks ( )
    return <t:number> -- actually an integer
end

function lua.getpreciseseconds ( <t:number> ticks )
    return <t:number>
end

```

There is a little bit of duplication in the timers; here is what they report at this stage of the current run:

library	function	result
lua	getruntime	12.003328323364258
	getcurrenttime	1770907036.2777557
	getpreciseticks	574802580877.0
	getpreciseseconds	57480.2581693
os	clock	12.003
	time	1770907036
	gettimeofday	1770907036.277756

10.7.3 Bytecode registers

Lua registers can be used to store Lua code chunks. The accepted values for assignments are functions and nil. Likewise, the retrieved value is either a function or nil.

```

function lua.setbytecode (
    <t:integer> register,
    <t:function> loader,
    <t:boolean> strip
)
    -- no return values
end

```

An example of a valid call is `lua.setbytecode(5,loadfile("foo.lua"))`. The complement of this helper is:

```

function lua.getbytecode ( <t:integer> register )
    return <t:bytecode>
end

```

The codes are stored in the virtual table `lua.bytecode`. The contents of this array is stored inside the format file as actual Lua bytecode, so it can also be used to preload Lua code. The function must not contain any upvalues. The associated function calls are:

```

function lua.callbytecode ( <t:integer> register )
    -- <t:boolean> -- success
end

```

Note that the path of the file is stored in the Lua bytecode to be used in stack backtraces and therefore dumped into the format file if the above code is used in `iniTEX`. If it contains private information, i.e. the user name, this information is then contained in the format file as well. This should be kept in mind when preloading files into a bytecode register in `iniTEX`.

10.7.4 Tables

You can preallocate tables with these two helpers. The first one preallocates the given amount of hash entries and index entries. The `newindex` function create an indexed table with default values:

```
function lua.newtable ( <t:integer> hashsize, <t:integer> indexsize )
    return <t:table>
end

function lua.newindex ( <t:integer> size, <t:whatever> default )
    return <t:table>
end
```

10.7.5 Nibbles

Nibbles are half bytes so they run from `0x0` upto `0xF`. When we needed this for math state fields, the helpers made it here.

```
function lua.setnibble ( <t:integer> original, <t:integer> position, <t:integer>
    value )
    return <t:integer>
end

function lua.getnibble ( <t:integer> original, <t:integer> position )
    return <t:integer>
end

function lua.addnibble ( <t:integer> original, <t:integer> position, <t:integer>
    value )
    return <t:integer>
end

function lua.subnibble ( <t:integer> original, <t:integer> position, <t:integer>
    value )
    return <t:integer>
end
```

Here a a few examples (positions go from right to left and start at one):

```
lua.setnibble(0x0000,2,0x1) 0x0010
lua.setnibble(0x0000,4,0x7) 0x7000
lua.getnibble(0x1234,2)      0x3
lua.getnibble(0x1234,4)      0x1
lua.addnibble(0x0000,2)      0x0010
lua.addnibble(0x0030,2)      0x0040
```

```
lua.subnibble(0x00F0,2)    0x00E0
lua.subnibble(0x0080,2)    0x0070
```

10.7.6 Functions

The functions table stores functions by index. The index can be used with the primitives that call functions by index. In order to prevent interferences a macro package should provide some interface to the function call mechanisms, just like it does with registers.

```
function lua.getfunctionstable ( )
    return <t:table>
end
```

10.7.7 Tracing

The engine also includes the serializer from the luac program, just because it can be interesting to see what Lua does with your code.

```
function luac.print ( <t:string> bytecode, <t:boolean> detailed )
    -- nothing to return
end
```


metapost

11 Metapost

Contents

- 11.1 Introduction**
- 11.2 Instances**
- 11.3 Processing**
- 11.4 Internals**
- 11.5 Information**
- 11.6 Methods**
- 11.7 Scanners**
- 11.8 Injectors**

11.1 Introduction

Four letters in the name LuaMetaT_EX refer to the graphical subsystem MetaPost, originally written by John Hobby as follow up on MetaFont. This library was introduced in LuaT_EX in order to generate graphics runtime instead of via a separate system call. The library in LuaT_EX is also used for the stand-alone program so it has a PostScript backend as well as font related frontend. The version used in LuaMetaT_EX has neither. The lack of a backend can be explained from the fact that we have to provide one anyway: the pdf output is generated by Lua, which at that time was derived from the converter that I wrote for pdfT_EX, although there the starting point is the PostScript output. Removing the font related code also makes sense, because in MkIV we never used it: we need to support OpenType and also want to use properly typeset text so we used a different approach (**texttext** and friends).

Another difference with the LuaT_EX library is that we don't support the binary number model, which removes a dependency. We kept decimal number support and also opened that up to the T_EX end via Lua. In addition we support the posit number model, mostly because we also have that at the T_EX end to suit the 32 bit model. The repertoire of scanners and injectors has been enlarged which makes it easier and more efficient to interface between the LuaMetaT_EX subsystems. We also added functionality to MetaPost, the language and processor. From the users perspective the library is downward compatible but at the same time it offers more.

Just as LuaT_EX is frozen, the MetaPost library that it uses can be considered frozen. In LuaMetaT_EX we have plans for some more extensions. We don't discuss the already present new functionality here in detail, for that we have separate manuals, organized under the LuaMetaFun umbrella. After all, most of what we did was done in the perspective of using ConT_EXt. Users don't use the functions discussed below because they only make sense in a more integrated approach as with LuaMetaFun.

11.2 Instances

Before you can process MetaPost code an instance needs to be created. There can be multiple instances active at the same time. They are isolated from each other so they can use different number models and macro sets. Although you can do without files, normally you will load (for instance) macros from a file. This means that we need to interface the library to the file system. If we want to run Lua,

we need to be able to load Lua code. All this is achieved via callbacks that have to be set up when an instance is created.

```
function mplib.new (
{
    random_seed      = <t:integer>,
    interaction       = <t:string>,
    job_name         = <t:string>,
    find_file        = <t:function>,
    open_file        = <t:function>,
    run_script       = <t:function>,
    run_internal     = <t:function>,
    make_text        = <t:function>,
    math_mode        = <t:string>,
    utf8_mode        = <t:boolean>,
    text_mode        = <t:boolean>,
    show_mode        = <t:boolean>,
    halt_on_error    = <t:boolean>,
    run_logger       = <t:function>,
    run_overload     = <t:function>,
    run_error        = <t:function>,
    run_warning      = <t:function>,
    bend_tolerance   = <t:number>,
    move_tolerance   = <t:number>,
}
)
return <t:mp>
end
```

The library is fed with MetaPost snippets via an execute function. We will discuss this in a while.

```
function mplib.execute ( <t:mp> instance )
    return <t:table> -- results
end
```

An instance can be released with:

```
function mplib.finish ( <t:mp> instance )
    return <t:table> -- results
end
```

Keeping an instance open is more efficient than creating one per graphic especially when a format has to be loaded. When you execute code, there can be results that for instance can be converted into pdf and included in the currently made document. If one closes an instance it can be that there are pending results to take care of, although in practice that is unlikely to happen.

When the `utf8_mode` parameter is set to true characters with codes 128 upto 255 can be part of identifiers. There is no checking if we have valid utf but it permits to use that encoding. In ConT_EXt, of course, we enable this. When `text_mode` is true you can use the characters with ascii STX (2) and ETC (3) to fence string literals so that we can use double quotes in strings without the need to escape them. The `math_mode` parameter controls the number model that this instance will use. Valid values

are scaled (default), double (default in ConT_EXt), binary (not supported), decimal (less performing but maybe useful) and posit (so that we can complements the T_EX end).

Valid interaction values are batch, nonstop, scroll, errorstop (default) and silent but in ConT_EXt only the last one makes sense. Setting the random_seed parameter makes it possible to reproduce graphics and prevent documents to be different each run when the size of graphics are different due to randomization. The job_name parameter is used in reporting and therefore it is mandate.

Both tolerance parameters default to $131/65536 = 0.001998901$ and help to make the output smaller: 'bend' relate to straight lines and 'move' to effectively similar points. You can adapt the tolerance any time with:

```
function mplib.settolerance (
  <t:mp>      instance,
  <t:number> bendtolerance,
  <t:number> movetolerance
)
  -- no return values
end

function mplib.gettolerance ( <t:mp> instance )
  return
    <t:number>, -- bendtolerance
    <t:number>  -- movetolerance
end
```

Next we detail the functions that are hooked into the instance because without them being passed to the engine not that much will happen. We start with the finder. Here mode is w or r. Normally a lookup of a file that is to be read from is done by a dedicated lookup mechanism that knows about the ecosystem the library operates in (like the T_EX Directory Structure).

```
function find_file (
  <t:string> filename,
  <t:string> mode,
  <t:string> filetype | <t:integer> index
)
  return <t:string> -- foundname
end
```

A (located) file is opened with the open_file callback that has to return a table with a close method and a reader or a writer dependent of the mode.

```
function open_file (
  <t:string> filename,
  <t:string> mode,
  <t:string> filetype | <t:integer> index
)
  return {
    close = function()
      -- return nothing
    end,
    reader = function()
```

```

        return <t:string>
    end,
    writer = function(<t:string>)
        -- return nothing
    end
}
end

```

This approach is not that different from the way we do this at the $\text{T}_{\text{E}}\text{X}$ so like there a reader normally returns lines. The way MetaPost writes to and read from files using primitives is somewhat curious which is why the file type can be a number indicating what handle is used. However, apart from reading files that have code using **input** one hardly needs the more low level read and write related primitives.

The runner is what makes it possible to communicate between MetaPost and Lua and thereby $\text{T}_{\text{E}}\text{X}$. There are two possible calls:

```

function run_script ( <t:string> code | <t:integer> reference )
    return <t:string> metapost
end

```

The second approach makes it possible to implement efficient interfaces where code is turned into functions that are kept around. At the MetaPost end we therefore have, as in $\text{LuaT}_{\text{E}}\text{X}$:

```

runscript "some code that will be loaded and run"
% more code
runscript "some code that will be loaded and run"

```

which can of course be optimized by caching, but more interesting is:

```

newinternal my_function ; my_function := 123 ;
runscript my_function ;
% more code
runscript my_function ;

```

which of course has to be dealt with in Lua. The return value can be a string but also a direct object:

```

function run_script (
    <t:string> code | <t:integer> reference,
    <t:boolean> direct
)
    return
        <t:boolean> | <t:number> | <t:string> | <t:table>, -- result
        <t:boolean>                                     -- success
end

```

When the second argument is true, the results are injected directly and tables become pairs, colors, paths, transforms, depending on how many elements there are.

In MetaPost internal variables are quantities that are stored a bit differently and are accessed without using the expression scanner. The `run_internal` function triggers when internal MetaPost variables flagged with `runscript` are initialized, saved or restored. The first argument is an action, the second the value of internal. When we initialize an internal a third and fourth argument are passed.

```

function run_internal (
    <t:integer> action,
    <t:integer> internal,
    <t:integer> category,
    <t:string> name
)
    -- no return values
end

```

The category is one of the types that MetaPost also uses elsewhere: integer, boolean, numeric or known. From this you can deduce that internals in LuaMetaTeX can not only be numbers but also strings or booleans. The possible actions are:

```

0 initialize
1 save
2 restore

```

There is of course bit extra overhead involved than normal but that can be neglected especially because we can have more efficient calls to Lua using references stored in internals. It also has the benefit that one can implement additional tracing.

MetaPost is a graphic language and system and typesetting text is not what it is meant for so that gets delegated to (for instance) T_EX using **btex** which grabs text upto **etex** and passes it to this callback:

```

function make_text ( <t:string> str, <t:integer> mode )
    return <t:string> -- metapost
end

```

Here mode is only relevant if you want to intercept verbatimtex which is something that we don't recommend doing in ConT_EXt, just like we don't recommend using **btex**. But, if you use these, keep in mind that spaces matter. The parameter **texscriptmode** controls how spaces and newlines get honored. The default value is 1. Possible values are:

value	meaning
0	no newlines
1	newlines in verbatimtex
2	newlines in verbatimtex and etex
3	no leading and trailing strip in verbatimtex
4	no leading and trailing strip in verbatimtex and btex

That way the Lua handler (assigned to make_text) can do what it likes. An **etex** has to be followed by a space or ; or be at the end of a line and preceded by a space or at the beginning of a line. But let's repeat: these commands are kind of old school and not to be used in LuaMetaFun.

Logging, which includes the output of message and show, is also handled by a callback:

```

function run_logger ( <t:integer> target, <t:string> str )
    -- no return values
end

```

The possible log targets are:

```

0 void
1 terminal
2 file
3 both
4 error

```

An overload handler will take care of potentially dangerous overloading of for instance primitives, macro package definitions and special variables.

```

function run_overload ( <t:integer> property, <t:string> name, <t:integer> mode )
    return <t:boolean> -- resetproperty
end

```

The mode value is the currently set **overloadmode** internal. The MetaPost command **setproperty** can be used to relate an integer value to a quantity and when that value is positive a callback is triggered when that quantity gets redefined. Primitives get a property value 1 by the engine.

```

-3 mutable
 1 primitive
 2 permanent
 3 immutable
 4 frozen

```

Overload protect is something very ConT_EXt and also present at the T_EX end. All T_EX and MetaPost quantities have such properties assigned.

When an error is issued it is often best to just quit the run and fix the issue, just because the instance can now be in a confused state,

```

function run_error (
    <t:string> message,
    <t:string> helpinfo,
    <t:integer> interactionmode
)
    -- no return values
end

```

You can get some statistics concerning an instance but in practice that is not so relevant for users. In ConT_EXt these go to the log file.

```

function mplib.getstatistics ( <t:mp> instance )
    return <t:table>
end

```

The next set of numbers reflect for the current state of the metafun:1 instance that is active for this specific run. Numeric entries are:

buffer	20071	input	17	strings	1220
bytes	0	maxopen	3		
characters	19720	parameters	42		

Memory usage is more detailed and comes in sub-tables:

	state	kept	max	pool	size	used
avlsymbols	persistent		6531		88	6531
bytemaps	persistent		25		32	0
colors	pooled	1000	23	4	48	19
dashes	pooled	250	1	0	72	1
dashobjects	pooled	250	0	0	24	0
edgeheaders	pooled	250	25	1	168	24
edgeobjects	pooled	250	12	11	96	1
identifiers	counted					3265
ifstack	pooled	250	3	3	24	0
internals	counted					536
knotobjects	pooled	1000	26030	1000	72	3260
knots	pooled	1000	62238	0	120	62238
loopstate	pooled	250	2	2	120	0
pairs	pooled	1000	79	23	32	56
save	pooled	250	34	34	96	0
shapeobjects	pooled	1000	9419	1000	152	1175
shapes	pooled	1000	22201	0	176	22201
start	pooled	1000	17	0	48	17
startobjects	pooled	250	18	15	56	3
stop	pooled	1000	17	0	24	17
stopobjects	pooled	250	18	15	56	3
subst	pooled	250	12	12	32	0
symbols	pooled	1000	50847	1000	72	49570
tokens	pooled	1000	3298	1000	72	2024
transforms	pooled	250	2	1	64	1
values	pooled	1000	2937	33	120	2904

In this version of mplib this is informational only. The objects are all allocated dynamically, so there is no chance of running out of space unless the available system memory is exhausted. There is no need to configure memory.

The scanner in an instance can be in a specific state:

```
function mplib.getstatus ( <t:mp> instance )
    return <t:integer>
end
```

where possible states are:

0 normal	2 flushing	4 var_defining	6 loop_defining
1 skipping	3 absorbing	5 op_defining	

Macro names and variable names are stored in a hash table. You can get a list with entries with `gethashentries`, which takes an instance as first argument. When the second argument is `true` more details will be provided. With `gethashentry` you get info about the given macro or variable.

```
function mplib.gethashentries ( <t:mp> instance, <t:boolean> details )
    <t:table> hashentries
end
```

```
function mplib.gethashentry ( <t:mp> instance, <t:string> name )
```

```

return
    <t:integer> -- command
    <t:integer> -- property
    <t:integer> -- subcommand
end

```

Say that we have defined:

```
numeric a ; numeric b ; numeric c ; a = b ; c := b ;
```

We get values like:

```

a          45  0  22
b          45  0  20
c          45  0  20
d          45  0
def        20  1  1
vardef     20  1  2
fullcircle 45  3  10

```

These numbers represent commands, properties and subcommands, and thereby also assume some knowledge about how MetaPost works internally. As this kind of information is only useful when doing low level development we leave it at that.

11.3 Processing

It is up to the user to decide what to pass to the execute function as long as it is valid code. Think of each chunk being a syntactically correct file. Statements cannot be split over chunks.

```

function mplib.execute ( <t:mp> instance, <t:string> code )
    return {
        status = <t:integer>,
        fig    = <t:table>,
    }
end

```

In contrast with the normal stand alone mpost command, there is no implied ‘input’ at the start of the first chunk. When no string is passed to the execute function, there will still be one triggered because it then expects input from the terminal and you can emulate that channel with the callback you provide. In practice this is not something you need to be worry about.

When code is fed into the library at some point it will shipout a picture. The result always has a status field and an indexed fig table that has the graphics produced, although that is not mandate, for instance macro definitions can happen or variables can be set in which case graphics will be constructed later.

```

<t:userdata> o = <t:mpobj>:objects      ( )
<t:table>    b = <t:mpobj>:boundingbox ( )
<t:number>   w = <t:mpobj>:width       ( )
<t:number>   h = <t:mpobj>:height      ( )
<t:number>   d = <t:mpobj>:depth       ( )
<t:number>   i = <t:mpobj>:italic      ( )

```

```

<t:integer>  c = <t:mpobj>:charcode    ( )
<t:number>   t = <t:mpobj>:tolerance   ( )
<t:boolean>  s = <t:mpobj>:stacking    ( )

```

When you access a object that object gets processed before its properties are returned and in the process we loose the original. This means that some information concerning the whole graphic is also no longer reliably available. For instance, you can check if a figure uses stacking with the `stacking` function but because objects gets freed after being accessed, no information about stacking is available then.

The `charcode`, `width`, `height`, `depth` and `italic` are a left-over from MetaFont. They are values of the MetaPost variables `charcode`, `fontcharwd`, `fontcharht`, `fontchardp` and `fontcharit` at the time the graphic is shipped out.

You can call `fig:objects()` only once for any one fig object! In the end the graphic is a list of such userdata objects with accessors that depends on what specific data we have at hand. You can check out what fields with the following helper:

```

function mplib.getfields ( <t:integer> object | <t:mpobj> object | <t:nil> )
    return <t:table>
end

```

You get a simple table with one list of fields, or a table with all possible fields, organized per object type. In practice this helper is only used for documentation.

1	<code>fill</code>	<code>type path htap pen color linejoin miterlimit prescript postscript stacking curvature mesh bytemap</code>
2	<code>outline</code>	<code>type path pen color linejoin miterlimit linecap dash prescript postscript stacking curvature mesh bytemap</code>
3	<code>start_clip</code>	<code>type path prescript postscript stacking</code>
4	<code>start_group</code>	<code>type path prescript postscript stacking</code>
5	<code>start_bounds</code>	<code>type path prescript postscript stacking</code>
6	<code>stop_clip</code>	<code>type stacking</code>
7	<code>stop_group</code>	<code>type stacking</code>
8	<code>stop_bounds</code>	<code>type stacking</code>

All graphical objects have a field `type` (the second column in the table above) that gives the object type as a string value. When you have a non circular pen an envelope is uses defined by path as well as `htap` and the backend has to make sure that this gets translated into the proper pdf operators. Discussing this is beyond this manual. A `color` table has one, three or four values depending on the color space used. The `prescript` and `postscript` strings are the accumulated values of these operators, separated by newline characters. The `stacking` number is just that: a number, which can be used to put shapes in front or other shapes, some order, but it depends on the macro package as well as the backend to deal with that; it's basically just a numeric tag.

Each `dash` is a hash with two items. We use the same model as PostScript for the representation of the dash list; `dashes` is an array of 'on' and 'off', values, and `offset` is the phase of the pattern.

There is helper function `peninfo` that returns a table containing a bunch of vital characteristics of the used pen:

```

function mplib.peninfo ( <t:mpobj> object )

```

```

return {
    width = <t:number>,
    rx    = <t:number>,
    ry    = <t:number>,
    sx    = <t:number>,
    sy    = <t:number>,
    tx    = <t:number>,
    ty    = <t:number>,
}
end

```

11.4 Internals

There are a couple of helpers that can be used to query the meaning of specific codes and states.

```

function mplib.gettype ( <mopobj> object )
    return <t:integer> -- typenumber
end

```

```

function mplib.gettypes ( )
    return <t:table> -- types
end

```

0	undefined	7	unknownpen	14	transform	21	protodependent
1	vacuous	8	nep	15	color	22	independent
2	boolean	9	unknownnep	16	cmykcolor	23	tokenlist
3	unknownboolean	10	path	17	pair	24	structured
4	string	11	unknownpath	18	numeric	25	unsuffixedmacro
5	unknownstring	12	picture	19	known	26	suffixedmacro
6	pen	13	unknownpicture	20	dependent		

```

function mplib.getcolormodels ( )
    return <t:table> -- colormodels
end

```

0	no	1	grey	2	rgb	3	cmyk
---	----	---	------	---	-----	---	------

```

function mplib.getcodes ( )
    return <t:table> -- codes
end

```

0	undefined	10	scantokens	20	macrodef	30	everyjob
1	btex	11	runscript	21	shipout	31	delimiters
2	etex	12	maketext	22	addto	32	write
3	if	13	expandafter	23	setbounds	33	typename
4	fiorelse	14	definedmacro	24	protection	34	leftdelimiter
5	input	15	save	25	property	35	begingroup
6	iteration	16	interim	26	show	36	nullary
7	repeatloop	17	let	27	mode	37	unary
8	exittest	18	newinternal	28	onlyset	38	str
9	relax	19	newbytemap	29	message	39	void

40 cycle	52 pathconnect	64 atleast	76 until
41 ofbinary	53 ampersand	65 curl	77 within
42 capsule	54 tertiarydef	66 macrospecial	78 assignment
43 string	55 primarybinary	67 rightdelimiter	79 colon
44 internal	56 equals	68 leftbracket	80 comma
45 tag	57 and	69 rightbracket	81 semicolon
46 numeric	58 primarydef	70 rightbrace	82 endgroup
47 plusorminus	59 slash	71 with	83 stop
48 secondarydef	60 secondarybinary	72 thingstoadd	84 undefinedcs
49 tertiarybinary	61 parametertype	73 of	
50 leftbrace	62 controls	74 to	
51 pathjoin	63 tension	75 step	

```
function mplib.getstates ( )
  return <t:table> -- states
end
```

0 normal	2 flushing	4 var_defining	6 loop_defining
1 skipping	3 absorbing	5 op_defining	

Knots is how the ‘points’ in a curve are called internally and in paths we can find these:

```
function mplib.getknotstates ( )
  return <t:table> -- knotstates
end
```

0 regular	1 begin	2 end	3 single
-----------	---------	-------	----------

```
function mplib.getscantypes ( )
  return <t:table> -- scantypes
end
```

0 expression	1 primary	2 secondary	3 tertiary
--------------	-----------	-------------	------------

As with \TeX we can log to the console, a log file or both. But one will normally intercept log message anyway.

```
function mplib.getlogtargets ( )
  return <t:table> -- logtargets
end
```

0 void	2 file	4 error
1 terminal	3 both	

```
function mplib.getinternalactions ( )
  return <t:table> -- internalactions
end
```

0 initialize	1 save	2 restore
--------------	--------	-----------

```
function mplib.getobjecttypes ( )
  return <t:table> -- objecttypes
end
```

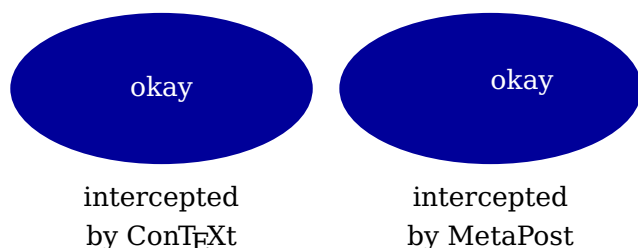
0	3 start_clip	6 stop_clip
1 fill	4 start_group	7 stop_group
2 outline	5 start_bounds	8 stop_bounds

The next one is of course dependent on what one runs. These statistics are for all instances:

```
function mplib.getcallbackstate ( )
    return <t:table> -- callbackstate
end
```

count	51774	script	36103
error	0	status	0
file	15530	text	0
log	141	warning	0
overloaded	0		

The text counter is only counting what gets intercepted by MetaPost and as you can see below, the recommended texttext is handled differently and not counted at all.



So we get this now. The file count goes up because from the perspective of MetaPost code that gets executed and passed as string is just like reading from file. The relative high number that we see here reflects that we load quite some MetaFun macros when an instance is initialized.

count	51809	log	153	status	0
error	0	overloaded	0	text	1
file	15544	script	36111	warning	0

11.5 Information

The MetaPost library in LuaTeX starts with version 2 so in LuaMetaTeX we start with version 3, assuming that there will be no major update to the older library.

```
function mplib.version ( )
    return <t:string>
end
```

When there is an error you can ask for some more context:

```
function mplib.showcontext ( <t:mp> instance )
    return <t:string>
end
```

11.6 Methods

For historical reasons we provide a few functions as methods to an instance: execute, finish, get-statistics, getstatus and solvepath, just in case someone goes low level.

11.7 Scanners

There are quite some scanners available and they all take an instance as first argument. Some have optional arguments that give some control. A very basic one is the following. Scanning for a next token in MetaPost is different from $\text{T}_{\text{E}}\text{X}$ because while $\text{T}_{\text{E}}\text{X}$ just gets the token, MetaPost can delay in cases where an expression is seen. This means that you can inspect what is coming but do some further scanning based on that. Examples of usage can be found in $\text{ConT}_{\text{E}}\text{Xt}$ as it permits to come up with extensions that behave like new primitives or implement interfaces that are otherwise hard to do in pure MetaPost.

```
function mplib.scannext ( <t:mp> instance, <t:boolean> keep )
    return <t:integer> token, <t:integer> mode, <t:integer> kind
end
```

here the optional keep boolean argument default to false but when true we basically have a look ahead scan. Contrary to $\text{T}_{\text{E}}\text{X}$ a next token is not expanded. If we want to pick up the result from an expression we use the next one where again we can push back the result:

0	expression	1	primary	2	secondary	3	tertiary
---	------------	---	---------	---	-----------	---	----------

```
function mplib.scanexpression ( <t:mp> instance, <t:boolean> keep )
    return <t:integer> -- kind
end
```

The difference between scantoken and scannext is that the first one scans for a token and the later for a value and yes, one has to play a bit with this to see when one gets what.

```
function mplib.scantoken ( <t:mp> instance, <t:boolean> keep )
    return
        <t:integer>, -- token
        <t:integer>, -- mode
        <t:integer>  -- kind
end
```

```
function mplib.scansymbol ( <t:mp> instance, <t:boolean> expand, <t:boolean> keep )
    return <t:string>
end
```

```
function mplib.scanproperty ( <t:mp> instance )
    return <t:integer>
end
```

These are scanners for the simple data types:

```
function mplib.scannumeric ( <t:mp> instance ) return <t:number> end -- scannumber
function mplib.scaninteger ( <t:mp> instance ) return <t:integer> end
function mplib.scanboolean ( <t:mp> instance ) return <t:boolean> end
function mplib.scanstring ( <t:mp> instance ) return <t:string> end
```

The scanners that return data types with more than one value can will return a table when the second argument is true:

```
function mplib.scanpair ( <t:mp> instance, <t:boolean> astable )
```

```

    return
        <t:number>, -- x
        t:number>  -- y
end

function mplib.scancolor (
    <t:mp>      instance,
    <t:boolean> astable
)
    return
        <t:number>, -- r
        <t:number>, -- g
        <t:number>  -- b
end

function mplib.scancmykcolor ( <t:mp> instance, <t:boolean> astable )
    return
        <t:number>, -- c
        <t:number>, -- m
        <t:number>, -- y
        <t:number>  -- k
end

function mplib.scantransform ( <t:mp> instance, <t:boolean> astable )
    return
        <t:number>, -- x
        <t:number>, -- y
        <t:number>, -- xx
        <t:number>, -- yx
        <t:number>, -- xy
        <t:number>  -- yy
end

```

The path scanned is more complex. First an expression is scanned and when okay it is converted to a table. The compact option gives:

```

{
    cycle = <t:boolean>, -- close
    pen   = <t:boolean>,
    {
        <t:number>, -- x_coordinate
        <t:number>, -- y_coordinate
    },
    ...
}

```

otherwise we get the more detailed:

```

{
    curved = <t:boolean>,
    pen     = <t:boolean>,

```



```

{
  [1]      = <t:number>,  -- x_coordinate
  [2]      = <t:number>,  -- y_coordinate
  [3]      = <t:number>,  -- x_left
  [4]      = <t:number>,  -- y_left
  [5]      = <t:number>,  -- x_right
  [6]      = <t:number>,  -- y_right
  left_type = <t:integer>,
  right_type = <t:integer>,
  curved    = <t:boolean>,
  state     = <t:integer>,
},
...
}

```

Possible (knot, the internal name for a point) states are:

0	regular	1	begin	2	end	3	single
---	---------	---	-------	---	-----	---	--------

The path scanner function that produces such tables is:

```

function mplib.scanpath (
  <t:mp>      instance,
  <t:boolean> compact,
  <t:integer> kind,
  <t:boolean> check
)
  return <t:table>
end

```

This pen scanner returns similar tables:

```

function mplib.scanpen (
  <t:mp>      instance,
  <t:boolean> compact,
  <t:integer> kind,
  <t:boolean> check
)
  return <t:table>
end

```

The next is not really a scanner. It skips a token that matches the given command and returns a boolean telling if that succeeded.

```

function mplib.skiptoken ( <t:mp> instance, <t:integer> command )
  return <t:boolean>
end

```

11.8 Injectors

The scanners are complemented by injectors. Instead of strings that have to be parsed by MetaPost they inject the right data structures directly.

```

function mplib.injectnumeric ( <t:mp> instance, <t:number> value ) end
function mplib.injectinteger ( <t:mp> instance, <t:integer> value ) end
function mplib.injectboolean ( <t:mp> instance, <t:boolean> value ) end
function mplib.injectstring ( <t:mp> instance, <t:string> value ) end

```

In following injectors accept a table as well as just the values. which can more efficient:

```

function mplib.injectpair      ( <t:mp> instance, <t:table> value ) end
function mplib.injectcolor    ( <t:mp> instance, <t:table> value ) end
function mplib.injectcmykcolor ( <t:mp> instance, <t:table> value ) end
function mplib.injecttransform ( <t:mp> instance, <t:table> value ) end

```

Injecting a path is not always trivial because we have to connect the points emulating `...`, `...`, `---` and even `&&` and `cycle`. A path is passed as table. The table can be nested and has entries like these:

```

{
  {
    x_coord      = <t:number>,
    y_coord      = <t:number>,
    x_left       = <t:number>,
    y_left       = <t:number>,
    x_right      = <t:number>,
    y_right      = <t:number>,
    left_curl    = <t:number>,
    right_curl   = <t:number>,
    left_tension = <t:number>,
    right_tension = <t:number>,
    direction_x  = <t:number>,
    direction_y  = <t:number>,
  },
  {
    [1] = <t:number>, -- x_coordinate
    [2] = <t:number>, -- x_coordinate
    [3] = <t:number>, -- x_left
    [4] = <t:number>, -- y_left
    [5] = <t:number>, -- x_right
    [6] = <t:number>, -- y_right
  },
  "append",
  "cycle",
}

```

Here `append` is like `&&` which picks up the pen, and `cycle`, not surprisingly, behaves like the `cycle` operator.

```

function mplib.injectpath ( <t:mp> instance, <t:table> value )
  -- return nothing
end

function mplib.injectwhatever ( <t:mp> instance, <t:hybrid> value )
  -- return nothing

```

end

When a path is entered and has to be injected some preparation takes place out of the users sight. A special variant of the path processor is the following, where the path is adapted and the boolean indicates success.

```
function mplib.solvepath ( <t:mp> instance, <t:table> value )
    return <t:boolean>
end
```

A still somewhat experimental injectors is the following one, that can be used to fetch information from the T_EX end. Valid values for expected are 1 (integer), 2 (cardinal, 3 (dimension), 5 (boolean) and 7 (string).

```
function mplib.expandtex (
    <t:mp>      instance,
    <t:integer> expected,
    <t:string>  macro,
    <t:whatever> arguments
)
    return <t:whatever>
end
```


tex

12 T_EX

12.1 Introduction

Here we don't explain T_EX itself but the interface between T_EX and Lua. We don't need to talk nodes and tokens because they have their own chapters.

12.2 Status information

The status library provides information not only about the current run and system setup but also about all kind of variables and constants used in the engine. A difference between LuaT_EX and Lua-MetaT_EX is that every quantity that is hard coded is available as a constant to be used. The same is true for various bit sets for instance those use in setting options, as we will see in the tex library.

A number of run-time configuration items that you may find useful in message reporting, as well as an iterator function that gets all of the names and values as a table.

```
function status.list ( )
    return <t:table>
end
```

The keys in the returned table are the known items, the value is the current value. There are top level items and items that are tables with sub entries. The current list gives:

toplevel statistics

banner	This is LuaMetaTeX, Version 2.11.08
copyright	Taco Hoekwater, Hans Hagen, Wolfgang Schuster & Mikael Sundqvist
development_id	20260210
filename	luametateX-tex.tex
format_id	729
logfile	luametateX.log
lua_format	5
lua_version	5.5
lua_version_major	5
lua_version_minor	5
lua_version_release	1
luatex_engine	luametateX
luatex_release	8
luatex_revision	0
luatex_verbos	2.11.08
luatex_version	211
majorversion	2
minorversion	11
permit_loadlib	false
release	8
run_state	2
tex_memory_mode	1
used_compiler	gcc
version	211.8

balancestate.*

callbacks	0
calls	254
checkedinserts	0
final	254
first	0
foundinserts	0
second	0
specification	0
sub	0

bufferstate.*

all	1000000
ext	0
ini	-1
itm	1
max	100000000
mem	1000000
min	1000000
ptr	0
set	10000000
stp	1000000
top	3182

callbackstate.*

bytecode	638
count	378947
direct	316
file	35124
function	167788
local	0
message	0
saved	155091
value	19990

enginestate.*

banner	This is LuaMetaTeX, Version 2.11.08
copyright	Taco Hoekwater, Hans Hagen, Wolfgang Schuster & Mikael Sundqvist
development_id	20260210
format_id	729
logfile	luametateX.log
luatex_engine	luametateX
luatex_release	8
luatex_revision	0
luatex_verbose	2.11.08
luatex_version	211
permit_loadlib	false

run_state	2
tex_hash_size	262144
tex_memory_mode	1
used_compiler	gcc
version	211.8

errorlinestate.*

max	255
min	132
set	250
top	0

errorstate.*

error	unset
errorcontext	unset
luaerror	unset

expandstate.*

max	1000000
min	10000
set	10000
top	10

filestate.*

all	16000
ext	0
ini	-1
itm	32
max	2000
mem	500
min	500
ptr	6
set	2000
stp	250
top	11

fontstate.*

all	17014864
ext	17012864
ini	-1
itm	8
max	100000
mem	250
min	250
ptr	66
set	100000

stp	250
top	250

halferrorlinestate.*

max	255
min	80
set	234
top	0

hashstate.*

all	2400000
ext	0
ini	0
itm	16
max	2097152
mem	150000
min	150000
ptr	9253
set	250000
stp	100000
top	495862

hyphenationstate.*

checked	34402
exceptions	310
hyphenated	34790
lists	34402
nothing	22319
words	47230

inputstate.*

all	320000
ext	0
ini	-1
itm	32
max	100000
mem	10000
min	10000
ptr	7
set	100000
stp	10000
top	49

insertstate.*

all	1800
ext	0
ini	-1

itm	72
max	500
mem	25
min	25
ptr	11
set	250
stp	25
top	25

languagestate.*

all	2096
ext	96
ini	0
itm	8
max	10000
mem	250
min	250
ptr	0
set	250
stp	250
top	250

linebreakstate.*

align	table: 000004da2cbefc90
dbox	table: 000004da2cbefb40
doubletwins	0
insert	table: 000004da2cbefbd0
lefttwins	0
lua	table: 000004da2cbefcf0
math	table: 000004da2cbefcc0
noalign	table: 000004da2cbefc30
normal	table: 000004da2cbef9c0
output	table: 000004da2cbefc00
reset	table: 000004da2cbefd50
righttwins	0
span	table: 000004da2cbefc60
vadjust	table: 000004da2cbefba0
vbox	table: 000004da2cbefa80
vcenter	table: 000004da2cbefb70
vmode	table: 000004da2cbef9f0
vtop	table: 000004da2cbefae0

lookupstate.*

all	1
ext	0
ini	53203
itm	-1
max	2097152

mem	-1
min	150000
ptr	58418
set	250000
stp	100000
top	262146

luastate.*

bytecodebytes	16528
bytecodes	1032
functionsizes	32768
propertyessizes	10000
statebytes	133342625
statebytesmax	343609058

markstate.*

all	1400
ext	0
ini	-1
itm	28
max	10000
mem	50
min	50
ptr	28
set	250
stp	50
top	50

mvlstate.*

all	1120
ext	0
ini	-1
itm	112
max	500
mem	10
min	10
ptr	0
set	10
stp	10
top	10

neststate.*

all	112000
ext	0
ini	-1
itm	112
max	10000
mem	1000

min	1000
ptr	0
set	10000
stp	1000
top	19

nodestate.*

all	90001432
ext	1432
ini	0
itm	9
max	100000000
mem	10000000
min	10000000
ptr	-479164
set	100000000
stp	5000000
top	553453

parameterstate.*

all	80000
ext	0
ini	-1
itm	4
max	100000
mem	20000
min	20000
ptr	1
set	100000
stp	10000
top	56

poolstate.*

all	1140022
ext	0
ini	1023027
itm	1
max	100000000
mem	1140022
min	10000000
ptr	-1
set	10000000
stp	1000000
top	-1

readstate.*

filename	luametatex-tex.tex
iocode	5

linenumber	71
skiplinenumber	33

savestate.*

all	160000
ext	0
ini	-1
itm	16
max	500000
mem	10000
min	100000
ptr	383
set	500000
stp	10000
top	1452

sparsestate.*

all	3857776
ext	0
ini	-1
itm	1
max	-1
mem	3857776
min	-1
ptr	-1
set	-1
stp	-1
top	-1

stringstate.*

all	2400000
ext	0
ini	2150372
itm	16
max	2097152
mem	150000
min	150000
ptr	58435
set	500000
stp	100000
top	58435

texstate.*

approximate	135508510
-------------	-----------

tokenstate.*

all	16000000
-----	----------

ext	0
ini	586846
itm	8
max	10000000
mem	2000000
min	2000000
ptr	-2284623
set	10000000
stp	1000000
top	697555

warningstate.*

warning	unset
warningtag	unset

The `getconstants` query gives back a table with all kind of internal quantities and again these are only relevant for diagnostic and development purposes. Many are good old \TeX constants that are describes in the original documentation of the source but some are definitely `LuaMeta \TeX` specific.

```
function status.getconstants ( )
    return <t:table>
end
```

The returned table contains:

constants.*

active_character_namespace	
all_fitness_values	255
assumed_math_control	4125694
awful_bad	1073741823
decent_criterion	12
default_catcode_table	-1
default_character_control	0
default_deadcycles	25
default_eqno_gap_step	1000
default_hangafter	1
default_output_box	255
default_pre_display_gap	2000
default_rule	26214
default_space_factor	1000
default_tolerance	10000
deplorable	100000
eject_penalty	-10000
ignore_depth	-65536000
infinite_bad	10000
infinite_penalty	10000
infinity	2147483647
large_width_excess	7230584
loose_criterion	99
math_all_class	61

math_begin_class	62
math_default_penalty	10001
math_end_class	63
math_first_user_class	20
math_last_user_class	60
max_attribute_register_index	8191
max_box_register_index	32767
max_bytecode_index	65535
max_calculated_badness	8189
max_cardinal	4294967295
max_character_code	1114111
max_data_value	2097151
max_dimen	1073741823
max_dimen_register_index	8191
max_dimension	1073741823
max_dimension_register_index	8191
max_endline_character	127
max_float_register_index	8191
max_font_adjust_shrink_factor	500
max_font_adjust_step	100
max_font_adjust_stretch_factor	1000
max_function_reference	2097151
max_glue_register_index	4095
max_half_value	32767
max_halfword	1073741823
max_int_register_index	8191
max_integer	2147483647
max_integer_register_index	8191
max_limited_scale	1000
max_mark_index	9999
max_math_class_code	63
max_math_family_index	63
max_math_scaling_factor	5000
max_math_style_scale	2000
max_muglue_register_index	4095
max_mvl_index	500
max_n_of_bytecodes	65536
max_n_of_catcode_tables	256
max_n_of_fitness_values	15
max_n_of_fonts	100000
max_n_of_languages	10000
max_n_of_marks	10000
max_n_of_math_families	64
max_newline_character	127
max_quarterword	65535
max_scale_factor	100000
max_size_of_word	1000
max_space_factor	32767
max_toks_register_index	8191

max_twin_length	16
min_cardinal	0
min_data_value	0
min_dimen	-1073741823
min_dimension	-1073741823
min_halfword	-1073741823
min_infinity	-2147483647
min_integer	-2147483647
min_mvl_index	1
min_n_of_fitness_values	5
min_quarterword	0
min_scale_factor	0
min_space_factor	0
no_catcode_table	-2
null	0
null_flag	-1073741824
null_font	0
one_bp	65781
preset_rule_thickness	1073741824
running_rule	-1073741824
small_stretchability	1663497
special_space_factor	999
tex_eqtb_size	345862
tex_hash_prime	262103
tex_hash_size	262144
tex_memory_mode	1
two	131072
undefined_math_parameter	1073741823
unity	65536
unused_attribute_value	-2147483647
unused_math_family	255
unused_math_style	255
unused_script_value	0
unused_state_value	0
zero_glue	0

Most variables speak for themselves, some are more obscure. For instance the runstate variable indicates what the engine is doing:

```
0x00  initializing
0x01  updating
0x02  production
```

These overviews can get asked for, for instance with `getrunstatevalues` in the `tex` library. Most of these constants are stable but especially for those that relate to evolving engine functionality there can be changes, so keep an eye on these mappings!

The individual states can be fetched with the following helpers:

```
function status.getbufferstate      ( ) return <t:table> end
function status.getcallbackstate   ( ) return <t:table> end
```

```

function status.geterrorlinestate      ( ) return <t:table> end
function status.geterrorstate          ( ) return <t:table> end
function status.getexpandstate         ( ) return <t:table> end
function status.getextrastate          ( ) return <t:table> end
function status.getfilestate           ( ) return <t:table> end
function status.getfontstate           ( ) return <t:table> end
function status.gethalferrorlinestate  ( ) return <t:table> end
function status.gethashstate           ( ) return <t:table> end
function status.getthyphenationstate   ( ) return <t:table> end
function status.getinputstate          ( ) return <t:table> end
function status.getinsertstate         ( ) return <t:table> end
function status.getlanguagestate       ( ) return <t:table> end
function status.getlinebreakstate      ( ) return <t:table> end
function status.getlookupstate         ( ) return <t:table> end
function status.getluastate            ( ) return <t:table> end
function status.getmarkstate           ( ) return <t:table> end
function status.getneststate           ( ) return <t:table> end
function status.getnodestate           ( ) return <t:table> end
function status.getparameterstate      ( ) return <t:table> end
function status.getpoolstate           ( ) return <t:table> end
function status.getreadstate           ( ) return <t:table> end
function status.getsavestate           ( ) return <t:table> end
function status.getsparsestate         ( ) return <t:table> end
function status.getstringstate        ( ) return <t:table> end
function status.gettexstate            ( ) return <t:table> end
function status.gettokenstate          ( ) return <t:table> end
function status.getwarningstate        ( ) return <t:table> end

```

The error and warning messages can be wiped with:

```

function status.resetmessages ( )
  -- no return values
end

```

12.3 Everything T_EX

12.3.1 Introduction

The tex library contains a large list of (possibly virtual) internal T_EX parameters that are partially writable. The designation ‘virtual’ means that these items are not properly defined in Lua, but are only front-ends that are handled by a metatable that operates on the actual T_EX values. As a result, most of the Lua table operators (like `pairs` and `#`) do not work on such items. In addition to this kind of access we have getters and setters, which are the preferred way, but we keep the field like accessors around for compatibility reasons.

At the moment, it is possible to access almost every parameter that you can use after `\the`, is a single token or is sort of special in T_EX. This excludes parameters that need extra arguments, like `\the\scriptfont`. The subset comprising simple integer and dimension registers are writable as well as readable (like `\tracingcommands` and `\parindent`).

12.3.2 Registers

Among of the oldest accessors to internals are `tex.dimen` and `tex.count`. This permits calls like this:

```
\setbox0\hbox{test}
\directlua{tex.sprint(tex.box[0].width)}
```

to give us (in this case typeset): 1250880 scaled points. Here we access a box register, get back a userdata node, and access one of its fields. The skip registers also are stored on userdata. The register are accessed in the following way; watch the different value types that you get:

```
<t:integer> value = tex.attribute [index]
<t:node>     value = tex.skip      [index]
<t:integer> value = tex.glue       [index]
<t:node>     value = tex.muskip    [index]
<t:integer> value = tex.mu glue    [index]
<t:integer> value = tex.dimen      [index]
<t:integer> value = tex.count      [index]
<t:number>   value = tex.posit     [index]
<t:string>   value = tex.toks      [index]
<t:node>     value = tex.box       [index]
```

You can also assign values:

```
tex.attribute [index] = value -- <t:integer>
tex.skip      [index] = value -- <t:node>
tex.glue      [index] = value -- <t:integer>
tex.muskip    [index] = value -- <t:node>
tex.mu glue   [index] = value -- <t:integer>
tex.dimen     [index] = value -- <t:integer>
tex.count     [index] = value -- <t:integer>
tex.posit     [index] = value -- <t:number>
tex.toks      [index] = value -- <t:string>
tex.box       [index] = value -- <t:node>
```

Be warned that an assignment like

```
tex.box[0] = tex.box[2]
```

does not copy the node list, it just duplicates a node pointer. If `\box2` will be cleared by `TEX` commands later on, the contents of `\box0` becomes invalid as well. To prevent this from happening, always use `node.copylist` unless you are assigning to a temporary variable:

```
tex.box[0] = node.copylist(tex.box[2])
```

When you access a `TEX` parameter a look up takes place. For read-only variables that means that you will get something back, but when you set them you create a new entry in the table thereby making the original invisible.

Although these are actually not stored in arrays but in hashes, the various ‘codes’ can also be accessed this way:

```
<t:integer> value = tex.sfname = [index]
```

```

<t:integer> value = tex.lccode    = [index]
<t:integer> value = tex.uccode    = [index]
<t:integer> value = tex.hccode    = [index]
<t:integer> value = tex.hmcode    = [index]
<t:integer> value = tex.amcode    = [index]
<t:integer> value = tex.cccode    = [index]
<t:integer> value = tex.catcode   = [index]
<t:integer> value = tex.mathcode  = [index]
<t:integer> value = tex.delcode   = [index]

```

and

```

tex.sfcodes = [index] = value -- <t:integer>
tex.lccodes = [index] = value -- <t:integer>
tex.uccodes = [index] = value -- <t:integer>
tex.hccodes = [index] = value -- <t:integer>
tex.hmcodes = [index] = value -- <t:integer>
tex.amcodes = [index] = value -- <t:integer>
tex.cccodes = [index] = value -- <t:integer>
tex.catcodes = [index] = value -- <t:integer>
tex.mathcodes = [index] = value -- <t:integer>
tex.delcodes = [index] = value -- <t:integer>

```

The getters are

```

function tex.getamcode ( <t:integer> character ) return <t:integer> end
function tex.getcatcode ( <t:integer> character ) return <t:integer> end
function tex.getccode ( <t:integer> character ) return <t:integer> end
function tex.gethccode ( <t:integer> character ) return <t:integer> end
function tex.gethmcode ( <t:integer> character ) return <t:integer> end
function tex.getlccode ( <t:integer> character ) return <t:integer> end
function tex.getsfcode ( <t:integer> character ) return <t:integer> end
function tex.getuccode ( <t:integer> character ) return <t:integer> end

```

and the setters:

```

function tex.setamcode ( <t:integer> character, <t:integer> value ) end
function tex.setcatcode ( <t:integer> character, <t:integer> value ) end
function tex.setccode ( <t:integer> character, <t:integer> value ) end
function tex.sethccode ( <t:integer> character, <t:integer> value ) end
function tex.sethmcode ( <t:integer> character, <t:integer> value ) end
function tex.setlccode ( <t:integer> character, <t:integer> value ) end
function tex.setsfcode ( <t:integer> character, <t:integer> value ) end
function tex.setuccode ( <t:integer> character, <t:integer> value ) end

```

The `setlccode` and `setuccode` additionally allow you to set the associated sibling at the same time by passing an extra argument.

```

function tex.setlccode ( <t:integer> character, <t:integer> lcvalue, <t:integer>
    ucvalue ) end
function tex.setuccode ( <t:integer> character, <t:integer> ucvalue, <t:integer>
    lcvalue ) end

```

The function call interface for `setcatcode` also allows you to specify a category table to use on assignment or on query (default in both cases is the current one):

```
function tex.setcatcode (
  <t:integer> catcodetable,
  <t:integer> character,
  <t:integer> value
)
  -- no return values
end
```

All these setters accept an initial global string.

12.3.3 Setters and getters

Most of $\text{T}_{\text{E}}\text{X}$'s parameters can be accessed directly by using their names as index in the `tex` table, or by using one of the functions `tex.get` and `tex.set`. The exact parameters and return values differ depending on the actual parameter. In most cases we have integers but especially glue have more properties than just the amount. For the parameters that *can* be set, it is possible to use `global` as the first argument to `tex.set`. Them being more complete is an argument for using setters instead of assignments.

The `set` function is meant for what we call internal parameter. These can be registers but without a known number (one can actually figure out the internal number via the token library).

```
function tex.set ( <t:string> name, <t:whatever> value )
  -- no return values
end

function tex.set ( "global", <t:string> name, <t:whatever> value )
  -- no return values
end
```

You can get back a value with:

```
function tex.get ( <t:string> name )
  return <t:whatever>
end
```

Glue is kind of special because there are five values involved. The return value is a `glue_spec` node but when you pass `false` as last argument to `tex.get` you get the width of the glue and when you pass `true` you get all five values. Otherwise you get a node which is a copy of the internal value so you are responsible for its freeing at the Lua end. When you set a glue quantity you can either pass a `glue_spec` or upto five numbers.

Traditional $\text{T}_{\text{E}}\text{X}$ has 256 registers per type, $\text{e-}\text{T}_{\text{E}}\text{X}$ bumps that to 32K and `LuaMeta $\text{T}_{\text{E}}\text{X}$` doubles that. But how many are enough? Do we really need that many different attributes and glue specifiers?

In `LuaMeta $\text{T}_{\text{E}}\text{X}$` on the one hand can go lower on registers and at the same time go beyond with alternatives when using named quantities.

It is possible to define named registers with `t\attributedef`, `\countdef`, `\dimendef`, `\skipdef`, `\floatdef` or `\toksdef` control sequences as indices to these tables and these can be accessed by name at the Lua end. Here are some examples:

```

tex.count.scratchcounter = 123
tex.dimen.scratchdimen   = "20pt"

tex.setcount(            "scratchcounter", 123)
tex.setdimen(            "scratchdimen",    10 *65536)
tex.setdimen("global", "scratchdimen",    "10pt")

enormous = tex.dimen.maxdimen
enormous = tex.getdimen("maxdimen")

unknown = tex.dimen[3]
unknown = tex.getdimen(3)

```

Of course this assumes that these registers are defined. What you can do depends on the type:

- The count registers accept and return Lua numbers (integers in this case).
- The dimension registers accept Lua numbers (in scaled points) or strings with a dimension.
- The token registers accept and return Lua strings. Lua strings are converted to and from token lists using `\the\toks` style expansion: all category codes are either space (10) or other (12).
- The skip registers accept and return `glue_spec` userdata node objects (see the description of the node interface elsewhere in this manual).
- The glue registers are just skip registers but instead of userdata accept verbose (integers).
- Like the counts, the attribute registers accept and return integers.
- Float (aka posit) registers accept and return floating point numbers.

The `setglue` function accepts upto five arguments:

```

function tex.setskip (
    <t:string> register, -- can also be an index
    <t:node>   value     -- glue_spec
)
    -- no return values
end

function tex.setglue (
    <t:string> register, -- can also be an index
    <t:integer> amount,
    <t:integer> stretch,
    <t:integer> shrink,
    <t:integer> stretchorder,
    <t:integer> shrinkorder
)
    -- no return values
end

```

Actually there can be one more argument here because as first argument we can pass `"global"`. The whole repertoire is:

```

function tex.getattribute ( <t:string> name ) return <t:integer> end
function tex.getcount      ( <t:string> name ) return <t:integer> end
function tex.getdimen     ( <t:string> name ) return <t:integer> end
function tex.getfloat     ( <t:string> name ) return <t:number>  end
function tex.getskip      ( <t:string> name ) return <t:node>    end
function tex.getmuskip    ( <t:string> name ) return <t:node>    end
function tex.gettoks      ( <t:string> name ) return <t:string>  end

function tex.getglue      ( <t:string> name          ) return <t:integer>, ... end
function tex.getmuglue   ( <t:string> name          ) return <t:integer>, ... end
function tex.getglue     ( <t:string> name, false ) return <t:integer> end
function tex.getmuglue   ( <t:string> name, false ) return <t:integer> end

```

and

```

function tex.setattribute (<t:string> name, <t:integer> value) end
function tex.setcount    (<t:string> name, <t:integer> value) end
function tex.setdimen    (<t:string> name, <t:integer> value) end
function tex.setfloat    (<t:string> name, <t:number>  value) end
function tex.setmuskip   (<t:string> name, <t:node>   value) end
function tex.setskip     (<t:string> name, <t:node>   value) end
function tex.settoks     (<t:string> name, <t:string>  value) end

function tex.setglue      (<t:string> name, <t:integer> value, ...) end
function tex.setmuglue    (<t:string> name, <t:integer> value, ...) end

```

Just to be clear, getting a glue has two variants, the third one is just a reduced variant:

```

function tex.getskip (
    <t:string> register -- can also be an index
)
    return <t:node> -- a glue_spec
end

function tex.getglue (
    <t:string> register -- can also be an index
)
    return
        <t:integer> -- amount,
        <t:integer> -- stretch,
        <t:integer> -- shrink,
        <t:integer> -- stretchorder,
        <t:integer> -- shrinkorder
end

function tex.getglue (
    <t:string> register, -- can also be an index
    false
)
    return <t:integer> amount,
end

```

When `tex.gettoks` gets an extra argument `true` it will return a table with userdata tokens. For tokens registers we have an alternative where a catcode table is specified:

```
function tex.scantoks (
  <t:integer> catcodetable,
  <t:integer> registerindex, -- or just a name
  <t:string> data
)
  -- no return values
end
```

Again there is the option to pass "global" as first argument. Here is an example that used the default Con_T_E_X catcode table index `tex.ctxcatcodes`.

```
local t = tex.scantoks("global",tex.ctxcatcodes,3,"$e=mc^2$")
```

This is a bit different getter that was introduced to accommodate interfacing between T_EX and Meta-Post. We specify what kind of parsing takes place:

```
function tex.expandasvalue (
  <t:integer> kind, -- how interpreted
  <t:string> name -- macro name
)
  return <t:integer> | <t:boolean> | <t:string>
end
```

0x00 none	0x03 dimension	0x06 float	0x09 direct
0x01 integer	0x04 skip	0x07 string	0x0A conditional
0x02 cardinal	0x05 boolean	0x08 node	

12.3.4 Fonts

There are a few functions that deal with fonts. The next function relates a control sequence to a font identifier. This is not to be confused with registering font data in the engine which happens with the functions in the font library. This is basically a setter that as one some in the token library also accepts prefixes (like `global`):

```
function tex.definefont (
  <t:string> name,
  <t:integer> fontid,
  <t:string> prefix
  -- there can be more prefixes
)
  -- no return values
end
```

In Lua_T_E_X and other engines the file names are stored in the table of equivalents but not so in Lua-Meta_T_E_X. But for old times sake we keep some getters in the `tex` library, as they are basically 'convert' commands. The next two are like `\fontid` and `\fontname`:

```
function tex.fontidentifier ( <t:integer> id ) return <t:integer> end
function tex.fontname      ( <t:integer> id ) return <t:string> end
```


When no id is given the current font is assumed, as if `\font` was the argument to the mentioned equivalent macros, so here we have: `<5: DejaVuSansMono @ 10.0pt>` and `DejaVuSansMono at 10.0pt`.

We can query the font id bound to a family (and optionally style):

```
function tex.getfontoffamily (
  <t:integer> family,
  <t:integer> style  -- 0, 1, 2
)
  return <t:integer> -- id
end
```

This is a good place to mention a pitfall when it comes to accessing some internals. Many variables are just that, variables, but there are also some that need an argument. This means that we get the following:

Lua call	result (if any)
<code>tex.fontname</code>	
<code>tex.fontidentifier</code>	
<code>tex.fontname()</code>	DejaVuSerif at 10.0pt
<code>tex.fontidentifier()</code>	<1: DejaVuSerif @ 10.0pt>
<code>tex.get("fontname",-1)</code>	DejaVuSerif at 10.0pt
<code>tex.get("fontidentifier",-1)</code>	<1: DejaVuSerif @ 10.0pt>

When called as ‘field’ we get nothing. When called as a function we get the font info of the id passes as argument. When no argument is given the current font is used. When we use a getter the id is mandate but a negative value will again make that the current font is used. Making the first two use the current font and the last two accept no second argument is technically possible but complicating the code for these few cases makes no sense. We already handle more than in LuaTeX anyway.

12.3.5 Box registers

It is possible to set and query actual boxes, coming for instance from `\hbox`, `\vbox` or `\vtop`, using the node interface as defined in the node library. In the setters you can pass as first argument global if needed. Alternatively you can use the `tex.box` array interface.

```
function tex.setbox (
  <t:integer> index,
  <t:node>    packedlist
)
  -- no return values
end

function tex.setbox (
  <t:string> name,
  <t:node>    packedlist
)
  -- no return values
end
```

The getters return a packed list or `nil` when the register is void.

```
function tex.getbox (
  <t:integer> index
)
  return <t:node>
end
```

```
function tex.getbox (
  <t:string> name
)
  return <t:node>
end
```

You can split a box:

```
local vlist =
function tex.splitbox (
  <t:integer> index,
  <t:integer> height,
  <t:integer> mode
)

```

The remainder is kept in the original box and a packaged vlist is returned. This operation is comparable to the `\vsplit` operation. The mode can be `additional` or `exactly` and concerns the split off box.

12.3.6 Marks

There is a dedicated getter for marks:

```
function tex.getmark (
  <t:string> name,
  <t:integer> markindex
)
  -- no return values
end

function tex.getmark ( )
  return <t:integer> -- max mark class
end
```

The first argument can also be an integer, actually the subtype of a mark node:

0x00	current	0x03	bottom
0x01	top	0x04	splitfirst
0x02	first	0x05	splitbottom

The largest used mark class is returned by:

```
function tex.getlargestusedmark ( )
  return <t:integer> -- max mark class
end
```

12.3.7 Inserts

Access to inserts is kind of special and often only makes sense when we are constructing the final page. Where in traditional \TeX inserts use a `\dimen`, `\count`, `\skip` and `\box`, registers, in LuaMeta \TeX we can use dedicated storage instead. This is why we need setters and getters.

```
function tex.getinsertdistance ( <t:integer> class ) return <t:integer> end
function tex.getinsertmultiplier ( <t:integer> class ) return <t:integer> end
function tex.getinsertlimit ( <t:integer> class ) return <t:integer> end
function tex.getinsertcontent ( <t:integer> class ) return <t:node> end
function tex.getinsertheight ( <t:integer> class ) return <t:integer> end
function tex.getinsertdepth ( <t:integer> class ) return <t:integer> end
function tex.getinsertwidth ( <t:integer> class ) return <t:integer> end
```

Only some properties can be set:

```
function tex.setinsertdistance ( <t:integer> class, <t:integer> distance ) end
function tex.setinsertmultiplier ( <t:integer> class, <t:integer> multiplier ) end
function tex.setinsertlimit ( <t:integer> class, <t:integer> limit ) end
function tex.setinsertcontent ( <t:integer> class, <t:node> list ) end
```

12.3.8 Local boxes

Local boxes, `\localleftbox`, `\localrightbox` and specific for LuaMeta \TeX , `\localmiddlebox`, are not regular box registers so they have dedicated accessors:

```
function tex.getlocalbox ( <t:integer> location )
  return <t:node>
end

function tex.setlocalbox ( <t:integer> location, <t:node> list )
  -- no return values
end
```

Instead of integers you can also use the name. Valid local box locations are:

```
0x00 left
0x01 right
0x02 middle
```

12.3.9 Constants

The name of this section is a bit misleading but reflects history. At some point LuaMeta \TeX got a way to store values differently than in registers because it felt a bit weird to use registers for what actually are constant values. However, it was not that hard to make them behave like registers which opens up the possibility to reduce the number of registers at some point.

At the \TeX end we have `\integerdef`, `\dimensiondef`, `\floatdef`, `\gluespecdef` and `\mugluespecdef` but at the Lua end we (currently) only handle the first three.

```
function tex.dimensiondef ( <t:string> name ) end
```

```
function tex.integerdef ( <t:string> name ) end
function tex.positdef   ( <t:string> name ) end
```

These are the setters:

```
function tex.setdimensionvalue ( <t:string> name, <t:integer> value ) end
function tex.setintegervalue   ( <t:string> name, <t:integer> value ) end
function tex.setcardinalvalue  ( <t:string> name, <t:integer> value ) end
function tex.setpositvalue     ( <t:string> name, <t:number>  value ) end
```

and these the getters:

```
function tex.getdimensionvalue ( <t:string> name ) return <t:integer> end
function tex.getintegervalue   ( <t:string> name ) return <t:integer> end
function tex.getcardinalvalue  ( <t:string> name ) return <t:integer> end
function tex.getpositvalue     ( <t:string> name ) return <t:number>  end
```

Now, in order to make access more convenient, the getters and setters that deal with these quantities that we discussed in a previous section also handle these ‘constants’.

The following helper is a bit tricky:

```
function tex.getregisterindex ( <t:string> name )
  return <t:integer>
end
```

The integer that is returned can be used instead of a name when accessing a register,

```
\newcount \MyCount \newinteger \MyInteger
\newdimen \MyDimen \newdimension \MyDimension
```

```
\startluacode
  context("[%s] [%s] [%s] [%s]",
    tex.getregisterindex("MyCount"),
    tex.getregisterindex("MyInteger"),
    tex.getregisterindex("MyDimen"),
    tex.getregisterindex("MyDimension")
  )
\stopluacode
```

This will only show something for the registers:

```
[273] [] [269] []
```

This is why we have a more complete completed solution:

```
tex.isattribute ( <t:string> name ) return <t:integer> end
tex.iscount     ( <t:string> name ) return <t:integer> end
tex.isdimen     ( <t:string> name ) return <t:integer> end
tex.isfloat     ( <t:string> name ) return <t:integer> end
tex.isglue      ( <t:string> name ) return <t:integer> end
tex.ismuglue    ( <t:string> name ) return <t:integer> end
tex.ismuskip    ( <t:string> name ) return <t:integer> end
```

```

tex.isskip      ( <t:string> name ) return <t:integer> end
tex.istoks      ( <t:string> name ) return <t:integer> end
tex.isbox       ( <t:string> name ) return <t:integer> end

```

We now use this:

```

\startluacode
  context("[%s] [%s] [%s] [%s]",
    tex.iscount("MyCount"),
    tex.iscount("MyInteger"),
    tex.isdimen("MyDimen"),
    tex.isdimen("MyDimension")
  )
\stopluacode

```

This time all four names are resolved:

```
[273] [420651] [269] [420652]
```

The larger numbers are references to these ‘constants’. Using these instead of names in the getters (like `getcount` and `getdimen` can be more efficient when the number times we need access is very large because we bypass a hash lookup. Of course these numbers are to be seen as abstract references, so these larger numbers are unpredictable.

12.3.10 Nesting

The virtual table `nest` contains the currently active semantic nesting state (think building boxes). It has two main parts: a zero-based array of userdata for the semantic nest itself, and the numerical value `ptr`, which gives the highest available index. Neither the array items in `nest[]` nor `ptr` can be assigned to, because this would confuse the typesetting engine beyond repair, but you can assign to the individual values inside the array items.

The zero entry `nest[0]` is the outermost (main vertical list) level while `tex.nest [tex.nest.ptr]` is the current nest state. The next example shows all of this:

```

\setbox\scratchbox\vbox\bgroup
  \vbox\bgroup
    \startluacode
      for i=0,tex.nest.ptr do
        context(tostring(tex.nest[i]))
        context.space()
        context(tostring(tex.nest[i].prevdepth))
        context.par()
      end
    \stopluacode
  \egroup
\egroup

```

```

tex.nest.instance: 000004da2ad8e360 266685
tex.nest.instance: 000004da2ad8e420 -65536000
tex.nest.instance: 000004da2ad8e4b0 -65536000

```

The current nest level (`tex.nest.ptr` is also available with:

```
function tex.getnestlevel ( )
  return <t:integer>
end
```

The getter function is `tex.getnest`. You can pass a number (which gives you a list), nothing or `top`, which returns the topmost list, or the string `ptr` which gives you the index of the topmost list. The complete list of fields is: `delimiter`, `direction`, `head`, `mathbegin`, `mathdir`, `mathend`, `mathflatten`, `mathmainstyle`, `mathmode`, `mathparentstyle`, `mathscale`, `mathstyle`, `modeline`, `noad`, `prevdepth`, `prevgraf`, `spacefactor`, `tail`.

Possible modes are:

0x00	unset	0x02	horizontal
0x01	vertical	0x03	math

Valid directions are:

0x00	lefttoright	0x01	righttoleft
------	-------------	------	-------------

Math styles conforms to:

0x00	display	0x04	script
0x01	crampeddisplay	0x05	crampedscript
0x02	text	0x06	scriptscript
0x03	crampedtext	0x07	crampedscriptscript

The math begin and end classes can be built-in or ConT_EXt specific:

0x00	ordinary	0x0B	over	0x17	exponential	0x22	textpunctuation
0x01	operator	0x0C	fraction	0x18	integral	0x23	unspaced
0x02	binary	0x0D	radical	0x19	ellipsis	0x24	experimental
0x03	relation	0x0E	middle	0x1A	function	0x25	fake
0x04	open	0x10	accent	0x1B	digit	0x26	numbergroup
0x05	close	0x11	fenced	0x1C	division	0x27	maybeordinary
0x06	punctuation	0x12	ghost	0x1D	factorial	0x28	maybe relation
0x07	variable	0x13	vcenter	0x1E	wrapped	0x29	maybe binary
0x08	active	0x14	explicit	0x1F	construct	0x2A	chemicalbond
0x09	inner	0x15	imaginary	0x20	dimension	0x2B	implication
0x0A	under	0x16	differential	0x21	unary	0x2C	continuation

The helpers are:

```
function tex.getnest ( <t:integer> level )
  return <t:userdata> -- nest
end

function tex.getnest ( <t:integer> level, <t:string> name )
  return <t:whatever> -- value
end

function tex.setnest ( <t:integer> level, <t:string> name ), <t:whatever> value )
```

```
-- no return values
end
```

Instead of an integer level you can use the keywords `ptr` and `top` instead of the current level or zero.

There are a few special cases that we make an exception for: `prevdepth`, `prevgraf` and `spacefactor`. These normally are accessed via the `tex.nest` table:

```
tex.nest[tex.nest.ptr].prevdepth  = <t:integer> value
tex.nest[tex.nest.ptr].spacefactor = <t:integer> value
```

However, the following also works for the current level:

```
tex.prevdepth  = <t:integer> value
tex.spacefactor = <t:integer> value
```

Keep in mind that when you mess with node lists directly at the Lua end you might need to update the top of the nesting stack's `\prevdepth` explicitly as there is no way LuaTeX can guess your intentions. By using the accessor in the `tex` tables, you get and set the values at the top of the nesting stack.

12.3.11 Directions

In LuaMetaTeX we only have left-to-right (`l2r`) and right-to-left (`r2l`) directions, contrary to LuaTeX that has few more. In the end those made no sense because the typesetter is not geared for that and demands can be met by a combination of TeX macros and Lua code.

There are two sets of helpers:

```
function tex.gettextdir ( ) return <t:integer> end
function tex.getlinedir ( ) return <t:integer> end
function tex.getmathdir ( ) return <t:integer> end
function tex.getpardir  ( ) return <t:integer> end
function tex.getboxdir  ( ) return <t:integer> end
```

and:

```
function tex.settextdir ( <t:integer> direction ) end -- no return values
function tex.setlinedir ( <t:integer> direction ) end -- no return values
function tex.setmathdir ( <t:integer> direction ) end -- no return values
function tex.setpardir  ( <t:integer> direction ) end -- no return values
function tex.setboxdir  ( <t:integer> direction ) end -- no return values
```

For old times sake you can also set them using the virtual interfaces, like

```
tex.textdirection = 1
```

but in ConTeXt we consider this obsolete. In LuaMetaTeX we dropped the direction related keywords and only use numbers:

```
0x00 lefttoright
0x01 righttoleft
```

12.3.12 Special lists

The virtual table `tex.lists` contains the set of internal registers that keep track of building page lists. We have the following lists plus some extras: `alignhead`, `bestpagebreak`, `bestsize`, `contributehead`, `holdhead`, `insertheights`, `insertpenalties`, `leastpagecost`, `pagediscardshead`, `pagehead`, `pageinserthead`, `postadjusthead`, `postmigratehead`, `preadjusthead`, `premigratehead`, `splitdiscardshead`, `temphead`. Using these assumes that you know what \TeX is doing.

The getter and setter functions are `getlist` and `setlist`. You have to be careful with what you set as \TeX can have expectations with regards to how a list is constructed or in what state it is.

```
function tex.getlist ( <t:string> name )
    return <t:whatever> -- value
end

function tex.setlist ( <t:string> name ), <t:whatever> value )
    -- no return values
end
```

You can mess up I ways that make the engine fail, for instance due to wrongly linked lists, for instance maybe circular, or invalid nodes.

12.3.13 Printing

The engine reads tokens from file, token lists and Lua. When we print from Lua it ends up in a special data structure that efficiently handle strings, tokens and nodes because we can push all three back to \TeX . It is important to notice that when we have a call to Lua, that new input is collected and only pushed onto the input stack when we are done. The total amount of returnable text from a `\directlua` command or primitive driven function call is only limited by available system ram. However, each separate printed string has to fit completely in \TeX 's input buffer. The result of using these functions from inside callbacks is undefined at the moment. First we look at `tex.print` and `tex.sprint`.

```
function tex.print ( -- also tex.sprint
    <t:string> data,
    -- more strings
)
    -- nothing to return
end

function tex.print ( -- also tex.sprint
    <t:integer> catcodetable,
    <t:string> data,
    -- more strings
)
    -- nothing to return
end

function tex.print ( -- also tex.sprint
    <t:table> data
)
    -- nothing to return
```



```

end

function tex.print ( -- also tex.sprint
    <t:integer> catcodetable,
    <t:table>    data
)
    -- nothing to return
end

```

With `tex.print` each string argument is treated by $\text{T}_{\text{E}}\text{X}$ as a separate input line. If there is a table argument instead of a list of strings, this has to be a consecutive array of strings to print (the first non-string value will stop the printing process). The optional first integer parameter can be used to print the strings using the catcode regime defined by `\catcodetable`. A value of -1 means that the currently active catcode regime is used while -2 gives a result similar to `\the\toks`: all category codes are 12 (other) except for the space character, that has category code 10 (space). An invalid catcode table index is silently ignored, and the currently active catcode regime is used instead. The very last string of the very last `tex.print` command in a `\directlua` call will not have the `\endlinechar` appended, all others do.

In the case if `tex.sprint` each string argument is treated by $\text{T}_{\text{E}}\text{X}$ as a special kind of input line that makes it suitable for use as a partial line input mechanism:

- $\text{T}_{\text{E}}\text{X}$ does not switch to the ‘new line’ state, so that leading spaces are not ignored.
- No `\endlinechar` is inserted.
- Trailing spaces are not removed. Note that this does not prevent $\text{T}_{\text{E}}\text{X}$ itself from eating spaces as result of interpreting the line. For example, in

```
before\directlua{tex.sprint("\relax")tex.sprint(" in between")}after
```

the space before `in between` will be gobbled as a result of the ‘normal’ scanning of `\relax`.

Although this needs to be used with care, in both function you can also pass token or node userdata objects. These get injected into the stream. Tokens had best be valid tokens, while nodes need to be around when they get injected. Therefore it is important to realize the following:

- When you inject a token, you need to pass a valid token userdata object. This object will be collected by Lua when it no longer is referenced. When it gets printed to $\text{T}_{\text{E}}\text{X}$ the token itself gets copied so there is no interference with the Lua garbage collection. You manage the object yourself. Because tokens are actually just numbers, there is no real extra overhead at the $\text{T}_{\text{E}}\text{X}$ end.
- When you inject a node, you need to pass a valid node userdata object. The node related to the object will not be collected by Lua when it no longer is referenced. It lives on at the $\text{T}_{\text{E}}\text{X}$ end in its own memory space. When it gets printed to $\text{T}_{\text{E}}\text{X}$ the node reference is used assuming that node stays around. There is no Lua garbage collection involved. Again, you manage the object yourself. The node itself is freed when $\text{T}_{\text{E}}\text{X}$ is done with it.

If you consider the last remark you might realize that we have a problem when a printed mix of strings, tokens and nodes is reused. Inside $\text{T}_{\text{E}}\text{X}$ the sequence becomes a linked list of input buffers. So, `"123"` or `"\foo{123}"` gets read and parsed on the fly, while `<t:token>` already is tokenized and effectively is a token list now. A `<t:node>` is also tokenized into a token list but it has a reference to a real node. Normally this goes fine. But now assume that you store the whole lot in a macro: in that case the tokenized node can be flushed many times. But, after the first such flush the node

is used and its memory freed. You can prevent this by using copies which is controlled by setting `\luacopyinputnodes` to a non-zero value. This is one of these fuzzy areas you have to live with if you really mess with these low level issues.

The `tex.cprint` function is similar to `tex.sprint` but instead of an optional first catcodetable it takes a catcode value, like:

```
function tex.cprint (
    <t:integer> catcode,
    <string>    data
    -- more strings
)
    -- no return values
end
```

Of course the other three ways to call it are also supported. This might explain better:

```
\startluacode
tex.cprint( 1," 1: ${\foo}") tex.print("\par") -- a lot of \bgroup s
tex.cprint( 2," 2: ${\foo}") tex.print("\par") -- matching \egroup s
tex.cprint( 9," 9: ${\foo}") tex.print("\par") -- all get ignored
tex.cprint(10,"10: ${\foo}") tex.print("\par") -- all become spaces
tex.cprint(11,"11: ${\foo}") tex.print("\par") -- letters
tex.cprint(12,"12: ${\foo}") tex.print("\par") -- other characters
tex.cprint(14,"14: ${\foo}") tex.print("\par") -- comment triggers
\stopluacode
```

We get two lines separate by one with only spaces:

```
11: ${\foo}
```

```
12: ${\foo}
```

A variant on `tex.sprint` is the next one:

```
function tex.tprint (
    { <t:integer> catcodetable, <string> data },
    -- more tables
)
    -- no return values
end
```

The `tex.write` function is a quick way to dump information. Each string argument is treated as a special kind of input line that only has spaces and letters.

```
function tex.write ( <t:string> data, ... )
    -- no return values
end

function tex.write ( <t:table> data )
    -- no return values
end
```

Often you can mix strings, nodes and tokens in a print but you might want to check beforehand what you pass:

```
function tex.isprintable ( <t:whatever> object )
    return <t:boolean>
end
```

12.3.14 Numbers and dimensions

We can rounds a Lua number to an integer that is in the range of a valid T_EX register value. If the number starts out of range, it generates a ‘number too big’ error as well.

```
function tex.round ( <t:number> n )
    return <t:integer>
end
```

In many places the engine multiplies and divides integers and ensures proper rounding. In LuaMeta-T_EX some (new) mechanisms use doubles and round, especially when multiple scale value accumulate beyond the available integer range. The next function multiplies two Lua numbers and returns a rounded number that is in the range of a valid T_EX register value. In the table version, it creates a copy of the table with all numeric top-level values scaled in that manner. If the multiplied number(s) are of range, it generates ‘number too big’ error(s) as well.

```
function tex.scale ( <t:number> original, <t:number> factor )
    return <t:integer> -- result
end
```

```
function tex.scale ( <t:table> originals, <t:number> factor )
    return <t:table> -- results
end
```

Here are companions to the primitives `\number` and `\romannumeral`. Both take the long route: the string goes to T_EX, gets tokenized, then converted to what is wanted and finally ends up in Lua. They can be used like:

```
function tex.number      ( <t:integer> original ) return <t:string> end
function tex.romannumeral ( <t:integer> original ) return <t:string> end
```

The dimension converter takes a string and returns an integer that represents an dimension in scaled points. When a number is passed it gets rounded.

```
function tex.toscaled ( <t:string> original ) return <t:integer> end
function tex.toscaled ( <t:number> original ) return <t:integer> end
```

For completeness the engine also provides `tex.tonumber`:

```
function tex.tonumber ( <t:string> original ) return <t:integer> end
function tex.tonumber ( <t:number> original ) return <t:integer> end
```

For parsing the string, the same scanning and conversion rules are used that LuaT_EX would use if it was scanning a dimension specifier in its T_EX-like input language (this includes generating errors for bad values), expect for the following:

1. only explicit values are allowed, control sequences are not handled
2. infinite dimension units (fil...) are forbidden
3. mu units do not generate an error (but may not be useful either)

12.3.15 Primitives

Where in LuaTeX we explicitly need to enable the core set of primitives, LuaMetaTeX does that for you. The only reason that we still have a way to enable them is that it's a convenient way to create prefixed copies.

```
function tex.enableprimitives (
    <t:string> prefix,
    <t:table>  names
)
    -- no return values
end
```

Only valid primitive names are processed. Because it is no fun to enter the names, there is this one. It has two variants, where the boolean variant returns a table with all primitives.

```
function tex.extraprimtives ( <t:string> subset, ... )
    return <t:table> -- names
end

function tex.extraprimtives ( <t:true> )
    return <t:table> -- names
end
```

Possible values for subset are:

```
0x01 tex
0x02 etex
0x04 luatex
0x08 luametatex
```

You can feed the result of the last one in tex.enableprimitives. If there is already a macro with that name it will not be overloaded.

```
tex.enableprimitives('normal',tex.extraprimtives(true))
```

A complete list of primitives can be requested by:

```
function tex.primitives ( )
    return <t:table> -- names
end
```

of course the fact that the name is there doesn't mean that it has the same meaning.

A complete list of all hash entries can be asked for by the following function, but in ConTeXt it will be a big one, a bit more than 50.000 names, many of which are kind of weird because they use some namespace.

```
function tex.hashtokens ( )
```

```

    return <t:table> -- names
end

```

12.3.16 Values (constants)

The engine uses lots of very specific values (constants) for control. These can be status values (where are we currently), options (in nodes), control parameters (typesetting), etc. and all are available in lists that relate numbers to strings. Here is the complete list. We show the results in various places in the documentation. The advantage is that the engine is partly self documenting.

```

function tex.getadjustoptionvalues      ( ) return <t:table> end
function tex.getalignmentcontextvalues  ( ) return <t:table> end
function tex.getappendlinecontextvalues ( ) return <t:table> end
function tex.getautomigrationvalues     ( ) return <t:table> end
function tex.getautoparagraphvalues     ( ) return <t:table> end
function tex.getbalancestepoptionvalues ( ) return <t:table> end
function tex.getbalancecallbackvalues   ( ) return <t:table> end
function tex.getboxoptionvalues         ( ) return <t:table> end
function tex.getbreakcontextvalues      ( ) return <t:table> end
function tex.getbuildcontextvalues      ( ) return <t:table> end
function tex.getcharactercontrolvalues   ( ) return <t:table> end
function tex.getcharactertagvalues       ( ) return <t:table> end
function tex.getdirectionvalues         ( ) return <t:table> end
function tex.getdiscoptionvalues        ( ) return <t:table> end
function tex.getdiscpartvalues          ( ) return <t:table> end
function tex.getdoublescriptoptionvalues ( ) return <t:table> end
function tex.geterrorvalues             ( ) return <t:table> end
function tex.getfillvalues              ( ) return <t:table> end
function tex.getflagvalues              ( ) return <t:table> end
function tex.getfrozenparvalues         ( ) return <t:table> end
function tex.getglueoptionvalues        ( ) return <t:table> end
function tex.getglyphdiscvalues         ( ) return <t:table> end
function tex.getglyphoptionvalues       ( ) return <t:table> end
function tex.getglyphprotectionvalues   ( ) return <t:table> end
function tex.getgroupvalues             ( ) return <t:table> end
function tex.getthyphenationvalues      ( ) return <t:table> end
function tex.getiftypes                 ( ) return <t:table> end
function tex.getinteractionmodes        ( ) return <t:table> end
function tex.getiovalues                ( ) return <t:table> end
function tex.getkernoptionvalues        ( ) return <t:table> end
function tex.getkerneloptionvalues      ( ) return <t:table> end
function tex.getlinebreakparameterfields ( ) return <t:table> end
function tex.getlinebreakresultfields   ( ) return <t:table> end
function tex.getlinebreakstatevalues     ( ) return <t:table> end
function tex.getlistanchorvalues        ( ) return <t:table> end
function tex.getlistfields              ( ) return <t:table> end
function tex.getlistgeometryvalues      ( ) return <t:table> end
function tex.getlistsignvalues          ( ) return <t:table> end
function tex.getlocalboxlocations       ( ) return <t:table> end

```

```

function tex.getmathclassoptionvalues      ( ) return <t:table> end
function tex.getmathcontrolvalues          ( ) return <t:table> end
function tex.getmathgluevalues             ( ) return <t:table> end
function tex.getmathoptionvalues           ( ) return <t:table> end
function tex.getmathparametervalues        ( ) return <t:table> end
function tex.getmathscriptordervalues      ( ) return <t:table> end
function tex.getmathscriptsmodevalues      ( ) return <t:table> end
function tex.getmathstylenamevalues        ( ) return <t:table> end
function tex.getmathstylevalues           ( ) return <t:table> end
function tex.getmathsurroundvalues         ( ) return <t:table> end
function tex.getmathvariantpresets        ( ) return <t:table> end
function tex.getmathvariantvalues         ( ) return <t:table> end
function tex.getmarknames                 ( ) return <t:table> end
function tex.getmvloptionvalues           ( ) return <t:table> end
function tex.getmodevalues                ( ) return <t:table> end
function tex.getnestfields                ( ) return <t:table> end
function tex.getnoadooptionvalues         ( ) return <t:table> end
function tex.getnormalizelinevalues        ( ) return <t:table> end
function tex.getnormalizeparvalues        ( ) return <t:table> end
function tex.getpacktypevalues            ( ) return <t:table> end
function tex.getpagecontextvalues         ( ) return <t:table> end
function tex.getpagestatevalues           ( ) return <t:table> end
function tex.getparametermodevalues       ( ) return <t:table> end
function tex.getparcontextvalues          ( ) return <t:table> end
function tex.getparmodevalues             ( ) return <t:table> end
function tex.getpartriggervalues          ( ) return <t:table> end
function tex.getpenaltyoptionvalues       ( ) return <t:table> end
function tex.getprepoststatevalues        ( ) return <t:table> end
function tex.getprimitiveorigins          ( ) return <t:table> end
function tex.getprotrusionboundaryvalues  ( ) return <t:table> end
function tex.getruleoptionvalues          ( ) return <t:table> end
function tex.getrunstatevalues            ( ) return <t:table> end
function tex.getshapingpenaltiesvalues    ( ) return <t:table> end
function tex.getspecialmathclassvalues    ( ) return <t:table> end
function tex.getspecificationoptionvalues ( ) return <t:table> end
function tex.gettextcontrolvalues         ( ) return <t:table> end
function tex.getuleaderlocationvalues     ( ) return <t:table> end
function tex.getunitclassvalues          ( ) return <t:table> end

```

12.3.17 Glyphs

There are a few (internal) integer parameters that relate to glyphs, `\glyphdatafield`, `\glyphstatefield`, `\glyphscriptfield` as well as the three scales `\glyphscale`, `\glyphxscale` and `\glyphyscale`, and for these we have fast accessors:

```

function tex.setglyphdata   ( <t:integer> ) end
function tex.setglyphstate  ( <t:integer> ) end
function tex.setglyphscript ( <t:integer> ) end

```

and

```

function tex.getglyphdata ( ) return <t:integer> end
function tex.getglyphstate ( ) return <t:integer> end
function tex.getglyphscript ( ) return <t:integer> end

```

The scale getter returns more:

```

function tex.getglyphscales ( )
  return
    <t:integer>, -- scale
    <t:integer>, -- xscale
    <t:integer>, -- yscale
    <t:integer>  -- data
end

```

12.3.18 Whatever

We have no backend so all that the next does is wiping the box:

```

function tex.shipout ( <t:integer> index )
  -- no return values
end

```

This helper function is useful during line break calculations. The arguments *t* and *s* are scaled values; the function returns the badness for when total *t* is supposed to be made from amounts that sum to *s*. The returned number is a reasonable approximation of $100(t/s)^3$.

```

function tex.badness (
  <t:integer> t,
  <t:integer> s
)
  return <t:integer>
end

```

The page builder can be in different states, so here is how you get the current state:

```

function tex.getpagestate ( )
  return <t:integer>
end

```

possible states are:

0x00	none	0x03	rule
0x01	insert	0x04	kern
0x02	box		

You can also check if we're in the output routine:

```

function tex.getoutputactive ( )
  return <t:boolean>
end

```

An example of a (possible error triggering) complication is that \TeX expects to be in some state, say horizontal mode, and you have to make sure it is when you start feeding back something from Lua

into \TeX . Normally a user will not run into issues but when you start writing tokens or nodes or have a nested run there can be situations that you need to enforce horizontal mode. There is no recipe for this and intercepting possible cases would weaken \LuaTeX 's flexibility. Therefore we provide `forcehmode` which is similar to `\quitvmode` at the \TeX end, although in \ConTeXt , that had it already, we always use `\dontleavehmode` as name.

```
function tex.forcehmode ( )
  -- no return values
end
```

The last node in the current list is queried with the following helper. If there is no node you get `nil`'s back.

```
function tex.lastnodetype ( )
  return
    <t:integer>, -- type
    <t:integer>  -- subtype
end
```

The current mode is available with:

```
function tex.getmode ( )
  return <t:integer>
end
```

Currently we're in mode `0x2`, a number that you can give meaning with `tex.getmodevalues()`:

```
0x00  unset
0x01  vertical
0x02  horizontal
0x03  math
```

The run state can be fetched with:

```
function tex.getrunstate ( )
  return <t:integer>
end
```

which returns one of:

```
0x00  initializing
0x01  updating
0x02  production
```

When we load create the format file we're initializing and when we then do a regular run we are in production. The updating state is just there so that we can deal with overload protection. In that case we need to honor the `\enforced` prefix, that can only be used when not in production mode. When a runtime module nevertheless wants to use that prefix it can (from Lua) set the mode to updating. This is all kind of \ConTeXt specific because there we use the overload protection mechanism.

12.3.19 Files and lines

You can register a file id and line number in a `glyph`, `hlist` and `vlist` nodes, for instance for implementing a \SyncTeX emulator. There are some helpers that relate to this. When the mode is zero, no

registering will be done, when set to one, lists will be tagged and larger values make that glyphs will be tagged too.

```
function tex.setInputstatemode ( <t:integer> mode )
    -- no return values
end
```

The file is registered as a number and the engine is agnostic about what it refers to. The same is true for lines. In fact, you can use these fields for whatever purpose you like.

```
function tex.setInputstatefile ( <t:integer> fileid )
    -- no return values
end

function tex.setInputstateline ( <t:integer> linenumber )
    -- no return values
end
```

The getters just return the currently set values:

```
function tex.getInputstatemode ( ) return <t:integer> end
function tex.getInputstatefile ( ) return <t:integer> end
function tex.getInputstateline ( ) return <t:integer> end
```

The file and line number are bound to the current input which can be nested. So, nesting is handled by the engine. However, you can overload that with the following two helpers. The values set will win over the ones bound to the current input file.

```
function tex.forceinputstatefile ( <t:integer> fileid )
    -- no return values
end

function tex.forceinputstateline ( <t:integer> linenumber )
    -- no return values
end
```

12.3.20 Interacting

In LuaMetaTeX valid interaction modes are:

0x00	batch	0x02	scroll
0x01	nonstop	0x03	errorstop

You can get and set the mode with:

```
function tex.getinteraction ( )
    return <t:integer> -- mode
end

function tex.setinteraction ( <t:integer> mode )
    -- no return values
end
```

When an error occurs it can be intercepted by a callback in which case you have to handle the feedback yourself. For this we have two helpers:

```
function tex.showcontext ( ) end
function tex.gethelptext ( ) end
```

An error can be triggered with:

```
function tex.error (
    <t:string> error,
    <t:string> help
)
    -- no return values
end
```

Of course these are also intercepted by the callback, when set, in which case the help text can be fetched. There can arise a situation where the engine is in a state where properly dealing with errors has become a problem. In that case you can use:

```
function tex.fatalerror ( <t:string> error) end
```

In this case the run will be aborted. For the record: in ConT_EXt any error will quit the run, just because it makes no sense to try to recover from unpredictable situations and a fix is needed anyway.

12.3.21 Save levels

When you start a group or any construct that behaves like one, for instance boxing, the save stack is ‘pushed’ which means that a boundary is set. When the group ends the values that were saved in the current region (bounded) are restored. You can also do this in Lua:

```
function tex.pushsavelevel ( ) end
function tex.popsavelevel ( ) end
```

This is a way to create grouping when in Lua so that when you set some register the engine will handle the restore.

12.3.22 Local control

When we talk about local control we mean expanding T_EX code in a nested main loop. We start with explaining `tex.runlocal`. The first argument can be a number (of a token register), a macro name, the name of a token list or some (userdata) token made at the Lua end. The second argument is optional and when true forces expansion inside a definition. The optional third argument can be used to force grouping. The return value indicates an error: 0 means no error, 1 means that a bad register number has been passed, a value of 2 indicated an unknown register or macro name, while 3 reports that the macro is not suitable for local control because it takes arguments.

```
\scratchtoks{This is {\bf an example} indeed.}%
\startluacode
    tex.runlocal("scratchtoks")
\stopluacode
```

This typesets: This is **an example** indeed.

However, the neat thing about local control is that it happens immediately, so not after the Lua blob ended as with `tex.print` (`"\\the\\scratchtoks"`).

```
\scratchtoks{\setbox\scratchbox\hbox{This is {\bf an example} indeed.}}%
\startluacode
  tex.runlocal("scratchtoks")
  context("The width is: %p",tex.box.scratchbox.width)
\stopluacode
```

This typesets: The width is: 140.53223pt

```
function tex.runlocal (
  <t:string> name,
  <t:boolean> expand,
  <t:boolean> group
)
  return <t:integer> -- state
end
```

You can quit a local controlled expansion with the following, but if it works depends on the situation.

```
function tex.quitlocal ( )
  -- no return values
end
```

There might be situations that you push something from Lua to T_EX in a local call and don't want interference. In that case wrapping might help but it is not that well tested yet:

```
function tex.pushlocal ( )
  -- no return values
end
```

```
function tex.poplocal ( )
  -- no return values
end
```

The current level of local calls is available with:

```
function tex.getlocallevel ( )
  return <t:integer>
end
```

You can also run a string through T_EX; the last three booleans are optional.

```
function tex.runlocal (
  <t:string> str,
  <t:boolean> expand_in_definitions,
  <t:boolean> group,
  <t:boolean> ignore_undefind_cs
)
  -- no return values
end
```

```

function tex.runlocal (
    <t:integer> catcodetable,
    <t:string>   str,
    <t:boolean>  expand_in_definitions,
    <t:boolean>  group,
    <t:boolean>  ignore_undefind_cs
)
    -- no return values
end

```

12.3.23 Math

There are some setters and getters that relate to the math sub engine. The setter has two variants:

```

function tex.setmathcode (
    <t:integer> target,
    <t:integer> class,
    <t:integer> family,
    <t:integer> character
)
    -- no return values
end

function tex.setmathcode (
    <t:integer> target,
    <t:table>   {
        <t:integer>, -- class
        <t:integer>, -- family
        <t:integer>  -- character
    }
)
    -- no return values
end

```

But there are two getters:

```

function tex.getmathcode (
    <t:integer> target
)
    return <t:table> {
        <t:integer>, -- class
        <t:integer>, -- family
        <t:integer>  -- character
    }
end

function tex.getmathcodes (
    <t:integer> target
)
    return

```

```

        <t:integer>, -- class
        <t:integer>, -- family
        <t:integer>  -- character
end

```

Delcodes have different properties:

```

function tex.setdelcode (
    <t:integer> target,
    <t:integer> smallfamily,
    <t:integer> smallcharacter,
    <t:integer> largefamily,
    <t:integer> largecharacter
)
    -- no return values
end

```

```

function tex.setdelcode (
    <t:integer> target,
    <t:table> {
        <t:integer>, -- smallfamily,
        <t:integer>, -- smallcharacter,
        <t:integer>, -- largefamily,
        <t:integer>  -- largecharacter
    }
)
    -- no return values
end

```

Again there two getters:

```

function tex.getdelcode (
    <t:integer> target
)
    return <t:table> {
        <t:integer>, -- smallfamily,
        <t:integer>, -- smallcharacter,
        <t:integer>, -- largefamily,
        <t:integer>  -- largecharacter
    }
end

```

```

function tex.getdelcodes (
    <t:integer> target
)
    return
        <t:integer>, -- smallfamily,
        <t:integer>, -- smallcharacter,
        <t:integer>, -- largefamily,
        <t:integer>  -- largecharacter
end

```

In LuaMetaTeX the engine can do without these delimiter specifications so they might eventually go away. The reason is that when a delimiter is needed we also accent a math character. When we use an OpenType model it's likely that the large character comes from the same font as the small character. And because the font is loaded under Lua control one can always use a virtual character to refer to an other font, something that we do in ConTeXt when we load a Type1 based math font.

A named math character is defined with `mathchardef` but contrary to its TeX counterpart `\mathchardef` it accepts three four extra parameters. The `properties`, `group` and `index` are data fields that the (for instance) the backend can use. We make no assumptions about their use because it is macro package dependent. There can be flags before the three optional parameters.

```
function tex.mathchardef (
  <t:string> name
  <t:integer> class,
  <t:integer> family,
  <t:integer> character,
  <t:integer> flags, -- zero or more
  <t:integer> properties,
  <t:integer> group,
  <t:integer> index
)
-- no return values
end
```

The `\chardef` equivalent is:

```
function tex.chardef (
  <t:string> name
  <t:integer> character,
  <t:integer> flags, -- zero or more
)
-- no return values
end
```

Math parameters have their own setter and getter. The first string is the parameter name minus the leading `Umath`, and the second string is the style name minus the trailing `style`. A value is either an integer (representing a dimension or number) or a list of glue components.

```
function tex.setmath (
  <t:string> prefix, -- zero or more
  <t:integer> parameter,
  <t:integer> style,
  <t:integer> value, -- one or more
)
-- no return values
end

function tex.getmath (
  <t:integer> parameter,
  <t:integer> style
)
end
```

```

    return <t:integer> -- one or more value
end

```

For the next one you need to know what style variants which we will not discuss here:

```

function tex.getmathstylevariant (
    <t:integer> style,
    <t:integer> parameter
)
    <t:integer>, -- value
    <t:integer>  -- variant
end

```

12.3.24 Processing

You should not expect too much from the `triggerbuildpage` helpers because often \TeX doesn't do much if it thinks nothing has to be done, but it might be useful for some applications. It just does as it says: it calls the internal function that builds a page, given that there is something to build.

```

function tex.triggerbuildpage ( )
    -- no return values
end

```

This function resets the parameters that \TeX normally resets when a new paragraph is seen.

```

function tex.resetparagraph ( )
    -- no return values
end

```

The linebreak algorithm can also be applied explicitly to a node list that better be right. There is some checking done with respect to the beginning and paragraph and interfering glue.

```

function tex.linebreak (
    <t:direct> listhead,
    <t:table>  parameters
)
    return
        <t:direct>, -- nodelist
        <t:table>   -- info
end

```

There are a lot of parameters that drive the process and many can be set. The interface might be extended in the future. Valid parameter fields are: `adjacentdemerits`, `adjdemerits`, `adjustspacing`, `adjustspacingshrink`, `adjustspacingstep`, `adjustspacingstretch`, `baselineskip`, `brokenpenalties`, `brokenpenalty`, `clubpenalties`, `clubpenalty`, `direction`, `displaywidowpenalties`, `displaywidowpenalty`, `doublehyphendemerits`, `emergencyextrastretch`, `emergencyleftskip`, `emergencyrightskip`, `emergencystretch`, `exhyphenpenalty`, `finalhyphendemerits`, `fitnessclasses`, `hangafter`, `hangindent`, `hsize`, `hyphenationmode`, `hyphenpenalty`, `interlinepenalties`, `interlinepenalty`, `lastlinefit`, `leftskip`, `lefttwindemerits`, `linebreakchecks`, `linebreakoptional`, `linepenalty`, `lineskip`, `lineskiplimit`, `looseness`, `orphanlinefactors`, `orphanpenalties`, `parfillleftskip`, `parfillrightskip`, `parinitleftskip`, `parinitrightskip`, `parpasses`, `parshape`,

pretolerance, protrudechars, rightskip, righttwindemerits, shapingpenaltiesmode, shapingpenalty, singlelinepenalty, toddlerpenalties, tolerance, tracingfitness, tracingparagraphs, tracingpasses, widowpenalties, widowpenalty. There is no need to set them (at all) because the usual \TeX parameters apply when they are absent.

The result is a node list, it still needs to be vpacked if you want to assign it to a `\vbox`. The returned info table contains the following fields: demerits, looseness, prevdepth, prevgraf.

A list can be ‘prepared’ for a linebreak call with the next function. Normally the linebreak routine will do this. The return values are pointers to some relevant nodes.

```
function tex.preparelinebreak (
  <t:direct> listhead
)
  return
    <t:node>, -- nodelist
    <t:table> -- info
    <t:direct>, -- par (head)
    <t:direct>, -- tail
    <t:direct>, -- parinitleftskip
    <t:direct>, -- parinitrightskip
    <t:direct>, -- parfillleftskip
    <t:direct> -- parfillrightskip
end

function tex.snapshotpar ( <t:integer> bitset )
  return <t:integer> -- state (bitset)
end
```

The bitset is made from:

0x00000001	hsize	0x00000800	linepenalty	0x00400000	toddlerpenalty
0x00000002	skip	0x00001000	clubpenalty	0x00800000	emergency
0x00000004	hang	0x00002000	widowpenalty	0x01000000	parpasses
0x00000008	indent	0x00004000	displaypenalty	0x02000000	linesnapping
0x00000010	parfill	0x00008000	brokenpenalty	0x04000000	singlelinepenalty
0x00000020	adjust	0x00010000	demerits	0x08000000	hyphenpenalty
0x00000040	protrude	0x00020000	shape	0x10000000	linebreakchecks
0x00000080	tolerance	0x00040000	line	0x20000000	twindemerits
0x00000100	stretch	0x00080000	hyphenation	0x40000000	fitnessclasses
0x00000200	looseness	0x00100000	shapingpenalty		
0x00000400	lastline	0x00200000	orphanpenalty		

This one is handy when you mess with lists and want to take some parameters into account that matter when building a paragraph. The returned fields are: hangafter, hangindent, hsize, leftskip, parindent, parshape, rightskip.

```
function tex.getparstate ( )
  return <t:table>
end
```

A par shape normally is discarded when the paragraph ends but we can continue using it if needed. In that case we can shift the current array and either or not rotate.


```

function tex.shiftparshape (
    <t:integer> shift,
    <t:boolean> rotate
)
    -- no return values
end

```

A specification, like `\parshape` or `\widowpenalties` can be fetched with:

```

function tex.getspecification ( <t:string> name )
    return <t:table>
end

```

12.3.25 MVL

This returns the currently active main vertical list:

```

function tex.getcurrentmvl ( )
    return <t:integer>
end

```

12.3.26 Balancing

At the moment we only have a few balance related helpers. One of them can set the current `\balanceshape`.

```

function tex.setbalanceshape (
    <t:table> steps
)
    return <t:integer>
end

```

The indexed table has subtables with fields:

```

index      <t:integer>
options    <t:integer>
vsize      <t:number>
topskip    <t:number> <t:node>
bottomskip <t:number> <t:node>
extra      <t:number>

```

12.4 The configuration

The global `texconfig` table is created empty. A startup Lua script could fill this table with a number of settings that are read out by the executable after loading and executing the startup file. Watch out: some keys are different from LuaTeX, which is a side effect of a more granular and dynamic memory management.

key	type	default	comment
buffer size	number/table	1000000	input buffer bytes

filesize	number/table	1000	max number of open files
fontsize	number/table	250	number of permitted fonts
hashsize	number/table	150000	number of hash entries
inputsize	number/table	10000	maximum input stack
languagesize	number/table	250	number of permitted languages
marksize	number/table	50	number of mark classes
nestsize	number/table	1000	max depth of nesting
nodesize	number/table	1000000	max node memory (various size)
parametersize	number/table	20000	max size of parameter stack
poolsize	number/table	10000000	max number of string bytes
savesize	number/table	100000	mas size of save stack
stringsize	number/table	150000	max number of strings
tokensize	number/table	1000000	max token memory
mvlsiz	number/table	10	max mvl memory
expandsize	number/table	10000	max expansion nesting
proptiessize	number	0	initial size of node properties table
functionsize	number	0	initial size of Lua functions table
errorlinesize	number	79	how much or an error is shown
halferrorlinesize	number	50	idem
formatname	string		
jobname	string		
starttime	number		for testing only
useutctime	number		for testing only
permitloadlib	number		for testing only

If no format name or jobname is given on the command line, the related keys will be tested first instead of simply quitting. The statistics library has methods for tracking down how much memory is available and has been configured. The size parameters take a number (for the maximum allocated size) or a table with three possible keys: size, plus (for extra size) and step for the increment when more memory is needed. They all start out with a hard coded minimum and also have an hard coded maximum, the the configured size sits somewhere between these.

12.5 Input and output

This library takes care of the low-level I/O interface: writing to the log file and/or the console. The log file is registered with the following function:

```
function texio.setlogfile ( <t:file> handle )
    -- no return values
end
```

When T_EX serializes something it uses a seslector to determine where it goes. The public selectors are:

```
0x01 logfile
0x02 terminal
0x03 terminal_and_logfile
```

Internal we have a string selector, Lua buffer selector, and a so called pseudo selector that is used when we want to show the context of an error and that keeps track of the position. These are not opened up.

We start with `texio.write`. Without the `target` argument, it writes all given strings to the same location(s) that `TEX` writes messages to at that moment. If `\batchmode` is in effect, it writes only to the log, otherwise it writes to the log and the terminal. A target can be a number or string.

```
function texio.write ( <t:string> target, <t:string> s, ...)
    -- no return values
end
```

```
function texio.write ( <t:string> s, ... )
    -- no return values
end
```

If several strings are given, and if the first of these strings is or might be one of the targets above, the target must be specified explicitly to prevent Lua from interpreting the first string as the target.

The next function behaves like the above, but makes sure that the given strings will appear at the beginning of a new line. You can pass a single empty string if you only want to move to the next line. One reason why log output can slow down a run is that the engine works piecewise instead of printing lines. Deep down many writes go character by character because messages can occur everywhere during the expansion process.

```
function texio.writenl ( <t:string> s, ... )
    -- no return values
end
```

The selector variants below always expect a selector, so there is no misunderstanding if `logfile` is a string or selector.

```
function texio.writeselector ( <t:string> s, ... )
    -- no return values
end
```

```
function texio.writeselectornl ( <t:string> s, ... )
    -- no return values
end
```

```
function texio.writeselectorlf ( <t:string> s, ... )
    -- no return values
end
```

The next function should be used with care. It acts as `\endinput` but at the Lua end. You can use it to (sort of) force a jump back to `TEX`. Normally a Lua call will just collect prints and at the end bump an input level and flush these prints. This function can help you stay at the current level but you need to know what you're doing (or more precise: what `TEX` is doing with input).

```
function texio.closeinput ( )
    -- no return values
end
```


math

13 Math

Contents

- 13.1 Introduction**
- 13.2 Traditional alongside OpenType**
- 13.3 Intermezzo**
- 13.4 Unicode math characters**
- 13.5 Math classes**
- 13.6 Setting up the engine**
- 13.7 Math styles**
- 13.8 Math parameters**
- 13.9 Math spacing**
- 13.10 Fonts**
- 13.11 Scripts**

13.1 Introduction

There is a lot to tell about math typesetting in LuaMetaT_EX but plenty is covered in articles, progress reports and manuals. Here we limit ourselves to some basics. This chapter mostly contains information that is not presented elsewhere. Because math in regular T_EX is basically frozen and other macro packaged depend on that, the extensions we have in LuaMetaT_EX are mainly useful for ConT_EXt. Even there we don't use all features, because completely opening up and providing ways to control every aspect also served the purpose of testing: it just comes with the package.

This chapter is a variant on the one in the old LuaMetaT_EX manual and it might evolve a bit. We will not discuss the many options that the engine provides, at least not now. There is an extensive “Math in ConT_EXt” that shows the state of the art and serves as reference. In due time we might write some more about what happens deep down in the engine, although already plenty has been published during the upgrade, about dealing with math fonts as well as experimenting with new features. Because all gets wrapped in high level interfaces there is not that much need (nor audience) for endless explanations anyway. There are also examples given in the chapter that discusses all primitives. Most ConT_EXt users will never see these low level math commands!

13.2 Traditional alongside OpenType

Because we started in 2019 from LuaT_EX, by the end of 2021 this chapter started with this, even if we already reworked the engine:

“At this point there is no difference between LuaMetaT_EX and LuaT_EX with respect to math. Well, this might no longer be true because we have more control options that define default behavior and also have a more extensive scaling model. Anyway, it should not look worse, and maybe even a bit better. The handling of mathematics in LuaT_EX differs quite a bit from how T_EX82

(and therefore pdf \TeX) handles math. First, Lua \TeX adds primitives and extends some others so that Unicode input can be used easily. Second, all of \TeX 82's internal special values (for example for operator spacing) have been made accessible and changeable via control sequences. Third, there are extensions that make it easier to use OpenType math fonts. And finally, there are some extensions that have been proposed or considered in the past that are now added to the engine.

You might be surprised that we don't use all these new control features in Con \TeX t LMTX, but who knows what might happen because users drive it. The main reason for adding so much is that I decided it made more sense to be complete now than gradually add more and more. At some point we should be able to say 'This is it'. Also, when looking at these features, you need to keep in mind that when it comes to math, L \TeX is the dominant macro package and it never needed these engine features, so most are probably just here for exploration purposes."

Although we still process math as \TeX does, there have been some fundamental changes to the machinery. Most of that is discussed in documents that come with Con \TeX t and in Mikael Sundqvist math manual. Together we explored some new ways to deal with math spacing, penalties, fencing, operators, fractions, atoms and other features of the \TeX engine. We started from the way Con \TeX t used the already present functionality combine with sometimes somewhat dirty (but on the average working well) tricks.

Much in LuaMeta \TeX math handling is about micro-typography and for us the results are quite visible. But, as far as we know, there have never been complaints or demands in the direction of the features discussed here. Also, \TeX math usage outside Con \TeX t is rather chiseled in stone (already for nearly three decades) so we don't expect other macro packages to use the new features anyway. Anyway, after spending a real lot of time on this we both decided that we're mostly feature complete.

13.3 Intermezzo

It is important to understand a bit how \TeX handles math. The math engine is a large subsystem and basically can be divided in two parts: convert sequential input into a list of nodes where math related ones actually are sort of intermediate and therefore called noads.

In text mode entering `abc` results in three glyph nodes and `a b c` in three glyph nodes separated by (spacing) glue. Successive glyphs can be transformed in the font engine later on, just as hyphenation directive can be added. Eventually one (normally) gets a mix of glyphs, font kerns from a sequence of glyphs

In math mode `abc` results in three simple ordinary noads and `a b c` is equivalent to that: three noads. But `a bc` results in two ordinary noads where the second one has a sublist of two ordinary noads. Because characters have class properties, `(a + b = c)` results in a simple open noad, a simple ordinary, a simple binary, a simple ordinary, a simple relation, a simple ordinary and simple close noad. The next samples show a bit of this; in order to see the effects of spacing between ordinary atoms set it to 9mu.

`$a b c$ \quad $a bc$ \quad abc`

$a \mid b \mid c$ $a \mid b \mid c$ $a \mid b \mid c$

|varvar|varvar |varvar|varvar |varvar|varvar

With `\tracingmath 1` we get this logged:


```
> \inlinemath=
\noad[ord][...]
.\nucleus
..\mathchar[ord][...], family "0, character "61
\noad[ord][...]
.\nucleus
..\mathchar[ord][...], family "0, character "62
\noad[ord][...]
.\nucleus
..\mathchar[ord][...], family "0, character "63
```

```
> \inlinemath=
\noad[ord][...]
.\nucleus
..\mathchar[ord][...], family "0, character "61
\noad[ord][...]
.\nucleus
..\mathchar[ord][...], family "0, character "62
\noad[ord][...]
.\nucleus
..\mathchar[ord][...], family "0, character "63
```

```
> \inlinemath=
\noad[ord][...]
.\nucleus
..\mathchar[ord][...], family "0, character "61
\noad[ord][...]
.\nucleus
..\mathchar[ord][...], family "0, character "62
\noad[ord][...]
.\nucleus
..\mathchar[ord][...], family "0, character "63
```

```
 $\{a\} \{b\} \{c\}$   $\quad \{a\} \{bc\}$   $\quad \{abc\}$ 
```

If the previous log surprises you, that might be because in ConT_EXt we set up the engine differently: curly braces don't create ordinary atoms. However, when we set `\mathgroupingmode 0` we return to what the engine normally does.

```
> \inlinemath=
\noad[ord][...]
.\nucleus
..\mathchar[ord][...], family "0, character "61
\noad[ord][...]
.\nucleus
..\mathchar[ord][...], family "0, character "62
\noad[ord][...]
.\nucleus
```

```
..\mathchar[ord][...], family "0, character "63
```

```
> \inlinemath=
\noad[ord][...]
.\nucleus
..\mathchar[ord][...], family "0, character "61
\noad[ord][...]
.\nucleus
..\submlist[0][...][tracing depth 5 reached]

> \inlinemath=
\noad[ord][...]
.\nucleus
..\submlist[0][...][tracing depth 5 reached]
```

A warning is in place: tracing in LuaMetaTeX gets extended when we feel the need to gat more feedback from the engine. But it will only be more.

From the first example you can imagine what these sub lists look like: a list of ordinary atoms. The final list that is mix of nodes and yet unprocessed noads get fed into the math-to-hlist function and eventually the noads become glyphs, boxes, kerns, glue and whatever makes sense. A lot goes on there: think scripts, fractions, fences, accents, radicals, spacing, break control.

An example of more tricky scanning is shown here:

```
a + 1 \over 2 + b
a + {1}\over{2} + b
a + {{1}\over{2}} + b
```

In this case the `\over` makes TeX reconsider the last noad, remove it from the current list and save it for later, then scan for a following atom a single character turned atom or a braced sequence that then is an ordinary noad. In the end a fraction noad is made. When that gets processed later specific numerator and denominator styles get applied (explicitly entered style nodes of course overload this for the content). The fact that this construct is all about (implicit) ordinary noads, themselves captured in noads, combined with the wish for enforced consistent positioning of numerator and denominator, plus style overload, color support and whatever comes to mind means that in practice one will use a `\frac` macro that provides all that control.¹⁹

A similar tricky case is this:

```
( a + ( b - c ) + d )
\left ( a + \left ( b - c \right ) + d \right )
```

Here the first line creates a list of noads but the second line create a fenced structure that is handled as a whole in order to make the fences match.²⁰ A fence noad will not break across lines as it is boxed and that is the reason why macro packages have these `\bigg` macros: they explicitly force a size using some trickery. In LuaMetaTeX a fence object can actually be unpacked when the class is configured as such. It is one of the many extensions we have.

¹⁹ There are now a `\Uover` primitives that look ahead and then of course still treat curly braces as math lists to be picked up.

²⁰ Actually instead of such a structure there could have been delimiters with backlinks but one never knows what happens with these links when processing passes are made so that fragility is avoided.

There are some peculiar cases that one can run into but that actually are mentioned in the T_EX book. Often these reasons for intentional side effects become clear when one thinks of the average usage but unless one is willing to spend time on the ‘fine points of math’ they can also interfere with intentions. The next bits of code are just for the reader to look at. Try to predict the outcome. Watch out: in LMTX the outcome is not what one gets by default in LuaT_EX, pdfT_EX or regular T_EX.²¹

```
$ 1 {\red +} 2$\par
$ 1 \color{red}{+} 2$\par
$ 1 \mathbin{\red +} 2$\par
$ a + - b + {- b} $
$ a \pm - b - {+ b} $
$ - b $
$ {- b} $
```

The message here is that when a user is coding the mindset with respect to grouping using curly braces has to be switched to math mode too. And how many users really read the relevant chapters of the T_EX book a couple of times (as much makes only sense after playing with math in T_EX)? Even if one doesn’t grasp everything it’s a worthwhile read. Also consider this: did you really ask for an ordinary atom when you use curly braces where no lists were expected? And what would have happened when ordinary related spacing had been set to non-zero?

All the above (and plenty more) is why in ConT_EXt LMTX we make extensive use of some LuaMetaT_EX features, like: additional atom classes, configurable inter atom spacing and penalties, pairwise atom rules that can change classes, class based rendering options, more font parameters, configurable style instead of hard coded ones in constructs, more granular spacing, etc. That way we get quite predictable results but also drop some older (un)expected behavior and side effects. It is also why we cannot show many examples in the LuaMetaT_EX manual: it uses ConT_EXt and we see no reason to complicate our lives (and spend energy on) turning off all the nicely cooperating features (and then for sure forgetting one) just for the sake of demos. It also gave us the opportunity to improve existing mechanisms and/or at least simplify their sometimes complex code.

One last word here about sequences of ordinary atoms: the traditional code path feeds ordinary atoms into a ligature and kerning routine and does that when it encounters one. However, in OpenType we don’t have ligatures not (single) kerns so there that doesn’t apply. As we’re not aware of traditional math fonts with ligatures and no one is likely to use these fonts with LuaMetaT_EX the ligature code has been disabled.²² The kerning has been redone a bit so that it permits us to fine tune spacing (which in ConT_EXt we control with goodie files). The mentioned routine can also add italic correction, but that happens selectively because it is driven by specifications and circumstances. It is one of the places where the approach differs from the original, if only for practical reasons.

In addition to what we explained above, we mention the `\beginmathgroup` and `\endmathgroup` primitives behave like `\begingroup` and `\endgroup` but restore a style change inside the group. Style changes are actually injecting a special style node which makes them sort of persistent till the next explicit change which can be confusing. This additional grouping model compensates for that.

²¹ One can set `\mathgroupingmode = 0` to get close.

²² It might show up in a different way if we feel the need in which case it’s more related to runtime patches to fonts and class bases ligature building.

13.4 Unicode math characters

For various reasons we need to encode a math character in a 32 bit number and because we often also need to keep track of families and classes the range of characters is limited to 20 bits. There are upto 64 classes (which is a lot more than in Lua \TeX) and 64 families (less than in Lua \TeX). The upper limit of characters is less than what Unicode offers but for math we're okay. If needed we can provide less families.

The math primitives from \TeX are kept as they are, except for the ones that convert from input to math commands: `mathcode`, and `delcode`. These two now allow for the larger character codes argument on the left hand side of the equals sign. The number variants of some primitives might be dropped in favor of the primitives that read more than one separate value (class, family and code). All relevant primitives are explained in the primitives chapter.

A delimiter in traditional \TeX combines two definitions: the regular character and the way it can become a larger (extensible) one. The small character is just like a math character but the larger one can come from a different font (family). However, in OpenType math fonts the larger sizes (variants) and extensibles (parts) come from the same font. For that reason LuaMeta \TeX also accepts a math character when a delimited specifier is expected. It basically means that we could remove delimiters as such from the engine. After all, when we let Lua load a traditional font we can as well use virtual fonts to handle the variants and extensibles, which is indeed the case when we support the `jmh` fonts.

13.5 Math classes

Most characters belong to a so called math class which can be set for each character if needed. There are upto 64 classes of which at this moment about 20 are predefined so, taking some future usage by the engine into account, you can assume 32 upto 60 to be available for any purpose. The number of families has been reduced from 256 to 64 which is plenty for daily use in an OpenType setup. If we ever need to expand the Unicode range there will be less families or we just go for a larger internal record. The values of begin and end classes and the number of classes can be fetched from the Lua status table. There are callbacks that makes it possible to report user classes when there is the need.

13.6 Setting up the engine

Rendering math has long been dominated by \TeX but that changed when Microsoft came with OpenType math: an implementation as well as a font. Some of that was modeled after \TeX and some was dictated (we think) by the way word processors deal with math. For instance, traditional \TeX math has a limited set of glyph properties and therefore has a somewhat complex interplay between width and italic correction. There are no kerns, contrary to OpenType math fonts that provides staircase kerns. Interestingly \TeX does have some ligature building going on in the engine.

In traditional \TeX italic correction gets added to the width and selectively removed later (or compensated by some shift and/or cheating with the box width). When we started with Lua \TeX we had to gamble quite a bit about how to apply parameters and glyph properties which resulted in different code paths, heuristics, etc. That worked on the average but fonts are often not perfect and when served as an example for another one the bad bits can be inherited. That said, over time the descriptions improved and this is what the OpenType specification has to say about italic correction now²³:

²³ <https://docs.microsoft.com/en-us/typography/opentype/spec/math>

1. When a run of slanted characters is followed by a straight character (such as an operator or a delimiter), the italics correction of the last glyph is added to its advance width.
2. When positioning limits on an N-ary operator (e.g., integral sign), the horizontal position of the upper limit is moved to the right by half the italics correction, while the position of the lower limit is moved to the left by the same distance.
3. When positioning superscripts and subscripts, their default horizontal positions are also different by the amount of the italics correction of the preceding glyph.

The first rule is complicated by the fact that ‘followed’ is vague: in $\text{T}_{\text{E}}\text{X}$ the sequence $\$ a b c \text{def}$ $\$$ results in six separate atoms, separated by inter atom spacing. The characters in these atoms are the nucleus and there can be a super- and/or subscript attached and in $\text{LuaMetaT}_{\text{E}}\text{X}$ also a prime, super-prescript and/or sub-prescript.

The second rule comes from $\text{T}_{\text{E}}\text{X}$ and one can wonder why the available top accent anchor is not used. Maybe because bottom accent anchors are missing? Anyway, we’re stuck with this now.

The third rule also seems to come from $\text{T}_{\text{E}}\text{X}$. Take the ‘ f ’ character: in $\text{T}_{\text{E}}\text{X}$ fonts that one has a narrow width and part sticks out (in some even at the left edge). That means that when the subscript gets attached it will move inwards relative to the real dimensions. Before the superscript an italic correction is added so what that correction is non-zero the scripts are horizontally shifted relative to each other.

Now look at this specification of staircase kerns²⁴:

The `MathKernInfo` table provides mathematical kerning values used for kerning of subscript and superscript glyphs relative to a base glyph. Its purpose is to improve spacing in situations such as ω with superscript f or capital V with subscript capital A .

Mathematical kerning is height dependent; that is, different kerning amounts can be specified for different heights within a glyph’s vertical extent. For any given glyph, different values can be specified for four corner positions, top-right, to-left, etc., allowing for different kerning adjustments according to whether the glyph occurs as a subscript, a superscript, a base being kerned with a subscript, or a base being kerned with a superscript.

Again we’re talking super- and subscripts and should we now look at the italic correction or assume that the kerns do the job? This is a mixed bag because scripts are not always (single) characters. We have to guess a bit here. After years of experimenting we came to the conclusion that it will never be okay so that’s why we settled on controls and runtime fixes to fonts.

This means that processing math is controlled by `\mathfontcontrol`, a numeric bitset parameter. The recommended bits are marked with a star but it really depends on the macro package to set up the machinery well. Of course one can just enable all and see what happens.²⁵ A list of possible control bits can be found in the primitives chapter where we discuss this parameter.

So, to summarize: the reason for this approach is that traditional and OpenType fonts have different approaches (especially when it comes to dealing with the width and italic corrections) and is even more complicated by the fact that the fonts are often inconsistent (within and between). In $\text{ConT}_{\text{E}}\text{Xt}$ we deal with this by runtime fixes to fonts. In any case the Cambria font is taken as reference.

²⁴ Idem.

²⁵ This model was more granular and could even be font (and character) specific but that was dropped because fonts are too inconsistent and an occasional fit is more robust than a generally applied rule.

It is important to notice that in ConT_EXt we no longer use italic correction at all. After many experiments Mikael Sundvist and I settled on a different approach where we use true widths, proper anchors, a new set of corner kerns, additional parameters and more. We tweak the fonts to match this model which in our opinion gives better results and less interference. We could actually simplify the engine and kick italics out of math but for the moment we keep it around so that we can show improvements in manuals and articles.

13.7 Math styles

It is possible to discover the math style that will be used for a formula in an expandable fashion (while the math list is still being read). To make this possible, LuaT_EX adds the new primitive: `\mathstyle`. This is a ‘convert command’ like e.g. `\romannumeral`: its value can only be read, not set. Beware that contrary to LuaT_EX this is now a proper number so you need to use `\number` or `\the` in order to serialize it.

The returned value is between 0 and 7 (in math mode), or -1 (all other modes). For easy testing, the eight math style commands have been altered so that they can be used as numeric values, so you can write code like this:

```
\ifnum\mathstyle=\textstyle
  \message{normal text style}
\else \ifnum\mathstyle=\crampedtextstyle
  \message{cramped text style}
\fi \fi
```

Sometimes you won’t get what you expect so a bit of explanation might help to understand what happens. When math is parsed and expanded it gets turned into a linked list. In a second pass the formula will be build. This has to do with the fact that in order to determine the automatically chosen sizes (in for instance fractions) following content can influence preceding sizes. A side effect of this is for instance that one cannot change the definition of a font family (and thereby reusing numbers) because the number that got used is stored and used in the second pass (so changing `\fam 12` mid-formula spoils over to preceding use of that family).

The style switching primitives like `\textstyle` are turned into nodes so the styles set there are frozen. The `\mathchoice` primitive results in four lists being constructed of which one is used in the second pass. The fact that some automatic styles are not yet known also means that the `\mathstyle` primitive expands to the current style which can of course be different from the one really used. It’s a snapshot of the first pass state. As a consequence in the following example you get a style number (first pass) typeset that can actually differ from the used style (second pass). In the case of a math choice used ungrouped, the chosen style is used after the choice too, unless you group.

```
[a:\number\mathstyle]\quad
\bgroup
\mathchoice
  {\bf \scriptstyle      (x:d :\number\mathstyle)}
  {\bf \scriptscriptstyle (x:t :\number\mathstyle)}
  {\bf \scriptscriptstyle (x:s :\number\mathstyle)}
  {\bf \scriptscriptstyle (x:ss:\number\mathstyle)}
\egroup
\quad[b:\number\mathstyle]\quad
\mathchoice
```

```

{\bf \scriptstyle      (y:d : \number\mathstyle)}
{\bf \scriptscriptstyle (y:t : \number\mathstyle)}
{\bf \scriptscriptstyle (y:s : \number\mathstyle)}
{\bf \scriptscriptstyle (y:ss:\number\mathstyle)}
\quad[c:\number\mathstyle]\quad
\bgroup
\mathchoice
{\bf \scriptstyle      (z:d : \number\mathstyle)}
{\bf \scriptscriptstyle (z:t : \number\mathstyle)}
{\bf \scriptscriptstyle (z:s : \number\mathstyle)}
{\bf \scriptscriptstyle (z:ss:\number\mathstyle)}
\egroup
\quad[d:\number\mathstyle]

```

This gives:

$$[a : 0] \quad (x:d:4) \quad [b:0] \quad (y:s:6) \quad [c:0] \quad (z:ss:6) \quad [d:0]$$

$$[a : 2] \quad (x:t:6) \quad [b:2] \quad (y:ss:6) \quad [c:2] \quad (z:ss:6) \quad [d:2]$$

Using `\begingroup ... \endgroup` instead gives:

$$[a : 0] \quad (x:d:4) \quad [b:0] \quad (y:s:6) \quad [c:0] \quad (z:ss:6) \quad [d:0]$$

$$[a : 2] \quad (x:t:6) \quad [b:2] \quad (y:ss:6) \quad [c:2] \quad (z:ss:6) \quad [d:2]$$

This might look wrong but it's just a side effect of `\mathstyle` expanding to the current (first pass) style and the number being injected in the list that gets converted in the second pass. It all makes sense and it illustrates the importance of grouping. In fact, the math choice style being effective afterwards has advantages. It would be hard to get it otherwise.

So far for the more Lua_T_EXish approach. One problem with `\mathstyle` is that when you got it, and want to act upon it, you need to remap it onto say `\scriptstyle` which can be done with an eight branched `\ifcase`. This is why we also have a more efficient alternative that you can use in macros:

```

\normalexand{ ... \givenmathstyle\the\mathstyle      ...}
\normalexand{ ... \givenmathstyle\the\mathstackstyle ...}

```

This new primitive `\givenmathstyle` accepts a numeric value. The `\mathstackstyle` primitive is just a bonus (it complements `\mathstack`).

The styles that the different math components and their sub components start out with are no longer hard coded but can be set at runtime:

primitive name	default
<code>\Umathoverlinevariant</code>	cramped
<code>\Umathunderlinevariant</code>	normal
<code>\Umathoverdelimitervariant</code>	small
<code>\Umathunderdelimitervariant</code>	small
<code>\Umathdelimiterovervariant</code>	normal
<code>\Umathdelimiterundervariant</code>	normal
<code>\Umathhextensiblevariant</code>	normal
<code>\Umathvextensiblevariant</code>	normal

<code>\Umathfractionvariant</code>	cramped
<code>\Umathradicalvariant</code>	cramped
<code>\Umathdegreevariant</code>	doublesuperscript
<code>\Umathaccentvariant</code>	cramped
<code>\Umathtopaccentvariant</code>	cramped
<code>\Umathbottomaccentvariant</code>	cramped
<code>\Umathoverlayaccentvariant</code>	cramped
<code>\Umathnumeratorvariant</code>	numerator
<code>\Umathdenominatorvariant</code>	denominator
<code>\Umathsuperscriptvariant</code>	superscript
<code>\Umathsubscriptvariant</code>	subscript
<code>\Umathprimevariant</code>	superscript
<code>\Umathstackvariant</code>	numerator

These defaults remap styles are as follows:

default	result	mapping
cramped	cramp the style	D' D' T' T' S' S' SS' SS'
subscript	smaller and cramped	S' S' S' S' SS' SS' SS' SS'
small	smaller	S S S S SS SS SS SS
superscript	smaller	S S S S SS SS SS SS
smaller	smaller unless already SS	S S' S S' SS SS' SS SS'
numerator	smaller unless already SS	S S' S S' SS SS' SS SS'
denominator	smaller, all cramped	S' S' S' S' SS' SS' SS' SS'
doublesuperscript	smaller, keep cramped	S S' S S' SS SS' SS SS'

The main reason for opening this up was that it permits experiments and removed hard coded internal values. But as these defaults served well for decades there are no real reasons to change them.

There are a few math commands in \TeX where the style that will be used is not known straight from the start. These commands (`\over`, `\atop`, `\overwithdelims`, `\atopwithdelims`) would therefore normally return wrong values for `\mathstyle`. To fix this, Lua \TeX introduces a special prefix command: `\mathstack`:

```
$\mathstack {a \over b}$
```

The `\mathstack` command will scan the next brace and start a new math group with the correct (numerator) math style. The `\mathstackstyle` primitive relates to this feature.

Lua \TeX has four new primitives to set the cramped math styles directly:

```
\crampeddisplaystyle
\crampedtextstyle
\crampedscriptstyle
\crampedscriptscriptstyle
```

These additional commands are not all that valuable on their own, but they come in handy as arguments to the math parameter settings that will be added shortly.

Because internally the eight styles are represented as numbers some of the new primitives that relate to them also work with numbers and often you can use them mixed. The `\tomathstyle` prefix converts a symbolic style into a number so `\number\tomathstyle\crampedscriptstyle` gives 5.

In Eijkhouts “T_EX by Topic” the rules for handling styles in scripts are described as follows:

- In any style superscripts and subscripts are taken from the next smaller style. Exception: in display style they are in script style.
- Subscripts are always in the cramped variant of the style; superscripts are only cramped if the original style was cramped.
- In an `.. \over ..` formula in any style the numerator and denominator are taken from the next smaller style.
- The denominator is always in cramped style; the numerator is only in cramped style if the original style was cramped.
- Formulas under a `\sqrt` or `\overline` are in cramped style.

In LuaT_EX one can set the styles in more detail which means that you sometimes have to set both normal and cramped styles to get the effect you want. (Even) if we force styles in the script using `\scriptstyle` and `\crampedscriptstyle` we get this:

style	example
default	$b_{x=xx}^{x=xx}$
script	$b_{x=xx}^{x=xx}$
crampedscript	$b_{x=xx}^{x=xx}$

Now we set the following parameters using `\setmathspacing` that accepts two class identifier, a style and a value.

```
\setmathspacing 0 3 \scriptstyle = 30mu
\setmathspacing 0 3 \scriptstyle = 30mu
```

This gives a different result:

style	example
default	$b_{x=xx}^{x=xx}$
script	$b_{x=xx}^{x=xx}$
crampedscript	$b_{x=xx}^{x=xx}$

But, as this is not what is expected (visually) we should say:

```
\setmathspacing 0 3 \scriptstyle      = 30mu
\setmathspacing 0 3 \scriptstyle      = 30mu
\setmathspacing 0 3 \crampedscriptstyle = 30mu
\setmathspacing 0 3 \crampedscriptstyle = 30mu
```

Now we get:

style	example
default	$b_{x=xx}^{x=xx}$
script	$b_{x=xx}^{x=xx}$
crampedscript	$b_{x=xx}^{x=xx}$

13.8 Math parameters

In Lua \TeX , the font dimension parameters that \TeX used in math typesetting are now accessible via primitive commands. In fact, refactoring of the math engine has resulted in turning some hard codes properties into parameters.

The next needs checking ...

primitive name	description
<code>\Umathquad</code>	the width of 18 mu's
<code>\Umathaxis</code>	height of the vertical center axis of the math formula above the baseline
<code>\Umathoperatorsize</code>	minimum size of large operators in display mode
<code>\Umathoverbarkern</code>	vertical clearance above the rule
<code>\Umathoverbarrule</code>	the width of the rule
<code>\Umathoverbarvgap</code>	vertical clearance below the rule
<code>\Umathunderbarkern</code>	vertical clearance below the rule
<code>\Umathunderbarrule</code>	the width of the rule
<code>\Umathunderbarvgap</code>	vertical clearance above the rule
<code>\Umathradicalkern</code>	vertical clearance above the rule
<code>\Umathradicalrule</code>	the width of the rule
<code>\Umathradicalvgap</code>	vertical clearance below the rule
<code>\Umathradicaldegreebefore</code>	the forward kern that takes place before placement of the radical degree
<code>\Umathradicaldegreeafter</code>	the backward kern that takes place after placement of the radical degree
<code>\Umathradicaldegreeraise</code>	this is the percentage of the total height and depth of the radical sign that the degree is raised by; it is expressed in percents, so 60% is expressed as the integer 60
<code>\Umathstackvgap</code>	vertical clearance between the two elements in an <code>\atop</code> stack
<code>\Umathstacknumup</code>	numerator shift upward in <code>\atop</code> stack
<code>\Umathstackdenomdown</code>	denominator shift downward in <code>\atop</code> stack
<code>\Umathfractionrule</code>	the width of the rule in a <code>\over</code>
<code>\Umathfractionnumvgap</code>	vertical clearance between the numerator and the rule
<code>\Umathfractionnumup</code>	numerator shift upward in <code>\over</code>
<code>\Umathfractiondenomvgap</code>	vertical clearance between the denominator and the rule
<code>\Umathfractiondenomdown</code>	denominator shift downward in <code>\over</code>
<code>\Umathfractiondelsize</code>	minimum delimiter size for <code>\dotswithdelims</code>
<code>\Umathlimitabovevgap</code>	vertical clearance for limits above operators
<code>\Umathlimitabovebgap</code>	vertical baseline clearance for limits above operators
<code>\Umathlimitabovekern</code>	space reserved at the top of the limit
<code>\Umathlimitbelowvgap</code>	vertical clearance for limits below operators
<code>\Umathlimitbelowbgap</code>	vertical baseline clearance for limits below operators
<code>\Umathlimitbelowkern</code>	space reserved at the bottom of the limit
<code>\Umathoverdelimitervgap</code>	vertical clearance for limits above delimiters
<code>\Umathoverdelimiterbgap</code>	vertical baseline clearance for limits above delimiters
<code>\Umathunderdelimitervgap</code>	vertical clearance for limits below delimiters
<code>\Umathunderdelimiterbgap</code>	vertical baseline clearance for limits below delimiters
<code>\Umathsubshiftdrop</code>	subscript drop for boxes and subformulas
<code>\Umathsubshiftdown</code>	subscript drop for characters

<code>\Umathsupshiftdrop</code>	superscript drop (raise, actually) for boxes and subformulas
<code>\Umathsupshiftup</code>	superscript raise for characters
<code>\Umathsubsupshiftdown</code>	subscript drop in the presence of a superscript
<code>\Umathsubtopmax</code>	the top of standalone subscripts cannot be higher than this above the baseline
<code>\Umathsupbottommin</code>	the bottom of standalone superscripts cannot be less than this above the baseline
<code>\Umathsupsubbottommax</code>	the bottom of the superscript of a combined super- and subscript be at least as high as this above the baseline
<code>\Umathsubsupvgap</code>	vertical clearance between super- and subscript
<code>\Umathspaceafterscript</code>	additional space added after a super- or subscript
<code>\Umathconnectoroverlapmin</code>	minimum overlap between parts in an extensible recipe

In addition to the above official OpenType font parameters we have these (the undefined will get presets, quite likely zero):

primitive name	description
<code>\Umathconnectoroverlapmin</code>	
<code>\Umathsubsupshiftdown</code>	
<code>\Umathfractiondelsize</code>	
<code>\Umathnolimitsupfactor</code>	a multiplier for the way limits are shifted up and down
<code>\Umathnolimitsubfactor</code>	a multiplier for the way limits are shifted up and down
<code>\Umathaccentbasedepth</code>	the complement of <code>\Umathaccentbaseheight</code>
<code>\Umathflattenedaccentbasedepth</code>	the complement of <code>\Umathflattenedaccentbaseheight</code>
<code>\Umathspacebeforescript</code>	
<code>\Umathprimeraise</code>	
<code>\Umathprimeraisecomposed</code>	
<code>\Umathprimeshiftup</code>	the prime variant of <code>\Umathsupshiftup</code>
<code>\Umathprimespaceafter</code>	the prescript variant of <code>\Umathspaceafterscript</code>
<code>\Umathprimeshiftdrop</code>	the prime variant of <code>\Umathsupshiftdrop</code>
<code>\Umathskewdelimitertolerance</code>	
<code>\Umathaccenttopshiftup</code>	the amount that a top accent is shifted up
<code>\Umathaccentbottomshiftdown</code>	the amount that a bottom accent is shifted down
<code>\Umathaccenttopovershoot</code>	
<code>\Umathaccentbottomovershoot</code>	
<code>\Umathaccentsuperscriptdrop</code>	
<code>\Umathaccentsuperscriptpercent</code>	
<code>\Umathaccentextendmargin</code>	margins added to automatically extended accents
<code>\Umathflattenedaccenttopshiftup</code>	the amount that a wide top accent is shifted up
<code>\Umathflattenedaccentbottomshiftdown</code>	the amount that a wide bottom accent is shifted down
<code>\Umathdelimiterpercent</code>	
<code>\Umathdelimitershortfall</code>	
<code>\Umathradicalextensiblebefore</code>	
<code>\Umathradicalextensibleafter</code>	

These relate to the font parameters and in ConT_EXt we assign some different defaults and tweak them in the goodie files:

font parameter	primitive name	default
MinConnectorOverlap	<code>\Umathconnectoroverlapmin</code>	0

SubscriptShiftDownWithSuperscript	<code>\Umathsubsupshiftdown</code>	inherited
FractionDelimiterSize	<code>\Umathfractiondelsize</code>	undefined
FractionDelimiterDisplayStyleSize	<code>\Umathfractiondelsize</code>	undefined
NoLimitSubFactor	<code>\Umathnolimitsubfactor</code>	0
NoLimitSupFactor	<code>\Umathnolimitsupfactor</code>	0
AccentBaseDepth	<code>\Umathaccentbasedepth</code>	reserved
FlattenedAccentBaseDepth	<code>\Umathflattenedaccentbasedepth</code>	reserved
SpaceBeforeScript	<code>\Umathspacebeforescript</code>	0
PrimeRaisePercent	<code>\Umathprimeraise</code>	0
PrimeRaiseComposedPercent	<code>\Umathprimeraisecomposed</code>	0
PrimeShiftUp	<code>\Umathprimeshiftup</code>	0
PrimeShiftUpCramped	<code>\Umathprimeshiftup</code>	0
PrimeSpaceAfter	<code>\Umathprimespaceafter</code>	0
PrimeBaselineDropMax	<code>\Umathprimeshiftup</code>	0
SkewedDelimiterTolerance	<code>\Umathskewdelimiter tolerance</code>	0
AccentTopShiftUp	<code>\Umathaccenttopshiftup</code>	undefined
AccentBottomShiftDown	<code>\Umathaccentbottomshiftdown</code>	undefined
AccentTopOvershoot	<code>\Umathaccenttopovershoot</code>	0
AccentBottomOvershoot	<code>\Umathaccentbottomovershoot</code>	0
AccentSuperscriptDrop	<code>\Umathaccentsuperscriptdrop</code>	0
AccentSuperscriptPercent	<code>\Umathaccentsuperscriptpercent</code>	0
AccentExtendMargin	<code>\Umathaccentextendmargin</code>	0
FlattenedAccentTopShiftUp	<code>\Umathflattenedaccenttopshiftup</code>	undefined
FlattenedAccentBottomShiftDown	<code>\Umathflattenedaccentbottomshiftdown</code>	undefined
DelimiterPercent	<code>\Umathdelimiterpercent</code>	0
DelimiterShortfall	<code>\Umathdelimiter shortfall</code>	0

These parameters not only provide a bit more control over rendering, they also can be used in compensating issues in font, because no font is perfect. Some are the side effects of experiments and they have CamelCase companions in the MathConstants table. For historical reasons the names are a bit inconsistent as some originate in T_EX so we prefer to keep those names. Not many users will mess around with these font parameters anyway.²⁶

Each of the parameters in this section can be set by a command like this:

`\Umathquad\displaystyle=1em`

they obey grouping, and you can use `\the\Umathquad\displaystyle` if needed.

There are quite some parameters that can be set and there are eight styles, which means a lot of keying in. For that reason it is possible to set parameters groupwise:

primitive name	D	D'	T	T'	S	S'	SS	SS'
<code>\alldisplaystyles</code>	+	+						
<code>\alltextstyles</code>			+	+				
<code>\allscriptstyles</code>					+	+		
<code>\allscriptscriptstyles</code>							+	+
<code>\allmathstyles</code>	+	+	+	+	+	+	+	+
<code>\allmainstyles</code>								

²⁶ I wonder if some names should change, so that decision is pending.

\allsplitstyles	+	+	+	+	-	-	-	-
\allunsplitstyles					+	+	+	+
\alluncrampedstyles	+		+		+		+	
\allcrampedstyles		+		+		+		+

These groups are especially handy when you set up inter atom spacing, pre- and post atom penalties and atom rules.

We already introduced the font specific math parameters but we tell abit more about them and how they relate to the original \TeX font dimensions.

While it is nice to have these math parameters available for tweaking, it would be tedious to have to set each of them by hand. For this reason, Lua \TeX initializes a bunch of these parameters whenever you assign a font identifier to a math family based on either the traditional math font dimensions in the font (for assignments to math family 2 and 3 using tfm-based fonts like cmsy and cmex), or based on the named values in a potential MathConstants table when the font is loaded via Lua. If there is a MathConstants table, this takes precedence over font dimensions, and in that case no attention is paid to which family is being assigned to: the MathConstants tables in the last assigned family sets all parameters.

In the table below, the one-letter style abbreviations and symbolic tfm font dimension names match those used in the \TeX book. Assignments to **\textfont** set the values for the cramped and uncramped display and text styles, **\scriptfont** sets the script styles, and **\scriptscriptfont** sets the scriptscript styles, so we have eight parameters for three font sizes. In the tfm case, assignments only happen in family 2 and family 3 (and of course only for the parameters for which there are font dimensions).

Besides the parameters below, Lua \TeX also looks at the ‘space’ font dimension parameter. For math fonts, this should be set to zero.

variable / style	tfm / opentype
\Umathaxis	axis_height AxisHeight
\Umathaccentbaseheight	xheight AccentBaseHeight
\Umathflattenedaccentbaseheight	xheight FlattenedAccentBaseHeight
⁶ \Umathoperatorsiz D, D'	— DisplayOperatorMinHeight
⁹ \Umathfractiondelsize D, D'	delim1 FractionDelimiterDisplayStyleSize
⁹ \Umathfractiondelsize T, T', S, S', SS, SS'	delim2 FractionDelimiterSize
\Umathfractiondenomdown D, D'	denom1 FractionDenominatorDisplayStyleShiftDown

<code>\Umathfractiondenomdown</code> T, T', S, S', SS, SS'	denom2 FractionDenominatorShiftDown
<code>\Umathfractiondenomvgap</code> D, D'	3*default_rule_thickness FractionDenominatorDisplayStyleGapMin
<code>\Umathfractiondenomvgap</code> T, T', S, S', SS, SS'	default_rule_thickness FractionDenominatorGapMin
<code>\Umathfractionnumup</code> D, D'	num1 FractionNumeratorDisplayStyleShiftUp
<code>\Umathfractionnumup</code> T, T', S, S', SS, SS'	num2 FractionNumeratorShiftUp
<code>\Umathfractionnumvgap</code> D, D'	3*default_rule_thickness FractionNumeratorDisplayStyleGapMin
<code>\Umathfractionnumvgap</code> T, T', S, S', SS, SS'	default_rule_thickness FractionNumeratorGapMin
<code>\Umathfractionrule</code>	default_rule_thickness FractionRuleThickness
<code>\Umathskewedfractionhgap</code>	math_quad/2 SkewedFractionHorizontalGap
<code>\Umathskewedfractionvgap</code>	math_x_height SkewedFractionVerticalGap
<code>\Umathlimitabovebgap</code>	big_op_spacing3 UpperLimitBaselineRiseMin
¹ <code>\Umathlimitabovekern</code>	big_op_spacing5 0
<code>\Umathlimitabovevgap</code>	big_op_spacing1 UpperLimitGapMin
<code>\Umathlimitbelowbgap</code>	big_op_spacing4 LowerLimitBaselineDropMin
¹ <code>\Umathlimitbelowkern</code>	big_op_spacing5 0
<code>\Umathlimitbelowvgap</code>	big_op_spacing2 LowerLimitGapMin
<code>\Umathoverdelimitervgap</code>	big_op_spacing1 StretchStackGapBelowMin
<code>\Umathoverdelimiterbgap</code>	big_op_spacing3 StretchStackTopShiftUp
<code>\Umathunderdelimitervgap</code>	big_op_spacing2

	StretchStackGapAboveMin
\Umathunderdelimeterbgap	big_op_spacing4 StretchStackBottomShiftDown
\Umathoverbarkern	default_rule_thickness OverbarExtraAscender
\Umathoverbarrule	default_rule_thickness OverbarRuleThickness
\Umathoverbarvgap	3*default_rule_thickness OverbarVerticalGap
¹ \Umathquad	math_quad <font_size(f)>
\Umathradicalkern	default_rule_thickness RadicalExtraAscender
² \Umathradicalrule	<not set> RadicalRuleThickness
³ \Umathradicalvgap D, D'	default_rule_thickness+abs(math_x_height)/4 RadicalDisplayStyleVerticalGap
³ \Umathradicalvgap T, T', S, S', SS, SS'	default_rule_thickness+abs(default_rule_thickness)/4 RadicalVerticalGap
² \Umathradicaldegreebefore	<not set> RadicalKernBeforeDegree
² \Umathradicaldegreeafter	<not set> RadicalKernAfterDegree
^{2,7} \Umathradicaldegreeraise	<not set> RadicalDegreeBottomRaisePercent
⁴ \Umathspaceafterscript	script_space SpaceAfterScript
\Umathstackdenomdown D, D'	denom1 StackBottomDisplayStyleShiftDown
\Umathstackdenomdown T, T', S, S', SS, SS'	denom2 StackBottomShiftDown
\Umathstacknumup D, D'	num1 StackTopDisplayStyleShiftUp
\Umathstacknumup T, T', S, S', SS, SS'	num3 StackTopShiftUp
\Umathstackvgap	7*default_rule_thickness

D, D'	StackDisplayStyleGapMin
\Umathstackvgap T, T', S, S', SS, SS'	3*default_rule_thickness StackGapMin
\Umathsubshiftdown	sub1 SubscriptShiftDown
\Umathsubshiftdrop	sub_drop SubscriptBaselineDropMin
⁸ \Umathsubsupshiftdown	— SubscriptShiftDownWithSuperscript
\Umathsubtopmax	abs(math_x_height*4)/5 SubscriptTopMax
\Umathsubsupvgap	4*default_rule_thickness SubSuperscriptGapMin
\Umathsupbottommin	abs(math_x_height/4) SuperscriptBottomMin
\Umathsupshiftdrop	sup_drop SuperscriptBaselineDropMax
\Umathsupshiftup D	sup1 SuperscriptShiftUp
\Umathsupshiftup T, S, SS,	sup2 SuperscriptShiftUp
\Umathsupshiftup D', T', S', SS'	sup3 SuperscriptShiftUpCramped
\Umathsupsubbottommax	abs(math_x_height*4)/5 SuperscriptBottomMaxWithSubscript
\Umathunderbarkern	default_rule_thickness UnderbarExtraDescender
\Umathunderbarrule	default_rule_thickness UnderbarRuleThickness
\Umathunderbarvgap	3*default_rule_thickness UnderbarVerticalGap
⁵ \Umathconnectoroverlapmin	0 MinConnectorOverlap

A few notes:

1. OpenType fonts set **\Umathlimitabovekern** and **\Umathlimitbelowkern** to zero and set **\Umathquad** to the font size of the used font, because these are not supported in the MATH table.
2. Traditional tfm fonts do not set **\Umathradicalrule** because T_EX82 uses the height of the radical instead. When this parameter is indeed not set when LuaT_EX has to typeset a radical, a backward

compatibility mode will kick in that assumes that an oldstyle T_EX font is used. Also, they do not set `\Umathradicaldegreebefore`, `\Umathradicaldegreeafter`, and `\Umathradicaldegreeraise`. These are then automatically initialized to 5/18quad, −10/18quad, and 60.

3. If tfm fonts are used, then the `\Umathradicalvgap` is not set until the first time LuaT_EX has to typeset a formula because this needs parameters from both family 2 and family 3. This provides a partial backward compatibility with T_EX82, but that compatibility is only partial: once the `\Umathradicalvgap` is set, it will not be recalculated any more.
4. When tfm fonts are used a similar situation arises with respect to `\Umathspaceafterscript`: it is not set until the first time LuaT_EX has to typeset a formula. This provides some backward compatibility with T_EX82. But once the `\Umathspaceafterscript` is set, `\scriptspace` will never be looked at again.
5. Traditional tfm fonts set `\Umathconnectoroverlapmin` to zero because T_EX82 always stacks extensibles without any overlap.
6. The `\Umathoperatorsize` is only used in `\displaystyle`, and is only set in OpenType fonts. In tfm font mode, it is artificially set to one scaled point more than the initial attempt's size, so that always the 'first next' will be tried, just like in T_EX82.
7. The `\Umathradicaldegreeraise` is a special case because it is the only parameter that is expressed in a percentage instead of a number of scaled points.
8. SubscriptShiftDownWithSuperscript does not actually exist in the 'standard' OpenType math font Cambria, but it is useful enough to be added.
9. FractionDelimiterDisplayStyleSize and FractionDelimiterSize do not actually exist in the 'standard' OpenType math font Cambria, but were useful enough to be added.

As this mostly refers to LuaT_EX there is more to tell about how LuaMetaT_EX deals with it. However, it is enough to know that much more behavior is configurable.

You can let the engine ignore a parameter with `\setmathignore`, like:

```
\setmathignore \Umathspacebeforescript 1
\setmathignore \Umathspaceafterscript 1
```

Be aware of the fact that a global setting can get unnoticed by users because there is no warning that some parameter is ignored.

There are a couple of parameters that don't relate to the font but are more generally influencing the appearances. Some were added for experimenting.

This is not complete

primitive	meaning
<code>\Umathextrasubpreshift</code>	
<code>\Umathextrasubprespace</code>	
<code>\Umathextrasubshift</code>	
<code>\Umathextrasubspace</code>	
<code>\Umathextrasuppreshift</code>	
<code>\Umathextrasupprespace</code>	

`\Umathextrasupshift`
`\Umathextrasupspace`
`\Umathprimeshift drop`

13.9 Math spacing

Besides the parameters mentioned in the previous sections, there are also primitives to control the math spacing table (as explained in Chapter 18 of the $\text{T}_{\text{E}}\text{X}$ book). This happens per class pair. Because we have many possible classes, we no longer have the many primitives that $\text{LuaT}_{\text{E}}\text{X}$ has but you can define then using the generic `\setmathspacing` primitive:

```
\def\Umathordordspacing {\setmathspacing 0 0 }
\def\Umathordordopenspacing {\setmathspacing 0 4 }
```

These parameters are (normally) of type `\muskip`, so setting a parameter can be done like this:

```
\setmathspacing 1 0 \displaystyle=4mu plus 2mu % op ord Umathopordspacing
```

The atom pairs known by the engine are all initialized by `initex` to the values mentioned in the table in Chapter 18 of the $\text{T}_{\text{E}}\text{X}$ book.

For ease of use as well as for backward compatibility, `\thinmuskip`, `\medmuskip` and `\thickmuskip` are treated specially. In their case a pointer to the corresponding internal parameter is saved, not the actual `\muskip` value. This means that any later changes to one of these three parameters will be taken into account. As a bonus we also introduced the `\tinymuskip` and `\pettymuskip` primitives, just because we consider these fundamental, but they are not assigned internally to atom spacing combinations.

In $\text{LuaMetaT}_{\text{E}}\text{X}$ we go a bit further. Any named dimension, glue and mu glue register as well as the constants with these properties can be bound to a pair by prefixing `\setmathspacing` by `\inherited`.

Careful readers will realize that there are also primitives for the items marked * in the $\text{T}_{\text{E}}\text{X}$ book. These will actually be used because we pose no restrictions. However, you can enforce the remapping rules to conform to the rules of $\text{T}_{\text{E}}\text{X}$ (or yourself).

Every class has a set of spacing parameters and the more classes you define the more pairwise spacing you need to define. However, you can default to an existing class. By default all spacing is zero and you can get rid of the defaults inherited from good old $\text{T}_{\text{E}}\text{X}$ with `\resetmathspacing`. You can alias class spacing to an exiting class with `\letmathspacing`:

```
\letmathspacing class displayclass textclass scriptclass scriptscriptclass
```

Instead you can copy spacing with `\copymathspacing`:

```
\copymathspacing class parentclass
```

Specific paring happens with `\setmathspacing`:

```
\setmathspacing leftclass rightclass style value
```

Unless we have a frozen parameter, the prefix `\inherited` makes it possible to have a more dynamic relationship: the used value resolves to the current value of the given register. Possible values are the usual mu skip register, a regular skip or dimension register, or just some mu skip value.

A similar set of primitives deals with rules. These remap pairs onto other pairs, so `\setmathatomrule` looks like:

```
\setmathatomrule oldleftclass oldrightclass newleftclass newrightclass
```

The `\letmathatomrule` and `\copymathatomrule` primitives take two classes where the second is the parent.

The `\setmathprepenalty` and `\setmathpostpenalty` primitives take a class and penalty (integer) value. These are injected before and after atoms with the given class where a penalty of 10000 is a signal to ignore it.

The engine control options for a class can be set with `\setmathoptions`. The possible options are discussed elsewhere. This primitive takes a class number and an integer (bitset). For all these setters the ConTeXt math setup gives examples.

Math is processed in two passes. The first pass is needed to intercept for instance `\over`, one of the few \TeX commands that actually has a preceding argument. There are often lots of curly braces used in math and these can result in a nested run of the math sub engine. However, you need to be aware of the fact that some properties are kind of global to a formula and the last setting (for instance a family switch) wins. This also means that a change (or again, the last one) in math parameters affects the whole formula. In LuaMeta \TeX we have changed this model a bit. One can argue that this introduces an incompatibility but it's hard to imagine a reason for setting the parameters at the end of a formula run and assume that they also influence what goes in front.

```
$
                                x \subscript {-}
\frozen\Umathsubshiftdown\textstyle 0pt x \subscript {0}
{\frozen\Umathsubshiftdown\textstyle 5pt x \subscript {5}}
                                x \subscript {0}
{\frozen\Umathsubshiftdown\textstyle 15pt x \subscript {15}}
                                x \subscript {0}
{\frozen\Umathsubshiftdown\textstyle 20pt x \subscript {20}}
                                x \subscript {0}
\frozen\Umathsubshiftdown\textstyle 10pt x \subscript {10}
                                x \subscript {0}
$
```

The `\frozen` prefix does the magic: it injects information in the math list about the set parameter.

In Lua \TeX 1.10+ the last setting, the 10pt drop wins, but in LuaMeta \TeX you will see each local setting taking effect. The implementation uses a new node type, parameters nodes, so you might encounter these in an unprocessed math list. The result looks as follows:

```
x x0x5x0x x x x x x
-      15 0 20 0 10 0
```

The `\mathatom` primitive is the generic one and it accepts a couple of keywords:

to be checked

keyword	argument	meaning
attr	int int	attributes to be applied to this atom

<code>leftclass</code>	class	the left edge class that determines spacing etc
<code>rightclass</code>	class	the right edge class that determines spacing etc
<code>class</code>	class	the general class
<code>unpack</code>		unpack this atom in inline math
<code>source</code>	int	a symbolic index of the resulting box
<code>textfont</code>		use the current text font
<code>mathfont</code>		use the current math font
<code>limits</code>		put scripts on top and below
<code>nolimits</code>		force scripts to be postscripts
<code>nooverflow</code>		keep (extensible) within target dimensions
<code>options</code>	int	bitset with options
<code>void</code>		discard content and ignore dimensions
<code>phantom</code>		discard content but retain dimensions

To what extend the options kick in depends on the class as well where and how the atom is used.

The original $\text{T}_{\text{E}}\text{X}$ engines has three atom modifiers: `\displaylimits`, `\limits`, and `\nolimits`. These look back to the last atom and set a limit related signal. Just to be consistent we have some more of that: `\Umathadapttolleft`, `\Umathadapttoright`, `\Umathuseaxis`, `\Umathnoaxis`, `\Umathphantom`, `\Umathvoid`, `\Umathsource`, `\Umathopenupheight`, `\Umathopenupdepth`, `\Umathlimits`, `\Umathnolimits`. The last two are equivalent to the lowercase ones with the similar names. All these modifiers are cheap primitives and one can wonder if they are needed but that also now also applies to the original three. We could stick to one modifier that takes an integer but let's not diverge too much from the original concept.

The `\nonscript` primitive injects a glue node that signals that the next glue is to be ignored when we are in script or scriptscript mode. The `\noatomruling` does the same but this time the signal is that no inter-atom rules need to be applied.

13.10 Fonts

When we started with $\text{LuaT}_{\text{E}}\text{X}$ there was only Cambria as OpenType math font. However, as soon as we could load a wide font, and basic math handling was adapted to handle a fonts passed via Lua, in $\text{ConT}_{\text{E}}\text{Xt}$ we switched to OpenType math exclusively. This was possible because at the same time virtual fonts were integrated in the engine. Because the way $\text{T}_{\text{E}}\text{X}$ approaches math differs from OpenType we had code paths that could handle both and were somewhat complex. Later these code paths were split more visible and detailed control over specific features was introduced. The reason for this came from the fact that the Latin Modern Math as well as additional fonts were a mix of OpenType and traditional (metric wise). Inconsistencies were handles by $\text{ConT}_{\text{E}}\text{Xt}$ when loading and passing fonts and runtime patching was our way out. There is also some juggling of math lists in Lua involved.

In $\text{LuaMetaT}_{\text{E}}\text{X}$ much more control was added alongside many new features in rendering math. Although by making decisions with respect to fonts in the end we could potentially use a much simpler code base. However we keep what we have because we need to write articles, manuals, presentations etc. that show the differences. We settled on the fact that fonts are what they are and won't change. Font specific tweaks are dealt with in a math font goodie file: most tweaks are generic and applied to all fonts, some are optional, and many can be tuned by parameters. In the end one can argue that we render math a bit different due to different font and character properties; for instance we got rid of italic correction and often deal with kerning, variants and extensibles a bit different.

A consequence of this is that we will not describe in detail what happens in the math engine, first of all because we don't expect other macro packages to follow ConT_EXt in the way it deals with rendering math and the LuaT_EX kind of hybrid approach is likely good enough because after all there was never demand for more advanced math rendering nor attempts to extend the engines in that area. This is why LuaMetaT_EX tries to be LuaT_EX compatible when it comes to the basics required by potential other usage than ConT_EXt. However, we might eventually drop some eight bit font related features, simply because one can pass them wrapped in a Unicode and OpenType math disguise. This is to be decided.

The process of upgrading math is described in manuals, articles and presentations by the authors. There one can find a discussion about decisions made.

13.11 Scripts

The LuaMetaT_EX engine has native support for prescripts and primes. Here we dive a bit into the former. We start with a regular sub and superscript example:

```
\im { F _ {a} ^ {b} }
```

$$F_a^b$$

Depending on how the font is set up, a subscript might get a (negative) kern. Kerning at the top left of the nucleus is ignored, because one never sees it in for instance chemistry:

```
\im { F _ {a} ^ {b} ___ {c} ^^^ {d} }
```

$$\begin{matrix} d \\ c \end{matrix} F_a^b$$

There can be multiple pre- and postscripts. In traditional T_EX one sometimes has to inject fake nuclei but in LuaMetaT_EX this is done automatically. These are called continuation atoms.

```
\im { F
  _ {a} ^ {b}
  _ {a} ^ {b}
} \quad
\im { F
  _ {a} ^ {b} ___ {c} ^^^ {d}
  _ {a} ^ {b} ___ {c} ^^^ {d}
}
```

$$F_a^b \quad \begin{matrix} d \\ c \end{matrix} \begin{matrix} d \\ c \end{matrix} F_a^b$$

You will notice that the subscript no longer aligns, a feature that deals with rendering tensors. these features are controlled by the (four byte) `\mathdoublescriptmode` parameter. In ConT_EXt this one is set up as follows:

```
\mathdoublescriptmode
```

```

"\tohexadecimal\numexpr
  \inheritclassdoublescriptmodecode
+ \discardshaperkerndoublescriptmodecode
+ \realignscriptsdoublescriptmodecode
+ \reorderprescriptsdoublescriptmodecode
\relax
\tohexadecimal\mathcontinuationcode % 2 bytes
\tohexadecimal\mathcontinuationcode % 2 bytes
\tohexadecimal\mathcontinuationcode % 2 bytes

```

The first byte set the options, the second the subtype of the continuation node and the last two set the left and right class values. In ConT_EXt we have a dedicated continuation class (0x2C). So, current value of this parameter is 0xF2C2C2C, but we can do this:

```

\advance\mathdoublescriptmode
  -"\tohexadecimal\discardshaperkerndoublescriptmodecode 000000

```

and get:

```

\im { F
  _ {a} ^ {b}
  ____ {c}
  ____ {c}
}

```

The next set of examples demonstrates that the `\noscript` injects a bogus atom that breaks the alignment chain.

```

\im { F ^ {a}
  ____ {a} ____ {a} ____ {a}
} \quad
\im { F ^ {a}
  \noscript ____ {a} ____ {a} ____ {a}
} \quad
\im { F ^ {a}
  ____ {a} \noscript ____ {a} ____ {a}
} \quad
\im { F ^ {a}
  ____ {a} ____ {a} \noscript ____ {a} ____ {a}
}

```

```

\im { F ^ {a} _{a}

```

```

    ____ {a} ____ {a} ____ {a}
} \quad
\im { F ^ {a} _{a}
    \noscript ____ {a} ____ {a} ____ {a}
} \quad
\im { F ^ {a} _{a}
    ____ {a} \noscript ____ {a} ____ {a}
} \quad
\im { F ^ {a} _{a}
    ____ {a} ____ {a} \noscript ____ {a} ____ {a}
}

```

$a a a F_a^a$ $a a a F_a^a$ $a a a F_a^a$ $a a a a F_a^a$

A more useful application of this is the following:

```

\im {F
    ____ {a} \noscript
    ^^ {b} \noscript
    ^^ {c} \noscript
    ____ {d}
}

```

$F_a^{bc} d$

14 PDF

Contents

14.1 Introduction

14.2 Lua interfaces

14.2.1	Opening and closing	523	14.2.6	Streams	527
14.2.2	Getting basic information	524	14.2.7	Low level getters	528
14.2.3	The main structure	525	14.2.8	Getting tables	529
14.2.4	Getting content	525	14.2.9	References	529
14.2.5	Getters	526			

14.1 Introduction

There is no backend, not even a dvi one. In ConT_EXt the main backend is a pdf backend and it is written in Lua. The pdf format makes it possible to embed jpeg and png encoded images as well as pdf images. All these have to be dealt with in Lua. Although we can parse pdf files with Lua, the engine has a dedicated pdf library on board written by Paweł Jackowski.

A pdf file is basically a tree of objects and one descends into the tree via dictionaries (key/value) and arrays (index/value). There are a few topmost dictionaries that start at the document root and those are accessed more directly.

Although everything in pdf is basically an object we have to wrap a few in so called userdata Lua objects.

PDF	Lua
null	<t:nil>
boolean	<t:boolean>
integer	<t:integer>
float	<t:number>
name	<t:string>
string	<t:string>
array	<t:userdata>
dictionary	<t:userdata>
stream	<t:userdata>
reference	<t:userdata>

The interface is rather limited to creating an instance and getting objects and values. Aspects like compression and encryption are mostly dealt with automatically. In ConT_EXt users use an interface layer around these, if they use this kind of low level code at all as it assumes familiarity with how pdf is constructed.

14.2 Lua interfaces

14.2.1 Opening and closing

There are two ways to open a pdf file:

```
function pdf.open ( <t:string> filename )
    return <t:pdf> -- pdffile
end

function pdf.openfile( <t:file> filehandle )
    return <t:pdf> -- pdffile
end
```

Instead of from file, we can read from a string:

```
function pdf.new ( <t:string> somestring, <t:integer> somelength )
    return <t:pdf> -- pdffile
end
```

Closing the instance is done with:

```
function pdf.close ( <t:pdf> pdffile )
    -- no return values
end
```

When we used pdf.open the library manages the file and closes it when done. You can check if a document opened as expected by calling:

```
function pdf.getstatus ( <t:pdf> pdffile )
    return <t:integer> -- status
end
```

A table of possible return codes can be queried with:

```
function pdf.getstatusvalues ( )
    return <t:table> -- values
end
```

Currently we have these:

```
-2  is protected
-1  failed to open
0   not encrypted
1   is decrypted
```

An encrypted document can be decrypted by the next command where instead of either password you can give nil and hope for the best:

```
function pdf.unencrypt (
    <t:pdf>    pdffile,
    <t:string> userpassword,
    <t:string> ownerpassword
)
    return <t:integer> -- status
end
```

14.2.2 Getting basic information

A successfully opened document can provide some information:

```

function pdf.getsize( <t:pdf> pdffile )
    return <t:integer> -- nofbytes
end

function pdf.getversion( <t:pdf> pdffile )
    return
        <t:integer>, -- major
        <t:integer> -- minor
end

function pdf.getnofobjects ( <t:pdf> pdffile )
    return <t:integer> -- nofobjects
end

function pdf.getnofpages ( <t:pdf> pdffile )
    return <t:integer> -- nofpages
end

function pdf.memoryusage ( <t:pdf> pdffile )
    return
        <t:integer>, -- bytes
        <t:integer> -- waste
end

```

14.2.3 The main structure

For accessing the document structure you start with the so called catalog, a dictionary:

```

function pdf.getcatalog( <t:pdf> pdffile )
    return <t:userdata> -- dictionary
end

```

The other two root dictionaries are accessed with:

```

function pdf.gettrailer ( <t:pdf> pdffile )
    return <t:userdata> -- dictionary
end

function pdf.getinfo ( <t:pdf> pdffile )
    return <t:userdata> -- dictionary
end

```

14.2.4 Getting content

A specific page can conveniently be reached with the next command, which returns a dictionary.

```

function pdf.getpage ( <t:pdf> pdffile, <t:integer> pagenumber )
    return <t:userdata> -- dictionary
end

```

Another convenience command gives you the (bounding) box of a (normally page) which can be inherited from the document itself. An example of a valid box name is MediaBox.

```
function pdf.getbox ( <t:pdf> pdf, <t:string> boxname )
    return <t:table> -- boundingbox
end
```

14.2.5 Getters

Common values in dictionaries and arrays are strings, integers, floats, booleans and names (which are also strings) and these are also normal Lua objects. In some cases a value is a userdata object and you can use this helper to get some more information:

```
function pdf.type ( <t:whatever> value )
    return type -- string
end
```

Strings are special because internally they are delimited by parenthesis (often pdfdoc encoding) or angle brackets (hexadecimal or 16 bit Unicode).

```
function pdf.getstring (
    <t:userdata> object,
    <t:string> key | <t:integer> index
)
    return
        <t:string> -- decoded value
end
```

When you ask for more you get more:

```
function pdf.getstring (
    <t:userdata> object,
    <t:string> key | <t:integer> index,
    <t:boolean> more
)
    return
        <t:string>, -- original
        <t:boolean> -- hexencoded
end
```

Basic types are fetched with:

```
function pdf.getinteger ( <t:userdata>, <t:string> key | <t:integer> index )
    return <t:integer> -- value
end
```

```
function pdf.getnumber ( <t:userdata>, <t:string> key | <t:integer> index )
    return <t:number> -- value
end
```

```
function pdf.getboolean ( <t:userdata>, <t:string> key | <t:integer> index )
    return <t:boolean> -- value
end
```

A name is (in the pdf file) a string prefixed by a slash, like << /Type /Foo >>, for instance keys in a dictionary or keywords in an array or constant values.

```
function pdf.getname ( <t:userdata>, <t:string> key | <t:integer> index )
    return <t:string> -- value
end
```

Normally you will use an index in an array and key in a dictionary but dictionaries also accept an index. The size of an array or dictionary is available with the usual `#` operator.

```
function pdf.getdictionary ( <t:userdata>, <t:string> key | <t:integer> index )
    return <t:userdata> -- dictionary
end
```

```
function pdf.getarray ( <t:userdata>, <t:string> key | <t:integer> index )
    return <t:userdata> -- array
end
```

```
function pdf.getstream ( <t:userdata>, <t:string> key | <t:integer> index )
    return
        <t:userdata> -- stream
        <t:userdata> -- dictionary
end
```

These commands return dictionaries, arrays and streams, which are dictionaries with a blob of data attached.

Before we come to an alternative access mode, we mention that the objects provide access in a different way too, for instance this is valid:

```
print(pdf.open("foo.pdf").Catalog.Type)
```

At the topmost level there are Catalog, Info, Trailer and Pages, so this is also okay:

```
print(pdf.open("foo.pdf").Pages[1])
```

14.2.6 Streams

Streams are sort of special. When your index or key hits a stream you get back a stream object and dictionary object. The dictionary you can access in the usual way and for the stream there are the following methods:

```
function pdf.openstream ( <t:userdata> stream, <t:boolean> decode)
    return <t:boolean> okay
end
```

```
function pdf.closestream ( <t:userdata> stream )
    -- no return values
end
```

```
function pdf.readfromstream ( <t:userdata> stream )
    return
        <t:string> str,
        <t:integer> size
end
```

```
function pdf.readwholestream ( <t:userdata> stream, <t:boolean> decode)
    return
        <t:string> str,
        <t:integer> size
end
```

You either read in chunks, or you ask for the whole. When reading in chunks, you need to open and close the stream yourself. The decode parameter controls if the stream data gets uncompressed.

As with dictionaries, you can access fields in a stream dictionary in the usual Lua way too. You get the content when you 'call' the stream. You can pass a boolean that indicates if the stream has to be decompressed.

14.2.7 Low level getters

In addition to the getters described before, there is also a bit lower level interface available.

```
function pdf.getfromdictionary ( <t:userdata>, <t:integer> index )
    return
        <t:string> key,
        <t:string> type,
        <t:whatever> value,
        <t:whatever> detail
end

function pdf.getfromarray ( <t:userdata>, <t:integer> index )
    return
        <t:integer> type,
        <t:whatever> value,
        <t:integer> detail
end
```

The type is one of the following:

0	none	3	integer	6	string	9	stream
1	null	4	number	7	array	10	reference
2	boolean	5	name	8	dictionary		

This list was acquired with:

```
function pdf.getfieldtypes ( )
    return <t:table> -- types
end
```

Here detail is a bitset with possible bits:

0	plain	2	decoded	16	base85	64	utf16le
1	encoded	8	base16	32	utf16be		

This time we used:

```
function pdf.getencodingvalues ( )
```



```

    return <t:table> -- values
end

```

14.2.8 Getting tables

All entries in a dictionary or table can be fetched with the following commands where the return values are a hashed or indexed table.

```

function pdf.dictorytotable ( <t:userdata> )
    return <t:table> -- hash
end

```

```

function pdf.arraytotable ( <t:userdata> )
    return <t:table> -- array
end

```

You can get a list of pages with:

```

function pdf.pagestotable(<t:pdf> pdffile)
    return {
        {
            <t:userdata>, -- dictionary
            <t:integer>, -- size
            <t:integer>, -- objectnumber
        },
        ...
    }
end

```

14.2.9 References

In order to access a pdf file efficiently there is lazy evaluation of references so when you run into a reference as value or array entry you have to resolve it explicitly. An unresolved references object can be resolved with:

```

function pdf.getfromreference( <t:integer> reference ) -- NEEDS CHECKING
    return
        <t:integer>, -- type
        <t:whatever>, -- value
        <t:whatever> -- detail

```

So, as second value you can get back a new pdf userdata object that you can query.

nodes

15 Nodes

Contents

15.1 Introduction

15.2 Lua node representation

15.3 Main text nodes

15.3.1	hlist and vlist, aka boxes	534	15.3.11	penalty	546
15.3.2	rule	536	15.3.12	glyph	547
15.3.3	insert	538	15.3.13	boundary	550
15.3.4	mark	539	15.3.14	par	551
15.3.5	adjust	540	15.3.15	dir	553
15.3.6	disc (discretionary)	540	15.3.16	whatsit	554
15.3.7	math	541	15.3.17	attributelist	555
15.3.8	glue	542	15.3.18	attribute	556
15.3.9	gluespec	544	15.3.19	alignrecord	557
15.3.10	kern	545	15.3.20	unset	557

15.4 Math nodes

15.4.1	The concept	558	15.4.8	accent	565
15.4.2	noad	559	15.4.9	style	566
15.4.3	mathchar	561	15.4.10	parameter	568
15.4.4	mathtextchar	562	15.4.11	choice	568
15.4.5	subbox	563	15.4.12	radical	569
15.4.6	submlist	564	15.4.13	fraction	570
15.4.7	delimiter	564	15.4.14	fence	571

15.5 Helpers

15.5.1	Introduction	573	15.5.14	Boxes	607
15.5.2	Housekeeping	573	15.5.15	Kerns, glue and penalties	609
15.5.3	Common properties	575	15.5.16	Packaging and dimensions	611
15.5.4	Geometry	578	15.5.17	Paragraphs	617
15.5.5	Fonts and characters	580	15.5.18	Specifications	617
15.5.6	Manipulating lists	586	15.5.19	Math	617
15.5.7	Traversing	589	15.5.20	MVL	622
15.5.8	Dimensions	593	15.5.21	Balancing	622
15.5.9	Glyphs	594	15.5.22	SyncTeX	622
15.5.10	Glue	596	15.5.23	Two access models	623
15.5.11	Attributes	597	15.5.24	Special lists	629
15.5.12	Glyph handling	599	15.5.25	Properties	630
15.5.13	Discretionaries	605	15.5.26	Private	632

15.1 Introduction

The (to be) typeset content is collected in a double linked list of so called nodes. A node is an array of values. When looked at from the Lua end you can either see them as `<t:userdata>` or as `<t:integer>`. In the case of userdata you access fields like this:

```
local width = foo.width -- foo is userdata
```

while the indexed variant uses:

```
local width = nodes.direct.getwidth(foo) -- foo is an integer
```

In ConT_EXt we mostly use the second variant but it's a matter of taste so users can you whatever they like most. When you print a userdata node you see something like this:

```
<node : nil <= 344755 => nil : glyph unset>
<node : nil <= 550015 => nil : hlist unknown>
<node : nil <= 536047 => nil : glue userskip>
```

The number in the middle is the one you would also see if you use the indexed approach and often these numbers are kind of large. A number 13295 doesn't mean that we have that many nodes. The engine has a large array of memory words (pairs of 32 bit integers) and a node is a slice of then with the index pointing to where we start. So, if we have a node that has 5 value pairs, the slice runs from 13295 upto 13299 that consume 40 bytes.

In this chapter we introduce the nodes that are exposed to the user. We will discuss the relevant fields as well as ways to access them. Because there are similar fields in different nodes, we can share accessors.

It is important to notice that not all fields that can be accessed (set and get) are under full user control. For instance, in math we have a noad type that is actually shared between several construct (like atoms, accents and fences) and not all parameters make sense for each of them. Some properties are set while the formula is assembled. It fits in the LuaMetaT_EX concept to open up everything but abusing this can lead to side effects. It makes no sense to add all kind of safeguards against wrong or unintended usage because in the end only a few users will go that low level anyway.

Not all fields mentioned are accessible in the userdata variant. It is also good to notice that some fields are fabricated, for instance total is the sum of height and depth.

15.2 Lua node representation

As mentioned, nodes are represented in Lua as user data objects with a variable set of fields or by a numeric identifier when requested and we showed that when you print a node user data object you will see these numbers.

0	hlist	9	par	18	noad	27	delimiter
1	vlist	10	dir	19	radical	28	glyph
2	rule	11	math	20	fraction	29	unset
3	insert	12	glue	21	accent	31	alignrecord
4	mark	13	kern	22	fence	32	attributelist
5	adjust	14	penalty	23	mathchar	33	attribute
6	boundary	15	style	24	mathtextchar	34	gluespec
7	disc	16	choice	25	subbox	35	temp
8	whatsit	17	parameter	26	submlist	36	split

You can ask for a list of fields with `node.fields` and for valid subtypes with `node.subtypes`. There are plenty specific field values and you can some idea about them by calling `tex.get*values()` which

returns a table if numbers (exclusive numbers or bits). We use these to get the tables that are shown with each node type.

There are a lot of helpers and below we show them per node type. In later sections some will come back organized by type of usage. Trivial getters and setters will not be discussed. It's good to know that some getters take more arguments where the second one can for instance trigger more return values. The number of arguments to a setter can also be more than a few. As with everything LuaMetaTeX the ConTeXt sources can also be seen as a reference.

15.3 Main text nodes

These are the nodes that comprise actual typesetting commands. A few fields are present in all nodes regardless of their type, these are: `next`, `id` and `subtype`. The `subtype` is sometimes just a dummy entry because not all nodes actually use the `subtype`, but this way you can be sure that all nodes accept it as a valid field name, and that is often handy in node list traversal. In the following tables `next` and `id` are not explicitly mentioned. Besides these three fields, almost all nodes also have an `attr` field, and there is also a field called `prev`.

15.3.1 hlist and vlist, aka boxes

These lists share fields and subtypes although some subtypes can only occur in horizontal lists while others are unique for vertical lists.

fields

<code>anchor</code>	integer	<code>hoffset</code>	dimension	<code>prev</code>	node
<code>attr</code>	attribute	<code>id</code>	integer	<code>shift</code>	dimension
<code>depth</code>	dimension	<code>index</code>	integer	<code>source</code>	integer
<code>direction</code>	integer	<code>list</code>	nodelist	<code>state</code>	integer
<code>doffset</code>	dimension	<code>next</code>	node	<code>subtype</code>	integer
<code>geometry</code>	integer	<code>orientation</code>	integer	<code>target</code>	integer
<code>glueorder</code>	integer	<code>post</code>	nodelist	<code>width</code>	dimension
<code>glueset</code>	integer	<code>postadjust</code>	nodelist	<code>woffset</code>	dimension
<code>gluesign</code>	integer	<code>pre</code>	nodelist	<code>xoffset</code>	dimension
<code>height</code>	dimension	<code>preadjust</code>	nodelist	<code>yoffset</code>	dimension

subtypes

0	unknown	12	hextensible	24	sub
1	line	13	vextensible	25	prime
2	box	14	hdelim�ter	26	prepostsup
3	indent	15	vdelim�ter	27	prepostsub
4	container	16	overdelim�ter	28	degree
5	alignment	17	underdelim�ter	29	scripts
6	cell	18	numerator	30	over
7	equation	19	denominator	31	under
8	equationnumber	20	modifier	32	accent
9	math	21	fraction	33	radical
10	mathchar	22	nucleus	34	fence
11	mathpack	23	sup	35	rule

36	ghost	40	left	44	balance
37	mathtext	41	right	45	spacing
38	insert	42	middle	46	dummy
39	local	43	balanceslot		

directionvalues

0x00	lefttoright	0x01	righttoleft
------	-------------	------	-------------

listgeometryvalues

0x01	offset	0x04	anchor
0x02	orientation		

listanchorvalues

0x01	leftorigin	0x08	centerheight
0x02	leftheight	0x09	centerdepth
0x03	leftdepth	0x0A	halfwaytotal
0x04	rightorigin	0x0B	halfwayheight
0x05	rightheight	0x0C	halfwaydepth
0x06	rightdepth	0x0D	halfwayleft
0x07	centerorigin	0x0E	halfwayright

listsignvalues

0x0100	negatex	0x0200	negatey
--------	---------	--------	---------

The shift is a displacement perpendicular to the character (horizontal) or line (vertical) progression direction.

The orientation, woffset, hoffset, doffset, xoffset and yoffset fields are special. They can be used to make the backend rotate and shift boxes which can be handy in for instance vertical typesetting. Because they relate to (and depend on the) the backend they are not discussed here (yet). The pre and post fields refer to migrated material in both list types, while the adjusted variants only make sense in horizontal lists.

direct helpers

addxoffset addyoffset appendaftertail appendcurrenttail beginofmath
 checkdiscretionaries collapsing copyonly count dimensions endofmath exchange
 findattribute findattributerange findnode firstchar firstglyph firstglyphnode
 firstitalicglyph flattendiscretionaries flattenleaders freeze getanchors
 getattributelist getattributes getboth getbox getclass getcurrenttail getdepth
 getdirection getexcept getfirstdirectioninlist getfontcheck getgeometry getglue
 getheight getid getidsubtype getidsubtypenext getindex getinputfields getlist
 getlistdimensions getmvllist getnaturalwhd getnext getnodes getnormalizedline
 getoffsets getoptions getorientation getpenalty getpost getpre getprev getshift
 getspeciallist getstate getsubtype gettotal getwhd getwidth getwordrange
 hasdimensions hasgeometry hasglyph hasidsubtype hpack hyphenating insertcurrentthead
 isboth ischar ischarcheck isdirect isfontcheck isglyph isloop isnext isnextchar
 isnextcharcheck isnextglyph isprev isprevchar isprevcharcheck isprevglyph
 issimilarglyph issnapped isspeciallist isvalid iszeroglue kerning lastnode length

ligaturing makeextensible migrate mlisttohlist naturalhsize naturalwidth
 newcontinuationatom newfontcheck newmathglyph newtextglyph patchattributes
 prependbeforehead prependcurrenttail protectglyphs protectglyphsbase
 protectglyphsnone protrusionskipable rangedimensions removefromlist repack reverse
 samefontcheck setanchors setattributelist setattributes setattributesinlist setboth
 setbox setclass setcurrenttail setdepth setdirection setexcept setfontcheck
 setgeometry setglue setheight setindex setinputfields setlink setlist setnext
 setoffsets setoptions setorientation setpenalty setpost setpre setprev setshift
 setsnapped setspeciallist setsplit setstate setsubtype setwhd setwidth showlist size
 slide softenhyphens startofpar tonode tovaliddirect traversechar traversecontent
 traverseglyph traverseitalic traverseleader traverselist traversepossible
 unprotectglyphs unprotectglyphsnone unsetattributes usesfont vbalance verticalbreak
 vpack

userdata helpers

instock inuse todirect

userdata helpers

no get: -

no set: -

15.3.2 rule

Contrary to traditional $\text{T}_{\text{E}}\text{X}$, $\text{LuaT}_{\text{E}}\text{X}$ has more subtypes subtypes because we also use rules to store reuseable objects and images. However, in $\text{LuaMetaT}_{\text{E}}\text{X}$ these are gone but we reserve these subtypes. Apart from the basic rules a lot is up to the backend.

fields

attr	attribute	left	dimension	subtype	integer
char	integer	next	node	thickness	integer
data	integer	off	integer	total	dimension
depth	dimension	on	integer	width	dimension
fam	integer	options	integer	xoffset	dimension
font	integer	prev	node	yoffset	dimension
id	integer	right	dimension		

subtypes

0	normal	5	user	10	box
1	empty	6	over	11	image
2	strut	7	under	12	spacing
3	virtual	8	fraction		
4	outline	9	radical		

ruleoptionvalues

0x01	horizontal	0x10	discardable
0x02	vertical	0x20	keepspace
0x04	thickness	0x40	snapping
0x08	running	0x80	nosnapping

The width, height and depth of regular rules defaults to the special value of -1073741824 which indicates a running rule that adapts its dimensions to the box that it sits in.

The left and type right keys are somewhat special (and experimental). When rules are auto adapting to the surrounding box width you can enforce a shift to the right by setting left. The value is also subtracted from the width which can be a value set by the engine itself and is not entirely under user control. The right is also subtracted from the width. It all happens in the backend so these are not affecting the calculations in the frontend (actually the auto settings also happen in the backend). For a vertical rule left affects the height and right affects the depth. There is no matching interface at the \TeX end (although we can have more keywords for rules it would complicate matters and introduce a speed penalty.) However, you can just construct a rule node with Lua and write it to the \TeX input. The outline subtype is just a convenient variant and the transform field specifies the width of the outline. The xoffset and yoffset fields can be used to shift rules. Because they relate to (and depend on the) the backend they are not discussed here (yet). Of course all this assumes that the backend deals with it. Internally fields with different names can use the same variable, depending on the subtype; dedicated names just make more sense.

direct helpers

addmargins addxoffset addyoffset appendaftertail appendcurrenttail beginofmath
 checkdiscretionaries collapsing copyonly count dimensions endofmath exchange
 findattribute findattributerange findnode firstchar firstglyph firstglyphnode
 firstitalicglyph flattendiscretionaries flattenleaders freeze getattributelist
 getattributes getboth getbox getchar getcharspec getcurrenttail getdata getdepth
 getdiscpart getfam getfirstdirectioninlist getfontcheck getheight getid getidsubtype
 getidsubtypenext getmvlolist getnaturalwhd getnext getnodes getoffsets getoptions
 getpenalty getprev getruledimensions getspeciallist getsubtype gettotal getwhd
 getwidth getwordrange hasdimensions hasglyph hasidsubtype hpack hyphenating
 insertcurrentthead isboth ischar ischarcheck isdirect isfontcheck isglyph isloop
 isnext isnextchar isnextcharcheck isnextglyph isprev isprevchar isprevcharcheck
 isprevglyph issimilarglyph isspeciallist isvalid kerning lastnode length ligaturing
 makeextensible mlisttohtml naturalhsize naturalwidth newcontinuationatom
 newfontcheck newmathglyph newtextglyph patchattributes prependbeforehead
 prependcurrenttail protectglyphs protectglyphsbase protectglyphsnone
 protrusionskipable rangedimensions removefromlist repack reverse samefontcheck
 setattributelist setattributes setattributesinlist setboth setbox setchar setcharspec
 setcurrenttail setdata setdepth setdiscpart setfam setfont setfontcheck setheight
 setlink setnext setoffsets setoptions setpenalty setprev setruledimensions
 setruledimensions setspeciallist setsplit setsubtype setwhd setwidth showlist size
 slide softenhyphens startofpar tonode tovaliddirect traversechar traversecontent
 traverseglyph traverseitalic traverseleader traverselist traversepossible
 unprotectglyphs unprotectglyphsnone unsetattributes usesfont vbalance verticalbreak
 vpack

userdata helpers

instock inuse todirect

userdata helpers

no get: -

no set: -

15.3.3 insert

This node relates to the `\insert` primitive and support the fields:

fields

attr	attribute	id	integer	prev	node
cost	integer	index	integer	subtype	integer
depth	dimension	list	odelist		
height	dimension	next	node		

Here the subtype indicates the class of the insert and that number is also used to access the box, dimen and skip registers that relate to the insert, if we use inserts in the traditional way.

direct helpers

appendaftertail appendcurrenttail beginofmath checkdiscretionaries collapsing
copyonly count dimensions endofmath exchange findattribute findattributerange
findnode firstchar firstglyph firstglyphnode firstitalicglyph flattendiscretionaries
flattenleaders freeze getattributelist getattributes getboth getbox getcurrenttail
getdepth getdiscpart getfirstdirectioninlist getfontcheck getheight getid
getidssubtype getidssubtypenext getindex getlist getmvl list getnext getnodes getprev
getspeciallist getsubtype gettotal getwordrange hasglyph hasids subtype hpack
hyphenating insertcurrentthead isboth ischar ischarcheck isdirect isfontcheck isglyph
isloop isnext isnextchar isnextcharcheck isnextglyph isprev isprevchar
isprevcharcheck isprevglyph issimilarglyph isspeciallist isvalid kerning lastnode
length ligaturing makeextensible migrate mlisttohtml naturalhsize naturalwidth
newcontinuationatom newfontcheck newmathglyph newtextglyph patchattributes
prependbeforehead prependcurrenttail protectglyphs protectglyphsbase
protectglyphsnone protrusionskipable rangedimensions removefromlist repack reverse
samefontcheck setattributelist setattributes setattributesinlist setboth setbox
setcurrenttail setdepth setdiscpart setfontcheck setheight setindex setlink setlist
setnext setprev setspeciallist setsplit setsubtype settotal showlist size slide
softenhyphens startofpar tonode tovaliddirect traversechar traversecontent
traverseglyph traverseitalic traverseleader traverselist traversepossible
unprotectglyphs unprotectglyphsnone unsetattributes usesfont vbalance verticalbreak
vpack

userdata helpers

instock inuse todirect

userdata helpers

no get: -

no set: -

15.3.4 mark

This one relates to the `\marks` primitive and only has a few fields, one being a token list as field which is kind of rare.

fields

attr	attribute	mark	tokenlist	subtype	integer
class	integer	next	node		
id	integer	prev	node		

subtypes

0 set 1 reset

direct helpers

appendaftertail appendcurrenttail beginofmath checkdiscretionaries collapsing
 copyonly count dimensions endofmath exchange findattribute findattributerange
 findnode firstchar firstglyph firstglyphnode firsttitalicglyph flattendiscretionaries
 flattenleaders freeze getattributelist getattributes getboth getbox getcurrenttail
 getdata getfirstdirectioninlist getfontcheck getid getidsubtype getidsubtypenext
 getindex getmvlolist getnext getnodes getprev getspeciallist getsubtype getwordrange
 hasglyph hasidsubtype hpack hyphenating insertcurrenthead isboth ischar ischarcheck
 isdirect isfontcheck isglyph isloop isnext isnextchar isnextcharcheck isnextglyph
 isprev isprevchar isprevcharcheck isprevglyph issimilarglyph isspeciallist isvalid
 kerning lastnode length ligaturing makeextensible mlisttohlist naturalhsize
 naturalwidth newcontinuationatom newfontcheck newmathglyph newtextglyph
 patchattributes prependbeforehead prependcurrenttail protectglyphs protectglyphsbase
 protectglyphsnone protrusionskipable rangedimensions removefromlist repack reverse
 samefontcheck setattributelist setattributes setattributesinlist setboth setbox
 setcurrenttail setdata setfontcheck setindex setlink setnext setprev setspeciallist
 setsplit setsubtype showlist size slide softenhyphens startofpar tonode tovaliddirect
 traversechar traversecontent traverseglyph traverseitalic traverseleader traverselist
 traversepossible unprotectglyphs unprotectglyphsnone unsetattributes usesfont
 vbalance verticalbreak vpack

userdata helpers

instock inuse todirect

userdata helpers

no get: -

no set: -

15.3.5 adjustThis node results from `\vadjust` usage:**fields**

attr	attribute	id	integer	options	integer
depthafter	dimension	index	integer	prev	node
depthbefore	dimension	list	nodelist	subtype	integer
except	nodelist	next	node		

subtypes

0	pre	1	post	2	local
---	-----	---	------	---	-------

adjustoptionvalues

0x00	none	0x08	depthafter
0x01	before	0x10	depthcheck
0x02	baseline	0x20	depthlast
0x04	depthbefore	0x40	except

direct helpers

nothing (yet)

userdata helpers

nothing (yet)

userdata helpers

no get:

no set:

15.3.6 disc (discretionary)

The `\discretionary`, `\explicitdiscretionary` and `\automaticdiscretionary` primitives as well as the discretionary that comes from hyphenation all have the pre, post and replace lists. Because these lists have head and tail pointers the getters and setters handle this for you.

fields

attr	attribute	options	integer	prev	node
class	integer	penalty	integer	replace	nodelist
id	integer	post	nodelist	subtype	integer
next	node	pre	nodelist		

subtypes

0	discretionary	2	automatic	4	regular
1	explicit	3	math		

discoptionvalues

0x00000000	normalword	0x00000040	noitaliccorrection
0x00000001	preword	0x00000080	nozeroitaliccorrection
0x00000002	postword	0x00000100	standalone
0x00000010	preferbreak	0x00010000	userfirst
0x00000020	prefernobreak	0x40000000	userlast

direct helpers

appendaftertail appendcurrenttail beginofmath checkdiscretionaries checkdiscretionary
collapsing copyonly count dimensions endofmath exchange findattribute
findattributerange findnode firstchar firstglyph firstglyphnode firstitalicglyph
flattendiscretionaries flattenleaders freeze getattributelist getattributes getboth
getbox getclass getcurrenttail getdisc getfirstdirectioninlist getfontcheck getid
getidsubtype getidsubtypenext getmvllist getnext getnodes getoptions getpenalty
getpost getpre getprev getreplace getspeciallist getsubtype getwordrange
hasdiscoption hasglyph hasidsubtype hpack hyphenating insertcurrenthead isboth ischar
ischarcheck isdirect isfontcheck isglyph isloop isnext isnextchar isnextcharcheck
isnextglyph isprev isprevchar isprevcharcheck isprevglyph issimilarglyph
isspeciallist isvalid kerning lastnode length ligaturing makeextensible mlisttohlist
naturalhsize naturalwidth newcontinuationatom newfontcheck newmathglyph newtextglyph
patchattributes prependbeforehead prependcurrenttail protectglyph protectglyphs
protectglyphsbase protectglyphsnone protrusionskippable rangedimensions
removefromlist repack reverse samefontcheck setattributelist setattributes
setattributesinlist setboth setbox setclass setcurrenttail setdisc setfontcheck
setlink setnext setoptions setpenalty setpost setpre setprev setreplace
setspeciallist setsplit setsubtype showlist size slide softenhyphens startofpar
tonode tovaliddirect traversechar traversecontent traverseglyph traverseitalic
traverseleader traverselist traversepossible unprotectglyph unprotectglyphs
unprotectglyphsnone unsetattributes usesfont vbalance verticalbreak vpack

userdata helpers

instock inuse todirect

userdata helpers

no get: -
no set: -

15.3.7 math

Math nodes represent the boundaries of a math formula, normally wrapped between $\$$ and $\$$. The glue fields are only used when the surround field is zero.

fields

attr	attribute	pretolerance	integer	stretchorder	integer
id	integer	prev	node	subtype	integer
next	node	shrink	dimension	surround	integer
options	integer	shrinkorder	integer	tolerance	integer
penalty	integer	stretch	dimension	width	dimension

subtypes

0	beginmath	2	beginbrokenmath
1	endmath	3	endbrokenmath

direct helpers

appendaftertail appendcurrenttail beginofmath checkdiscretionaries collapsing
 copyonly count dimensions effectiveglue endofmath exchange findattribute
 findattributerange findnode firstchar firstglyph firstglyphnode firstitalicglyph
 flattendiscretionaries flattenleaders freeze getattributelist getattributes getboth
 getbox getcurrenttail getfirstdirectioninlist getfontcheck getglue getid getidsubtype
 getidsubtypenext getkern getmvlolist getnext getnodes getoptions getprev
 getspeciallist getsubtype getwidth getwordrange hasglyph hasidsubtype hpack
 hyphenating ignoremathskip insertcurrenthead isboth ischar ischarcheck isdirect
 isfontcheck isglyph isloop isnext isnextchar isnextcharcheck isnextglyph isprev
 isprevchar isprevcharcheck isprevglyph issimilarglyph isspeciallist isvalid
 iszeroglue kerning lastnode length ligaturing makeextensible mlisttohlist
 naturalhsize naturalwidth newcontinuationatom newfontcheck newmathglyph newtextglyph
 patchattributes prependbeforehead prependcurrenttail protectglyphs protectglyphsbase
 protectglyphsnone protrusionskipppable rangedimensions removefromlist repack reverse
 samefontcheck setattributelist setattributes setattributesinlist setboth setbox
 setcurrenttail setfontcheck setglue setkern setlink setnext setoptions setprev
 setspeciallist setsplit setsubtype setwidth showlist size slide softenhyphens
 startofpar tonode tovaliddirect traversechar traversecontent traverseglyph
 traverseitalic traverseleader traverselist traversepossible unprotectglyphs
 unprotectglyphsnone unsetattributes usesfont vbalance verticalbreak vpack

userdata helpers

instock inuse todirect

userdata helpers

no get: -
no set: -

15.3.8 glue

Skips are about the only type of data objects in traditional T_EX that are not a simple value. They are inserted when T_EX sees a space in the text flow but also by `\hskip` and `skip`. The structure that represents the glue components of a skip internally is called a `gluespec`. In LuaMetaT_EX we don't use the spec itself but just its values.

fields

attr	attribute	leader	odelist	shrinkorder	integer
callback	integer	next	node	stretch	dimension
data	integer	options	integer	stretchorder	integer
font	integer	prev	node	subtype	integer
id	integer	shrink	dimension	width	dimension

subtypes

0	userskip	14	spaceskip	28	mathskip
1	lineskip	15	xspaceskip	29	thinmuskip
2	baselineskip	16	zerospaceskip	30	medmuskip
3	parskip	17	parfillskip	31	thickmuskip
4	abovedisplayskip	18	parfillskip	32	conditionalmathskip
5	belowdisplayskip	19	parinitleftskip	33	rulebasedmathskip
6	abovedisplayshortskip	20	parinitrightskip	34	muglue
7	belowdisplayshortskip	21	indentskip	35	leaders
8	leftskip	22	lefthangskip	36	cleaders
9	rightskip	23	righthangskip	37	xleaders
10	topskip	24	correctionskip	38	gleaders
11	bottomskip	25	intermathskip	39	uleaders
12	splittopskip	26	ignored		
13	tabskip	27	page		

glueoptionvalues

0x0000	normal	0x0020	setdiscardable
0x0001	noautobreak	0x0040	resetdiscardable
0x0002	hasfactor	0x0080	nondiscardable
0x0004	islimited	0x0100	ininsert
0x0008	limit	0x0200	delay
0x0010	uleadersline	0x0400	hasparskip

Note that we use the key width in both horizontal and vertical glue. This suited the T_EX internals well so we decided to stick to that naming.

The effective width of some glue subtypes depends on the stretch or shrink needed to make the encapsulating box fit its dimensions. For instance, in a paragraph lines normally have glue representing spaces and these stretch or shrink to make the content fit in the available space. The `effectiveglue` function that takes a glue node and a parent (hlist or vlist) returns the effective width of that glue item. When you pass true as third argument the value will be rounded.

direct helpers

appendaftertail appendcurrenttail beginofmath checkdiscretionaries collapsing
copyonly count dimensions effectiveglue endofmath exchange findattribute
findattributerange findnode firstchar firstglyph firstglyphnode firstitalicglyph
flattenall discretionary flattenleaders freeze getattributelist getattributes getboth
getbox getcurrenttail getdata getfirstdirectioninlist getfont getfontcheck getglue
getid getids subtype getids subtypenext getleader getmvllist getnaturalwhd getnext
getnodes getoptions getprev getspeciallist getsubtype getwhd getwidth getwordrange


```

getxscale getyscale hasdimensions hasglyph hasidsubtype hpack hyphenating
insertcurrentthead isboth ischar ischarcheck isdirect isfontcheck isglyph isloop
isnext isnextchar isnextcharcheck isnextglyph isprev isprevchar isprevcharcheck
isprevglyph issimilarglyph isspeciallist isvalid iszeroglue kerning lastnode length
ligaturing makeextensible mlisttohlist naturalhsize naturalwidth newcontinuationatom
newfontcheck newmathglyph newtextglyph patchattributes prependbeforehead
prependcurrenttail protectglyphs protectglyphsbase protectglyphsnone
protrusionskipppable rangedimensions removefromlist repack reverse samefontcheck
setattributelist setattributes setattributesinlist setboth setbox setcurrenttail
setdata setfont setfontcheck setglue setleader setlink setnext setoptions setprev
setspeciallist setsplit setsubtype setwhd setwidth showlist size slide softenhyphens
startofpar tonode tovaliddirect traversechar traversecontent traverseglyph
traverseitalic traverseleader traverselist traversepossible unprotectglyphs
unprotectglyphsnone unsetattributes usesfont vbalance verticalbreak vpack

```

userdata helpers

```
instock inuse todirect
```

userdata helpers

```
no get: -
```

```
no set: -
```

15.3.9 gluespec

Internally LuaMetaTeX (like its ancestors) also uses nodes to store data that is not seen in node lists. For instance the state of expression scanning (`\dimexpr` etc.) and conditionals (`\ifcase` etc.) is also kept in lists of nodes. A glue, which has five components, is stored in a node as well, so, where most registers store just a number, a skip register (of internal quantity) uses a pointer to a glue spec node. It has similar fields as glue nodes, which is not surprising because in the past (and other engines than LuaTeX) a glue node also has its values stored in a glue spec. This has some advantages because often the values are the same, so for instance spacing related skips were not resolved immediately but pointed to the current value of a space related internal register (like `\spaceskip`). But, in LuaTeX and therefore LuaMetaTeX we do resolve these quantities immediately and we put the current values in the glue nodes.

fields

id	integer	shrinkorder	integer	width	dimension
next	node	stretch	dimension		
shrink	dimension	stretchorder	integer		

You will only find these nodes in a few places, for instance when you query an internal quantity. In principle we could do without them as we have interfaces that use the five numbers instead. For compatibility reasons we keep glue spec nodes exposed but this might change in the future. Of course there are no subtypes here because it's just a data store.

direct helpers

appendaftertail appendcurrenttail beginofmath checkdiscretionaries collapsing
 copyonly count dimensions endofmath exchange findattribute findattributerange
 findnode firstchar firstglyph firstglyphnode firstitalicglyph flattendiscretionaries
 flattenleaders freeze getattributelist getattributes getboth getbox getcurrenttail
 getfirstdirectioninlist getfontcheck getglue getid getidsubtype getidsubtypenext
 getmvllist getnext getnodes getprev getspeciallist getsubtype getwidth getwordrange
 hasglyph hasidsubtype hpack hyphenating insertcurrenthead isboth ischar ischarcheck
 isdirect isfontcheck isglyph isloop isnext isnextchar isnextcharcheck isnextglyph
 isprev isprevchar isprevcharcheck isprevglyph issimilarglyph isspeciallist isvalid
 iszeroglue kerning lastnode length ligaturing makeextensible mlisttohlist
 naturalhsize naturalwidth newcontinuationatom newfontcheck newmathglyph newtextglyph
 patchattributes prependbeforehead prependcurrenttail protectglyphs protectglyphsbase
 protectglyphsnone protrusionskipable rangedimensions removefromlist repack reverse
 samefontcheck setattributelist setattributes setattributesinlist setboth setbox
 setcurrenttail setfontcheck setglue setlink setnext setprev setspeciallist setsplit
 setsubtype setwidth showlist size slide softenhyphens startofpar tonode tovaliddirect
 traversechar traversecontent traverseglyph traverseitalic traverseleader traverselist
 traversepossible unprotectglyphs unprotectglyphsnone unsetattributes usesfont
 vbalance verticalbreak vpack

userdata helpers

instock inuse todirect

userdata helpers

no get: -

no set: -

15.3.10 kern

The **\kern** command creates such nodes but for instance the font and math machinery can also add them.

fields

attr	attribute	kern	dimension	subtype	integer
expansion	integer	next	node		
id	integer	prev	node		

subtypes

0	userkern	6	leftcorrectionkern	12	rightmathslackkern
1	accentkern	7	rightcorrectionkern	13	horizontalmathkern
2	fontkern	8	spacefontkern	14	verticalmathkern
3	italiccorrection	9	mathkern	15	linesnappingkern
4	leftmarginkern	10	mathshapekern		
5	rightmarginkern	11	leftmathslackkern		

direct helpers

appendaftertail appendcurrenttail beginofmath checkdiscretionaries collapsing
 copyonly count dimensions endofmath exchange findattribute findattributerange
 findnode firstchar firstglyph firstglyphnode firstitalicglyph flattendiscretionaries
 flattenleaders freeze getattributelist getattributes getboth getbox getcurrenttail
 getexpansion getfirstdirectioninlist getfontcheck getid getidsubtype getidsubtypenext
 getkern getkerndimension getmvlldlist getnext getnodes getprev getspeciallist
 getsubtype getwidth getwordrange hasglyph hasidsubtype hpack hyphenating
 insertcurrentthead isboth ischar ischarcheck isdirect isfontcheck isglyph isloop
 isnext isnextchar isnextcharcheck isnextglyph isprev isprevchar isprevcharcheck
 isprevglyph issimilarglyph isspeciallist isvalid kerning lastnode length ligaturing
 makeextensible mlisttohlist naturalhsize naturalwidth newcontinuationatom
 newfontcheck newmathglyph newtextglyph patchattributes prependbeforehead
 prependcurrenttail protectglyphs protectglyphsbase protectglyphsnone
 protrusionskipppable rangedimensions removefromlist repack reverse samefontcheck
 setattributelist setattributes setattributesinlist setboth setbox setcurrenttail
 setexpansion setfontcheck setkern setlink setnext setprev setspeciallist setsplit
 setsubtype setwidth showlist size slide softenhyphens startofpar tonode tovaliddirect
 traversechar traversecontent traverseglyph traverseitalic traverseleader traverselist
 traversepossible unprotectglyphs unprotectglyphsnone unsetattributes usesfont
 vbalance verticalbreak vpack

userdata helpers

instock inuse todirect

userdata helpers

no get: -

no set: -

15.3.11 penalty

The `\penalty` command is one that generates these nodes. There is not much to tell about them, apart from that in LuaMetaTeX they have options and a possible spread related nepalty field that is used internally.

fields

attr	attribute	next	node	prev	node
id	integer	options	integer	subtype	integer
nepalty	integer	penalty	integer		

subtypes

0	userpenalty	5	toddlerpenalty	10	beforedisplaypenalty
1	linebreakpenalty	6	singlelinepenalty	11	afterdisplaypenalty
2	linepenalty	7	finalpenalty	12	equationnumberpenalty
3	wordpenalty	8	mathprepenalty		
4	orphanpenalty	9	mathpostpenalty		

penaltyoptionvalues

0x0000	normal	0x0100	broken
0x0001	mathforward	0x0200	shaping
0x0002	mathbackward	0x0400	double
0x0004	orphaned	0x0800	doubleused
0x0008	widowed	0x1000	factorused
0x0010	clubbed	0x2000	endofpar
0x0020	toddlered	0x4000	ininsert
0x0040	widow	0x8000	finalbalance
0x0080	club		

direct helpers

appendaftertail appendcurrenttail beginofmath checkdiscretionaries collapsing
 copyonly count dimensions endofmath exchange findattribute findattributerange
 findnode firstchar firstglyph firstglyphnode firsttitalicglyph flattendiscretionaries
 flattenleaders freeze getattributelist getattributes getboth getbox getcurrenttail
 getfirstdirectioninlist getfontcheck getid getidsubtype getidsubtypenext getmvllist
 getnext getnodes getoptions getpenalty getprev getspeciallist getsubtype getwordrange
 hasglyph hasidsubtype hpack hyphenating insertcurrenthead isboth ischar ischarcheck
 isdirect isfontcheck isglyph isloop isnext isnextchar isnextcharcheck isnextglyph
 isprev isprevchar isprevcharcheck isprevglyph issimilarglyph isspeciallist isvalid
 kerning lastnode length ligaturing makeextensible mlisttohlist naturalhsize
 naturalwidth newcontinuationatom newfontcheck newmathglyph newtextglyph
 patchattributes prependbeforehead prependcurrenttail protectglyphs protectglyphsbase
 protectglyphsnone protrusionskipable rangedimensions removefromlist repack reverse
 samefontcheck setattributelist setattributes setattributesinlist setboth setbox
 setcurrenttail setfontcheck setlink setnext setoptions setpenalty setprev
 setspeciallist setsplit setsubtype showlist size slide softenhyphens startofpar
 tonode tovaliddirect traversechar traversecontent traverseglyph traverseitalic
 traverseleader traverselist traversepossible unprotectglyphs unprotectglyphsnone
 unsetattributes usesfont vbalance verticalbreak vpack

userdata helpers

instock inuse todirect

userdata helpers

no get: -

no set: -

15.3.12 glyph

These are probably the mostly used nodes and although you can push them in the current list with for instance `\char` \TeX will normally do it for you when it considers some input to be text. Glyph nodes are relatively large and have many fields.

fields

attr	attribute	index	integer	scale	dimension
char	integer	language	integer	script	integer
control	integer	left	dimension	slant	integer
data	integer	lhmin	integer	state	integer
depth	dimension	next	node	subtype	integer
discpart	integer	options	integer	total	dimension
expansion	integer	prev	node	weight	integer
font	integer	properties	integer	width	dimension
group	integer	protected	integer	xoffset	dimension
height	dimension	raise	dimension	xscale	dimension
hyphenate	integer	rhmin	integer	yoffset	dimension
id	integer	right	dimension	yscale	dimension

subtypes

0	unset	8	relation	16	over
1	character	9	open	17	fraction
2	ligature	10	close	18	radical
3	delimiter	11	punctuation	19	middle
4	extensible	12	variable	20	prime
5	ordinary	13	active	21	accent
6	operator	14	inner		
7	binary	15	under		

glyphoptionvalues

0x00000000	normal	0x00000800	mathsitalicstoo
0x00000001	noleftligature	0x00001000	mathartifact
0x00000002	norightligature	0x00002000	weightless
0x00000004	noleftkern	0x00004000	spacefactoroverload
0x00000008	norightkern	0x00008000	checktoddler
0x00000010	noexpansion	0x00010000	checktwin
0x00000020	noprotrusion	0x00020000	istoddler
0x00000040	noitaliccorrection	0x00040000	iscontinuation
0x00000080	nozeroitaliccorrection	0x00080000	keepspace
0x00000100	applyxoffset	0x01000000	userfirst
0x00000200	applyyoffset	0x40000000	userlast
0x00000400	mathdiscretionary		

glyphdiscvalues

0x00	unset	0x03	automatic
0x01	normal	0x04	mathematics
0x02	explicit	0x05	syllable

discpartvalues

0x00	unset	0x03	replace
0x01	pre	0x04	always
0x02	post		

glyphprotectionvalues

0x00	unset	0x02	math
0x01	text		

The width, height and depth values are read-only. In LuaTeX expansion has been introduced as part of the separation between front- and backend. It is the result of extensive experiments with a more efficient implementation of expansion. Early versions of LuaTeX already replaced multiple instances of fonts in the backend by scaling but contrary to pdfTeX in LuaTeX we now also got rid of font copies in the frontend and replaced them by expansion factors that travel with glyph nodes. Apart from a cleaner approach this is also a step towards a better separation between front- and backend.

direct helpers

addmargins addxoffset addxymargins addyoffset appendaftertail appendcurrenttail
beginofmath checkdiscretionaries collapsing copyonly count dimensions endofmath
exchange findattribute findattributerange findnode firstchar firstglyph
firstglyphnode firstitalicglyph flattendiscretionaries flattenleaders freeze
getattributelist getattributes getboth getbox getchar getchardict getcharspec
getclass getcontrol getcornerkerns getcurrenttail getdata getdepth getexpansion
getfirstdirectioninlist getfont getfontcheck getglyphdata getglyphdimensions
getheight getid getidsubtype getidsubtypenext getinputfields getlanguage getmvl
getnaturalwhd getnext getnodes getoffsets getoptions getprev getscale getscales
getscript getslant getspeciallist getstate getsubtype gettotal getweight getwhd
getwidth getwordrange getxscale getxyscales getscale hasdimensions hasglyph
hasglyphoption hasidsubtype hpack hyphenating insertcurrenthead isboth ischar
ischarcheck isdirect isfontcheck isglyph isitalicglyph isloop isnext isnextchar
isnextcharcheck isnextglyph isprev isprevchar isprevcharcheck isprevglyph
issimilarglyph isspeciallist isvalid kerning lastnode length ligaturing
makeextensible mlisttohtml naturalhsize naturalwidth newcontinuationatom
newfontcheck newmathglyph newtextglyph patchattributes prependbeforehead
prependcurrenttail protectglyph protectglyphs protectglyphsbase protectglyphsnone
protrusionskipppable rangedimensions removefromlist repack reverse samefontcheck
setattributelist setattributes setattributesinlist setboth setbox setchar setchardict
setcharspec setclass setcontrol setcurrenttail setdata setexpansion setfont
setfontcheck setglyphdata setinputfields setlanguage setlink setnext setoffsets
setoptions setprev setscale setscales setscript setslant setspeciallist setsplit
setstate setsubtype setweight setwhd setxyscales showlist size slide softenhyphens
startofpar tonode tovaliddirect traversechar traversecontent traverseglyph
traverseitalic traverseleader traverselist traversepossible unprotectglyph
unprotectglyphs unprotectglyphsnone unsetattributes usesfont vbalance verticalbreak
vpack xscaled yscaled

userdata helpers

instock inuse todirect

userdata helpers

no get: -

no set: -

15.3.13 boundary

This node relates to the `\noboundary`, `\boundary`, `\protrusionboundary`, `\wordboundary` etc. These are relative small nodes that determine what happens before and after them.

fields

attr	attribute	id	integer	prev	node
data	integer	next	node	subtype	integer

subtypes

0	cancel	5	page	10	insert
1	user	6	math	11	balance
2	attribute	7	optional	12	adjust
3	protrusion	8	lua		
4	word	9	par		

protrusionboundaryvalues

0x00	skipnone	0x02	skipprevious
0x01	skipnext	0x03	skipboth

direct helpers

appendaftertail appendcurrenttail beginofmath checkdiscretionaries collapsing
copyonly count dimensions endofmath exchange findattribute findattributerange
findnode firstchar firstglyph firstglyphnode firsttitalicglyph flattendiscretionaries
flattenleaders freeze getattributelist getattributes getboth getbox getcurrenttail
getdata getfirstdirectioninlist getfontcheck getid getidsubtype getidsubtypenext
getmvllist getnext getnodes getprev getspeciallist getsubtype getwordrange hasglyph
hasidsubtype hpack hyphenating insertcurrenthead isboth ischar ischarcheck isdirect
isfontcheck isglyph isloop isnext isnextchar isnextcharcheck isnextglyph isprev
isprevchar isprevcharcheck isprevglyph issimilarglyph isspeciallist isvalid kerning
lastnode length ligaturing makeextensible mlisttohlist naturalhsize naturalwidth
newcontinuationatom newfontcheck newmathglyph newtextglyph patchattributes
prependbeforehead prependcurrenttail protectglyphs protectglyphsbase
protectglyphsnone protrusionskipable rangedimensions removefromlist repack reverse
samefontcheck setattributelist setattributes setattributesinlist setboth setbox
setcurrenttail setdata setfontcheck setlink setnext setprev setspeciallist setsplit
setsubtype showlist size slide softenhyphens startofpar tonode tovaliddirect
traversechar traversecontent traverseglyph traverseitalic traverseleader traverselist
traversepossible unprotectglyphs unprotectglyphsnone unsetattributes usesfont
vbalance verticalbreak vpack

userdata helpers

instock inuse todirect

userdata helpers

no get: -

no set: -

15.3.14 par

In a traditional engine a paragraph starts with an indentation box. This actually guarantees that there is always a start node. In Lua_T_E_X and LuaMeta_T_E_X a paragraph starts with a par node but you can also find them later in the list. In Lua_T_E_X it has little information, the direction and optional left- and right boxes, but in LuaMeta_T_E_X it keeps the state. A fundamental difference between the engines is that in LuaMeta_T_E_X we remember the various variables involved and you can only change them in the middle of a paragraph per explicit request. There can still be an indentation box after it but in Con_T_E_Xt we configure the engine to use a skip instead. The par node is a pretty large one which also means that initializing and consulting it adds some complexity (and runtime).

Because this node is inserted at the start of a paragraph, and expected to be there, you should not mess too much with this one. Because we took the local left and right box feature from Omega they can also be inserted when `\local...` primitives are used, these boxes plus a few variables are bound to positions in the line and overload certain parameters that play a role in the line break (and later packaging) routine. =par

fields

adjacentedemerits	node	fitnessclasses	node
adjdemerits	integer	hangafter	integer
adjustspacing	integer	hangindent	dimension
adjustspacingshrink	integer	hsize	dimension
adjustspacingstep	integer	hyphenationmode	integer
adjustspacingstretch	integer	hyphenpenalty	integer
attr	attribute	id	integer
baselineskip	glue	interlinepenalties	node
brokenpenalties	node	interlinepenalty	integer
brokenpenalty	integer	lastlinefit	integer
clubpenalties	node	leftbox	node
clubpenalty	integer	leftboxwidth	dimension
direction	integer	leftskip	integer
displaywidowpenalties	node	lefttwindemerits	integer
displaywidowpenalty	integer	linebreakchecks	integer
doublehyphendemerits	integer	linepenalty	integer
emergencyextrastretch	dimension	lineskip	glue
emergencyleftskip	glue	lineskiplimit	dimension
emergencyrightskip	glue	looseness	integer
emergencystretch	dimension	middlebox	node
endpartokens	tokenlist	next	node
exhyphenpenalty	integer	orphanpenalties	node
finalhyphendemerits	integer	parfillleftskip	glue

parfillrightskip	glue	rightskip	integer
parindent	dimension	righttwindemerits	integer
parinitleftskip	glue	shapingpenaltiesmode	integer
parinitrightskip	glue	shapingpenalty	integer
parpasses	node	singlelinepenalty	integer
parshape	node	state	integer
pretolerance	integer	subtype	integer
prev	node	toddlerpenalties	node
prevgraf	integer	tolerance	integer
protrudechars	integer	widowpenalties	node
rightbox	node	widowpenalty	integer
rightboxwidth	dimension		

subtypes

0 vmodepar	2 hmodepar	4 localbreak
1 localbox	3 parameter	5 math

Some of the features are a playground. For instance, `\localbreakpar` will insert a break point in a paragraph that acts like a `\par` but doesn't end one. The parameter subtype indicates (probably rarely used, if at all) `\localinterlinepenalty`, `\localbrokenpenalty`, `\localtolerance` or `\localpretolerance`. The local box subtype is used for `\localleftbox`, `\localmiddlebox`, `\localrightbox` and `\resetlocalboxes`. Normally the initial par node gets a vmode subtype, but when it's found later it gets tagged as a hmode subtype and treated the same. This is mostly a diagnostic recovery feature so best not rely on that. The math subtype is for experiments and possible future use so you can forget about that one. In general one can just ignore most of this and only check for the direction, if that makes sense, as in Lua_{TeX}.

direct helpers

appendaftertail appendcurrenttail beginofmath checkdiscretionaries collapsing
copyonly count dimensions endofmath exchange findattribute findattributerange
findnode firstchar firstglyph firstglyphnode firstitalicglyph flattendiscretionaries
flattenleaders freeze getattributelist getattributes getboth getbox getcurrenttail
getdirection getfirstdirectioninlist getfontcheck getid getidsubtype getidsubtypenext
getmvllist getnext getnodes getparstate getprev getspeciallist getsubtype
getwordrange hasglyph hasidsubtype hpack hyphenating insertcurrentthead isboth ischar
ischarcheck isdirect isfontcheck isglyph isloop isnext isnextchar isnextcharcheck
isnextglyph isprev isprevchar isprevcharcheck isprevglyph issimilarglyph
isspeciallist isvalid kerning lastnode length ligaturing makeextensible mlisttohlist
naturalhsize naturalwidth newcontinuationatom newfontcheck newmathglyph newtextglyph
patchattributes patchparshape prependbeforehead prependcurrenttail protectglyphs
protectglyphsbase protectglyphsnone protrusionskipppable rangedimensions
removefromlist repack reverse samefontcheck setattributelist setattributes
setattributesinlist setboth setbox setcurrenttail setdirection setfontcheck setlink
setnext setprev setspeciallist setsplit setsubtype showlist size slide softenhyphens
startofpar tonode tovaliddirect traversechar traversecontent traverseglyph
traverseitalic traverseleader traverselist traversepossible unprotectglyphs
unprotectglyphsnone unsetattributes usesfont validpar vbalance verticalbreak vpack

userdata helpers

instock inuse todirect

userdata helpers

no get: adjacentdemerits adjdemerits adjustspacing adjustspacingshrink adjustspacingstep adjustspacingstretch brokenpenalties brokenpenalty clubpenalties clubpenalty displaywidowpenalties displaywidowpenalty doublehyphendemerits emergencyextrastretch emergencyleftskip emergencyrightskip emergencystretch endpartokens exhyphenpenalty finalhyphendemerits fitnessclasses hangafter hangindent hsize hyphenationmode hyphenpenalty interlinepenalties interlinepenalty lastlinefit leftskip lefttwindemerits linebreakchecks linepenalty lineskip lineskiplimit looseness orphanpenalties parfillleftskip parfillrightskip parinitleftskip parinitrightskip parpasses parshape pretolerance prevgraf protrudechars rightskip righttwindemerits singlelinepenalty state toddlerpenalties tolerance widowpenalties widowpenalty

no set: adjacentdemerits adjdemerits adjustspacing adjustspacingshrink adjustspacingstep adjustspacingstretch baselineskip brokenpenalties brokenpenalty clubpenalties clubpenalty displaywidowpenalties displaywidowpenalty doublehyphendemerits emergencyextrastretch emergencyleftskip emergencyrightskip emergencystretch endpartokens exhyphenpenalty finalhyphendemerits fitnessclasses hangafter hangindent hsize hyphenationmode hyphenpenalty interlinepenalties interlinepenalty lastlinefit leftbox leftboxwidth leftskip lefttwindemerits linebreakchecks linepenalty lineskip lineskiplimit looseness middlebox orphanpenalties parfillleftskip parfillrightskip parindent parinitleftskip parinitrightskip parpasses parshape pretolerance prevgraf protrudechars rightbox rightboxwidth rightskip righttwindemerits singlelinepenalty state toddlerpenalties tolerance widowpenalties widowpenalty

15.3.15 dir

Direction nodes mark parts of the running text that need a change of direction and the `\textdirection` command generates them. Contrary to Lua_T_EX we only have two directions.

fields

attr	attribute	level	integer	subtype	integer
direction	integer	next	node		
id	integer	prev	node		

subtypes

0	normal	1	cancel
---	--------	---	--------

direct helpers

appendaftertail appendcurrenttail beginofmath checkdiscretionaries collapsing copyonly count dimensions endofmath exchange findattribute findattributerange findnode firstchar firstglyph firstglyphnode firstitalicglyph flattendiscretionaries flattenleaders freeze getattributelist getattributes getboth getbox getcurrenttail getdirection getfirstdirectioninlist getfontcheck getid getidsubtype getidsubtypenext getmvllist getnext getnodes getprev getspeciallist getsubtype getwordrange hasglyph hasidsubtype hpack hyphenating insertcurrenthead isboth ischar ischarcheck isdirect

isfontcheck isglyph isloop isnext isnextchar isnextcharcheck isnextglyph isprev
 isprevchar isprevcharcheck isprevglyph issimilarglyph isspeciallist isvalid kerning
 lastnode length ligaturing makeextensible mlisttohlist naturalhsize naturalwidth
 newcontinuationatom newfontcheck newmathglyph newtextglyph patchattributes
 prependbeforehead prependcurrenttail protectglyphs protectglyphsbase
 protectglyphsnone protrusionskipable rangedimensions removefromlist repack reverse
 samefontcheck setattributelist setattributes setattributesinlist setboth setbox
 setcurrenttail setdirection setfontcheck setlink setnext setprev setspeciallist
 setsplit setsubtype showlist size slide softenhyphens startofpar tonode tovaliddirect
 traversechar traversecontent traverseglyph traverseitalic traverseleader traverselist
 traversepossible unprotectglyphs unprotectglyphsnone unsetattributes usesfont
 vbalance verticalbreak vpack

userdata helpers

instock inuse todirect

userdata helpers

no get: -

no set: -

15.3.16 whatsit

A whatsit node is a real simple one and it only has a subtype. It is even less than a user node (which it actually could be) and uses hardly any memory. What you do with it it entirely up to you: it's is real minimalistic. You can assign a subtype and it has attributes. It is all up to the user (and the backend) how they are handled.

fields

attr	attribute	next	node	subtype	integer
id	integer	prev	node		

direct helpers

appendaftertail appendcurrenttail beginofmath checkdiscretionaries collapsing
 copyonly count dimensions endofmath exchange findattribute findattributerange
 findnode firstchar firstglyph firstglyphnode firstitalicglyph flattendiscretionaries
 flattenleaders freeze getattributelist getattributes getboth getbox getcurrenttail
 getfirstdirectioninlist getfontcheck getid getidsubtype getidsubtypenext getmvllist
 getnext getnodes getprev getspeciallist getsubtype getwordrange hasglyph hasidsubtype
 hpack hyphenating insertcurrentthead isboth ischar ischarcheck isdirect isfontcheck
 isglyph isloop isnext isnextchar isnextcharcheck isnextglyph isprev isprevchar
 isprevcharcheck isprevglyph issimilarglyph isspeciallist isvalid kerning lastnode
 length ligaturing makeextensible mlisttohlist naturalhsize naturalwidth
 newcontinuationatom newfontcheck newmathglyph newtextglyph patchattributes
 prependbeforehead prependcurrenttail protectglyphs protectglyphsbase
 protectglyphsnone protrusionskipable rangedimensions removefromlist repack reverse
 samefontcheck setattributelist setattributes setattributesinlist setboth setbox
 setcurrenttail setfontcheck setlink setnext setprev setspeciallist setsplit

setsubtype showlist size slide softenhyphens startofpar tonode tovaliddirect
 traversechar traversecontent traverseglyph traverseitalic traverseleader traverselist
 traversepossible unprotectglyphs unprotectglyphsnone unsetattributes usesfont
 vbalance verticalbreak vpack

userdata helpers

instock inuse todirect

userdata helpers

no get: -
 no set: -

15.3.17 attributelist

This is the initial node of an attribute list that gets assigned to the attribute field of nodes that qualify for it. It points to a list of attributes nodes that have an index and value. Before October 2025 this was a special type of regular attribute node (we used subtypes to distinguish). Messing with these nodes can give side effects because they are reference counted.

fields

count	integer	id	integer	prev	node
data	integer	next	node	subtype	integer

direct helpers

appendaftertail appendcurrenttail beginofmath checkdiscretionaries collapsing
 copyonly count dimensions endofmath exchange findattribute findattributerange
 findnode firstchar firstglyph firstglyphnode firstitalicglyph flattendiscretionaries
 flattenleaders freeze getattributelist getattributes getboth getbox getcurrenttail
 getfirstdirectioninlist getfontcheck getid getidsubtype getidsubtypenext getmvllist
 getnext getnodes getprev getspeciallist getsubtype getwordrange hasglyph hasidsubtype
 hpack hyphenating insertcurrenthead isboth ischar ischarcheck isdirect isfontcheck
 isglyph isloop isnext isnextchar isnextcharcheck isnextglyph isprev isprevchar
 isprevcharcheck isprevglyph issimilarglyph isspeciallist isvalid kerning lastnode
 length ligaturing makeextensible mlisttohlist naturalhsize naturalwidth
 newcontinuationatom newfontcheck newmathglyph newtextglyph patchattributes
 prependbeforehead prependcurrenttail protectglyphs protectglyphsbase
 protectglyphsnone protrusionskipable rangedimensions removefromlist repack reverse
 samefontcheck setattributelist setattributes setattributesinlist setboth setbox
 setcurrenttail setfontcheck setlink setnext setprev setspeciallist setsplit
 setsubtype showlist size slide softenhyphens startofpar tonode tovaliddirect
 traversechar traversecontent traverseglyph traverseitalic traverseleader traverselist
 traversepossible unprotectglyphs unprotectglyphsnone unsetattributes usesfont
 vbalance verticalbreak vpack

userdata helpers

instock inuse todirect

userdata helpers

no get: -

no set: -

15.3.18 attribute

This is a small node but used a lot. When an attribute is set and travels with a node, we actually have a forward (only) linked list with a head node (see previous section) that keeps a reference count. These lists are (to be) sorted by attribute index. Normally you will *not* mess directly with these list because you can get unwanted side effects.

fields

data	integer	index	integer	subtype	integer
id	integer	next	node	value	integer

direct helpers

appendaftertail appendcurrenttail beginofmath checkdiscretionaries collapsing
copyonly count dimensions endofmath exchange findattribute findattributerange
findnode firstchar firstglyph firstglyphnode firstitalicglyph flattendiscretionaries
flattenleaders freeze getattributelist getattributes getboth getbox getcurrenttail
getdata getfirstdirectioninlist getfontcheck getid getidsubtype getidsubtypenext
getmvllist getnext getnodes getprev getspeciallist getsubtype getwordrange hasglyph
hasidsubtype hpack hyphenating insertcurrenthead isboth ischar ischarcheck isdirect
isfontcheck isglyph isloop isnext isnextchar isnextcharcheck isnextglyph isprev
isprevchar isprevcharcheck isprevglyph issimilarglyph isspeciallist isvalid kerning
lastnode length ligaturing makeextensible mlisttohlist naturalhsize naturalwidth
newcontinuationatom newfontcheck newmathglyph newtextglyph patchattributes
prependbeforehead prependcurrenttail protectglyphs protectglyphsbase
protectglyphsnone protrusionskipable rangedimensions removefromlist repack reverse
samefontcheck setattributelist setattributes setattributesinlist setboth setbox
setcurrenttail setdata setfontcheck setlink setnext setprev setspeciallist setsplit
setsubtype showlist size slide softenhyphens startofpar tonode tovaliddirect
traversechar traversecontent traverseglyph traverseitalic traverseleader traverselist
traversepossible unprotectglyphs unprotectglyphsnone unsetattributes usesfont
vbalance verticalbreak vpack

userdata helpers

instock inuse todirect

userdata helpers

no get: -

no set: -

15.3.19 alignrecord

This node can be encountered in alignments and will eventually become a `hlist` or `vlist` node. It therefore has the same size and fields as those nodes. However, the following fields are overloaded by other parameters: `woffset`, `hoffset`, `doffset`, `xoffset`, `yoffset`, `orientation`, `pre` and `post`. Be careful!

fields

<code>id</code>	integer	<code>prev</code>	node	<code>width</code>	dimension
<code>list</code>	node	<code>size</code>	dimension		
<code>next</code>	node	<code>subtype</code>	integer		

direct helpers

`appendaftertail` `appendcurrenttail` `beginofmath` `checkdiscretionaries` `collapsing`
`copyonly` `count` `dimensions` `endofmath` `exchange` `findattribute` `findattributerange`
`findnode` `firstchar` `firstglyph` `firstglyphnode` `firstitalicglyph` `flattendiscretionaries`
`flattenleaders` `freeze` `getattributelist` `getattributes` `getboth` `getbox` `getcurrenttail`
`getfirstdirectioninlist` `getfontcheck` `getid` `getidsubtype` `getidsubtypenext` `getmvl`
`getnext` `getnodes` `getprev` `getspeciallist` `getsubtype` `getwidth` `getwordrange` `hasglyph`
`hasidsubtype` `hpack` `hyphenating` `insertcurrenthead` `isboth` `ischar` `ischarcheck` `isdirect`
`isfontcheck` `isglyph` `isloop` `isnext` `isnextchar` `isnextcharcheck` `isnextglyph` `isprev`
`isprevchar` `isprevcharcheck` `isprevglyph` `issimilarglyph` `isspeciallist` `isvalid` `kerning`
`lastnode` `length` `ligaturing` `makeextensible` `mlisttohlist` `naturalhsize` `naturalwidth`
`newcontinuationatom` `newfontcheck` `newmathglyph` `newtextglyph` `patchattributes`
`prependbeforehead` `prependcurrenttail` `protectglyphs` `protectglyphsbase`
`protectglyphsnone` `protrusionskipable` `rangedimensions` `removefromlist` `repack` `reverse`
`samefontcheck` `setattributelist` `setattributes` `setattributesinlist` `setboth` `setbox`
`setcurrenttail` `setfontcheck` `setlink` `setnext` `setprev` `setspeciallist` `setsplit`
`setsubtype` `setwidth` `showlist` `size` `slide` `softenhyphens` `startofpar` `tonode` `tovaliddirect`
`traversechar` `traversecontent` `traverseglyph` `traverseitalic` `traverseleader` `traverselist`
`traversepossible` `unprotectglyphs` `unprotectglyphsnone` `unsetattributes` `usesfont`
`vbalance` `verticalbreak` `vpack`

userdata helpers

instock inuse todirect

userdata helpers

no get: -

no set: -

15.3.20 unset

This node can be encountered in alignments and will eventually become a `hlist` or `vlist` node. It therefore has the same size and fields as those nodes. However, the following fields are (at least temporarily) there and they use the slots of `woffset`, `hoffset`, `doffset` and `orientation`. Be careful!

fields

attr	attribute	height	dimension	span	integer
count	integer	id	integer	stretch	dimension
depth	dimension	list	nodelist	subtype	integer
direction	integer	next	node	width	dimension
glueorder	integer	prev	node		
gluesign	integer	shrink	dimension		

direct helpers

appendaftertail appendcurrenttail beginofmath checkdiscretionaries collapsing
 copyonly count dimensions endofmath exchange findattribute findattributerange
 findnode firstchar firstglyph firstglyphnode firstitalicglyph flattendiscretionaries
 flattenleaders freeze getattributelist getattributes getboth getbox getcurrenttail
 getdepth getexcept getfirstdirectioninlist getfontcheck getglue getheight getid
 getidssubtype getidssubtypenext getinputfields getlist getmvl list getnaturalwhd getnext
 getnodes getprev getspeciallist getsubtype gettotal getwhd getwidth getwordrange
 hasdimensions hasglyph hasids subtype hpack hyphenating insertcurrenthead isboth ischar
 ischarcheck isdirect isfontcheck isglyph isloop isnext isnextchar isnextcharcheck
 isnextglyph isprev isprevchar isprevcharcheck isprevglyph issimilarglyph
 isspeciallist isvalid iszeroglue kerning lastnode length ligaturing makeextensible
 mlisttohtml naturalhsize naturalwidth newcontinuationatom newfontcheck newmathglyph
 newtextglyph patchattributes prependbeforehead prependcurrenttail protectglyphs
 protectglyphsbase protectglyphsnone protrusionskipable rangedimensions
 removefromlist repack reverse samefontcheck setattributelist setattributes
 setattributesinlist setboth setbox setcurrenttail setdepth setexcept setfontcheck
 setglue setheight setinputfields setlink setlist setnext setprev setspeciallist
 setsplit setsubtype setwhd setwidth showlist size slide softenhyphens startofpar
 tonode tovaliddirect traversechar traversecontent traverseglyph traverseitalic
 traverseleader traverselist traversepossible unprotectglyphs unprotectglyphsnone
 unsetattributes usesfont vbalance verticalbreak vpack

userdata helpers

instock inuse todirect

userdata helpers

no get: -

no set: -

15.4 Math nodes**15.4.1 The concept**

Many object fields in math mode are either simple characters in a specific family or math lists or node lists: `mathchar`, `mathtextchar`, `subbox` and `submlist` and `delimiter`. These are endpoints and therefore the `next` and `prev` fields of these subnodes are unused.

There is a subset of nodes dedicated to math called noads. These are used for simple atoms, fractions, fences, accents and radicals. When you enter a formula, \TeX creates a node list with regular (math) nodes and noads. Then it hands over the list the math processing engine. The result of that is a nodelist without noads. Most of the noads contain subnodes so that the list of possible fields is actually quite small. Math formulas are both a linked list and a tree. For instance in $e = mc^2$ there is a linked list $e = m \ c$ but the c has a superscript branch that itself can be a list with branches.

Eventually I might give a more detailed description of the differences between the five noad variants but for now the following has to do. One will quite likely not set that many fields at the Lua end but running over the many sub lists can make sense. One has to know what the engine is doing anyway.

15.4.2 noad

First, there are the objects (the \TeX book calls them ‘atoms’) that are associated with the simple math objects: ord, op, bin, rel, open, close, punct, inner, over, under, vcenter. These all have the same fields, and they are combined into a single node type with separate subtypes for differentiation. However, before reading on you should realize that LuaMeta \TeX has an extended math engine. We have not only more classes, we also have many more keys in the nodes. We won’t cover these details here.

fields

analyzed	integer	mainclass	integer	scriptstate	integer
attr	attribute	next	node	source	integer
depth	integer	nucleus	nodelist	style	integer
extraattr	attribute	options	integer	sub	nodelist
fam	integer	prev	node	subpre	nodelist
height	integer	prime	nodelist	subshift	integer
hlist	nodelist	primeshift	integer	subtype	integer
id	integer	rightclass	integer	sup	nodelist
italic	integer	rightslack	integer	suppre	nodelist
leftclass	integer	scriptkern	integer	supshift	integer
leftslack	integer	scriptorder	integer	width	integer

subtypes

0 ordinary	7 variable	14 middle
1 operator	8 active	15 prime
2 binary	9 inner	16 accent
3 relation	10 under	17 fenced
4 open	11 over	18 ghost
5 close	12 fraction	19 vcenter
6 punctuation	13 radical	

noadoptionvalues

0x00000001	axis	0x00000040	adapttolleftsize
0x00000002	noaxis	0x00000080	adapttorrightsize
0x00000004	exact	0x00000100	nosubscript
0x00000008	left	0x00000200	nosuperscript
0x00000010	middle	0x00000400	nosubprescript
0x00000020	right	0x00000800	nosuperprescript

0x00001000	noscript	0x1000000000	stretch
0x00002000	nooverflow	0x2000000000	shrink
0x00004000	void	0x4000000000	center
0x00008000	phantom	0x8000000000	scale
0x00010000	openupheight	0x10000000000	keepbase
0x00020000	openupdepth	0x20000000000	single
0x00040000	limits	0x40000000000	norule
0x00080000	nolimits	0x80000000000	automiddle
0x00100000	preferfontthickness	0x100000000000	reflected
0x00200000	noruling	0x200000000000	continuation
0x00400000	indexedsubscript	0x400000000000	inheritclass
0x00800000	indexedsuperscript	0x800000000000	discardshapekern
0x01000000	indexedsubprescript	0x1000000000000	realignscripts
0x02000000	indexedsuperprescript	0x2000000000000	ignoreemptysubscript
0x04000000	unpacklist	0x4000000000000	ignoreemptysuperscript
0x08000000	nocheck	0x8000000000000	ignoreemptyprimescript
0x10000000	auto	0x10000000000000	continuationhead
0x20000000	unrolllist	0x20000000000000	continuationkernel
0x40000000	followedbyspace	0x40000000000000	reorderprescripts
0x80000000	proportional	0x80000000000000	ignore
0x100000000	sourceonnucleus	0x100000000000000	nomorescripts
0x200000000	fixedsuperorsubscript	0x200000000000000	carryoverclasses
0x400000000	fixedsuperandsubscript	0x400000000000000	usecallback
0x800000000	autobase		

In addition to the subtypes (related to classes) that the engines knows of, there can be user defined subtypes. Not all fields make sense for every derives node: accent, fence, fraction or radical but there we (currently) only mention the additional ones. These additional fields are taken from a pool of extra fields. Not all fields are always accessible for these nodes.

direct helpers

appendaftertail appendcurrenttail beginofmath checkdiscretionaries collapsing
copyonly count dimensions endofmath exchange findattribute findattributerange
findnode firstchar firstglyph firstglyphnode firstitalicglyph flattendiscretionaries
flattenleaders freeze getanchors getattributelist getattributes getboth getbox
getcharspec getclass getcurrenttail getfam getfirstdirectioninlist getfontcheck getid
getidsubtype getidsubtypenext getmvllist getnext getnodes getnucleus getoptions
getprev getprime getscripts getspeciallist getsub getsubpre getsubtype getsup
getsuppre getwordrange hasglyph hasidsubtype hpack hyphenating insertcurrenthead
isboth ischar ischarcheck isdirect isfontcheck isglyph isloop isnext isnextchar
isnextcharcheck isnextglyph isprev isprevchar isprevcharcheck isprevglyph
issimilarglyph isspeciallist isvalid kerning lastnode length ligaturing
makeextensible mlisttohtml naturalhsize naturalwidth newcontinuationatom
newfontcheck newmathglyph newtextglyph patchattributes prependbeforehead
prependcurrenttail protectglyphs protectglyphsbase protectglyphsnone
protrusionskipable rangedimensions removefromlist repack reverse samefontcheck
setanchors setattributelist setattributes setattributesinlist setboth setbox
setcharspec setclass setcurrenttail setfam setfontcheck setlink setnext setnucleus
setoptions setprev setprime setscripts setspeciallist setsplit setsub setsubpre

setsubtype setup setsuppre showlist size slide softenhyphens startofpar tonode
 tovaliddirect traversechar traversecontent traverseglyph traverseitalic
 traverseleader traverselist traversepossible unprotectglyphs unprotectglyphsnone
 unsetattributes usesfont vbalance verticalbreak vpack

userdata helpers

instock inuse todirect

userdata helpers

no get: analyzed depth extraattr height hlist italic leftclass leftslack mainclass
 primeshift rightclass rightslack scriptkern scriptstate style subshift supshift width
 no set: -

15.4.3 mathchar

The mathchar is the simplest subnode field, it contains the character and family for a single glyph object. The family eventually resolves on a reference to a font. Internally this nodes is one of the math kernel nodes.

fields

attr	attribute	id	integer	prev	node
char	integer	index	integer	properties	integer
fam	integer	next	node	subtype	integer
group	integer	options	integer		

kerneloptionvalues

0x01	noitaliccorrection	0x10	fulldiscretionary
0x02	noleftpairkern	0x20	ignoredcharacter
0x04	norightpairkern	0x40	islargeoperator
0x08	autodiscretionary	0x80	hasitalicshape

direct helpers

appendaftertail appendcurrenttail beginofmath checkdiscretionaries collapsing
 copyonly count dimensions endofmath exchange findattribute findattributerange
 findnode firstchar firstglyph firstglyphnode firstitalicglyph flattendiscretionaries
 flattenleaders freeze getattributelist getattributes getboth getbox getchar
 getchardict getcharspec getcurrenttail getfam getfirstdirectioninlist getfont
 getfontcheck getid getidsubtype getidsubtypenext getmvllist getnext getnodes
 getoptions getprev getspeciallist getsubtype getwordrange hasglyph hasidsubtype hpack
 hyphenating insertcurrentthead isboth ischar ischarcheck isdirect isfontcheck isglyph
 isloop isnext isnextchar isnextcharcheck isnextglyph isprev isprevchar
 isprevcharcheck isprevglyph issimilarglyph isspeciallist isvalid kerning lastnode
 length ligaturing makeextensible mlisttohlist naturalhsize naturalwidth
 newcontinuationatom newfontcheck newmathglyph newtextglyph patchattributes
 prependbeforehead prependcurrenttail protectglyphs protectglyphsbase
 protectglyphsnone protrusionskipable rangedimensions removefromlist repack reverse
 samefontcheck setattributelist setattributes setattributesinlist setboth setbox

setchar setchardict setcharspec setcurrenttail setfam setfontcheck setlink setnext
 setoptions setprev setspeciallist setsplit setsubtype showlist size slide
 softenhyphens startofpar tonode tovaliddirect traversechar traversecontent
 traversегlyph traverseitalic traverseleader traverselist traversepossible
 unprotectglyphs unprotectglyphsnone unsetattributes usesfont vbalance verticalbreak
 vpack

userdata helpers

instock inuse todirect

userdata helpers

no get: -

no set: -

15.4.4 mathtextchar

The mathtextchar is a special case that you will not normally encounter, it arises temporarily during math list conversion (its sole function is to suppress a following italic correction). Internally this node is one of the math kernel nodes.

fields

attr	attribute	id	integer	prev	node
char	integer	index	integer	properties	integer
fam	integer	next	node	subtype	integer
group	integer	options	integer		

kerneloptionvalues

0x01	noitaliccorrection	0x10	fulldiscretionary
0x02	noleftpairkern	0x20	ignoredcharacter
0x04	norightpairkern	0x40	islargeoperator
0x08	autodiscretionary	0x80	hasitalicshape

direct helpers

appendaftertail appendcurrenttail beginofmath checkdiscretionaries collapsing
 copyonly count dimensions endofmath exchange findattribute findattributerange
 findnode firstchar firstglyph firstglyphnode firstitalicglyph flattendiscretionaries
 flattenleaders freeze getattributelist getattributes getboth getbox getchar
 getchardict getcharspec getcurrenttail getfam getfirstdirectioninlist getfont
 getfontcheck getid getidsubtype getidsubtypenext getmvllist getnext getnodes
 getoptions getprev getspeciallist getsubtype getwordrange hasglyph hasidsubtype hpack
 hyphenating insertcurrenthead isboth ischar ischarcheck isdirect isfontcheck isglyph
 isloop isnext isnextchar isnextcharcheck isnextglyph isprev isprevchar
 isprevcharcheck isprevglyph issimilarglyph isspeciallist isvalid kerning lastnode
 length ligaturing makeextensible mlisttohlist naturalhsize naturalwidth
 newcontinuationatom newfontcheck newmathglyph newtextglyph patchattributes
 prependbeforehead prependcurrenttail protectglyphs protectglyphsbase
 protectglyphsnone protrusionskipppable rangedimensions removefromlist repack reverse

samefontcheck setattributelist setattributes setattributesinlist setboth setbox
 setchar setchardict setcharspec setcurrenttail setfam setfontcheck setlink setnext
 setoptions setprev setspeciallist setsplit setsubtype showlist size slide
 softenhyphens startofpar tonode tovaliddirect traversechar traversecontent
 traverseglyph traverseitalic traverseleader traverselist traversepossible
 unprotectglyphs unprotectglyphsnone unsetattributes usesfont vbalance verticalbreak
 vpack

userdata helpers

instock inuse todirect

userdata helpers

no get: -

no set: -

15.4.5 subbox

These subbox subnode is used for subsidiary list items where the list points to a 'normal' vbox or hbox.

fields

attr	attribute	list	nodelist	prev	node
id	integer	next	node	subtype	integer

direct helpers

appendaftertail appendcurrenttail beginofmath checkdiscretionaries collapsing
 copyonly count dimensions endofmath exchange findattribute findattributerange
 findnode firstchar firstglyph firstglyphnode firstitalicglyph flattendiscretionaries
 flattenleaders freeze getattributelist getattributes getboth getbox getcurrenttail
 getfirstdirectioninlist getfontcheck getid getidsubtype getidsubtypenext getlist
 getmvlolist getnext getnodes getprev getspeciallist getsubtype getwordrange hasglyph
 hasidsubtype hpack hyphenating insertcurrenthead isboth ischar ischarcheck isdirect
 isfontcheck isglyph isloop isnext isnextchar isnextcharcheck isnextglyph isprev
 isprevchar isprevcharcheck isprevglyph issimilarglyph isspeciallist isvalid kerning
 lastnode length ligaturing makeextensible mlisttoohlist naturalhsize naturalwidth
 newcontinuationatom newfontcheck newmathglyph newtextglyph patchattributes
 prependbeforehead prependcurrenttail protectglyphs protectglyphsbase
 protectglyphsnone protrusionskipable rangedimensions removefromlist repack reverse
 samefontcheck setattributelist setattributes setattributesinlist setboth setbox
 setcurrenttail setfontcheck setlink setlist setnext setprev setspeciallist setsplit
 setsubtype showlist size slide softenhyphens startofpar tonode tovaliddirect
 traversechar traversecontent traverseglyph traverseitalic traverseleader traverselist
 traversepossible unprotectglyphs unprotectglyphsnone unsetattributes usesfont
 vbalance verticalbreak vpack

userdata helpers

instock inuse todirect

userdata helpers

no get: -

no set: -

15.4.6 sublist

In sublist subnode the list points to a math list that is yet to be converted. Their fields

fields

attr	attribute	list	odelist	prev	node
id	integer	next	node	subtype	integer

direct helpers

appendaftertail appendcurrenttail beginofmath checkdiscretionaries collapsing
 copyonly count dimensions endofmath exchange findattribute findattributerange
 findnode firstchar firstglyph firstglyphnode firstitalicglyph flattendiscretionaries
 flattenleaders freeze getattributelist getattributes getboth getbox getcurrenttail
 getfirstdirectioninlist getfontcheck getid getidsubtype getidsubtypenext getlist
 getmvlolist getnext getnodes getprev getspeciallist getsubtype getwordrange hasglyph
 hasidsubtype hpack hyphenating insertcurrenthead isboth ischar ischarcheck isdirect
 isfontcheck isglyph isloop isnext isnextchar isnextcharcheck isnextglyph isprev
 isprevchar isprevcharcheck isprevglyph issimilarglyph isspeciallist isvalid kerning
 lastnode length ligaturing makeextensible mlisttohlist naturalhsize naturalwidth
 newcontinuationatom newfontcheck newmathglyph newtextglyph patchattributes
 prependbeforehead prependcurrenttail protectglyphs protectglyphsbase
 protectglyphsnone protrusionskipable rangedimensions removefromlist repack reverse
 samefontcheck setattributelist setattributes setattributesinlist setboth setbox
 setcurrenttail setfontcheck setlink setlist setnext setprev setspeciallist setsplit
 setsubtype showlist size slide softenhyphens startofpar tonode tovaliddirect
 traversechar traversecontent traverseglyph traverseitalic traverseleader traverselist
 traversepossible unprotectglyphs unprotectglyphsnone unsetattributes usesfont
 vbalance verticalbreak vpack

userdata helpers

instock inuse todirect

userdata helpers

no get: -

no set: -

15.4.7 delimiter

There is a fifth subnode type that is used exclusively for delimiter fields. As before, the next and prev fields are unused, but we do have:

fields

attr	attribute	largechar	integer	properties	integer
group	integer	largefamily	integer	smallchar	integer
id	integer	next	node	smallfamily	integer
index	integer	prev	node	subtype	integer

The fields `largechar` and `largefamily` can be zero, in that case the font that is set for the `smallfamily` is expected to provide the large version as an extension to the `smallchar`.

direct helpers

appendaftertail appendcurrenttail beginofmath checkdiscretionaries collapsing
copyonly count dimensions endofmath exchange findattribute findattributerange
findnode firstchar firstglyph firstglyphnode firstitalicglyph flattendiscretionaries
flattenleaders freeze getattributelist getattributes getboth getbox getchar
getchardict getcharspec getclass getcurrenttail getfirstdirectioninlist getfont
getfontcheck getid getidsubtype getidsubtypenext getmvl list getnext getnodes getprev
getspeciallist getsubtype getwordrange hasglyph hasidsubtype hpack hyphenating
insertcurrentthead isboth ischar ischarcheck isdirect isfontcheck isglyph isloop
isnext isnextchar isnextcharcheck isnextglyph isprev isprevchar isprevcharcheck
isprevglyph issimilarglyph isspeciallist isvalid kerning lastnode length ligaturing
makeextensible mlisttohlist naturalhsize naturalwidth newcontinuationatom
newfontcheck newmathglyph newtextglyph patchattributes prependbeforehead
prependcurrenttail protectglyphs protectglyphsbase protectglyphsnone
protrusionskipppable rangedimensions removefromlist repack reverse samefontcheck
setattributelist setattributes setattributesinlist setboth setbox setchar setchardict
setcharspec setclass setcurrenttail setfontcheck setlink setnext setprev
setspeciallist setsplit setsubtype showlist size slide softenhyphens startofpar
tonode tovaliddirect traversechar traversecontent traverseglyph traverseitalic
traverseleader traverselist traversepossible unprotectglyphs unprotectglyphsnone
unsetattributes usesfont vbalance verticalbreak vpack

userdata helpers

instock inuse todirect

userdata helpers

no get: -
no set: -

15.4.8 accent

Accent nodes deal with stuff on top or below a math constructs.

fields

attr	attribute	id	integer	subtype	integer
bottomaccent	nodelist	next	node	topaccent	nodelist
bottomovershoot	nodelist	overlayaccent	nodelist	topovershoot	nodelist
fraction	nodelist	prev	node		

subtypes

0 bothflexible	2 fixedbottom
1 fixedtop	3 fixedboth

For more fields see noad. At some point we might move fields from that list to here but only when the engine also gets that split.

direct helpers

appendaftertail appendcurrenttail beginofmath checkdiscretionaries collapsing
 copyonly count dimensions endofmath exchange findattribute findattributerange
 findnode firstchar firstglyph firstglyphnode firstitalicglyph flattendiscretionaries
 flattenleaders freeze getanchors getattributelist getattributes getboth getbottom
 getbox getclass getcurrenttail getdelimiter getfam getfirstdirectioninlist
 getfontcheck getid getidsubtype getidsubtypenext getmvllist getnext getnodes
 getnucleus getoptions getprev getprime getscripts getspeciallist getsub getsubpre
 getsubtype getsup getsuppre gettop getwordrange hasglyph hasidsubtype hpack
 hyphenating insertcurrenthead isboth ischar ischarcheck isdirect isfontcheck isglyph
 isloop isnext isnextchar isnextcharcheck isnextglyph isprev isprevchar
 isprevcharcheck isprevglyph issimilarglyph isspeciallist isvalid kerning lastnode
 length ligaturing makeextensible mlisttohlist naturalhsize naturalwidth
 newcontinuationatom newfontcheck newmathglyph newtextglyph patchattributes
 prependbeforehead prependcurrenttail protectglyphs protectglyphsbase
 protectglyphsnone protrusionskipable rangedimensions removefromlist repack reverse
 samefontcheck setanchors setattributelist setattributes setattributesinlist setboth
 setbottom setbox setclass setcurrenttail setdelimiter setfam setfontcheck setlink
 setnext setnucleus setoptions setprev setprime setscripts setspeciallist setsplit
 setsub setsubpre setsubtype setsup setsuppre settop showlist size slide softenhyphens
 startofpar tonode tovaliddirect traversechar traversecontent traverseglyph
 traverseitalic traverseleader traverselist traversepossible unprotectglyphs
 unprotectglyphsnone unsetattributes usesfont vbalance verticalbreak vpack

userdata helpers

instock inuse todirect

userdata helpers

no get: -
 no set: -

15.4.9 style

These nodes are signals to switch to another math style. Currently the subtype is actually used to store the style but don't rely on that for the future.

fields

attr	attribute	prev	node	subtype	integer
id	integer	scale	integer		
next	node	style	integer		

mathstylenamevalues

0x00	display	0x04	script
0x01	crampeddisplay	0x05	crampedscript
0x02	text	0x06	scriptscript
0x03	crampedtext	0x07	crampedscriptscript

mathstylevalues

0x00	display	0x04	script
0x01	crampeddisplay	0x05	crampedscript
0x02	text	0x06	scriptscript
0x03	crampedtext	0x07	crampedscriptscript

direct helpers

appendaftertail appendcurrenttail beginofmath checkdiscretionaries collapsing
 copyonly count dimensions endofmath exchange findattribute findattributerange
 findnode firstchar firstglyph firstglyphnode firstitalicglyph flattendiscretionaries
 flattenleaders freeze getattributelist getattributes getboth getbox getcurrenttail
 getfirstdirectioninlist getfontcheck getid getidsubtype getidsubtypenext getmvllist
 getnext getnodes getprev getspeciallist getsubtype getwordrange hasglyph hasidsubtype
 hpack hyphenating insertcurrenthead isboth ischar ischarcheck isdirect isfontcheck
 isglyph isloop isnext isnextchar isnextcharcheck isnextglyph isprev isprevchar
 isprevcharcheck isprevglyph issimilarglyph isspeciallist isvalid kerning lastnode
 length ligaturing makeextensible mlisttohlist naturalhsize naturalwidth
 newcontinuationatom newfontcheck newmathglyph newtextglyph patchattributes
 prependbeforehead prependcurrenttail protectglyphs protectglyphsbase
 protectglyphsnone protrusionskipable rangedimensions removefromlist repack reverse
 samefontcheck setattributelist setattributes setattributesinlist setboth setbox
 setcurrenttail setfontcheck setlink setnext setprev setspeciallist setsplit
 setsubtype showlist size slide softenhyphens startofpar tonode tovaliddirect
 traversechar traversecontent traverseglyph traverseitalic traverseleader traverselist
 traversepossible unprotectglyphs unprotectglyphsnone unsetattributes usesfont
 vbalance verticalbreak vpack

userdata helpers

instock inuse todirect

userdata helpers

no get: -
 no set: -

15.4.10 parameter

These nodes are used to (locally) set math parameters. The subtype reflects a math style.

fields

id	integer	prev	node	value	integer
name	integer	style	integer		
next	node	subtype	integer		

direct helpers

appendaftertail appendcurrenttail beginofmath checkdiscretionaries collapsing
copyonly count dimensions endofmath exchange findattribute findattributerange
findnode firstchar firstglyph firstglyphnode firstitalicglyph flattendiscretionaries
flattenleaders freeze getattributelist getattributes getboth getbox getcurrenttail
getfirstdirectioninlist getfontcheck getid getidsubtype getidsubtypenext getmvllist
getnext getnodes getprev getspeciallist getsubtype getwordrange hasglyph hasidsubtype
hpack hyphenating insertcurrenthead isboth ischar ischarcheck isdirect isfontcheck
isglyph isloop isnext isnextchar isnextcharcheck isnextglyph isprev isprevchar
isprevcharcheck isprevglyph issimilarglyph isspeciallist isvalid kerning lastnode
length ligaturing makeextensible mlisttohlist naturalhsize naturalwidth
newcontinuationatom newfontcheck newmathglyph newtextglyph patchattributes
prependbeforehead prependcurrenttail protectglyphs protectglyphsbase
protectglyphsnone protrusionskipable rangedimensions removefromlist repack reverse
samefontcheck setattributelist setattributes setattributesinlist setboth setbox
setcurrenttail setfontcheck setlink setnext setprev setspeciallist setsplit
setsubtype showlist size slide softenhyphens startofpar tonode tovaliddirect
traversechar traversecontent traverseglyph traverseitalic traverseleader traverselist
traversepossible unprotectglyphs unprotectglyphsnone unsetattributes usesfont
vbalance verticalbreak vpack

userdata helpers

instock inuse todirect

userdata helpers

no get: -
no set: -

15.4.11 choice

Most of the fields of this node are lists. Depending on the subtype different field names are used.

fields

attr	attribute	post	nodelist	scriptscript	nodelist
class	integer	pre	nodelist	subtype	integer
display	nodelist	prev	node	text	nodelist
id	integer	replace	nodelist		
next	node	script	nodelist		

subtypes

0 normal 1 discretionary

direct helpers

appendaftertail appendcurrenttail beginofmath checkdiscretionaries collapsing
copyonly count dimensions endofmath exchange findattribute findattributerange
findnode firstchar firstglyph firstglyphnode firstitalicglyph flattendiscretionaries
flattenleaders freeze getattributelist getattributes getboth getbox getchoice
getclass getcurrenttail getdisc getfirstdirectioninlist getfontcheck getid
getidsubtype getidsubtypenext getmvllist getnext getnodes getpost getpre getprev
getreplace getspeciallist getsubtype getwordrange hasglyph hasidsubtype hpack
hyphenating insertcurrentthead isboth ischar ischarcheck isdirect isfontcheck isglyph
isloop isnext isnextchar isnextcharcheck isnextglyph isprev isprevchar
isprevcharcheck isprevglyph issimilarglyph isspeciallist isvalid kerning lastnode
length ligaturing makeextensible mlisttohlist naturalhsize naturalwidth
newcontinuationatom newfontcheck newmathglyph newtextglyph patchattributes
prependbeforehead prependcurrenttail protectglyphs protectglyphsbase
protectglyphsnone protrusionskipable rangedimensions removefromlist repack reverse
samefontcheck setattributelist setattributes setattributesinlist setboth setbox
setchoice setclass setcurrenttail setdisc setfontcheck setlink setnext setprev
setspeciallist setsplit setsubtype showlist size slide softenhyphens startofpar
tonode tovaliddirect traversechar traversecontent traverseglyph traverseitalic
traverseleader traverselist traversepossible unprotectglyphs unprotectglyphsnone
unsetattributes usesfont vbalance verticalbreak vpack

userdata helpers

```
instock inuse todirect
```

userdata helpers

```
no get: -
no set: post pre replace
```

15.4.12 radical

Radical nodes are the most complex as they deal with scripts as well as constructed large symbols. Warning: never assign a node list to the nucleus, sub, sup, left, or degree field unless you are sure its internal link structure is correct, otherwise an error can be triggered.

fields

attr	attribute	id	integer	size	integer
bottom	nodelist	left	nodelist	subtype	integer
degree	nodelist	next	node	top	nodelist
depth	dimension	prev	node		
height	dimension	right	nodelist		

subtypes

0 normal	4 underdelimiter	8 delimited
1 radical	5 overdelimiter	9 hextensible
2 root	6 delimiterunder	
3 rooted	7 delimiterover	

For more fields see noad. At some point we might move fields from that list to here but only when the engine also gets that split.

direct helpers

appendaftertail appendcurrenttail beginofmath checkdiscretionaries collapsing
copyonly count dimensions endofmath exchange findattribute findattributerange
findnode firstchar firstglyph firstglyphnode firstitalicglyph flattendiscretionaries
flattenleaders freeze getanchors getattributelist getattributes getboth
getbottomdelimiter getbox getclass getcurrenttail getdegree getdelimiter getfam
getfirstdirectioninlist getfontcheck getid getidsubtype getidsubtypenext
getleftdelimiter getmvlolist getnext getnodes getnucleus getoptions getprev getprime
getrightdelimiter getscripts getspeciallist getsub getsubpre getsubtype getsup
getsuppre gettopdelimiter getwordrange hasglyph hasidsubtype hpack hyphenating
insertcurrenthead isboth ischar ischarcheck isdirect isfontcheck isglyph isloop
isnext isnextchar isnextcharcheck isnextglyph isprev isprevchar isprevcharcheck
isprevglyph issimilarglyph isspeciallist isvalid kerning lastnode length ligaturing
makeextensible mlisttohlist naturalhsize naturalwidth newcontinuationatom
newfontcheck newmathglyph newtextglyph patchattributes prependbeforehead
prependcurrenttail protectglyphs protectglyphsbase protectglyphsnone
protrusionskipppable rangedimensions removefromlist repack reverse samefontcheck
setanchors setattributelist setattributes setattributesinlist setboth
setbottomdelimiter setbox setclass setcurrenttail setdegree setdelimiter setfam
setfontcheck setleftdelimiter setlink setnext setnucleus setoptions setprev setprime
setrightdelimiter setscripts setspeciallist setsplit setsub setsubpre setsubtype
setsetup setsuppre settopdelimiter showlist size slide softenhyphens startofpar tonode
tovaliddirect traversechar traversecontent traverseglyph traverseitalic
traverseleader traverselist traversepossible unprotectglyphs unprotectglyphsnone
unsetattributes usesfont vbalance verticalbreak vpack

userdata helpers

instock inuse todirect

userdata helpers

no get: -
no set: -

15.4.13 fraction

Fraction nodes are also used for delimited cases, hence the left and right fields among.

fields

attr	attribute	middle	odelist	rule	dimension
denominator	odelist	next	node	subtype	integer
hfactor	integer	numerator	odelist	vfactor	integer
id	integer	prev	node		
left	odelist	right	odelist		

subtypes

0 over	2 above	4 stretched
1 atop	3 skewed	

For more fields see noad. At some point we might move fields from that list to here but only when the engine also gets that split.

direct helpers

appendaftertail appendcurrenttail beginofmath checkdiscretionaries collapsing
copyonly count dimensions endofmath exchange findattribute findattributerange
findnode firstchar firstglyph firstglyphnode firstitalicglyph flattendiscretionaries
flattenleaders freeze getanchors getattributelist getattributes getboth getbox
getclass getcurrenttail getdelimiter getdenominator getfam getfirstdirectioninlist
getfontcheck getid getidsubtype getidsubtypenext getleftdelimiter getmvl list getnext
getnodes getnumerator getoptions getprev getrightdelimiter getspeciallist getsubtype
getwordrange hasglyph hasidsubtype hpack hyphenating insertcurrenthead isboth ischar
ischarcheck isdirect isfontcheck isglyph isloop isnext isnextchar isnextcharcheck
isnextglyph isprev isprevchar isprevcharcheck isprevglyph issimilarglyph
isspeciallist isvalid kerning lastnode length ligaturing makeextensible mlisttohlist
naturalhsize naturalwidth newcontinuationatom newfontcheck newmathglyph newtextglyph
patchattributes prependbeforehead prependcurrenttail protectglyphs protectglyphsbase
protectglyphsnone protrusionskipable rangedimensions removefromlist repack reverse
samefontcheck setanchors setattributelist setattributes setattributesinlist setboth
setbox setclass setcurrenttail setdelimiter setdenominator setfam setfontcheck
setleftdelimiter setlink setnext setnumerator setoptions setprev setrightdelimiter
setspeciallist setsplit setsubtype showlist size slide softenhyphens startofpar
tonode tovaliddirect traversechar traversecontent traverseglyph traverseitalic
traverseleader traverselist traversepossible unprotectglyphs unprotectglyphsnone
unsetattributes usesfont vbalance verticalbreak vpack

userdata helpers

instock inuse todirect

userdata helpers

no get: -
no set: -

15.4.14 fence

Fence nodes come in pairs but either one can be a dummy (this period driven empty fence). Some of these fields are used by the renderer and might get adapted in the process.

fields

attr	attribute	id	integer	subtype	integer
bottom	integer	nestingfactor	integer	top	integer
bottomovershoot	dimension	next	node	topovershoot	dimension
delimiter	nodelist	prev	node	variant	integer

subtypes

0 unset	2 middle	4 operator
1 left	3 right	5 no

For more fields see noad. At some point we might move fields from that list to here but only when the engine also gets that split.

direct helpers

appendaftertail appendcurrenttail beginofmath checkdiscretionaries collapsing
copyonly count dimensions endofmath exchange findattribute findattributerange
findnode firstchar firstglyph firstglyphnode firsttitalicglyph flattendiscretionaries
flattenleaders freeze getanchors getattributelist getattributes getboth getbottom
getbottomdelimiter getbox getclass getcurrenttail getdelimiter getdepth getfam
getfirstdirectioninlist getfontcheck getheight getid getidsubtype getidsubtypenext
getmvllist getnext getnodes getprev getspeciallist getsubtype gettop gettopdelimiter
gettotal getwordrange hasglyph hasidsubtype hpack hyphenating insertcurrentthead
isboth ischar ischarcheck isdirect isfontcheck isglyph isloop isnext isnextchar
isnextcharcheck isnextglyph isprev isprevchar isprevcharcheck isprevglyph
issimilarglyph isspeciallist isvalid kerning lastnode length ligaturing
makeextensible mlisttohlist naturalhsize naturalwidth newcontinuationatom
newfontcheck newmathglyph newtextglyph patchattributes prependbeforehead
prependcurrenttail protectglyphs protectglyphsbase protectglyphsnone
protrusionskipppable rangedimensions removefromlist repack reverse samefontcheck
setanchors setattributelist setattributes setattributesinlist setboth setbottom
setbottomdelimiter setbox setclass setcurrenttail setdelimiter setdepth setfam
setfontcheck setheight setlink setnext setprev setspeciallist setsplit setsubtype
settop settopdelimiter showlist size slide softenhyphens startofpar tonode
tovaliddirect traversechar traversecontent traverseglyph traverseitalic
traverseleader traverselist traversepossible unprotectglyphs unprotectglyphsnone
unsetattributes usesfont vbalance verticalbreak vpack

userdata helpers

instock inuse todirect

userdata helpers

no get: -
no set: -

15.5 Helpers

15.5.1 Introduction

The userdata node variant has accessors on that object but when we use the indexed variant we use functions. As a consequence there are more helpers for direct nodes than for userdata nodes and many of them accept more arguments or have multiple return values. When you use ConT_EXt you will notice that instead of the `node.direct` name space we use `nuts`. Among the reasons is that we had an intermediate variant in ConT_EXt MkIV before we had these direct nodes. That variant was more efficient than the userdata accessors and triggered the introduction of direct nodes after which we dropped the intermediate variant. So, for ConT_EXt users direct nodes are `nuts`.

What model you choose depends on your programming preferences. Using direct nodes is more efficient but if that pays back really depends on how frequently you access them. It is easy to blame a performance hit on Lua (and interfacing to node lists) but don't underestimate the impact of inefficient macros or inefficient coding in general. Both models perform quite okay and in LuaMetaT_EX likely a bit better than in LuaT_EX.²⁷

15.5.2 Housekeeping

This function returns an array that maps node id numbers to node type strings, providing an overview of the possible top-level id types.

```
function node.types ( )
    return <t:table> -- identifiers
end
```

This shows the names of the nodes and their internal numbers. Not all nodes are visible unless one goes really deep down into lists. The next two convert a name to its internal numeric representation and vice versa. The numbers don't relate to importance or some ordering; they just appear in the order that is handy for the engine. Commands like this are rather optimized so performance should be ok but you can of course always store the id in a Lua number.

```
function node.id ( <t:string> name )
    return <t:integer> -- identifier
end

function node.type ( <t:integer> identifier )
    return <t:string> -- name
end
```

This function returns an indexed table with valid field names for a particular type of node. Some fields (like `total`) can be constructed from other fields.

```
function node.fields ( <t:integer> identifier | <t:string> name )
    return <t:table> -- fields
end
```

²⁷ In the development history documents you can occasionally find explanations about how these mechanisms evolved. Already early in the development in LuaT_EX we made sure that the overhead was acceptable.

The `hasfield` function returns a boolean that is only true if `n` is actually a node, and it has the field. This function probably is not that useful but some nodes don't have a `subtype`, `attr` or `prev` field and this is a way to test for that.

```
function node.direct.hasfield ( <t:direct> n | <t:string> name )
    return <t:boolean> -- okay
end
```

The new function creates a new node. All its fields are initialized to either zero or nil except for `id` and `subtype`. Instead of numbers you can also use strings (names). If you pass a second argument the subtype will be set too.

```
function node.direct.new (
    <t:number> id | <t:string> name
)
    return <t:direct.> -- node
end
```

```
function node.direct.new (
    <t:number> id | <t:string> name,
    <t:number> | <t:string> subtype
)
    return <t:direct.> -- node
end
```

As already has been mentioned, you are responsible for making sure that nodes created this way are used only once, and are freed when you don't pass them back somehow.

The next one frees node `n` from $\text{T}_{\text{E}}\text{X}$'s memory. Be careful: no checks are done on whether this node is still pointed to from a register or some `next` field: it is up to you to make sure that the internal data structures remain correct. Fields that point to nodes or lists are flushed too. So, when you used their content for something else you need to set them to nil first.

```
function node.direct.free ( <t:direct> n )
    return <t:direct> -- next
end
```

The `free` function returns the next field of the freed node, while the `flushnode` alternative returns nothing.

```
function node.direct.flushnode ( <t:direct> n )
    -- no return values
end
```

A list starting with node `n` can be flushed from $\text{T}_{\text{E}}\text{X}$'s memory too. Be careful: no checks are done on whether any of these nodes is still pointed to from a register or some `next` field: it is up to you to make sure that the internal data structures remain correct.

```
function node.direct.flushlist ( <t:direct> n )
    -- no return values
end
```

When you free for instance a discretionary node, `flushlist` is applied to the `pre`, `post`, `replace` so you don't need to do that yourself. Assigning them nil won't free those lists!

This creates a deep copy of node *n*, including all nested lists as in the case of a hlist or vlist node. Only the next field is not copied.

```
function node.direct.copy ( <t:direct> n )
  return <t:direct> -- copy
end
```

A deep copy of the node list that starts at *n* can be created too. If *m* is also given, the copy stops just before node *m*.

```
function node.direct.copyleft ( <t:direct> n )
  return <t:direct> -- copy
end

function node.direct.copyleft ( <t:direct> n, <t:direct> m )
  return <t:direct> -- copy
end
```

We can also make a more direct copy of a node, which means that we don't make copy of for instance node lists assigned to a field. So you'd better know what you're doing.

```
function node.direct.copyonly ( <t:direct> n )
  return <t:direct> -- copy
end
```

Note that you cannot copy attribute lists this way. However, there is normally no need to copy attribute lists because when you do assignments to the *attr* field or make changes to specific attributes, the needed copying and freeing takes place automatically. When you change a value of an attribute *in* a list, it will affect all the nodes that share that list.

```
function node.direct.write ( <t:direct> n )
  -- no return values
end
```

This function will append a node list to T_EX's 'current list'. The node list is not deep-copied! There is no error checking either! You might need to enforce horizontal mode in order for this to work as expected.

15.5.3 Common properties

Here we discuss a few node field accessors that are common to nodes. In most cases an accessor looks at a node id and then returns or set something, just because field names (or properties) can be similar. Here we mention some, the others are mentioned in following sections.

```
function node.direct.getid ( <t:direct> n )
  return <t:integer> id
end

function node.direct.getsubtype ( <t:direct> n )
  return <t:integer> subtype
end

function node.direct.getids ( <t:direct> n )
```



```

    return
        <t:integer>, -- id
        <t:integer>  -- subtype
end

```

You can't change the id of a node, but you can set the subtype:

Data fields are general purpose so these helpers come in variants:

```

function node.direct.getdata ( <t:direct> glyph )
    return <t:integer>  -- data
end
function node.direct.getdata ( <t:direct> rule )
    return <t:integer>  -- data
end
function node.direct.getdata ( <t:direct> glue )
    return <t:integer>, <t:integer> -- data, reserved
end
function node.direct.getdata ( <t:direct> boundary )
    return <t:integer>, <t:integer> -- data, reserved
end
function node.direct.getdata ( <t:direct> insert )
    return <t:integer>  -- identifier
end
function node.direct.getdata ( <t:direct> attribute )
    return <t:integer>, <t:integer> -- index, value
end
function node.direct.getdata ( <t:direct> attributelist )
    return <t:table>  -- hash with values per index
end
function node.direct.getdata ( <t:direct> mark )
    return <t:token>  -- list
end
function node.direct.getdata ( <t:direct> mark, <t:true> asstring )
    return <t:string>  -- content
end

```

The companion helper sets values, with the exception of attribute (list) nodes; those are ignored.

```

function node.direct.setdata ( <t:direct> node, ... ) end

```

The direction field declares if we're going left-to-right or right-to-left. Direction nodes can have a subtype indicating it's canceling a direction.

```

function node.direct.setdirection ( <t:direct> node ) return <t:integer> end
function node.direct.getdirection ( <t:direct> node, <t:integer> direction ) end

```

Options are bitsets that control aspects of the rendering. Some subsystems set option bits too.

```

function node.direct.getoptions ( <t:direct> node ) return <t:integer> end
function node.direct.setoptions ( <t:direct> node, <t:integer> integer ) end

```

Some nodes have a state, currently glyphs and boxes. Glyph states are up to the macro package, box states get set by the engine. When a second argument is passed to the getter, that state gets checked for.

```
function node.direct.getstate (
  <t:direct> n
)
  return <t:integer>
end
```

```
function node.direct.getstate (
  <t:direct> n,
  <t:integer> state
)
  return <t:boolean>
end
```

```
function node.direct.setstate (
  <t:direct> n,
  <t:integer> state
)
  -- no return values
end
```

When engines support the so called ‘synctex’ feature, some nodes get a file id and line number assigned. In LuaT_EX we made that more flexible so that one can come up with a more fine-tuned approach. In LuaMetaT_EX we only provide the fields and then some helpers to set and get their values:

```
function node.direct.getinputfields (
  <t:direct> node
)
  return
    <t:integer>, -- file
    <t:integer> -- line
end
```

```
function node.direct.setinputfields (
  <t:direct> node,
  <t:integer> file,
  <t:integer> line
)
  -- no return values
end
```

Only glyph, hlist, vlist and unset nodes have these fields and the engine sets them, whenever such a node is created, but only when a mode value is larger than zero. A value of one makes that list nodes get set, a larger value also makes that glyphs are set. We don’t go into details here but in the tex library we have `setinputstatemode`, `getinputstatemode`, `setinputstatefile`, `getinputstatefile`, `forceinputstatefile`, `forceinputstateline`, `setinputstateline` and `getinputstateline` to control what values get assigned. The engine itself has no knowledge of this synchronization feature, the macro package defines it.

This function checks if a glyph, rule, box or leader content has a width, height and/or depth set to a non-zero value.

```
function node.direct.hasdimensions ( <t:direct> )
    return <t:boolean>
end
```

15.5.4 Geometry

Glyphs, lists and rules can have offsets. For practical reasons the helper that accesses these also deal with related properties.

```
function node.direct.getoffsets ( <t:direct> glyph )
    return
        <t:integer>, -- xoffset
        <t:integer>, -- yoffset
        <t:integer>, -- left
        <t:integer>, -- right
        <t:integer>  -- raise
end
```

```
function node.direct.getoffsets ( <t:direct> list )
    return
        <t:integer>, -- xoffset
        <t:integer>  -- yoffset
end
```

```
function node.direct.getoffsets ( <t:direct> rule )
    return
        <t:integer>, -- xoffset
        <t:integer>, -- yoffset
        <t:integer>, -- left,
        <t:integer>, -- right
        <t:integer>, -- dashon
        <t:integer>  -- dashoff
end
```

The setter sets these properties when a number is passed:

```
function node.direct.setoffsets (
    <t:direct> glyph,
    <t:integer> xoffset,
    <t:integer> yoffset,
    <t:integer> left,
    <t:integer> right,
    <t:integer> raise
)
    -- no return values
end

function node.direct.setoffsets (
```

```

    <t:direct> list,
    <t:integer> xoffset,
    <t:integer> yoffset
)
-- no return values
return
end

function node.direct.setoffsets (
    <t:direct> rule
    <t:integer> xoffset,
    <t:integer> yoffset,
    <t:integer> left,
    <t:integer> right,
    <t:integer> dashon,
    <t:integer> dashoff
)
-- no return values
end

```

A bit more exclusive are margins. For glyphs these can act like font kerns, for rules they extend the rule.

```

function node.direct.addmargins (
    <t:direct> glyph,
    <t:integer> left,
    <t:integer> right,
    <t:integer> raise
)
-- no return values
end

function node.direct.addmargins (
    <t:direct> rule,
    <t:integer> left,
    <t:integer> right
)
-- no return values
end

```

For glyphs we also have the following variant, that scales according to the glyph scales.

```

function node.direct.addxymargins (
    <t:direct> glyph,
    <t:integer> left,
    <t:integer> right,
    <t:integer> raise
)
-- no return values
end

```

These operate on glyphs, boxes and rules:

```
function node.direct.addxoffset ( <t:direct> n, <t:integer> amount ) end
function node.direct.addyoffset ( <t:direct> n, <t:integer> amount ) end
```

List, insert, mark and adjust nodes have an index field.

```
function node.direct.getindex ( <t:direct> n ) return <t:integer> end
function node.direct.setindex ( <t:direct> n, <t:integer> i ) end
```

15.5.5 Fonts and characters

The most significant carrier of information is the glyph node. In LuaMetaTeX it is also one of the largest nodes in terms of fields. As with any engine, it has a font and character field. In LuaMetaTeX a glue node can also have a font set and of course math characters and delimiters have this property too.

```
function node.direct.getfont (
    <t:direct> n
)
    return <t:integer> -- id
end
```

```
function node.direct.setfont (
    <t:direct> n,
    <t:integer> id
)
    -- no return values
end
```

```
function node.direct.setfont (
    <t:direct> n,
    <t:integer> id,
    <t:integer> slot
)
    -- no return values
end
```

Here we see that when we set a set a font we can also set a character, because that's often what goes together. The character field setter and getter is simple. The term character is actually neutral although in practice it's a Unicode slot, just because utf8 is the input encoding. But in the end it's just an index into a font table.

```
function node.direct.getchar ( <t:direct> n ) return <t:integer> end
function node.direct.setchar ( <t:direct> n, <t:integer> slot ) end
```

We can also get the font and character in one go; watch the order! Here for a math character (simple noads are also handled here) you also get back the family:

```
function node.direct.getcharspec (
    <t:direct> n -- glyph or rule
)
    return
        <t:integer>, -- character
```

```

        <t:integer> -- font
end

function node.direct.getcharspec (
    <t:direct> n -- math characer, delimiter, simple noad
)
    return
        <t:integer>, -- character
        <t:integer>, -- font
        <t:integer> -- family
end

```

When working on the ‘improved’ math processing capabilities in the engine we picked up on the idea to carry around some more information. This is why we also have:

```

function node.direct.setchardict (
    <t:direct> n,
    <t:integer> properties,
    <t:integer> group,
    <t:integer> index
)
    -- no return value
end

```

These apply to glyphs, math characters and delimiters. Currently their meaning depends on the macro package but we might eventually bring som more into the engine. One reason for putting information in the nodes instead of relying on Lua is that in math characters become glyphs and some information travels through the system.

The getter is a bit more extensive; in the case of math we get the font of the family.

```

function node.direct.setchardict (
    <t:direct> n
)
    return
        <t:integer>, -- properties,
        <t:integer>, -- group,
        <t:integer>, -- index,
        <t:integer>, -- font,
        <t:integer> -- character
end

```

Some nodes and a data field that a macro package can use anyway it wants. Of course using it makes sharing code between macro packages hard but in practice (certainly at this level) there is no sharing going on anyway. A value of `-0x7FFFFFFF` is equivalent to the field not being set; this is compatible with attributes.

```

function node.direct.getglyphdata ( <t:direct> n ) return <t:integer> end
function node.direct.setglyphdata ( <t:direct> n, <t:integer> d) end

```

When you create a node in Lua you also need to set properties, like a font and character. However, especially in ConTEXt, quite some behavior is also determined by for instance `\glyphoptions`, `\glyph-`

scale and alike. This is why we have two creator functions that set the font and character but also set the fields according to the current state we're in.

```
function node.direct.newtextglyph ( <t:integer> f, <t:integer> c ) end
function node.direct.newmathglyph ( <t:integer> f, <t:integer> c ) end
```

For now we keep this one for sentimental reasons, although its application is rather specific: in a sequence of pre- and postscripts to nuclei. The first variant creates a new one and optionally sets an attribute list. The second variant takes an existing node and tags it as continuation setting properties according the current math setup. This function was added for prototyping new functionality and lost its purpose; the engine knows better what to do.

```
function node.direct.newcontinuationatom (
  <t:boolean> new,
  <t:direct> attrlist
)
  return <t:direct>
end

function node.direct.newcontinuationatom (
  <t:direct> existing
)
  -- no return value
end
```

We mentioned glyph options, so here is a test for that, using a option already mentioned in a previous section and that are normally set with `\glyphoptions`:

```
function node.direct.hasglyphoption ( <t:direct> g, <t:integer> o )
  return <t:boolean>
end
```

We now arrived at some rather special helpers. Although the engine is basically neutral with respect to macro packages and how they deal with fonts, we took the liberty to add some features that fit well in the way ConT_EXt deals with these matters; like it or not.

When we process the input characters in a node list according to the way a font likes it to be rendered, we have two states: unprotected and protected. We start out unprotected and when done set the protection flag on the glyph nodes so that later on we can check if processing already happened. In functions that basically do the same we use `char` for unprotected and `glyph` otherwise.

For instance, we have two helpers and their match depends on the protection set:

```
function node.direct.firstchar ( <t:direct> n ) return <t:direct> | <t:nil> end
function node.direct.firstglyph ( <t:direct> n ) return <t:direct> | <t:nil> end
```

In ConT_EXt once a node list has gone through the font handler, we have glyphs, so if one (at all) add some user pass over the list and use these helpers, one should also be aware of the moment it happens. So this is a typical case where macro packages differ and choose different approaches.

```
function node.direct.ischar (
  <t:direct> n, <t:integer> font,
  <t:integer> data
```

```

)
  return
    <t:nil>          -- no node
  | <t:nil>, <t:integer> -- node id
  | <t:false>       -- glyph already done
  | <t:integer>      -- character code
end

function node.direct.ischar (
  <t:direct> n, <t:integer> font,
  <t:integer> data,
  <t:integer> state
)
  return -- see above
end

function node.direct.ischar (
  <t:direct> n, <t:integer> font,
  <t:integer> scale, <t:integer> xscale, <t:integer> yscale
)
  return -- see above
end

function node.direct.ischar (
  <t:direct> n, <t:integer> font,
  <t:integer> data,
  <t:integer> scale, <t:integer> xscale, <t:integer> yscale
)
  return -- see above
end

```

The isglyph checker is simpler:

```

function node.direct.isglyph ( <t:direct> n )
  return
    <t:nil>,
    <t:nil>
end

function node.direct.isglyph ( <t:direct> n )
  return
    <t:false>,
    <t:integer> -- node id
end

function node.direct.isglyph ( <t:direct> n )
  return
    <t:integer>, -- character code,
    <t:integer>  -- font id
end

```

A variant returns the next or previous node, or nothing when there is no node passed.

```

function node.direct.isnextglyph ( <t:direct> n )

```



```

    return
        <t:integer> | <t:nil>, -- next node
        <t:false>,
        <t:integer>          -- node id
end

function node.direct.isnextglyph ( <t:direct> n )
    return
        <t:integer> | <t:nil>, -- next node
        <t:integer>,          -- character code,
        <t:integer>          -- font id
end

function node.direct.isprevglyph ( <t:direct> n )
    return
        <t:integer> | <t:nil>, -- previous node
        <t:false>,
        <t:integer>          -- node id
end

function node.direct.isprevglyph ( <t:direct> n )
    return
        <t:integer> | <t:nil>, -- previous node
        <t:integer>,          -- character code,
        <t:integer>          -- font id
end

```

We now introduce a special kind of node, one that stores a font related state. This one was introduced when we switched to compact font mode in ConT_EXt, after a few year period of testing.

```

function node.direct.newfontcheck (
    <t:integer> identifier,
    <t:integer> data,
    <t:integer> scale,
    <t:integer> xscale,
    <t:integer> yscale
)
    return <t:direct>
end

```

This spec also can store a slant and weight but this is not initialized via parameters. We can change values in this spec node

```

function node.direct.setfontcheck (
    <t:direct> node,
    <t:direct> template
)
    -- no return value
end

```

The template node is glyph, font spec, or disc node. When it's a glyph, we take the 3 scale. When it's a font spec, the identifier, data and scale fields are copied. From a disc node we take the scales from the glyph that starts a replace field. If we pass more than two arguments the following is assumed:

```

function node.direct.setfontcheck (
    <t:direct> node,
    <t:integer> identifier,
    <t:integer> data,
    <t:integer> scale,
    <t:integer> xscale,
    <t:integer> yscale
)
    -- no return value
end

```

The getter returns already mentioned properties:

```

function node.direct.getfontcheck (
    <t:direct> node
)
    return
        <t:integer>, -- identifier
        <t:integer>, -- data
        <t:integer>, -- scale
        <t:integer>, -- xscale
        <t:integer>  -- yscale
end

```

You can also do a test on equality of these five values:

```

function node.direct.samefontcheck (
    <t:direct> fontspec,
    <t:integer> identifier,
    <t:integer> data,
    <t:integer> scale,
    <t:integer> xscale,
    <t:integer> yscale
)
    return <t:boolean>
end

```

We can also check against a node, first a simple one:

```

function node.direct.isfontcheck (
    <t:direct> node,
    <t:direct> fontspec
)
    return <t:boolean> -- glyph and same spec
end

```

The next one returns more details, depending on what node gets passed:

```

function node.direct.ischarcheck (
    <t:direct> node,
    <t:direct> fontspec
)

```

```

return
    <t:direct>, <t:nil>, <t:integer> -- no glyph, node id
| <t:direct>, <t:boolean>          -- different character
| <t:direct>, <t:integer>          -- same, character
| <t:direct>, <t:nil>              -- no spec or node
end

```

These two are similar but also return next or previous node:

```

function node.direct.isnextcharcheck (
    <t:direct> node,
    <t:direct> fontspec
)
    return
        <t:direct>, <t:nil>, <t:integer> -- no glyph, node id
    | <t:direct>, <t:boolean>          -- different character
    | <t:direct>, <t:integer>          -- same, character
    | <t:direct>, <t:nil>              -- no spec or node
end

```

```

function node.direct.isprevcharcheck (
    <t:direct> node,
    <t:direct> fontspec
)
    return
        <t:direct>, <t:nil>, <t:integer> -- no glyph, node id
    | <t:direct>, <t:boolean>          -- different character
    | <t:direct>, <t:integer>          -- same, character
    | <t:direct>, <t:nil>              -- no spec or node
end

```

There are some extra helpers that one can consider to be experimental that we test in the node mode font handler. Just don't use them.

15.5.6 Manipulating lists

Unless there is a bug or a callback messes up a node list is dual linked. In original T_EX nodes had to be small so nodes only had a next pointer. If you run into an issue you can use the next helper to sure that the node list is double linked.

```

function node.direct.slide ( <t:direct> n)
    return <t:direct> -- tail
end

```

In most cases T_EX itself only uses next pointers but your other callbacks might expect proper prev pointers too. So, when you run into issues or are in doubt, apply the slide function before you return the list. You can also get the tail without sliding:

```

function node.direct.tail ( <t:direct> n )
    return <t:direct> -- tail
end

```

For tracing purposes we have a few counters. The first one returns the number of nodes contained in the node list that starts at *n*. If *m* is also supplied it stops at *m* instead of at the end of the list. The node *m* is not counted.

```
function node.direct.length (
  <t:direct> n
)
  return <t:integer>
end
```

```
function node.direct.length (
  <t:direct> n,
  <t:direct> m
)
  return <t:integer>
end
```

The second one the number of nodes contained in the node list that starts at *n* that have a matching id field. If *m* is also supplied, counting stops at *m* instead of at the end of the list. The node *m* is not counted. This function also accept string id's.

```
function node.direct.count (
  <t:integer> id,
  <t:direct> n
)
  return <t:integer>
end
```

```
function node.direct.count (
  <t:integer> id,
  <t:direct> n,
  <t:direct> m
)
  return <t:integer>
end
```

This function removes the node current from the list following head. It is your responsibility to make sure it is really part of that list. The return values are the new head and current nodes. The returned current is the node following the current in the calling argument, and is only passed back as a convenience (or nil, if there is no such node). The returned head is more important, because if the function is called with current equal to head, it will be changed. When the third argument is passed, the node is freed.

```
function node.direct.remove ( <t:direct> head, <t:direct> current )
  return
    <t:direct> head,
    <t:direct> current,
    <t:direct> removed
end
```

```
function node.direct.remove ( <t:direct> head, <t:direct> current, <t:boolean> free)
  return
```

```

    <t:direct> -- head,
    <t:direct> -- current
end

```

This function inserts the node `new` before `current` into the list following `head`. It is your responsibility to make sure that `current` is really part of that list. The return values are the (potentially mutated) `head` and the node `new`, set up to be part of the list (with correct `next` field). If `head` is initially `nil`, it will become `new`.

```

function node.direct.insertbefore (
    <t:direct> head,
    <t:direct> current,
    <t:direct> new
)
    return
        <t:direct>, -- head
        <t:direct> -- new
end

```

This function inserts the node `new` after `current` into the list following `head`. It is your responsibility to make sure that `current` is really part of that list. The return values are the `head` and the node `new`, set up to be part of the list (with correct `next` field). If `head` is initially `nil`, it will become `new`.

```

function node.direct.insertafter (
    <t:direct> head,
    <t:direct> current,
    <t:direct> new
)
    return
        <t:direct>, -- head
        <t:direct> -- new
end

```

You can also mess with the list by changing the `next` or `prev` fields, using:

```

function node.direct.setprev ( <t:direct> n, <t:direct> prv ) end
function node.direct.setnext ( <t:direct> n, <t:direct> nxt ) end
function node.direct.setboth ( <t:direct> n, <t:direct> prv, <t:direct> nxt ) end

```

You can chain a set of nodes with `setlink`. A boolean instead of a node, is skipped. A double linked list is build from the nodes and as we go, but we keep the next node of the currently appended node untouched. However, a `nil` in the sequence will wipe that next pointer.

```

function node.direct.setlink (
    <t:direct> n1,
    <t:direct> n2,
    ...
    <t:direct> nn
)
    return <t:direct> -- head
end

```

Let's assume that we have `n1` that has a `prev` pointer. In that case

```
h = node.direct.setlink (
  n1,    -- n1.prev = kept  n1.next = kept
  n2,    -- n2.prev = n1    n2.next = kept  n1.next = n2
  false, -- skipped
  n4,    -- n4.prev = n2    n4.next = kept  n2.next = n4
  nil    --                  n4.next = nil
)
```

So, `h` will be `n1` and connected to what it was. However, the final `nil` makes that the chain ends with `n4`; without that the list would be injected before what `n4` pointed to. The tail of (sub)list `h` is `n4`.

This function will split the list, although in practice one wants a bit more control over matters.

```
n1 <-> n2 <-> n3 <-> n4 : setsplit(n2,n2) : n1 <-> n2      n3 <-> n4
n1 <-> n2 <-> n3 <-> n4 : setsplit(n2,n3) : n1 <-> n2      n3 <-> n4
n1 <-> n2 <-> n3 <-> n4 : setsplit(n2,n4) : n1 <-> n2  n3  n4
```

Anyway, what happens is this (in ascii art) is this:

```
function node.direct.setsplit ( <t:direct> left, <t:direct> right ) end
```

The next function pops the last node from \TeX 's 'current list'. It returns that node, or `nil` if the current list is empty.

```
function node.direct.lastnode ( )
  return <t:direct> n
end
```

This helper returns the location of the first match at or after node `n`:

```
function node.direct.findnode ( <t:direct> n, <t:integer> subtype )
  return <t:direct> -- n
end
```

```
function node.direct.findnode ( <t:direct> n )
  return
    <t:direct>, -- n
    <t:integer> -- subtype
end
```

15.5.7 Traversing

The easiest do-it-yourself approach to run over a list of nodes is to use one of the following functions:

```
function node.direct.getnext ( <t:direct> n )
  return <t:direct> | <t:nil>
end
```

```
function node.direct.getprev ( <t:direct> n )
  return <t:direct> | <t:nil>
end
```

```

function node.direct.getboth ( <t:direct> n )
    return
        <t:direct> | <t:nil>, -- prev
        <t:direct> | <t:nil>  -- next
end

```

Instead of using these you can use one of the iterators that loops over the node list that starts at n.

```

function node.direct.traverse ( <t:direct> n )
    return
        <t:direct> t,
        <t:integer> id,
        <t:integer> subtype
end

```

Typically code looks like this:

```

for n in node.traverse(head) do
    -- whatever
end

```

which is functionally equivalent to:

```

do
    local n
    local function f (head,var)
        local t
        if var == nil then
            t = head
        else
            t = var.next
        end
        return t
    end
    while true do
        n = f (head, n)
        if n == nil then
            break
        end
        -- whatever
    end
end
end

```

It should be clear from the definition of the function f that even though it is possible to add or remove nodes from the node list while traversing, you have to take great care to make sure all the next (and prev) pointers remain valid.

If the above is unclear to you, see the section ‘For Statement’ in the Lua Reference Manual.

This is an iterator that loops over all the nodes in the list that starts at n that have a matching id field. See the previous section for details. The change is in the local function f, which now does an extra while loop checking against the upvalue id, kind of like:

```

local function f(head,var)
    local t
    if var == nil then
        t = head
    else
        t = var.next
    end
    while not t.id == id do
        t = t.next
    end
    return t
end

```

This and the previously discussed `traverse` are the only traverses provided for userdata nodes.

```

function node.direct.traverseid ( <t:integer> id, <t:direct> n )
    return
        <t:direct> t,
        <t:integer> subtype
end

```

The `traversechar` iterator loops over the glyph nodes in a list. Only nodes with a subtype less than 256 are seen.

NEEDS CHECKING: protected check

```

function node.direct.traversechar ( <t:direct> n )
    return
        <t:direct>, -- n
        <t:integer>, -- char
        <t:integer> -- font
end

```

The `traverseglyph` iterator loops over a list and returns the list and filters all glyphs:

```

function node.direct.traverseglyph ( <t:direct> n )
    return
        <t:direct>, -- n
        <t:integer>, -- char
        <t:integer> -- font
end

```

This iterator loops over the `hlist` and `vlist` nodes in a list. The four return values can save some time compared to fetching these fields but in practice you seldom need them all.

```

function node.direct.traverselist ( <t:direct> n )
    return
        <t:direct>, -- n
        <t:integer>, -- identifier
        <t:integer>, -- subtype
        <t:direct> -- list
end

```


This iterator loops over nodes that have content: hlist, vlist, glue with leaders, glyph, disc and rule nodes.

```
function node.direct.traversecontent ( <t:direct> n )
  return
    <t:direct>, -- n
    <t:integer>, -- identifier
    <t:integer>, -- subtype
    <t:direct>  -- listorleader
end
```

Kerns nodes that have the italic, left correction or right correction subtype can be traversed with

```
function node.direct.traverseitalic ( <t:direct> n )
  return
    <t:direct>, -- n
    <t:integer> -- subtype
end
```

You can loop over the so called uleaders and then do something with their content. You get back a hlist or vlist that has the uleaders package property set.

```
function node.direct.traverseleaders ( <t:direct> n )
  return
    <t:direct>, -- list
    <t:integer> -- type
    <t:integer> -- subtype
end
```

The traversers also support backward traversal. An optional extra boolean triggers this. Yet another optional boolean will automatically start at the end of the given list. So, if we want both we use:

```
function node.direct.traverse (
  <t:direct> n,
  <t:boolean> reverse,
  <t:boolean> startatend
)
  return
    <t:direct> t,
    <t:integer> id,
    <t:integer> subtype
end
```

You can look ahead and back with these three, you pass two arguments, a node and type to be checked:

```
function node.direct.isnext ( <t:direct> n, <t:integer> type )
  return <t:direct> | <t:nil>
end
function node.direct.isprev ( <t:direct> n, <t:integer> type )
  return <t:direct> | <t:nil>
end
function node.direct.isboth ( <t:direct> n, <t:integer> type )
```

```

return
    <t:direct> | <t:nil>, -- prev
    <t:direct> | <t:nil>  -- next
end

```

15.5.8 Dimensions

When working with nodes that have dimensions it can be that the effective width, height and depth are determined by for instance scaling (glyphs) or packaging (lists).

```

function node.direct.getglyphdimensions ( <t:direct> glyph )
return
    <t:integer>, -- width  (includes expansion)
    <t:integer>, -- height
    <t:integer>, -- depth
    <t:integer>, -- expansion
    <t:number>,  -- xscale (fractions)
    <t:number>,  -- yscale (fractions)
    <t:number>,  -- slant  (fractions)
    <t:number>   -- weight (fractions)
end

```

```

function node.direct.getkerndimensions ( <t:direct> kern )
return <t:integer>, -- width (includes expansion)
end

```

```

function node.direct.getruledimensions ( <t:direct> rule )
return
    <t:integer>, -- virtualwidth
    <t:integer>, -- virtualheight
    <t:integer>, -- virtualdepth
    <t:true>     -- isvirtual
end

```

```

function node.direct.getruledimensions ( <t:direct> rule )
return
    <t:integer>, -- width
    <t:integer>, -- height
    <t:integer>, -- depth
    <t:false>    -- notvirtual
end

```

```

function node.direct.getlistdimensions ( <t:direct> rule )
return
    <t:integer>, -- width
    <t:integer>, -- height
    <t:integer>, -- depth
    <t:integer>, -- shift
    <t:direct>,  -- list
    <t:direct>   -- except

```

end

Because rules are general purpose blobs, we have a setter. When we have a virtual rule, the dimensions are stored but not used in packaging.

```
function node.direct.setruledimensions (
  <t:direct> rule,
  <t:integer> width,
  <t:integer> height,
  <t:integer> depth,
  <t:integer> data
)
  -- no return value
end
```

15.5.9 Glyphs

Glyphs have a lot of parameters and there are many setters and getters that can access them. Some generic ones, like `getwidth` are discussed in other subsections, some are more specific to glyphs:

```
function node.direct.getslant ( <t:direct> g ) return <t:integer> end
function node.direct.getweight ( <t:direct> g ) return <t:integer> end
```

and

```
function node.direct.setslant ( <t:direct> g, <t:integer> slant ) end
function node.direct.setweight ( <t:direct> g, <t:integer> weight ) end
```

Glyph scales are normally set at the \TeX end using one of the pseudo internal registers. Internally the scales are integers, where 1000 means a scale of 1. We have quite some related helpers.

```
function node.direct.getscale (
  <t:direct> node
)
  return <t:integer> -- scale
end

function node.direct.getscales (
  <t:direct> node
)
  return
    <t:integer>, -- scale
    <t:integer>, -- xscale
    <t:integer>  -- yscale
end
```

As usual we also have setters, where numbers get properly rounded:

```
function node.direct.setscale (
  <t:direct> node,
  <t:numbers> scale
)
```

```

    --- no return values
end

function node.direct.setscales (
    <t:direct> node,
    <t:number> scale,
    <t:number> xscale,
    <t:number> yscale
)
    -- no return value
end

```

When we work with scales we can use one of these. This time we work with numbers, so we've properly divided by 1000.

```

function node.direct.getxscale ( <t:direct> node )
    return <t:number>
end
function node.direct.getyscale ( <t:direct> node )
    return <t:number>
end
function node.direct.getxyscale ( <t:direct> node )
    return <t:number>, <t:number>
end

```

Watch out, this setter again uses integers:

```

function node.direct.setxyscale (
    <t:direct> node,
    <t:integer> xscale,
    <t:integer> yscale
)
    --- no return values
end

```

The getxscale is special in the sense that when a glue node is passed that has space properties, it will deduce the scale value from a previous or next glyph. This can be used to calculate a space which is the reason that only fonts with such a character are valid, otherwise the scale is just 1.

The control field defines if and how specific typesetting related features get applied as specified with the glyph option and/or various related mechanisms.

```

function node.direct.getcontrol (
    <t:direct>
)
    return <t:integer>
end

function node.direct.setcontrol (
    <t:direct> node,
    <t:integer> control
)

```

```
-- no return values
end
```

In LuaMetaT_EX we have extended the math engine with ‘corner kerns’ that more or less replace (often unreliable OpenType) staircase kerns and (traditional T_EX) italic correction. For diagnostic purposes you can get these with:

```
function node.direct.getcornerkerns (
  <t:direct> glyph
)
  return
    <t:integer>, -- bottom left
    <t:integer>, -- bottom right
    <t:integer>, -- top left
    <t:integer>  -- top right
end
```

15.5.10 Glue

You can set the five properties of a glue in one go. If a non-numeric value is passed the property becomes zero.

```
function node.direct.setglue ( <t:direct> n )
  -- no return values
end

function node.direct.setglue (
  <t:direct> n,
  <t:integer> width,
  <t:integer> stretch,
  <t:integer> shrink,
  <t:integer> stretchorder,
  <t:integer> shrinkorder
)
  -- no return values
end
```

When you pass values, only arguments that are numbers are assigned so the next call will only adapt the width and shrink.

```
node.direct.setglue(n,655360,false,65536)
```

When a list node is passed, you set the glue, order and sign instead. The next call will return five values or nothing when no glue is passed.

```
function node.direct.getglue ( <t:direct> n )
  return
    <t:integer>, -- width
    <t:integer>, -- stretch
    <t:integer>, -- shrink
    <t:integer>, -- stretchorder
```

```
<t:integer> -- shrinkorder
```

When the second argument is false, only the width is returned (this is consistent with `tex.get`). When a list node is passed, you get back the glue that is set, the order of that glue and the sign.

This function returns true when the width, stretch and shrink properties are all zero.

```
function node.direct.iszeroglue ( <t:direct> n )
  return <t:boolean> -- allzero
end
```

Glue is not only, well, glue. The to be filled space can also be occupied by a rule, boxes, glyphs and what more. You can get the list that makes this with:

```
function node.direct.getleader ( <t:direct> n )
  return <t:direct> -- list
end
```

and set the list with

```
function node.direct.setleader ( <t:direct> n, <t:direct> l | <t:nil> )
  -- no return values
end
```

15.5.11 Attributes

Assignments to attributes registers result in assigning lists with set attributes to nodes and the implementation is non-trivial because the value that is attached to a node is essentially a (sorted) sparse array of key-value pairs. It is generally easiest to deal with attribute lists and attributes by using the dedicated functions in the node library.

An attribute comes in two variants, indicated by subtype. Because attributes are stored in a sorted linked list, and because they are shared, the first node is a list reference node and the following ones are value nodes. So, most attribute nodes are value nodes. These are forward linked lists. Because there are assumptions to how these list are build you should rely on the helpers, also because details might change.

This returns the currently active list of attributes, if there is one.

```
function node.direct.currentattr()
  return <t:direct> -- list
end
```

The intended usage of `currentattr` is as follows (we use the `userdata` interface here):

```
local x1 = node.new("glyph")
x1.attr = node.currentattr()
local x2 = node.new("glyph")
x2.attr = node.currentattr()
```

or:

```
local x1 = node.new("glyph")
```

```

local x2 = node.new("glyph")
local ca = node.currentattr()
x1.attr = ca
x2.attr = ca

```

The attribute lists are reference counted and the assignment takes care of incrementing the count. You cannot expect the value `ca` to be valid any more when you assign attributes (using `tex.setattribute`) or when control has been passed back to $\text{T}_{\text{E}}\text{X}$.

```

<number> v = node.hasattribute ( <t:node> n, <number> id )
<number> v = node.hasattribute ( <t:node> n, <number> id, <number> val )

```

Of course this one is also available in the `node.direct` name space, as is the following one that tests if a node has the attribute with number `id` set. If `val` is also supplied, also tests if the value matches `val`. It returns the value, or, if no match is found, `nil`.

```

function node.direct.getattribute ( <t:direct> n, <t:integer> id )
    return <t:integer> -- value
end

```

The previous function tests if a node has an attribute with number `id` set. It returns the value, or, if no match is found, `nil`. If no `id` is given then the zero attributes is assumed.

```

function node.direct.findattribute ( <t:direct> n, <t:integer> id )
    return
        <t:integer>, -- value
        <t:direct>  -- node
end

```

Finds the first node that has attribute with number `id` set. It returns the value and the node if there is a match and otherwise nothing.

```

function node.direct.setattribute ( <t:direct> n, <t:integer> id, <t:integer> value )
    -- no return values
end

```

Sets the attribute with number `id` to the value `value`. Duplicate assignments are ignored.

```

function node.direct.unsetAttribute ( <t:direct> n, <t:integer> id )
    return <t:integer> -- value
end

```

```

function node.direct.unsetAttribute ( <t:direct> n, <t:integer> id, <t:integer> value
)
    return <t:integer> -- value
end

```

Unsets the attribute with number `id`. If `value` is also supplied, it will only perform this operation if the value matches `value`. Missing attributes or attribute-value pairs are ignored. If the attribute was actually deleted, the function returns its old value, otherwise it returns `nil`.

There are also helpers that instead of setting or getting a specific attribute, work with a list. You should not mess with these lists unless you're sure what you do. These helpers are mainly there because they

can be used to copy a list from one node to another efficiently. The setter checks the second argument and will copy the list from the other node if it's not an attribute list.

```
function node.direct.getattributelist (<t:direct> source)
    return <t:direct> -- list
end

function node.direct.setattributelist (<t:direct> target, <t:direct> list)
    -- no return values
end

function node.direct.setattributelist (<t:direct> target, <t:direct> source)
    -- no return values
end
```

Instead of getting or setting one attribute you can handle multiple in a row, which might be more efficient:

```
function node.direct.getattributes (
    <t:direct> node,
    <t:integer> id,
    ...          -- more id's
)
    return
        <t:integer>, -- value
        ...          -- more values
end

function node.direct.setattributes (
    <t:direct> node,
    <t:integer> id,
    <t:integer> value,
    ...          -- more id's and values
)
    -- no return values
end
```

15.5.12 Glyph handling

Processing a character stream into a visual representation using glyphs is one of the important processes in the engine. In T_EX82 this happens in two places. When the text is read ligaturing and kerning takes place and the list can, if needed, be packed into a box because the dimensions are now known. When that list is to become a paragraph it might be that lines get split and when a word can be hyphenated the ligaturing and kerning is reverted, the word gets hyphenated, ligatures and kerns get reapplied and the process goes on.

In OpenType processing characters is way more complex. Even if we delegate this to a library, the fact that we have a mix of text and whatever, potential hyphenation as well as spaces turned glue, means that we need to do some juggling with nodes. For that reason hyphenation (of the whole list), ligaturing and kerning has been split into clearly separates stages. One can still apply the original T_EX variants but in practice it is Lua that does the juggling of nodes in more complex situations. And

we're not only talking of font processing. For instance, additional inter-character kerning can be done in Lua too.

This all means that we have quite a repertoire of helpers that deal with glyph processing efficiently.

We can locate the first node in the list starting at `n` that is a glyph node with a subtype indicating it is a glyph, or `nil`. If `m` is given, processing stops at (but including) that node, otherwise processing stops at the end of the list. The `char` and `glyph` variants check for the protected field being (yet) unset or (already) set.

```
function node.direct.firstglyphnode ( <t:direct> n )
    return <t:direct> -- n
end

function node.direct.firstglyphnode ( <t:direct> n, <t:direct> m )
    return <t:direct> -- n
end
```

The next functions can be used to determine if processing is needed. We distinguish between a character (unprocessed) and a glyph (processed or unprocessed). When we check for a glyph there are three possible outcomes:

```
function node.direct.isglyph ( <t:direct> n )
    return
        <t:nil>,
        <t:nil>
end

function node.direct.isglyph ( <t:direct> n )
    return
        <t:false>,
        <t:integer> -- identifier
end

function node.direct.isglyph ( <t:direct> n )
    return
        <t:integer>, -- character
        <t:integer> -- font
end
```

Checking for a processed character is more complicated. If the glyph has been processed and the protected property has been set, we get this:

```
function node.direct.ischar ( <t:direct> n )
    return <t:false>
end
```

If that's not the case additional arguments are checked. If we don't pass a valid integer, the character value is returned:

```
function node.direct.ischar ( <t:direct> n, <t:integer> font )
    return <t:integer> -- character
end
```

btu when we passed a font identifier indeed we check if that one matches the one in the glyph and if not again we get:

```
function node.direct.ischar ( <t:direct> n, <t:integer> font )
  return <t:false> --
end
```

From there on we check for more arguments to match the glyph fields:

```
function node.direct.ischar (
  <t:direct> n,
  <t:integer> font,
  <t:integer> data
)
  return <t:false> | <t:integer> -- character
end
```

```
function node.direct.ischar (
  <t:direct> n,
  <t:integer> font,
  <t:integer> data,
  <t:integer> state
)
  return <t:false> | <t:integer> -- character
end
```

```
function node.direct.ischar (
  <t:direct> n,
  <t:integer> font,
  <t:integer> scale,
  <t:integer> xscale,
  <t:integer> yscale,
)
  return <t:false> | <t:integer> -- character
end
```

```
function node.direct.ischar (
  <t:direct> n,
  <t:integer> font,
  <t:integer> data,
  <t:integer> scale,
  <t:integer> xscale,
  <t:integer> yscale,
)
  return <t:false> | <t:integer> -- character
end
```

There are reasons for these combined tests and they can be found in the ConT_EXt font handler. A related helper is one that compares the font, data, scale, xscale, yscale, slant and weight.

```
function node.direct.issimilarglyph ( <t:direct> one, <t:direct> two )
    return <t:boolean> -- similar
end
```

This function returns the first glyph or disc node in the given list:

```
function node.direct.hasglyph ( <t:direct> n )
    return <t:direct> -- n
end
```

Traditional T_EX ligature processing can be achieved with the next helper. This assumes that the ligature information is present in the font. In ConT_EXt we call this base mode processing.

```
function node.direct.ligaturing ( <t:direct> first )
    return
        <t:direct>, -- head
        <t:direct>, -- tail
        <t:boolean> -- success
end
```

```
function node.direct.ligaturing ( <t:direct> first, <t:direct> last )
    return
        <t:direct>, -- head
        <t:direct>, -- tail
        <t:boolean> -- success
end
```

Traditional T_EX font kern processing can be achieved with the next helper. This assumes that the kern information is present in the font. In ConT_EXt we call this base mode processing.

```
function node.direct.kerning ( <t:direct> first )
    return
        <t:direct>, -- head
        <t:direct>, -- tail
        <t:boolean> -- success
end
```

```
function node.direct.kerning ( <t:direct> first, <t:direct> last )
    return
        <t:direct>, -- head
        <t:direct>, -- tail
        <t:boolean> -- success
end
```

It will be no surprise that the next function has the same setup as the previous two because normally you will first hyphenate, then ligature and finally kern. When Lua does the font handling you will also first hyphenate. In a traditional T_EX engine the three steps are kind of mixed into the par builder: there we hyphenate only those places where it makes sense which then involves local reconstruction of the original sequence of glyphs that make the word (no ligatures and kerns) and later applying these base features.

```
function node.direct.hyphenating ( <t:direct> first )
```

```

return
    <t:direct>, -- head
    <t:direct>, -- tail
    <t:boolean> -- success
end

function node.direct.hyphenating ( <t:direct> first, <t:direct> last )
    return
        <t:direct>, -- head
        <t:direct>, -- tail
        <t:boolean> -- success
end

```

When processing is done, you can mark the glyph nodes as protected in order to prevent redundant processing, for instance because boxed material gets unboxed. Where in LuaT_EX the subtype gets changed by adding or subtracting 256, in LuaMetaT_EX we have a dedicated (small) protection field.

```

function node.direct.protectglyph ( <t:direct> n )
    -- no return values
end

function node.direct.protectglyphs ( <t:direct> first, <t:direct> last )
    -- no return values
end

```

The opposite action can also be done.

```

function node.direct.unprotectglyph ( <t:direct> n )
    -- no return values
end

function node.direct.unprotectglyphs ( <t:direct> first, <t:direct> last )
    -- no return values
end

```

When we wrote the Lua font handler code, we introduced what we call ‘base’ mode for traditional (built-in) processing and ‘node’ mode for Lua based OpenType processing. In ConT_EXt we also have ‘none’ and ‘plug’ (for special purposes). A font can be marked as base or none and if that is done, one can use the following functions to set the protection state of a (range of) glyph nodes.

textcontrolvalues

0x01	collapsehyphens	0x10	hasitalics
0x02	baseligaturing	0x20	autoitalics
0x04	basekerning	0x40	replaceapostrophe
0x08	noneprotected		

These control values are used in places where we apply some magic and either permit or block some treatment. Two relate to base mode, one to none mode. The textcontrol field in a font table has that bitset.

```

function node.direct.protectglyphsnone ( <t:direct> first, <t:direct> last )
    -- no return values
end

```

end

```
function node.direct.protectglyphsbase ( <t:direct> first, <t:direct> last )
    -- no return values
end
```

These function are not really meant for users, as they work closely with the provided Lua functions for processing fonts where they can help to prevent redundant or unwanted processing. When they are applied, the protection state can change:

glyphprotectionvalues

0x00	unset	0x02	math
0x01	text		

The next function checks if protrusion is active at a line boundary, in which case the glyph node can be skipped. It's not that useful in the end.

```
function node.direct.protrusionskipable ( <t:direct> n )
    return <t:boolean> -- skipable
end
```

Once we're done we can freeze leaders: apply the glue to the leader and freeze the boxes or whatever is at hand.

```
function node.direct.flattenleaders ( <t:direct> n )
    return
        <t:direct>, -- head
        <t:integer> -- count
end
```

There are some properties specific for glyphs, like:

```
function node.direct.getlanguage ( <t:direct> n )
    return <t:integer> -- identifier
end
```

```
function node.direct.setlanguage (
    <t:direct> n,
    <t:integer> id
)
    -- no return value
end
```

The script field is not used in the engine; the getter has two variants:

```
function node.direct.getscript ( <t:direct> n )
    return <t:integer> -- identifier
end
```

```
function node.direct.getscript ( <t:direct> n, <t:integer> s )
    return <t:boolean> -- match
end
```

```

function node.direct.setscript (
    <t:direct> n,
    <t:integer> id
)
    -- no return value
end

```

15.5.13 Discretionaries

Discretionaries and glyphs are the carriers of text. Where the core of glyph nodes are the font and char fields, in disc nodes we have to focus on the pre, post and replace fields. These point to linked lists that are a mix of glyph, kerns and (in LuaMetaTeX fixed width) glue. here are the accessors:²⁸

```

function node.direct.getpost ( <t:direct> d, <t:boolean> tailtoo )
    return
        <t:direct>, -- head
        <t:direct>  -- tail
end

function node.direct.getpre ( <t:direct> d, <t:boolean> tailtoo )
    return
        <t:direct>, -- head
        <t:direct>  -- tail
end

function node.direct.getreplace ( <t:direct> d, <t:boolean> tailtoo )
    return
        <t:direct>, -- head
        <t:direct>  -- tail
end

function node.direct.getdisc ( <t:direct> d, <t:boolean> tailtoo )
    return
        <t:direct>, -- prehead
        <t:direct>, -- posthead
        <t:direct>, -- replacehead
        <t:direct>, -- pretail
        <t:direct>, -- posttail
        <t:direct>  -- replacetail
end

```

We also have setters:

```

function node.direct.setpost    ( <t:direct> d, <t:direct> | <t:nil> ) end
function node.direct.setpre    ( <t:direct> d, <t:direct> | <t:nil> ) end
function node.direct.setreplace ( <t:direct> d, <t:direct> | <t:nil> ) end

```

A major update can be done with this one:

```

function node.direct.setdisc (

```

²⁸ These are a bit more generic because they also return fields from choice nodes and possibly hlist and vlist nodes.

```

    <t:direct>,          -- discretionary
    <t:direct> | <t:nil>, -- pre
    <t:direct> | <t:nil>, -- post
    <t:direct> | <t:nil>, -- replace
    <t:subtype> | <t:nil>, -- subtype
    <t:subtype> | <t:nil> -- penalty
)
-- no return values
end

```

From this you can deduce that we can also say:

```

function node.direct.getpenalty ( <t:direct> d )
    return <t:integer> -- penalty
end

function node.direct.setpenalty ( <t:direct> d, <t:integer> penalty )
    -- no return value
end

```

Discretionaries can have options set, which you then can checked with the following function:

```

function node.direct.hasdisoption ( <t:direct> d, <t:integer> option )
    return <t:boolean> -- inbitset
end

```

A bitwise and is done on the field in the node where possible bits are:

disoptionvalues

0x00000000	normalword	0x00000040	noitaliccorrection
0x00000001	preword	0x00000080	nozeroitaliccorrection
0x00000002	postword	0x00000100	standalone
0x00000010	preferbreak	0x00010000	userfirst
0x00000020	prefernobreak	0x40000000	userlast

The next pair targets glyphs and normally you will not use the setter, because the engine takes care of setting that state.

```

function node.direct.getdiscpart ( <t:direct> g )
    return
        <t:integer>, -- part
        <t:integer>, -- after
        <t:integer>  -- code
end

function node.direct.setdiscpart (
    <t:direct> g,
    <t:integer> part
    <t:integer> after
    <t:integer> code
)

```

```
-- no return value
end
```

The part and after properties relate to discretionary nodes that might have been flattened. The complication in (tracing) here is that information is lost so we store the states in the glyph node.

discpartvalues

0x00	unset	0x02	post	0x04	always
0x01	pre	0x03	replace		

The code properties relate to where the (usually hyphen) character comes from:

glyphdiscvalues

0x00	unset	0x02	explicit	0x04	mathematics
0x01	normal	0x03	automatic	0x05	syllable

When you fool around with disc nodes you need to be aware of the fact that they have a special internal data structure. As long as you reassign the fields when you have extended the lists it's ok because then the tail pointers get updated, but when you add to list without reassigning you might end up in trouble when the linebreak routine kicks in. You can call this function to check the list for issues with disc nodes.

```
function node.direct.checkdiscretionary ( <t:direct> n )
  -- no return values
end
```

The plural variant runs over all disc nodes in a list, the singular variant checks one node only (it also checks if the node is a disc node).

```
function node.direct.checkdiscretionaries ( <t:direct> head )
  -- no return values
end
```

This function will remove the discretionaries in the list and inject the replace field when set.

```
function node.direct.flattendiscretionaries ( <t:direct> n )
  return
    <t:direct>, -- head
    <t:integer> -- count
end
```

15.5.14 Boxes

Lists have many fields and most are accessed via general helpers. Here we only mention special field accessors. Because this is an experimental feature we just mention excepts. This is a plugin mechanism that (sort of) communicates with the page builder.²⁹

```
function node.direct.getexcept (
  <t:direct> node
```

²⁹ In ConT_EXt one can grep for adaptive and except.


```
)
  return
    <t:direct>, -- except
    <t:integer> -- depth
end
```

```
function node.direct.setexcept (
  <t:direct> node,
  <t:direct> except,
  <t:integer> depth
)
  -- no return values
end
```

Boxes can have an orientation, offsets and/or anchors. The state of these is registered in a geometry bitset.

```
function node.direct.getgeometry (
  <t:direct> node
)
  return <t:integer> -- geometry
end
```

```
function node.direct.getgeometry (
  <t:direct> node,
  <t:true>
)
  return
    <t:integer> -- geometry
    <t:boolean> -- offset
    <t:boolean> -- orientation
    <t:boolean> -- anchor
    <t:integer> -- direction
end
```

```
function node.direct.setgeometry (
  <t:direct> node,
  <t:integer> geometry
)
  -- no return value
end
```

```
function node.direct.hasgeometry (
  <t:direct> node
)
  return <t:integer> | <t:boolean>
end
```

Possible bits in to be checked set are:

listgeometryvalues

0x01	offset	0x04	anchor
0x02	orientation		

If an orientation is set, you can query several properties:

```
function node.direct.getorientation (
    <t:direct> node
)
    return
        <t:integer>, -- orientation
        <t:integer>, -- xoffset
        <t:integer>, -- yoffset
        <t:integer>, -- woffset
        <t:integer>, -- hoffset
        <t:integer>  -- doffset
    end
end
```

When setting the orientation you can set a value (integer), reset it (nil) or do nothing (true).

```
function node.direct.getorientation (
    <t:direct> node,
    <t:integer> orientation,
    <t:integer> xoffset,
    <t:integer> yoffset,
    <t:integer> woffset,
    <t:integer> hoffset,
    <t:integer> doffset
)
-- no return values
end
```

15.5.15 Kerns, glue and penalties

Penalties are just integers where some have special meanings. Of course a penalty node has this field, but math and disc nodes also have a penalty field.

```
function node.direct.getpenalty ( <t:direct> node ) return <t:integer> end  
function node.direct.setpenalty ( <t:direct> node, <t:integer> penalty ) end
```

Kern and math nodes have a kern field that can be accessed with:³⁰

```
function node.direct.getkern ( <t:direct> node ) return <t:integer> end
function node.direct.setkern ( <t:direct> node, <t:integer> kern ) end
```

Glue is more complex because it is not just one number. A glue, gluespec or math node has this:

```
function node.direct.getglue ( <t:direct> node )
    return
```

³⁰ We could have introduced a more neutral amount field instead.

```

    <t:integer>, -- amount
    <t:integer>, -- stretch
    <t:integer>, -- shrink
    <t:integer>, -- stretchorder
    <t:integer> -- shrinkorder
end

```

A box (hlist, vlist or unset) returns values that relate to the packaging.

```

function node.direct.getglue ( <t:direct> node )
    return
        <t:number>, -- setglue
        <t:integer>, -- order
        <t:integer> -- sign
end

```

The setters work the other way around, with all values being optional and defaulting to zero.

```

function node.direct.setglue (
    <t:direct> node,
    <t:integer> amount,
    <t:integer> stretch,
    <t:integer> shrink,
    <t:integer> stretchorder,
    <t:integer> shrinkorder
)
    -- no return values
end

```

and

```

function node.direct.setglue (
    <t:direct> node,
    <t:number> setglue,
    <t:integer> order,
    <t:integer> sign
)
    -- no return values
end

```

Because we have multiple sub fields we have a zero checker:

```

function node.direct.iszeroglue ( <t:direct> node ) return <t:boolean> end

```

Glue nodes and math nodes with a glue property have specifications that are adapted according to the width of the surrounding box. We can get the effective values with:

```

function nodes.direct.effectiveglue (
    <t:direct> node,
    <t:direct> parent
)
    return <t:integer> amount

```

end

Here the parent node has to be a hlist or vlist node, otherwise we just get the set amount.

15.5.16 Packaging and dimensions

At some point a node list has to be packed in either a horizontal or vertical box. There are restrictions to what can get packed, for instance you cannot have glyphs in a vertical list.

The hpack function creates a new hlist by packaging the list that begins at node *n* into a horizontal box. With only a single argument, this box is created using the natural width of its components. In the three argument form, *info* must be either `additional` or `exactly`, and *w* is the additional (`\hbox` spread) or exact (`\hbox` to) width to be used. The second return value is the badness of the generated box.

```
function node.direct.hpack (
  <t:direct> list
)
  return
    <t:direct>, -- box
    <t:integer> -- badness
end
```

```
function node.direct.hpack (
  <t:direct> list,
  <t:integer> width,
  <t:string> info -- "additional" | "exactly"
)
  return
    <t:direct>, -- box
    <t:integer> -- badness
end
```

```
function node.direct.hpack (
  <t:direct> list,
  <t:integer> width,
  <t:string> info, -- "additional" | "exactly"
  <t:integer> direction
)
  return
    <t:direct>, -- box
    <t:integer> -- badness
end
```

The vpack function creates a new vlist by packaging the list that begins at node *n* into a vertical box. With only a single argument, this box is created using the natural height of its components. In the three argument form, *info* must be either `additional` or `exactly`, and *w* is the additional (`\vbox` spread) or exact (`\vbox` to) height to be used.

```
function node.direct.vpack (
  <t:direct> list
```

```

)
  return
    <t:direct>, -- box
    <t:integer> -- badness
end

function node.direct.vpack (
  <t:direct> list,
  <t:integer> height,
  <t:string> info -- "additional" | "exactly"
)
  return
    <t:direct>, -- box
    <t:integer> -- badness
end

function node.direct.vpack (
  <t:direct> list,
  <t:integer> height,
  <t:string> info, -- "additional" | "exactly"
  <t:integer> direction
)
  return
    <t:direct>, -- box
    <t:integer> -- badness
end

```

This function calculates the natural in-line dimensions of the node list starting at node `first` and terminating just before node `last` (or the end of the list, if there is no second argument). The return values are scaled points.

```

function node.direct.dimensions (
  <t:direct> first,
  <t:direct> last
)
  return
    <t:integer>, -- width
    <t:integer>, -- height
    <t:integer> -- depth
end

```

This alternative calling method takes glue settings into account and is especially useful for finding the actual width of a sublist of nodes that are already boxed, for example in code like this, which prints the width of the space in between the `a` and `b` as it would be if `\box0` was used as-is:

```

\setbox0 = \hbox to 20pt {a b}

\directlua{print (node.dimensions(
  tex.box[0].glueset,
  tex.box[0].gluesign,
  tex.box[0].glueorder,

```

```

    tex.box[0].head.next,
    node.tail(tex.box[0].head)
)) }

```

You need to keep in mind that this is one of the few places in T_EX where floats are used, which means that you can get small differences in rounding when you compare the width reported by hpack with dimensions.

```

function node.direct.dimensions (
    <t:number>  glueset,
    <t:integer> gluesign
    <t:integer> glueorder,
    <t:direct>  first,
    <t:direct>  last
)
    return
        <t:integer>, -- width
        <t:integer>, -- height
        <t:integer>  -- depth
end

```

This alternative saves a few lookups and can be more convenient in some cases:

```

function node.direct.rangedimensions (
    <t:direct> parent,
    <t:direct> first,
    <t:direct> last
)
    return
        <t:integer>, -- width
        <t:integer>, -- height
        <t:integer>  -- depth
end

```

If you only need the width, a simple and somewhat more efficient variant is this, where again last is optional:

```

function node.direct.naturalwidth (
    <t:direct> first,
    <t:direct> last
)
    return <t:integer> -- width
end

```

More low level are the following helpers. They accept various kind of nodes hlist, vlist, unset, rule, glyph or glue (because these can have a leader).

```

function node.direct.getwhd ( <t:direct> n )
    return
        <t:integer>, -- width
        <t:integer>, -- height
        <t:integer>  -- depth

```

end

In case of as glyph you can also get the expansion:

```
function node.direct.getwhd ( <t:direct> n, <t:true> expansion )
  return
    <t:integer>, -- width
    <t:integer>, -- height
    <t:integer>, -- depth
    <t:integer>  -- expansion
end
```

The getwidth accepts even more node types: hlist, vlist, unset, align, rule, glue, gluespec, glyph, kern and math (surround).

```
function node.direct.getwidth ( <t:direct> n )
  return <t:integer> -- width
end
```

And for glyphs:

```
function node.direct.getwidth ( <t:direct> n, <t:true> expansion )
  return
    <t:integer>, -- width
    <t:integer>  -- expansion
end
```

The getter for height operates on hlist, vlist, unset, rule, insert and fence.

```
function node.direct.getheight ( <t:direct> n )
  return <t:integer> -- height
end
```

For the depth we have a different repertoire: hlist, vlist, unset, rule, insert, glyph and fence.

```
function node.direct.getdepth ( <t:direct> n )
  return <t:integer> -- depth
end
```

For hlist, vlist, unset, rule, insert, glyph and fence we can get the total of height and depth:

```
function node.direct.gettotal ( <t:direct> n )
  return <t:integer> -- height + depth
end
```

Only for insert nodes we can set a total, because they only carry a height:

```
function node.direct.settotal (
  <t:direct> insert,
  <t:integer> total
)
  -- no return value
end
```

Only hlist and vlist have a (vertical or horizontal) shift:

```
function node.direct.getshift ( <t:direct> n )
    return <t:integer> -- shift
end
```

This one is only valid for glyph and kern nodes:

```
function node.direct.getexpansion ( <t:direct> n )
    return <t:integer> -- expansion
end
```

Before we move on we mention the setters:

```
function node.direct.setwidth      ( <t:direct> n, <t:integer> width      ) end
function node.direct.setheight    ( <t:direct> n, <t:integer> height    ) end
function node.direct.setdepth     ( <t:direct> n, <t:integer> depth     ) end
function node.direct.setshift     ( <t:direct> n, <t:integer> shift     ) end
function node.direct.setexpansion ( <t:direct> n, <t:integer> expansion ) end
```

The combined one ignores values that are no number, so passing (e.g.) nil or (nicer) false will retain the value.

```
function nodedirect.setwhd (
    <t:direct> node,
    <t:integer> width,
    <t:integer> height,
    <t:integer> depth,
    -- no return values
end
```

These hlist and vlist nodes (but others as well have) a field called list:

```
function node.direct.getlist ( <t:direct> b )
    return <t:direct> -- list
end

function node.direct.setlist ( <t:direct> b, <t:direct> list )
    -- nothing to return
end
```

When a list is packages, glue is resolved and the list node gets its glue properties set so that the backend can apply the stretch and shrink to the glue amount. There might be situations where you want to do this explicitly, which is why we provide:

```
function node.direct.freeze ( <t:direct> b )
    -- nothing to return
end
```

In LuaMetaTeX we can handle nested marks, inserts and adjusts, and pre and post material can get bound to a box. We can use these to access them:

```
function node.direct.getpost ( <t:direct> b, <t:boolean> tailtoo )
```



```

    return
        <t:direct>, -- head
        <t:direct>  -- tail
end

function node.direct.getpre ( <t:direct> b, <t:boolean> tailtoo )
    return
        <t:direct>, -- head
        <t:direct>  -- tail
end

```

and these to set them, although they are unlikely candidates for that.

```

function node.direct.setpost ( <t:direct> b, <t:direct> | <t:nil> ) end
function node.direct.setpre  ( <t:direct> b, <t:direct> | <t:nil> ) end

```

Anchors (source and targets) are just integer fields to some content nodes that we can set and get. They are experimental. They are set by either keywords or by `\boxanchor` and `\boxanchors`. The backend has to deal with these if used at all. (In ConT_EXt we use them for tracing math experiments and special trickery.)

```

function node.direct.setanchors (
    <t:direct> list,  -- hlist or vlist
    <t:integer> anchor,
    <t:direct> source, -- set, <t:true> keep, otherwise reset
    <t:direct> target  -- set, <t:true> keep, otherwise reset
)
    -- no return value
end

function node.direct.setanchors (
    <t:direct> noad -- math
    <t:direct> source -- set, <t:true> keep, otherwise reset
)
    -- no return value
end

function node.direct.getanchors (
    <t:direct> list  -- hlist or vlist
)
    return
        <t:integer>, -- anchor
        <t:integer>, -- source
        <t:integer>, -- target
        <t:integer>, -- anchor slice .....XXX
        <t:integer>  -- anchor slice .XXX...
end

function node.direct.getanchors (
    <t:direct> noad -- math
)
    return

```

```

    <t:integer> -- source
end

```

15.5.17 Paragraphs

In most usage scenarios the (initial) par node will only be used for checking the direction we start with, which then later will be updated by checking dir nodes. You can check if a node is the start of a paragraph with:

```

function node.direct.startofpar ( <t:direct> n ) return <t:boolean> end

```

Getting the state, that is a table of set fields, (currently) only makes sense for the initial par node. The table has more than 50 entries and some values (like the penalty arrays and shape) are tables themselves. You can get a limited version instead. We might add some more to small version when we feel the need.

```

function node.direct.getparstate (
    <t:direct> n
)
    return <t:table> -- a huge table (some 50 entries)
end
function node.direct.getparstate (
    <t:direct> n,
    <t:boolean> limited
)
    return <t:table> -- a small table (some 10 entries)
end

```

A par shape is also a node, and it is copied into par node. You can patch the shape specification with new indentation and width values. When an existing shape is set, the options will be kept.

```

function node.direct.getparstate ( <t:direct> par, <t:table> list) end

```

15.5.18 Specifications

All nodes have a fixed size but some can have fields that are nodes themselves, which then are just ‘pointers’ to other nodes. These pointers are actually just indices into node memory. A specification node is different. Where in other engines these are nodes with a variable size, in LuaMetaTeX we just allocate memory for the variable part. This comes at a bit more overhead but pays back in less waste of fast accessible node memory.

maybe more here

15.5.19 Math

We start with the function that runs the internal ‘mlist to hlist’ conversion that turns a the yet unprocessed math list into a horizontal list. The interface is the same as for the callback callback mlist-tohlist.

```

function node.direct.mlisttohlist (

```

```

    <t:direct> list,
    <t:string> displaytype,
    <t:boolean> penalties
)
<t:direct> -- result
end

```

When you have a horizontal list with math you can locate the relevant portion with:

```

function node.direct.beginofmath ( <t:direct> n ) return <t:direct> end
function node.direct.endofmath   ( <t:direct> n ) return <t:direct> end

```

You can for instance use these helpers to skip over math in case you're processing text.

The math noads have a nucleus and scripts. In LuaMetaTeX we have the usual super- and subscript but also prescripts and a primescript, so five scripts in total so naturally we have getters for these:

```

function node.direct.getnucleus ( <t:direct> n ) return <t:direct> | <t:nil> end
function node.direct.getprime   ( <t:direct> n ) return <t:direct> | <t:nil> end
function node.direct.getsup     ( <t:direct> n ) return <t:direct> | <t:nil> end
function node.direct.getsub     ( <t:direct> n ) return <t:direct> | <t:nil> end
function node.direct.getsuppre  ( <t:direct> n ) return <t:direct> | <t:nil> end
function node.direct.getsubpre  ( <t:direct> n ) return <t:direct> | <t:nil> end

```

plus:

```

function node.direct.getscripts ( <t:direct> n )
  return
    <t:direct>, -- primescript
    <t:direct>, -- superscript
    <t:direct>, -- subscript
    <t:direct>, -- superprescript
    <t:direct>  -- subprescript
end

```

These are complemented by setters. When the second argument is not passes (or nil) the field is reset.

```

function node.direct.setnucleus ( <t:direct> n, <t:direct> nucleus      ) end
function node.direct.setprime   ( <t:direct> n, <t:direct> primescript ) end
function node.direct.setsup     ( <t:direct> n, <t:direct> superscript  ) end
function node.direct.setsub     ( <t:direct> n, <t:direct> subscript    ) end
function node.direct.setsuppre  ( <t:direct> n, <t:direct> superprescript ) end
function node.direct.setsubpre  ( <t:direct> n, <t:direct> subprescript  ) end

```

And of course:

```

function node.direct.getscripts (
  <t:direct> primescript,
  <t:direct> superscript,
  <t:direct> subscript,
  <t:direct> superprescript,
  <t:direct> subprescript
)

```

```
)
  -- no return values
end
```

In the `discretionaries` subsection we mention accessing `pre`, `post` and `replace` fields. These functions can also be used for choice nodes. Discussing this is currently beyond this manual.

There are a lot of functions that access fields and we discuss them in an arbitrary order. We also assume that you know what (math construct or concept) you're dealing with. Of course more generic helpers (for instance for setting or getting options) are not mentioned here.

Math classes play an important role in (especially) applying math spacing and penalties. In `LuaMeta-TeX` all relevant nodes (including boxes, `discretionaries` and glyphs) carry a class and when applicable they have a main, main and left class. Classes are implicit (radical, accent, fraction, fence), but they can be overruled by keywords. Node types with three values are: simple, radical, fraction, accent and fence, and nodes with a single class are: glyph, disc, hlist, vlist and delimiter.

```
function node.direct.getclass ( <t:direct> node )
  return
    <t:integer>, -- class      (main)
    <t:integer>, -- left class (when applicable)
    <t:integer>  -- right class (when applicable)
end

function node.direct.setclass (
  <t:direct> node,
  <t:integer> class,
  <t:integer> leftclass, -- when applicable
  <t:integer> rightclass, -- when applicable
)
  -- no return values
end
```

You can get and set the family of various nodes, including rules:

```
function node.direct.getfam ( <t:direct> node )
  return <t:integer>
end

function node.direct.setfam
  <t:direct> node,
  <t:integer> family
)
  -- no return value
end
```

Choices have four fields that are calculated and then carried along until the machinery knows which one to use. Because a `\mathchoice` takes four arguments, you pass 1 (display), 2 (text), 3 (script) or 4 (scriptscript) as field number.

```
function node.direct.getchoice (
  <t:direct> choice,
```

```

    <r:integer> field
)
    return <t:direct> -- display text script or scriptscript
end

function node.direct.setchoice (
    <t:direct> choice,
    <r:integer> field,
    <t:direct> value,
)
    -- no return values
end

```

These four deal with fractions and their name tells what we get and set:

```

function node.direct.getnumerator ( <t:direct> fraction )
    return <t:direct>
end

function node.direct.getdenominator ( <t:direct> fraction )
    return <t:direct>
end

function node.direct.setnumerator
    <t:direct> fraction,
    <t:direct> value
)
    -- no return values
end

function node.direct.setdenominator
    <t:direct> fraction,
    <t:direct> value
)
    -- no return values
end

```

Radicals have a nucleus, scripts, delimiters and often quite noticeable, a degree anchored on an edge.

```

function node.direct.getdegree ( <t:direct> node )
    return <t:direct>
end

function node.direct.setdegree ( <t:direct> node, <t:direct> degree )
    -- no return values
end

```

These are generic downward compatible delimiter accessors from the time that we only had one: fraction, fence, radical and accent.

```

function node.direct.getdelimiter ( <t:direct> node )
    return <t:direct>

```

end

```
function node.direct.setdelimiter ( <t:direct> node, <t:direct> delimiter )
    -- no return values
end
```

Fraction and (indeed) radical nodes have left and right delimiters:

```
function node.direct.getleftdelimiter ( <t:direct> node )
    return <t:direct>
end
```

```
function node.direct.getrightdelimiter ( <t:direct> node )
    return <t:direct>
end
```

```
function node.direct.setleftdelimiter (
    <t:direct> node,
    <t:direct> value
)
    -- no return values
end
```

```
function node.direct.setrightdelimiter (
    <t:direct> node,
    <t:direct> value
)
    -- no return values
end
```

Radical and fence nodes have top and bottom delimiters:

```
function node.direct.gettopdelimiter ( <t:direct> node )
    return <t:direct>
end
```

```
function node.direct.getbottomdelimiter ( <t:direct> node )
    return <t:direct>
end
```

```
function node.direct.settopdelimiter (
    <t:direct> node,
    <t:direct> value
)
    -- no return values
end
```

```
function node.direct.setbottomdelimiter (
    <t:direct> node,
    <t:direct> value
)
    -- no return values
```

end

Historically accents have a character as delimiter. All these top and bottom helpers accept multiple nodes types. Although the last four are not needed, for now we keep them because we always had them.

```
function node.direct.gettop    ( <t:direct> node ) return <t:direct> end
function node.direct.getbottom ( <t:direct> node ) return <t:direct> end

function node.direct.settop    ( <t:direct> node, <t:direct> value ) end
function node.direct.setbottom ( <t:direct> node, <t:direct> value ) end
```

15.5.20 MVL

Some properties of the currently used main vertical list can be fetched with:

```
function node.direct.getmvlolist (
  -- currently no parameters
)
  return
    <t:direct>, -- head
    <t:direct>, -- tail
    <t:integer> -- mvl
end
```

15.5.21 Balancing

The `node.direct.vbalance` function will either disappear or get accompanied by related helpers (mirroring primitives); it depends on what ConT_EXt needs.

Updating marks is done with the following set of helpers, that just call the code that does the same before handing over content to the output routine:

```
function nodes.direct.updatetopmarks ( )
  return <t:boolean> -- done
end

function nodes.direct.updatefirstmarks ( )
  return <t:boolean> -- done
end

function nodes.direct.updatefirstandbotmark ( <t:direct> box )
  -- no return value
end

function nodes.direct.updatemarks ( <t:direct> box )
  return <t:boolean> -- done
end
```

15.5.22 SyncT_EX

You can set and query the SyncT_EX fields, a file number aka tag and a line number, for a glue, kern, hlist, vlist, rule and math nodes as well as glyph nodes (although this last one is not used in native SyncT_EX).

```

function node.direct.setsynctexfields ( <t:integer> fileid, <t:integer> line )
    -- no return values
end

function node.direct.getsynctexfields ( <t:direct> n )
    return
        <t:integer>, -- fileid
        <t:integer>  -- line
end

```

Of course you need to know what you're doing as no checking on sane values takes place. Also, the SyncTeX interpreter used in editors is rather peculiar and has some assumptions (heuristics) and there are different incompatible versions floating around. Even more important to notice is that the engine doesn't do anything with this so support is upto Lua.

15.5.23 Two access models

Deep down in T_EX a node has a number which is a numeric entry in a memory table. In fact, this model, where T_EX manages memory is real fast and one of the reasons why plugging in callbacks that operate on nodes is quite fast too. Each node gets a number that is in fact an index in the memory table and that number often is reported when you print node related information. You go from user data nodes and there numeric references and back with:

```

function node.todirect ( <t:node>  n) return <t:direct> end
function node.tonode   ( <t:direct> d) return <t:node>   end

```

The user data model is rather robust as it is a virtual interface with some additional checking while the more direct access which uses the node numbers directly. However, even with user data you can get into troubles when you free nodes that are no longer allocated or mess up lists. If you apply `tostring` to a node you see its internal (direct) number and id.

The userdata model provides key based access while the direct model always accesses fields via functions:

```

local c = nodeobject.char
local c = node.direct.getfield(nodenum, "char")

```

Assigning a value can be done with `setfield`. We have two versions of each: one in the `node` lib and one in `node.direct`. The user is responsible for proper assignments, although we do test for the validity of userdata nodes and direct node references.

If you use the direct model, even if you know that you deal with numbers, you should not depend on that property but treat it as an abstraction just like traditional nodes. In fact, the fact that we use a simple basic datatype has the penalty that less checking can be done, but less checking is also the reason why it's somewhat faster. An important aspect is that one cannot mix both methods, but you can cast both models. So, multiplying a node number makes no sense.

So our advice is: use the indexed (table) approach when possible and investigate the direct one when speed might be a real issue. For that reason LuaT_EX also provide the `get*` and `set*` functions in the top level node name space. There is a limited set of getters. When implementing this direct approach the regular index by key variant was also optimized, so direct access only makes sense when nodes are accessed millions of times (which happens in some font processing for instance).

We're talking mostly of getters because setters are less important. Documents have not that many content related nodes and setting many thousands of properties is hardly a burden contrary to millions of consultations.

Normally you will access nodes like this:

```
local next = current.next
if next then
    -- do something
end
```

Here next is not a real field, but a virtual one. Accessing it results in a metatable method being called. In practice it boils down to looking up the node type and based on the node type checking for the field name. In a worst case you have a node type that sits at the end of the lookup list and a field that is last in the lookup chain. However, in successive versions of LuaTeX these lookups have been optimized and the most frequently accessed nodes and fields have a higher priority.

In the direct name space there are more helpers and most of them are accompanied by setters. The getters and setters are clever enough to see what node is meant. We don't deal with whatsit nodes: their fields are always accessed by name. It doesn't make sense to add getters for all fields, we just identifier the most likely candidates. In complex documents, many node and fields types never get seen, or seen only a few times, but for instance glyphs are candidates for such optimization.

In previous sections we only show the functions in the `node.direct` name space. The following functions are available in both `node` and `node.direct`:

<code>checkdiscretionaries</code>	<code>hasattribute</code>	<code>setfield</code>
<code>checkdiscretionary</code>	<code>hasfield</code>	<code>setfielderror</code>
<code>copy</code>	<code>hasglyph</code>	<code>setglue</code>
<code>copylist</code>	<code>hpack</code>	<code>setproperty</code>
<code>count</code>	<code>hyphenating</code>	<code>show</code>
<code>currentattributes</code>	<code>id</code>	<code>size</code>
<code>dimensions</code>	<code>insertafter</code>	<code>slide</code>
<code>effectiveglue</code>	<code>insertbefore</code>	<code>subtypes</code>
<code>endofmath</code>	<code>isnode</code>	<code>tail</code>
<code>fields</code>	<code>iszeroglue</code>	<code>todirect</code>
<code>findattribute</code>	<code>kerning</code>	<code>tonode</code>
<code>flattendiscretionaries</code>	<code>lastnode</code>	<code>tostring</code>
<code>flushlist</code>	<code>length</code>	<code>traverse</code>
<code>flushnode</code>	<code>ligaturing</code>	<code>traverseid</code>
<code>free</code>	<code>makeextensible</code>	<code>type</code>
<code>getattribute</code>	<code>mlisttohtml</code>	<code>types</code>
<code>getcachestate</code>	<code>new</code>	<code>unprotectglyph</code>
<code>getfield</code>	<code>protectglyph</code>	<code>unprotectglyphs</code>
<code>getfielderror</code>	<code>protectglyphs</code>	<code>unsetattribute</code>
<code>getglue</code>	<code>protrusionskipable</code>	<code>usedlist</code>
<code>getnodeerrorvalues</code>	<code>rangedimensions</code>	<code>usesfont</code>
<code>getpropertystable</code>	<code>remove</code>	<code>vpack</code>
<code>getproperty</code>	<code>serialized</code>	<code>write</code>
<code>gluetostring</code>	<code>setattribute</code>	

In ConT_EXt these are duplicated in `nodes.nuts` so that is the reference. Quite some functions gets mapped onto the nodes name space. In addition we emulate some userdata functions and add some of our own. We show them here because this manual takes ConT_EXt as reference.

<code>node.direct</code>	<code>node</code>	<code>nodes</code>		
			<code>getcharspec</code>	
			<code>getchoice</code>	
			<code>getclass</code>	
			<code>getcontrol</code>	
			<code>getcornerkerns</code>	
			<code>getcurrenttail</code>	
			<code>getdata</code>	
			<code>getdegree</code>	
			<code>getdelimiter</code>	
			<code>getdenominator</code>	
			<code>getdepth</code>	
			<code>getdirection</code>	
			<code>getdisc</code>	
			<code>getdiscpart</code>	
			<code>getexcept</code>	
			<code>getexpansion</code>	
			<code>getfam</code>	
			<code>getfield</code>	*
			<code>getfielderror</code>	*
			<code>getfirstdirectioninlist</code>	
			<code>getfont</code>	*
			<code>getfontcheck</code>	
			<code>getgeometry</code>	
			<code>getglue</code>	*
			<code>getglyphdata</code>	
			<code>getglyphdimensions</code>	
			<code>getheight</code>	
			<code>getid</code>	*
			<code>getidsubtype</code>	
			<code>getidsubtypenext</code>	
			<code>getindex</code>	
			<code>getinputfields</code>	
			<code>getkern</code>	
			<code>getkerndimension</code>	
			<code>getlanguage</code>	
			<code>getleader</code>	*
			<code>getleftdelimiter</code>	
			<code>getlist</code>	*
			<code>getlistdimensions</code>	
			<code>getmvllist</code>	
			<code>getnaturalwhd</code>	
			<code>getnext</code>	*
			<code>getnodeerrorvalues</code>	*
			<code>getnodes</code>	
			<code>getnormalizedline</code>	
			<code>getnucleus</code>	
<code>addmargins</code>				
<code>addxoffset</code>				
<code>addxymargins</code>				
<code>addyoffset</code>				
<code>appendaftertail</code>				
<code>appendcurrenttail</code>				
<code>beginofmath</code>				
<code>checkdiscretionaries</code>	*			
<code>checkdiscretionary</code>	*			
<code>collapsing</code>				
<code>copy</code>	*	*		
<code>copylist</code>	*	*		
<code>copyonly</code>				
<code>count</code>	*			
<code>currentattributes</code>	*	*		
<code>dimensions</code>	*			
<code>effectiveglue</code>	*			
<code>endofmath</code>	*			
<code>exchange</code>				
<code>fields</code>	*	*		
<code>findattribute</code>	*			
<code>findattributerange</code>				
<code>findnode</code>				
<code>firstchar</code>				
<code>firstglyph</code>				
<code>firstglyphnode</code>				
<code>firstitalicglyph</code>				
<code>flattendiscretionaries</code>	*			
<code>flattenleaders</code>				
<code>flushlist</code>	*	*		
<code>flushnode</code>	*	*		
<code>free</code>	*			
<code>freeze</code>				
<code>getanchors</code>				
<code>getattribute</code>	*	*		
<code>getattributelist</code>				
<code>getattributes</code>				
<code>getboth</code>		*		
<code>getbottom</code>				
<code>getbottomdelimiter</code>				
<code>getbox</code>		*		
<code>getcachestate</code>	*			
<code>getchar</code>		*		
<code>getchardict</code>				

getnumerator			hasusage		
getoffsets			hpack	*	*
getoptions			hyphenating	*	
getorientation			id	*	
getparstate			ignoremathskip		
getpenalty			insertafter	*	*
getpost			insertbefore	*	*
getpre			insertcurrenthead		
getprev		*	isboth		
getprime			ischar		
getpropertyiestable	*		ischarcheck		
getproperty	*	*	ischardisc		
getreplace			isdirect		*
getrightdelimiter			isfontcheck		
getruledimensions			isglyph		
getscale			isitalicglyph		
getscale			isloop		
getscript			isnext		
getscripts			isnextchar		
getshift			isnextcharcheck		
getslant			isnextglyph		
getspeciallist			isnode	*	*
getstate			isprev		
getsub			isprevchar		
getsubpre			isprevcharcheck		
getsubtype		*	isprevglyph		
getsup			issimilarglyph		
getsuppre			issnapped		
gettop			isspeciallist		
gettopdelimiter			isvalid		
gettotal			iszeroglue	*	
getusage			kerning	*	
getusedattributes			lastnode	*	
getweight			length	*	
getwhd			ligaturing	*	
getwidth			makeextensible	*	
getwordrange			markglyphprocessing		
getxscale			migrate		
getxyscales			mlisttohlist	*	
getyscale			naturalhsize		
gluetostring	*		naturalwidth		
hasattribute	*	*	new	*	*
hasdimensions			newcontinuationatom		
hasdiscoption			newfontcheck		
hasfield	*	*	newmathglyph		
hasgeometry			newtextglyph		
hasglyph	*		patchattributes		
hasglyphoption			patchparshape		
hasidsubtype			prependbeforehead		

prependcurrenttail			setkern		
protectglyph	*		setlanguage		
protectglyphs	*		setleader		*
protectglyphsbase			setleftdelimiter		
protectglyphsnone			setlink		*
protrusionskippable	*		setlist		*
rangedimensions	*		setnext		*
remove	*	*	setnucleus		
removefromlist			setnumerator		
repack			setoffsets		
reverse			setoptions		
samefontcheck			setorientation		
serialized	*	*	setpenalty		
setanchors			setpost		
setattribute	*	*	setpre		
setattributelist			setprev		*
setattributes			setprime		
setattributesinlist			setproperty	*	*
setboth		*	setreplace		
setbottom			setrightdelimiter		
setbottomdelimiter			setruledimensions		
setbox		*	setscale		
setchar		*	setscales		
setchardict			setscript		
setchoice			setscripts		
setclass			setshift		
setcontrol			setslant		
setcurrenttail			setsnapped		
setdata			setspeciallist		
setdegree			setsplit		
setdelimiter			setstate		
setdenominator			setsub		
setdepth			setsubpre		
setdirection			setsubtype		
setdisc			setsup		
setdiscpart			setsuppre		
setexcept			settop		
setexpansion			settopdelimiter		
setfam			settotal		
setfield	*	*	setweight		
setfielderror	*		setwhd		
setfont		*	setwidth		
setfontcheck			show	*	
setgeometry			size	*	
setglue	*		slide	*	
setglyphdata			softenhyphens		
setheight			startofpar		*
setindex			subtypes	*	*
setinputfields			tail	*	*

<code>todirect</code>	*		<code>unprotectglyphs</code>	*	
<code>tonode</code>	*	*	<code>unsetattribute</code>	*	*
<code>tostring</code>	*	*	<code>unsetattributes</code>		
<code>tovaliddirect</code>			<code>updatefirstandbotmark</code>		
<code>traverse</code>	*	*	<code>updatefirstmarks</code>		
<code>traversechar</code>			<code>updatemarks</code>		
<code>traversecontent</code>			<code>updatetopmarks</code>		
<code>traverseglyph</code>			<code>usedlist</code>	*	*
<code>traverseid</code>	*	*	<code>usesfont</code>	*	
<code>traverseitalic</code>			<code>vbalance</code>		
<code>traverseleader</code>			<code>verticalbreak</code>		
<code>traverselist</code>			<code>vpack</code>	*	*
<code>traversepossible</code>			<code>write</code>	*	*
<code>type</code>	*		<code>xscaled</code>		
<code>types</code>	*		<code>yscaled</code>		
<code>unprotectglyph</code>	*				

The following functions are in the `ConTeXt nodes` name space but don't come from the library. Again, we show them here because `ConTeXt` is the reference.

<code>nodes</code>	<code>nodes.nuts</code>	<code>node</code>	<code>packlist</code>	
			<code>points</code>	
<code>aligned</code>			<code>prepend</code>	*
<code>append</code>	*		<code>print</code>	
<code>apply</code>	*		<code>pts</code>	
<code>applyvisuals</code>	*		<code>rehpack</code>	*
<code>astable</code>			<code>repackhlist</code>	*
<code>basepoints</code>			<code>replace</code>	*
<code>concat</code>	*		<code>report</code>	
<code>copy_node</code>			<code>rightmarginwidth</code>	
<code>countall</code>	*		<code>serialize</code>	
<code>delete</code>	*		<code>serializebox</code>	
<code>firstdirinbox</code>			<code>setattr</code>	*
<code>flush</code>	*		<code>setattrrlist</code>	*
<code>fullhpack</code>	*		<code>setboxtonaturalwd</code>	
<code>getattr</code>	*		<code>showboxes</code>	
<code>idsandsubtypes</code>			<code>showlist</code>	
<code>idstousing</code>			<code>showsimplelist</code>	
<code>insertlistafter</code>	*		<code>somepenalty</code>	*
<code>installattributehandler</code>			<code>somespace</code>	*
<code>is_display_math</code>	*		<code>splitbox</code>	*
<code>isnut</code>	*		<code>stripdiscretionaries</code>	
<code>leftmarginwidth</code>			<code>takeattr</code>	*
<code>link</code>	*		<code>takebox</code>	*
<code>linked</code>	*		<code>tobasepoints</code>	
<code>list</code>			<code>tocentimeters</code>	
<code>listtoutf</code>			<code>toxiceros</code>	
<code>locate</code>	*		<code>todidots</code>	
<code>maxboxwidth</code>			<code>todimen</code>	
<code>nopts</code>			<code>toinches</code>	

tomillimeters		totable	
tonodes	*	totree	
tonut	*	toutf	
topicas		upcomingproperties	
topoints		vianodes	*
toscaledpoints		vianuts	*
tosequence	*	visualizebox	

We have quite some helpers and some accept different node types. Here is the repertoire:

Here are some more helpers, they live in the direct name space but are user data aware too.

```

function node.direct.isdirect      ( <t:node> | <t:direct> ) return <t:boolean> end
function node.direct.isnode       ( <t:node> | <t:direct> ) return <t:boolean> end
function node.direct.isvalid      ( <t:node> | <t:direct> ) return <t:boolean> end
function node.direct.tostring     ( <t:node> | <t:direct> ) return <t:boolean> end
function node.direct.tovaliddirect ( <t:node> | <t:direct> ) return <t:direct> end

```

15.5.24 Special lists

There are various lists where content can be appended to. These can be global or local to the current situation at hand.

pageinserthead	page builder	preadjusthead	boxes
contributehead	current (vertical) list	postmigratehead	boxes
pagehead	page builder	premigratehead	boxes
temphead	internal	alignhead	alignments
holdhead	internal	pagediscardshead	page builder
postadjusthead	boxes	splitdiscardshead	vertical box splitter

You can check is a node is a special list head with:

```

function node.direct.isspeciallist (
  <t:direct> n
)
  return <t:boolean>
end

```

Getting such a node is done with

```

function node.direct.getspeciallist (
  <t:string> | <t:integer> id
)
  return
    <t:direct>, -- head
    <t:direct> -- tail (if relevant)
end

```

and setting with:

```

function node.direct.setspeciallist (

```

```

    <t:string> | <t:integer> id,
    <t:direct>
)
-- no return value
end

```

When messing with them, it is the user's responsibility to make sure that these lists remain valid, for instance horizontal and vertical lists have expectations with regards to the kind of nodes they contain.

15.5.25 Properties

Attributes are a convenient way to relate extra information to a node. You can assign them at the T_EX end as well as at the Lua end and consult them at the Lua end. One big advantage is that they obey grouping. They are linked lists and normally checking for them is pretty efficient, even if you use a lot of them. A macro package has to provide some way to manage these attributes at the T_EX end because otherwise clashes in their usage can occur.

Each node also can have a properties table and you can assign values to this table using the `setproperty` function and get properties using the `getproperty` function. Managing properties is way more demanding than managing attributes.

Take the following example:

```

\directlua {
    local n = node.new("glyph")

    node.setproperty(n,"foo")
    print(node.getproperty(n))

    node.setproperty(n,"bar")
    print(node.getproperty(n))

    node.free(n)
}

```

This will print `foo` and `bar` which in itself is not that useful when multiple mechanisms want to use this feature. A variant is:

```

\directlua {
    local n = node.new("glyph")

    node.setproperty(n,{ one = "foo", two = "bar" })
    print(node.getproperty(n).one)
    print(node.getproperty(n).two)

    node.free(n)
}

```

This time we store two properties with the node. It really makes sense to have a table as property because that way we can store more. But in order for that to work well you need to do it this way:

```

\directlua {
    local n = node.new("glyph")

```

```

local t = node.getproperty(n)

if not t then
    t = { }
    node.setproperty(n,t)
end
t.one = "foo"
t.two = "bar"

print(node.getproperty(n).one)
print(node.getproperty(n).two)

node.free(n)
}

```

Here our own properties will not overwrite other users properties unless of course they use the same keys. So, eventually you will end up with something:

```

\directlua {
    local n = node.new("glyph")

    local t = node.getproperty(n)

    if not t then
        t = { }
        node.setproperty(n,t)
    end
    t.myself = { one = "foo", two = "bar" }

    print(node.getproperty(n).myself.one)
    print(node.getproperty(n).myself.two)

    node.free(n)
}

```

This assumes that only you use `myself` as subtable. The possibilities are endless but care is needed. For instance, the generic font handler that ships with ConT_EXt uses the `injections` subtable and you should not mess with that one!

There are a few helper functions that you normally should not touch as user: `getpropertystable` and will give the table that stores properties (using direct entries) and you can best not mess too much with that one either because LuaMetaT_EX itself will make sure that entries related to nodes will get wiped when nodes get freed, so that the Lua garbage collector can do its job. In fact, the main reason why we have this mechanism is that it saves the user (or macro package) some work. One can easily write a property mechanism in Lua where after a shipout properties gets cleaned up but it's not entirely trivial to make sure that with each freed node also its properties get freed, due to the fact that there can be nodes left over for a next page. And having a callback bound to the node deallocator would add way to much overhead.

When we copy a node list that has a table as property, there are several possibilities: we do the same as a new node, we copy the entry to the table in properties (a reference), we do a deep copy of a table in the properties, we create a new table and give it the original one as a metatable. After some experiments (that also included timing) with these scenarios we decided that a deep copy made no

sense, nor did nilling. In the end both the shallow copy and the metatable variant were both ok, although the second one is slower. The most important aspect to keep in mind is that references to other nodes in properties no longer can be valid for that copy. We could use two tables (one unique and one shared) or metatables but that only complicates matters.

When defining a new node, we could already allocate a table but it is rather easy to do that at the lua end e.g. using a metatable `__index` method. That way it is under macro package control. When deleting a node, we could keep the slot (e.g. setting it to false) but it could make memory consumption raise unneeded when we have temporary large node lists and after that only small lists. Both are not done because in the end this is what happens now: when a node is copied, and it has a table as property, the new node will share that table. The copy gets its own table with the original table as metatable.

A few more experiments were done. For instance: copy attributes to the properties so that we have fast access at the Lua end. In the end the overhead is not compensated by speed and convenience, in fact, attributes are not that slow when it comes to accessing them. So this was rejected.

Another experiment concerned a bitset in the node but again the gain compared to attributes could be neglected and given the small amount of available bits it also demands a pretty strong agreement over what bit represents what, and this is unlikely to succeed in the T_EX community. It doesn't pay off.

Just in case one wonders why properties make sense: it is not so much speed that we gain, but more convenience: storing all kinds of (temporary) data in attributes is no fun and this mechanism makes sure that properties are cleaned up when a node is freed. Also, the advantage of a more or less global properties table is that we stay at the Lua end. An alternative is to store a reference in the node itself but that is complicated by the fact that the register has some limitations (no numeric keys) and we also don't want to mess with it too much.

15.5.26 Private

When you look into the source or check what functions are in libraries, you might run into undocumented features. Of course there can be experimental code, and you should not use that but there are also features that for instance help documenting or checking. Take for instance this one. When we pass true there will be no error message when you use `setfield` or `getfield` but an error code will set instead.

```
function node.setfielderror ( <t:boolean >
    -- no return values
end
```

You can ask the last error with:

```
function node.getfielderror ( )
    return <t:integer> -- the last set error
end
```

Valid return values are available with:

```
function node.getnodeerrorvalues ( )
    return <t:table> -- the last set error
end
```

The table contains:

nodeerrorvalues

0x00	none	0x02	setfield	0x04	setnode	0x06	getignore
0x01	newnode	0x03	getfield	0x05	getnode	0x07	getignore

But ... these functions and values can change as we move forward so you should not use them, or at least, don't complain.

tokens

16 Tokens

16.1 Introduction

If a $\text{T}_{\text{E}}\text{X}$ programmer talks tokens (and nodes) the average user can safely ignore it. Often it is enough to now that your input is tokenized which means that one or more characters in the input got converted into some efficient internal representation that then travels through the system and triggers actions. When you see an error message with $\text{T}_{\text{E}}\text{X}$ code, the reverse happened: tokens were converted back into commands that resemble the (often expanded) input.

There are not that many examples here because the functions discusses here are often not used directly but instead integrated in a bit more convenient interfaces. However, in due time more examples might show up here.

16.2 Lua token representation

A token is an 32 bit integer that encodes a command and a value, index, reference or whatever goes with a command. The input is converted into a token and the body of macros are stored as linked list of tokens. In the later case we combine a token and a next pointer in what is called a memory word. If we see tokens in Lua we don't get the integer but a userdata object that comes with accessors.

Unless you're into very low level programming the likelihood of encountering tokens is low. But related to tokens is scanning so that is what we cover here in more detail.

16.3 Helpers

16.3.1 Basics

References to macros are stored in a table along with some extra properties but in the end they travel around as tokens. The same is true for characters, they are also encoded in a token. We have three ways to create a token:

```
function token.create ( <t:integer> value )
    return <t:token> -- userdata
end

function token.create ( <t:integer> value, <t:integer> command)
    return <t:token> -- userdata
end

function token.create ( <t:string> csname )
    return <t:token> -- userdata
end
```

An example of the first variant is `token.create(65)`. When we print (inspect) this in `ConT E Xt` we get:

```
<lua token : 476151 == letter 65>={
  ["category"]="letter",
```

```

["character"]="A",
["id"]=476151,
}

```

If we say `token.create(65,12)` instead we get:

```

<lua token : 476151 == other_char 65>={
  ["category"]="other",
  ["character"]="A",
  ["id"]=476151,
}

```

An example of the third call is `token.create("relax")`. This time get:

```

<lua token : 580111 == relax : relax 0>={
  ["active"]=false,
  ["cmdname"]="relax",
  ["command"]=16,
  ["cname"]="relax",
  ["expandable"]=false,
  ["frozen"]=false,
  ["id"]=580111,
  ["immutable"]=false,
  ["index"]=0,
  ["instance"]=false,
  ["mutable"]=false,
  ["noaligned"]=false,
  ["permanent"]=false,
  ["primitive"]=true,
  ["protected"]=false,
  ["tolerant"]=false,
}

```

Another example is `token.create("dimen")`:

```

<lua token : 467905 == dimen : register 3>={
  ["active"]=false,
  ["cmdname"]="register",
  ["command"]=121,
  ["cname"]="dimen",
  ["expandable"]=false,
  ["frozen"]=false,
  ["id"]=467905,
  ["immutable"]=false,
  ["index"]=3,
  ["instance"]=false,
  ["mutable"]=false,
  ["noaligned"]=false,
  ["permanent"]=false,
  ["primitive"]=true,
  ["protected"]=false,
}

```

```
["tolerant"]=false,
}
```

The most important properties are `command` and `index` because the combination determines what it does. The macros (here primitives) have a lot of extra properties. These are discussed in the low level manuals.

You can check if something is a token with the `next` function; when a token is passed the return value is the string literal token.

```
function token.type ( <t:whatever> )
  return <t:string> "token" | <t:nil>
end
```

A maybe more natural test is:

```
function token.istoken ( <t:whatever> )
  return <t:boolean> -- success
end
```

Internally we can see variables like `cmd`, `chr`, `tok` and such, where the later is a combination of the first two. The create variant that take two integers relate to this. Of course you need to know what the magic numbers are. Passing weird numbers can give side effects so don't expect too much help with that. You need to know what you're doing. The best way to explore the way these internals work is to just look at how primitives or macros or `\chardef`'d commands are tokenized. Just create a known one and inspect its fields. A variant that ignores the current catcode table is:

```
\protected\def\MyMacro#1{\dimen 0 = \numexpr #1 + 10 \relax}
```

A macro like this is actually a little program:

467922	19	49	match	argument 1
580083	20	0	end match	

467931	121	3	register	dimen
580013	12	48	other char	0 (U+00030)
582314	10	32	spacer	
582312	12	61	other char	= (U+0003D)
580193	10	32	spacer	
582783	81	75	some item	numexpr
582310	21	1	parameter reference	
190952	10	32	spacer	
582785	12	43	other char	+ (U+0002B)
476151	10	32	spacer	
580190	12	49	other char	1 (U+00031)
582265	12	48	other char	0 (U+00030)
467939	10	32	spacer	
580045	16	0	relax	relax

The first column shows indices in token memory where we have a token combined with a next pointer. So, in slot 467931 we have both a token and a pointer to slot 580013.

There is another way to create a token.

```

function token.new ( <t:string> command, <t:integer> value )
    return <t:token>
end

function token.new ( <t:integer> value, <t:integer> command )
    return <t:token>
end

```

Watch the order of arguments. We not have four ways to create a token

```

<lua token : 580087 == letter 65>={
    ["category"]="letter",
    ["character"]="A",
    ["id"]=580087,
}

```

namely:

```

token.new("letter",65)
token.new(65,11)
token.create(65,11)
token.create(65)

```

You can test if a control sequence is defined with:

```

function token.isdefined ( <t:string> t )
    return <t:boolean> -- success
end

```

The engine was never meant to be this open which means that in various places the assumption is that tokens are valid. However, it is possible to create tokens that make little sense in some context and can even make the system crash. When possible we catch this but checking everywhere would bloat the code and harm performance. Compare this to changing a few bytes in a binary that at some point create can havoc.

16.3.2 Getters

The userdata objects have a virtual interface that permits access by fieldname. Instead you can use one of the getters.

```

function token.getcommand ( <t:token> t ) return <t:integer> end
function token.getindex   ( <t:token> t ) return <t:integer> end
function token.getcmdname ( <t:token> t ) return <t:string>  end
function token.getcsname  ( <t:token> t ) return <t:string>  end
function token.getid      ( <t:token> t ) return <t:integer> end
function token.getactive  ( <t:token> t ) return <t:boolean> end

```

If you want to know what the possible values are, you can use:

```

function token.getrange (
    <t:token> | <t:integer>
)

```



```

return
    <t:integer>, -- first
    <t:integer>  -- last
end

```

We can also ask for the macro properties but instead you can just fetch the bit set that describes them.

```

function token.getexpandable ( <t:token> t ) return <t:boolean> end
function token.getprotected  ( <t:token> t ) return <t:boolean> end
function token.getfrozen     ( <t:token> t ) return <t:boolean> end
function token.gettolerant   ( <t:token> t ) return <t:boolean> end
function token.getnoaligned  ( <t:token> t ) return <t:boolean> end
function token.getprimitive  ( <t:token> t ) return <t:boolean> end
function token.getpermanent  ( <t:token> t ) return <t:boolean> end
function token.getimmutable  ( <t:token> t ) return <t:boolean> end
function token.getinstance   ( <t:token> t ) return <t:boolean> end
function token.getconstant   ( <t:token> t ) return <t:boolean> end

```

The bit set can be fetched with:

```

function token.getflags ( <t:token> t )
    return <t:integer> -- bit set
end

```

The possible flags are:

0x000001	frozen	0x000080	untraced	0x004000	conditional
0x000002	permanent	0x000100	global	0x008000	value
0x000004	immutable	0x000200	tolerant	0x010000	semiprotected
0x000008	primitive	0x000400	protected	0x020000	inherited
0x000010	mutable	0x000800	overloaded	0x040000	constant
0x000020	noaligned	0x001000	aliased	0x080000	deferred
0x000040	instance	0x002000	immediate		

The number of parameters of a macro can be queried with:

```

function token.getparameters ( <t:token> t )
    return <t:integer>
end

```

The three properties that are used to identify a token can be fetched with:

```

function token.getcmdchracs ( <t:token> t )
    return
        <t:integer>, -- command (cmd)
        <t:integer>, -- value   (chr)
        <t:integer>  -- index   (cs)
end

```

A simpler call is:

```

function token.getcstoken ( <t:string> csname )
    return <t:integer> -- token number

```

end

A table with relevant properties of a token (or control sequence) can be fetched with:

```
function token.getfields ( <t:token> token )
    return <t:table> -- fields
end

function token.getfields ( <t:string> csname )
    return <t:table> -- fields
end
```

16.3.3 Setters

The setmacro function can be called with a different amount of arguments, where the prefix list comes last. Examples of prefixes are global and protected.

```
function token.setmacro (
    <t:string> csname
)

function token.setmacro (
    <t:integer> catcodetable,
    <t:string> csname
)
    -- no return values
end

function token.setmacro (
    <t:string> csname,
    <t:string> content
)
    -- no return values
end

function token.setmacro (
    <t:integer> catcodetable,
    <t:string> csname,
    <t:string> content
)
    -- no return values
end

function token.setmacro (
    <t:string> csname,
    <t:string> content,
    <t:string> prefix
    -- there can be more prefixes
)
    -- no return values
end
```

```

function token.setmacro (
    <t:integer> catcodetable,
    <t:string>   csname,
    <t:string>   content,
    <t:string>   prefix
    -- there can be more prefixes
)
    -- no return values
end

```

A macro can also be queried:

```

function token.getmacro (
    <t:string>   csname,
    <t:boolean>  preamble,
    <t:boolean>  onlypreamble
)
    return <t:string>
end

```

The various arguments determine what you get:

```

\def\foo#1{foo: #1}

\ctxlua{context.type(token.getmacro("foo"))}
\ctxlua{context.type(token.getmacro("foo",true))}
\ctxlua{context.type(token.getmacro("foo",false,true))}

```

We get:

```

foo: #1
#1->foo:
#1

```

The meaning can be fetched as string or table:

```

function token.getmeaning (
    <t:string>   csname,
)
    return <t:string>
end

function token.getmeaning (
    <t:string>   csname,
    <t:true>     astable,
    <t:boolean>  subtables,
    <t:boolean>  originalindices -- special usage
)
    return <t:table>
end

```

The name says it:

```
function token.undefinemacro ( <t:string> csname)
    -- no return values
end
```

Expanding a macro happens in a ‘local control’ context which makes it immediate, that is, while running Lua code.

```
function token.expandmacro ( <t:string> csname)
    -- no return values
end
```

This means that:

```
\def\foo{\scratchdimen100pt \edef\oof{\the\scratchdimen}}
% used in:
\startluacode
token.expandmacro("foo")
context(token.getmacro("oof"))
\stopluacode
```

gives: 100.0pt, because when `getmacro` is called the expansion has been performed. You can consider this a sort of subrun (local to the main control loop).

The next helper creates a token that refers to a Lua function with an entry in the table that you can access with `lua.getfunctionstable`. It is the companion to `\luadef`. When the first (and only) argument is true the size will preset to the value of `texconfig.functionsizesize`.

```
function token.setlua (
    <t:string> csname,
    <t:integer> id,
    <t:string> prefix
    -- there can be more prefixes
)
    return <t:token>
end
```

16.3.4 Writers

In the `tex` library we have various ways to print something back to the input and the these print helpers in most cases also accept tokens. The `token.putnext` function is rather tolerant with respect to its arguments and there can be multiple. As with most prints, a new input level is created.

```
function token.putnext ( <t:string> | <t:number> | <t:token> | <t:table> )
    -- no return values
end
```

Here are some examples. We save some scanned tokens and flush them

```
local t1 = token.scannext()
local t2 = token.scannext()
local t3 = token.scannext()
local t4 = token.scannext()
```

```
-- watch out, we flush in sequence
token.putnext { t1, t2 }
-- but this one gets pushed in front
token.putnext ( t3, t4 )
```

When we scan `wxyz!` we get `yzwx!` back. The argument is either a table with tokens or a list of tokens. The `token.expand` function will trigger expansion but what happens really depends on what you're doing where.

This putter is actually a bit more flexible because the following input also works out okay:

```
\def\foo#1{[#1]}

\directlua {
  local list = { 101, 102, 103, token.create("foo"), "{abracadabra}" }
  token.putnext("(the)")
  token.putnext(list)
  token.putnext("(order)")
  token.putnext(unpack(list))
  token.putnext("(is reversed)")
}
```

We get this:

```
(is reversed)efg[abracadabra](order)efg[abracadabra](the)
```

So, strings get converted to individual tokens according to the current catcode regime and numbers become characters also according to this regime. A more low level, single token push back is the next one, it does the same as when `TEX` itself puts a token back into the input, something that for instance happens when an integer is scanned and the last scanned token is not a digit.

```
function token.putback ( <t:token> )
  -- no return values
end
```

You can force an ‘expand step’ with the following function. What happens depends on the input and scanner states `TEX` is.

```
function token.expand ( )
  -- no return values
end
```

16.3.5 Scanning

The token library provides means to intercept the input and deal with it at the Lua level. The library provides a basic scanner infrastructure that can be used to write macros that accept a wide range of arguments. This interface is on purpose kept general and as performance is quite okay so one can build additional parsers without too much overhead. It's up to macro package writers to see how they can benefit from this as the main principle behind `LuaMetaTEX` is to provide a minimal set of tools and no solutions. The scanner functions are probably the most intriguing.

We start with token scanners. The first one just reads the next token from the current input (file, token list, Lua output) while the second variant expands the next token, which can push back results and make us enter a new input level, and then reads a token from what is then the input.

```
function token.scannext ( )
    return <t:token>
end
```

```
function token.scannextexpanded ( )
    return <t:token>
end
```

This is a simple scanner that picks up a character:

```
function token.scannextchar ( )
    return <t:string>
end
```

We can look ahead, that is: pick up a token and push a copy back into the input. The second helper first expands the upcoming token and the third one is the peek variant of scannextchar.

```
function token.peeknext ( )
    return <t:token>
end
```

```
function token.peeknextexpanded ( )
    return <t:token>
end
```

```
function token.peeknextchar ( )
    return <t:token>
end
```

We can skip tokens with the following two helpers where the second one first expands the upcoming token

```
function token.skipnext ( )
    -- no return values
end
```

```
function token.skipnextexpanded ( )
    -- no return values
end
```

The next token can be converted into a combination of command and value. The second variant shown below first expands the upcoming token.

```
function token.scancmdchr ( )
    return
        <t:integer>, -- command a.k.a cmd
        <t:integer>, -- value   a.k.a chr
end
```

```
function token.scancmdchrexplained ( )
```

```

    return
        <t:integer>, -- command a.k.a cmd
        <t:integer>, -- value    a.k.a chr
end

```

We have two keywords scanners. The first scans how T_EX does it: a mixture of lower- and uppercase. The second is case sensitive.

```

function token.scankeyword ( <t:string> keyword )
    return <t:boolean> -- success
end

function token.scankeywords ( <t:string> keyword )
    return <t:boolean> -- success
end

```

The integer, dimension and glue scanners take an extra optional argument that signals that an optional equal is permitted. The next function errors when the integer exceeds the maximum that T_EX likes: 2147483647.

```

function token.scaninteger ( <t:boolean> optionalequal )
    return <t:integer>
end

```

Cardinals are unsigned integers:

```

function token.scancardinal ( <t:boolean> optionalequal )
    return <t:cardinal>
end

```

When an integer or dimension is wrapped in curly braces, like {123} and {4.5pt}, you can use one of the next two. Of course unwrapped integers and dimensions are also read.

```

function token.scanintegerargument ( <t:boolean> optionalequal )
    return <t:integer>
end

function token.scandimensionargument (
    <t:boolean> infinity,
    <t:boolean> mu,
    <t:boolean> optionalequal
)
    return <t:integer>
end

```

When we scan for a float, we also accept an exponent, so 123.45 and -1.23e45 are valid:

```

function token.scanfloat ( )
    return <t:number>
end

```

Contrary to the previous scanner here we don't handle the exponent:

```

function token.scanreal ( )

```

```

    return <t:number>
end

```

In Lua a very precise representation of a float is the hexadecimal notation. In addition to regular floating point, optionally with an exponent, you can also have 0x1.23p45.

```

function token.scanluanumber ( )
    return <t:number>
end

```

Integers can be signed:

```

function token.scanluainteger ( )
    return <t:integer>
end

```

while cardinals (Modula2 speak) are unsigned: unsigned

```

function token.scanluacardinal ( )
    return <t:cardinal>
end

```

122345

```

function token.scanscale ( )
    return <t:integer>
end

```

A posit is (in LuaMetaTeX) a float packed into an integer, but contrary to a scaled value it can have exponents. Here 12.34 gives 1549208125 and Here 12.34e5 gives 2114670912. Because we have integers we can store them in LuaMetaTeX float registers. Optionally you can return a float instead of the integer that encodes the posit.

```

function token.scanposit (
    <t:boolean> optionalqual,
    <t:boolean> float
)
    return <t:integer> | <t:float>
end

```

In (traditional) TeX we don't really have floats. If we enter for instance a dimension in point units, we actually scan for two 16 bit integers that will be packed into a 32 bit integer. The next scanner expects a number plus a unit, like pt, cm and em, but also handles user defined units, like in ConTeXt tw.

```

function token.scandimension (
    <t:boolean> infinity,
    <t:boolean> mu,
    <t:boolean> optionalequal
)
    return <t:integer>
end

```

A glue (spec) is a dimension with optional stretch and/or shrink, like 12pt plus 4pt minus 2pt or 10pt plus 1 fill. The glue scanner returns five values:


```

function token.scanglue (
    <t:boolean> mu,
    <t:boolean> optionalequal
)
    return
        <t:integer>, -- amount
        <t:integer>, -- stretch
        <t:integer>, -- shrink
        <t:integer>, -- stretchorder
        <t:integer>  -- shrinkorder
end

```

```

function token.scanglue (
    <t:boolean> mu,
    <t:boolean> optionalequal,
    <t:true>
)
    return {
        <t:integer>, -- amount
        <t:integer>, -- stretch
        <t:integer>, -- shrink
        <t:integer>, -- stretchorder
        <t:integer>  -- shrinkorder
    }
end

```

The skip scanner does the same but returns a gluespec node:

```

function token.scanskip (
    <t:boolean> mu,
    <t:boolean> optionalequal
)
    return <t:node> -- gluespec
end

```

There are several token scanners, for instance one that returns a table:

```

function token.scantoks (
    <t:boolean> macro,
    <t:boolean> expand
)
    -- return <t:table> -- tokens
end

```

Here `token.scantoks()` will return `{123}` as

```

{
    "<lua token : 589866 == other_char 49>",
    "<lua token : 589867 == other_char 50>",
    "<lua token : 589870 == other_char 51>",
}

```

The next variant returns a token list:

```
function token.scantokenlist (
    <t:boolean> macro,
    <t:boolean> expand
)
    return <t:token> -- tokenlist
end
```

Here we get the head of a token list:

```
<lua token : 590083 => 169324 : refcount>={
  ["active"]=false,
  ["cmdname"]="escape",
  ["command"]=0,
  ["expandable"]=false,
  ["frozen"]=false,
  ["id"]=590083,
  ["immutable"]=false,
  ["index"]=0,
}
```

This scans a single character token with specified catcode (bit) sets:

```
function token.scancode ( <t:integer> catcodes )
    return <t:string> -- character
end
```

This scans a single character token with catcode letter or other:

```
function token.scantokencode ( )
    -- return <t:token>
end
```

The difference between `scanstring` and `scanargument` is that the first returns a string given between `{}`, as `\macro` or as sequence of characters with catcode 11 or 12 while the second also accepts a `\cs` which then get expanded one level unless we force further expansion.

```
function token.scanstring ( <t:boolean> expand )
    return <t:string>
end

function token.scanargument ( <t:boolean> expand )
    return <t:string>
end
```

So the `scanargument` function expands the given argument. When a braced argument is scanned, expansion can be prohibited by passing false (default is true). In case of a control sequence passing false will result in a one-level expansion (the meaning of the macro).

The string scanner scans for something between curly braces and expands on the way, or when it sees a control sequence it will return its meaning. Otherwise it will scan characters with catcode letter or other. So, given the following definition:

```
\def\oof{oof}
\def\foo{foo-\oof}
```

we get:

name	result	meaning
<code>\directlua{token.scanstring()}{foo}</code>	foo	full expansion
<code>\directlua{token.scanstring()}foo</code>	foo	letters and others
<code>\directlua{token.scanstring()}\foo</code>	foo-oof	meaning

The `\foo` case only gives the meaning, but one can pass an already expanded definition (`\edef`'d). In the case of the braced variant one can of course use the `\detokenize` and `\unexpanded` primitives since there we do expand.

A variant is the following which give a bit more control over what doesn't get expanded:

```
function token.scantokenstring (
  <t:boolean> noexpand,
  <t:boolean> noexpandconstant,
  <t:boolean> noexpandparameters
)
  return <t:string>
end
```

Here's one that can scan a delimited argument:

```
function token.scandelimited (
  <t:integer> leftdelimiter,
  <t:integer> rightdelimiter,
  <t:boolean> expand
)
  return <t:string>
end
```

A word is a sequence of what \TeX calls letters and other characters. The optional keep argument endures that trailing space and `\relax` tokens are pushed back into the input.

```
function token.scanword ( <t:boolean> keep )
  return <t:string>
end
```

Here we do the same but only accept letters:

```
function token.scanletters ( <t:boolean> keep )
  return <t:string>
end

function token.scankey ( )
  return <t:string>
end
```

We can pick up a string that stops at a specific character with the next function, which accepts two such sentinels (think of a comma and closing bracket).

```
function token.scanvalue ( <t:integer> one, <t:integer> two )
  return <t:string>
end
```

This returns a single (utf) character. Special input like back slashes, hashes, etc. are interpreted as characters.

```
function token.schar ( )
  return <t:string>
end
```

This scanner looks for a control sequence and if found returns the name. Optionally leading spaces can be skipped.

```
function token.scansname ( <t:boolean> skipspace )
  return <t:string> | <t:nil>
end
```

The next one returns an integer instead:

```
function token.scancstoken ( <t:boolean> skipspace )
  return <t:integer> | <t:nil>
end
```

This is a straightforward simple scanner that expands next token if needed:

```
function token.scantoken ( )
  return <t:token>
end
```

Then next scanner picks up a box specification and returns a [h|v]list node. There are two possible calls. The first variant expects a `\hbox`, `\vbox` etc. The second variant scans for an explicitly passed box type: `hbox`, `vbox`, `vbox` or `dbbox`.

```
function token.scanbox ( )
  return <t:node> -- box
end
```

```
function token.scanbox ( <t:string> boxtype )
  return <t:node> -- box
end
```

This scans and returns a so called ‘detokenized’ string:

```
function token.scandetokened ( <t:boolean> expand )
  return <t:string>
end
```

In the next function we check if a specific character with catcode letter or other is picked up.

```
function token.isnextchar ( <t:integer> charactercode )
  return <t:boolean>
end
```

16.3.6 Gobbling

You can gobble up an integer or dimension with the following helpers. An error is silently ignored.

```
function token.gobbleinteger ( <t:boolean> optionalequal )
    -- no return values
end

function token.gobbledimension ( <t:boolean> optionalequal )
    -- no return values
end
```

This is a nested gobbler:

```
function token.gobble ( <t:token> left, <t:token> right )
    -- no return values
end
```

and this a nested grabber that returns a string:

```
function token.grab ( <t:token> left, <t:token> right )
    return <t:string>
end
```

16.3.7 Macros

This is a nasty one. It pick up two tokens. Then it checks if the next character matches the argument and if so, it pushes the first token back into the input, otherwise the second.

```
function token.futureexpand ( <t:integer> charactercode )
    -- no return values
end
```

The pushmacro and popmacro function are still experimental and can be used to get and set an existing macro. The push call returns a user data object and the pop takes such a userdata object. These object have no accessors and are to be seen as abstractions.

```
function token.pushmacro ( <t:string> csname )
    return <t:userdata>
end

function token.pushmacro ( <t:integer> token )
    return <t:userdata> -- entry
end

function token.popmacro ( <t:userdata> entry )
    -- return todo
end
```

This saves a Lua function index on the save stack. When a group is closes the function will be called.

```
function token.savelua ( <t:integer> functionindex, <t:boolean> backtrack )
    -- no return values
```

end

The next function serializes a token list:

```
function token.serialize ( )
    return <t:string>
end
```

The function is somewhat picky so give an example in ConT_EXt speak:

```
\startluacode
    local t = token.scantokenlist()
    local s = token.serialize(t)
    context.type(tostring(t)) context.par()
    context.type(s)           context.par()
    context(s)                 context.par()
\stopluacode {before\hskip10pt after}
```

The `serialize` expects a token list as scanned by `scantokenlist` which starts with token that points to the list and maintains a reference count, which in this context is irrelevant but is used in the engine to prevent duplicates; for instance the `\let` primitive just points to the original and bumps the count.

```
<lua token : 658446 => 691298 : refcount>
before\hskip 10pt after
before  after
```

You can interpret a string as T_EX input with embedded macros expanded, unless they are unexpandable.

```
function token.getexpansion ( <t:string> code )
    return <t:string> -- result
end
```

Here is an example:

```
        \def\foo{foo}
\protected\def\oof{oof}

\startluacode
context.type(token.getexpansion("test \relax"))
context.par()
context.type(token.getexpansion("test \\relax{!} \\foo\\oof"))
\stopluacode
```

Watch how the single backslash actually is a Lua escape that results in a newline:

```
test
elax
test \relax{!} foo\oof
```

You can also specify a catcode table identifier:

```
function token.getexpansion (
```

```

    <t:integer> catcodetable,
    <t:string>   code
)
    return <t:string> -- result
end

```

16.3.8 Information

In some cases you signal to Lua what data type is involved. The list of known types are available with:

```

function token.getfunctionvalues ( )
    return <t:table>
end

```

0x00	none	0x04	skip	0x08	node
0x01	integer	0x05	boolean	0x09	direct
0x02	cardinal	0x06	float	0x0A	conditional
0x03	dimension	0x07	string		

The names of command is made available with:

```

function token.getcommandvalues ( )
    return <t:table>
end

```

0x00	escape	0x19	char_number
0x01	left_brace	0x1A	math_char_number
0x02	right_brace	0x1B	mark
0x03	math_shift	0x1C	node
0x04	alignment_tab	0x1D	xray
0x05	end_line	0x1E	mvl
0x06	parameter	0x1F	make_box
0x07	superscript	0x20	hmove
0x08	subscript	0x21	vmove
0x09	ignore	0x22	un_hbox
0x0A	spacer	0x23	un_vbox
0x0B	letter	0x24	remove_item
0x0C	other_char	0x25	hskip
0x0D	active_char	0x26	vskip
0x0E	comment	0x27	mskip
0x0F	invalid_char	0x28	kern
0x10	relax	0x29	mkern
0x11	alignment	0x2A	leader
0x12	end_template	0x2B	legacy
0x13	match	0x2C	local_box
0x14	end_match	0x2D	halign
0x15	parameter_reference	0x2E	valign
0x16	end_paragraph	0x2F	vrule
0x17	end_job	0x30	hrule
0x18	delimiter_number	0x31	insert

0x32	vadjust	0x63	font_property
0x33	ignore_something	0x64	auxiliary
0x34	after_something	0x65	hyphenation
0x35	penalty	0x66	page_property
0x36	begin_paragraph	0x67	align_property
0x37	italic_correction	0x68	break_property
0x38	accent	0x69	box_property
0x39	math_accent	0x6A	specification
0x3A	discretionary	0x6B	define_char_code
0x3B	equation_number	0x6C	define_family
0x3C	math_fence	0x6D	math_parameter
0x3D	math_component	0x6E	math_style
0x3E	math_modifier	0x6F	set_font
0x3F	math_fraction	0x70	define_font
0x40	math_choice	0x71	integer
0x41	vcenter	0x72	posit
0x42	case_shift	0x73	dimension
0x43	message	0x74	gluespec
0x44	catcode_table	0x75	mugluespec
0x45	end_local	0x76	index
0x46	lua_function_call	0x77	mathspec
0x47	lua_protected_call	0x78	fontspec
0x48	lua_semiprotected_call	0x79	specificationspec
0x49	begin_group	0x7A	association
0x4A	end_group	0x7B	interaction
0x4B	explicit_space	0x7C	register
0x4C	boundary	0x7D	combine_toks
0x4D	math_radical	0x7E	arithmic
0x4E	math_script	0x7F	prefix
0x4F	math_shift_cs	0x80	let
0x50	end_cs_name	0x81	shorthand_def
0x51	char_given	0x82	def
0x52	some_item	0x83	set_box
0x53	internal_toks	0x84	undefined_cs
0x54	register_toks	0x85	expand_after
0x55	internal_integer	0x86	no_expand
0x56	register_integer	0x87	input
0x57	internal_attribute	0x88	lua_call
0x58	register_attribute	0x89	lua_local_call
0x59	internal_posit	0x8A	begin_local
0x5A	register_posit	0x8B	if_test
0x5B	internal_dimension	0x8C	cs_name
0x5C	register_dimension	0x8D	convert
0x5D	internal_glue	0x8E	the
0x5E	register_glue	0x8F	get_mark
0x5F	internal_muglue	0x90	call
0x60	register_muglue	0x91	protected_call
0x61	lua_value	0x92	semi_protected_call
0x62	iterator_value	0x93	constant_call

0x94	tolerant_call	0xA0	internal_toks_reference
0x95	tolerant_protected_call	0xA1	register_toks_reference
0x96	tolerant_semi_protected_call	0xA2	specification_reference
0x97	deep_frozen_end_template	0xA3	unit_reference
0x98	deep_frozen_dont_expand	0xA4	internal_integer_reference
0x99	deep_frozen_keep_constant	0xA5	register_integer_reference
0x9A	internal_glue_reference	0xA6	internal_attribute_reference
0x9B	register_glue_reference	0xA7	register_attribute_reference
0x9C	internal_muglue_reference	0xA8	internal_posit_reference
0x9D	register_muglue_reference	0xA9	register_posit_reference
0x9E	specification_reference	0xAA	internal_dimension_reference
0x9F	internal_box_reference	0xAB	register_dimension_reference

The complete list of primitives can be fetched with the next one:

```
function token.getprimitives ( )
  return {
    { <t:integer>, <t:integer>, <t:string> }, -- command, value, name
    ...
  }
end
```

The numbers shown below can change if we add or reorganize primitives, although this seldom happens. The list gives an impression how primitives are grouped.

4	0	\aligntab	26	4	\nomathchar
6	0	\parametermark	27	0	\mark
6	0	\alignmark	27	1	\marks
16	0	\relax	27	2	\clearmarks
16	1	\norelax	27	3	\flushmarks
16	3	\noarguments	29	0	\show
18	1	\span	29	1	\showbox
18	2	\omit	29	2	\showthe
18	3	\aligncontent	29	3	\showlists
18	4	\noalign	29	4	\showgroups
18	5	\realign	29	5	\showstack
18	6	\cr	29	6	\showcodestack
18	7	\crr	29	7	\showtokens
18	8	\alignloop	29	8	\showifs
22	0	\par	30	0	\beginmvl
22	3	\localbreakpar	30	1	\endmvl
23	0	\end	31	0	\box
23	1	\dump	31	1	\copy
24	0	\delimiter	31	3	\lastbox
24	1	\Udelimiter	31	4	\tsplit
25	0	\char	31	5	\vsplit
25	1	\glyph	31	6	\dsplit
26	0	\mathchar	31	7	\tpack
26	1	\Umathchar	31	8	\vpack
26	2	\mathdictionary	31	9	\dpack
26	3	\mathclass	31	10	\hpack

31	11	\vtop	40	1	\hkern
31	12	\vbox	40	2	\vkern
31	13	\dbox	41	0	\mkern
31	14	\hbox	42	0	\leaders
31	15	\vbalance	42	1	\cleaders
31	16	\vbalancedbox	42	2	\xleaders
31	17	\vbalancedtop	42	3	\gleaders
31	18	\vbalancedinsert	42	4	\uleaders
31	19	\vbalanceddiscard	43	0	\shipout
31	20	\vbalanceddeinsert	44	0	\localleftbox
31	21	\vbalancedreinsert	44	1	\localrightbox
31	22	\flushmvl	44	2	\localmiddlebox
31	23	\insertbox	44	4	\resetlocalboxes
31	24	\insertcopy	45	0	\halign
31	25	\localleftboxbox	46	0	\valign
31	26	\localrightboxbox	47	0	\vrule
31	27	\localmiddleboxbox	47	1	\novrule
32	0	\moveright	47	2	\srule
32	1	\moveleft	47	3	\virtualvrule
33	0	\lower	48	0	\hrule
33	1	\raise	48	1	\nohrule
34	0	\unhbox	48	3	\virtualhrule
34	1	\unhcopy	49	0	\insert
34	2	\unhpack	50	0	\vadjust
35	0	\unvbox	51	0	\ignorespaces
35	1	\unvcopy	51	1	\ignorepars
35	2	\unvpack	51	2	\ignorearguments
35	23	\insertunbox	51	3	\ignoreupto
35	24	\insertuncopy	51	4	\ignorenestedupto
35	28	\pagediscards	51	5	\ignorereset
35	29	\splitdiscards	52	0	\aftergroup
35	30	\copysplitdiscards	52	1	\aftergrouped
36	0	\unkern	52	2	\afterassignment
36	1	\unpenalty	52	3	\afterassigned
36	2	\unskip	52	4	\atendofgroup
36	3	\unboundary	52	5	\atendofgrouped
37	0	\hfil	52	6	\atendoffile
37	1	\hfill	52	7	\atendoffiled
37	2	\hss	53	0	\penalty
37	3	\hfilneg	53	1	\hpenalty
37	4	\hskip	53	2	\vpenalty
38	0	\vfil	54	0	\noindent
38	1	\vfill	54	1	\indent
38	2	\vss	54	2	\quitvmode
38	3	\vfilneg	54	3	\undent
38	4	\vskip	54	4	\snapshotpar
39	0	\mskip	54	5	\parattribute
39	1	\mathatomskip	54	6	\paroptions
40	0	\kern	54	7	\wrapuppar

55	0	\explicititaliccorrection	63	3	\overwithdelims
55	0	\	63	4	\atop
55	1	\forcedleftcorrection	63	5	\atopwithdelims
55	2	\forcedrightcorrection	63	6	\Uabove
56	0	\accent	63	7	\Uabovewithdelims
57	0	\mathaccent	63	8	\Uover
57	1	\Umathaccent	63	9	\Uoverwithdelims
58	0	\discretionary	63	10	\Uatop
58	1	\explicitdiscretionary	63	11	\Uatopwithdelims
58	1	\-	63	12	\Uskewed
58	2	\automaticdiscretionary	63	13	\Uskewedwithdelims
59	0	\legno	63	14	\Ustretched
59	1	\eqno	63	15	\Ustretchedwithdelims
60	1	\left	64	0	\mathchoice
60	2	\middle	64	1	\mathdiscretionary
60	3	\right	64	2	\mathstack
60	4	\Uoperator	65	0	\vcenter
60	5	\Uvextensible	66	0	\lowercase
60	6	\Uleft	66	1	\uppercase
60	7	\Umiddle	67	0	\message
60	8	\Uright	67	1	\errmessage
61	0	\mathord	68	0	\savecatcodetable
61	1	\mathop	68	1	\restorecatcodetable
61	2	\mathbin	68	2	\initcatcodetable
61	3	\mathrel	69	0	\endlocalcontrol
61	4	\mathopen	70	0	\luafunctioncall
61	5	\mathclose	70	1	\luabytecodecall
61	6	\mathpunct	73	0	\begingroup
61	8	\mathinner	73	1	\beginsimplegroup
61	9	\underline	73	2	\beginmathgroup
61	10	\overline	74	0	\endgroup
61	18	\mathatom	74	1	\endsimplegroup
62	0	\displaylimits	74	2	\endmathgroup
62	1	\Umathlimits	75	0	\explicit space
62	1	\limits	75	0	\
62	2	\nolimits	76	0	\noboundary
62	2	\Umathnolimits	76	1	\boundary
62	3	\Umathadapttoleft	76	2	\attributeboundary
62	4	\Umathadapttoright	76	3	\protrusionboundary
62	5	\Umathuseaxis	76	4	\wordboundary
62	6	\Umathnoaxis	76	5	\pageboundary
62	7	\Umathphantom	76	6	\mathboundary
62	8	\Umathvoid	76	7	\optionalboundary
62	9	\Umathsource	76	8	\luaboundary
62	10	\Umathopenupheight	76	10	\insertboundary
62	11	\Umathopenupdepth	76	11	\balanceboundary
63	0	\above	77	0	\radical
63	1	\abovewithdelims	77	1	\Uradical
63	2	\over	77	2	\Uroot

77	3	\Urooted	82	19	\currentifbranch
77	4	\Uunderdelimit	82	20	\gluestretchorder
77	5	\Uoverdelimit	82	21	\glueshrinkorder
77	6	\Udelimitunder	82	22	\fontid
77	7	\Udelimitover	82	23	\glyphxscaled
77	8	\Udelimited	82	24	\glyphyscaled
77	9	\Uhextensible	82	25	\fontcharwd
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78	15	\noscript	82	41	\fontspecslant
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109	122	\setmathdisplayprepenalty	125	9	\xtokspre
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123	3	\errorstopmode	127	22	\outer
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124	1	\count	128	1	\let
124	2	\attribute	128	2	\futurelet
124	3	\dimen	128	3	\futuredef
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125	6	\gtoksapp	128	13	\lettonothing

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129	4	\countdef	135	6	\tokenized
129	5	\attributedef	135	7	\retokenized
129	6	\dimendef	135	8	\quitloop
129	7	\skipdef	135	9	\quitloopnow
129	8	\muskipdef	138	0	\beginlocalcontrol
129	9	\toksdef	138	1	\localcontrol
129	10	\floatdef	138	2	\localcontrolled
129	11	\luadef	138	3	\localcontrolledloop
129	12	\integerdef	138	4	\expandedloop
129	13	\dimensiondef	138	5	\unexpandedloop
129	14	\gluespecdef	138	6	\localcontrolledrepeat
129	15	\mugluespecdef	138	7	\expandedrepeat
129	16	\positdef	138	8	\unexpandedrepeat
129	17	\parameterdef	138	9	\localcontrolledendless
129	18	\fontspecdef	138	10	\expandedendless
129	19	\specificationdef	138	11	\unexpandedendless
130	0	\edef	139	2	\fi
130	1	\def	139	3	\else
130	2	\xdef	139	4	\or
130	3	\gdef	139	5	\orelse
130	4	\edefcsname	139	6	\orunless
130	5	\defcsname	139	7	\if
130	6	\xdefcsname	139	8	\ifcat
130	7	\gdefcsname	139	9	\ifnum
130	8	\cdef	139	10	\ifabsnum
130	9	\cdefcsname	139	11	\ifzeronum
131	0	\setbox	139	12	\ifintervalnum
133	0	\expandafter	139	13	\iffloat
133	1	\unless	139	14	\ifabsfloat
133	2	\futureexpand	139	15	\ifzerofloat
133	3	\futureexpandis	139	16	\ifintervalfloat
133	4	\futureexpandisap	139	17	\ifdim
133	5	\expandafterspaces	139	18	\ifabsdim
133	6	\expandafterpars	139	19	\ifzerodim
133	7	\expandtoken	139	20	\ifintervaldim
133	8	\expandcstoken	139	21	\ifodd
133	9	\expand	139	22	\ifvmode
133	10	\expandtoks	139	23	\ifhmode
133	11	\expandactive	139	24	\ifmmode
133	12	\semiexpand	139	25	\ifinner
133	13	\expandedafter	139	26	\ifvoid
133	14	\expandparameter	139	27	\ifhbox
134	0	\noexpand	139	28	\ifvbox
135	0	\input	139	29	\iftok

139	30	\ifcstok	141	4	\tosparsescaled
139	31	\ifx	141	5	\todimension
139	32	\iftrue	141	6	\tosparsedimension
139	33	\iffalse	141	7	\tolimitedfloat
139	34	\ifchknum	141	8	\tomathstyle
139	35	\ifchknumber	141	9	\directlua
139	36	\ifchknumexpr	141	10	\luafunction
139	37	\ifnumval	141	11	\luabytecode
139	38	\ifcmpnum	141	12	\expanded
139	39	\ifchkdim	141	13	\semiexpanded
139	40	\ifchkdimension	141	14	\string
139	41	\ifchkdimexpr	141	15	\csstring
139	42	\ifdimval	141	16	\csactive
139	43	\ifcmpdim	141	17	\csnamestring
139	44	\ifcase	141	18	\detokenized
139	45	\ifdefined	141	19	\detokened
139	46	\ifcsname	141	20	\romannumeral
139	47	\ifincsname	141	21	\meaning
139	48	\iffontchar	141	22	\meaningfull
139	49	\ifcondition	141	23	\meaningless
139	50	\ifflags	141	24	\meaningasis
139	51	\ifempty	141	25	\meaningful
139	52	\ifrelax	141	26	\meaningles
139	53	\ifboolean	141	27	\tocharacter
139	54	\ifnumexpression	141	28	\luaescapestring
139	55	\ifdimexpression	141	29	\fontname
139	56	\iflastnamedcs	141	30	\fontspecifiedname
139	57	\ifmathparameter	141	31	\jobname
139	58	\ifmathstyle	141	32	\formatname
139	59	\ifarguments	141	33	\luatexbanner
139	60	\ifparameters	141	34	\fontidentifier
139	61	\ifparameter	142	0	\the
139	62	\ifhastok	142	1	\thewithoutunit
139	63	\ifhastoks	142	2	\detokenize
139	64	\ifhasxtoks	142	3	\expandeddetokenize
139	65	\ifhaschar	142	4	\protecteddetokenize
139	66	\ifinsert	142	5	\protectedexpandeddetokenize
139	67	\iffinalignment	142	6	\unexpanded
139	68	\ifcramped	142	6	\notexpanded
139	69	\iflist	143	0	\currentmarks
139	70	\ifspecification	143	1	\topmarks
140	0	\csname	143	2	\firstmarks
140	1	\lastnamedcs	143	3	\botmarks
140	2	\begincsname	143	4	\splitfirstmarks
140	3	\futurecsname	143	5	\splitbotmarks
141	0	\number	143	6	\topmark
141	1	\tointeger	143	7	\firstmark
141	2	\tohexadecimal	143	8	\botmark
141	3	\toscaled	143	9	\splitfirstmark

```
143 10 \splitbotmark
```

This is a curious one: it returns the number of steps that a hash lookup took:

```
function token.locatemacro ( <t:string> name )
    return <t:integer> - steps
end
```

We used this helper when deciding on a reasonable hash size. Of the many primitives there are a few that need more than one lookup step:

steps	total	macros
1	1230	...
2	16	boxshrink dsplit dump everytab fontcharic fontmathcontrol glet glueshrink if lower number pagestretch scaledfontemwidth scaledfontexheight tabskip vfil
3	3	cr etoksapp gluestretch

libraries

17 Libraries

Contents

17.1 Introduction

17.2 Third party

17.3 Core

17.4 Auxiliary

17.4.1	Extensions	671	17.4.11	MD5 hashing	685
17.4.2	Extra file helpers	671	17.4.12	SHA2 hashing	685
17.4.3	Reading from a file	673	17.4.13	AES encryption	686
17.4.4	Reading from a string	675	17.4.14	ZIP (de)compression	686
17.4.5	Extra file helpers	676	17.4.15	Potrace	687
17.4.6	Extra operating system helpers	677	17.4.16	Sparse hashes	688
17.4.7	Extra string helpers	678	17.4.17	Posits	689
17.4.8	Extra table helpers	682	17.4.18	Complex numbers	691
17.4.9	Byte encoding and decoding	682	17.4.19	Decimal numbers	693
17.4.10	png decoding	683	17.4.20	Math helpers	693

17.5 Optional

17.5.1	Loading	695	17.5.6	Databases	701
17.5.2	Management	696	17.5.7	Whatever	703
17.5.3	TDS (kpse)	696	17.5.8	Foreign	707
17.5.4	Graphics	697	17.5.9	Vector	707
17.5.5	Compression	699			

17.1 Introduction

The engines has quite some libraries built in of which some are discussed in dedicated chapters. Not all libraries will be detailed here, for instance, so called optional libraries depend on system libraries and usage is wrapped in modules because we delegate as much as possible to Lua.

17.2 Third party

There is not much to tell here other than it depends on the Lua symbols being visible and the Lua version matching. We don't use this in ConT_EXt and have a different mechanism instead: optional libraries.

17.3 Core

The core libraries are those that interface with T_EX and MetaPost, these are discussed in dedicated chapters:

chapter	library
Lua	lua luac
T _E X	status tex texio

MetaPost	mp
Nodes	node
Tokens	token
Callbacks	callback
Fonts	font
Languages	language
Libraries	library

Some, like `node`, `token` and `tex` provide a lot of functions but most are used in more higher level Con-TeXt specific functions and interfaces. This means that in the code you will more often find `font`, `nodes` and `tokens` being used as well as functions that the macro package adds to the various built-in libraries.

17.4 Auxiliary

17.4.1 Extensions

These are the libraries that are needed to implement various subsystems, like for instance the backend and image inclusion. Although much can be done in pure Lua for performance reasons helpers make sense. However, we try to minimize this, which means that for instance the `zip` library provides what we need for (de)compressing for instance pdf streams but that unzipping files is done with Lua code wrapped around the core zip routines. The same is true for png inclusion: all that was done in pure Lua but a few critical helpers were translated to C.

Some libraries extend existing ones, like for instance `file`, `io` and `os` and `string`.

17.4.2 Extra file helpers

The original `lfs` module has been adapted a bit to our needs but for practical reasons we kept the namespace. In LuaMetaTeX we operate in utf8 so for MS Windows system interfaces we convert from and to Unicode16.

The attributes checker returns a table with details.

```
function lfs.attributes ( <t:string> name )
    return <t:table> -- details
end
```

The table has the following fields:

field	type	meaning
mode	string	file directory link other
size	integer	bytes
modification	integer	time
access	integer	time
change	integer	time
permissions	string	rw-rw-rwx
nlink	integer	number of links

If you're not interested in details, then the next calls are more efficient:

```

function lfs.isdir          ( <t:string> name ) return <t:boolean> end
function lfs.isfile        ( <t:string> name ) return <t:boolean> end
function lfs.iswriteabledir ( <t:string> name ) return <t:boolean> end
function lfs.iswriteablefile ( <t:string> name ) return <t:boolean> end
function lfs.isreadabledir  ( <t:string> name ) return <t:boolean> end
function lfs.isreadablefile ( <t:string> name ) return <t:boolean> end

```

The current (working) directory is fetch with:

```

function lfs.currentdir ( )
    return <t:string> -- directory
end

```

These three return true is the action was a success:

```

function lfs.chdir ( <t:string> name ) return <t:boolean> end
function lfs.mkdir ( <t:string> name ) return <t:boolean> end
function lfs.rmdir ( <t:string> name ) return <t:boolean> end

```

Here the second and third argument are optional:

```

function lfs.touch (
    <t:string> name,
    <t:integer> accesstime,
    <t:integer> modificationtime
)
    return <t:boolean> -- success
end

```

The dir function is a traverser which in addition to the name returns some more properties. Keep in mind that the traverser loops over a directory and that it doesn't run well when used nested. This is a side effect of the operating system. It is also the reason why we return some properties because querying them via attributes would interfere badly. The directory iterator has two variants:

```

for
    <t:string> name,
    <t:string> mode
in lfs.dir (
    <t:string> name
)
    -- actions
end

```

This one provides more details:

```

for
    <t:string> name,
    <t:string> mode,
    <t:integer> size,
    <t:integer> mtime
in lfs.dir (
    <t:string> name,

```

```

    <t:true>
)
-- actions
end

```

Here the boolean indicates if we want a symlink (true) or hard link (false).

```

function lfs.link (
    <t:string> source,
    <t:string> target,
    <t:boolean> symlink
)
    return <t:boolean> -- success
end

```

The next one is sort of redundant but explicit:

```

function lfs.symlink (
    <t:string> source,
    <t:string> target,
)
    return <t:boolean> -- success
end

```

Helpers like these are a bit operating system and user permission dependent:

```

function lfs.setexecutable ( <t:string> name )
    return <t:boolean> -- success
end

function lfs.symlinktarget ( <t:string> name )
    return <t:string> -- target
end

```

17.4.3 Reading from a file

Because we load fonts in Lua and because these are binary files we have some helpers that can read integers of various kind and some more. Originally we did this in pure Lua, which actually didn't perform that bad but this is of course more efficient.

We have readers for signed and unsigned, little and big endian. All return a (64 bit) Lua integer.

```

function fio.readcardinal1 ( <t:file> handle ) return <t:integer> end
function fio.readcardinal2 ( <t:file> handle ) return <t:integer> end
function fio.readcardinal3 ( <t:file> handle ) return <t:integer> end
function fio.readcardinal4 ( <t:file> handle ) return <t:integer> end

function fio.readcardinal1le ( <t:file> handle ) return <t:integer> end
function fio.readcardinal2le ( <t:file> handle ) return <t:integer> end
function fio.readcardinal3le ( <t:file> handle ) return <t:integer> end
function fio.readcardinal4le ( <t:file> handle ) return <t:integer> end

```

```

function fio.readinteger1 ( <t:file> handle ) return <t:integer> end
function fio.readinteger2 ( <t:file> handle ) return <t:integer> end
function fio.readinteger3 ( <t:file> handle ) return <t:integer> end
function fio.readinteger4 ( <t:file> handle ) return <t:integer> end

function fio.readinteger1le ( <t:file> handle ) return <t:integer> end
function fio.readinteger2le ( <t:file> handle ) return <t:integer> end
function fio.readinteger3le ( <t:file> handle ) return <t:integer> end
function fio.readinteger4le ( <t:file> handle ) return <t:integer> end

```

These float readers are rather specific for fonts:

```

function fio.readfixed2 ( <t:file> handle ) return <t:number> end
function fio.readfixed4 ( <t:file> handle ) return <t:number> end
function fio.read2dot14 ( <t:file> handle ) return <t:number> end

```

Of these two the first reads a line and the second a string the C way, so ending with a newline and null character:

```

function fio.readcline ( <t:file> handle ) return <t:string> end
function fio.readcstring ( <t:file> handle ) return <t:string> end

```

The next set of readers reads multiple integers in one call:

```

function fio.readbytes (
    <t:file> handle
)
    return <t:integer> -- one or more
end

```

```

function fio.readintegertable (
    <t:file> handle,
    <t:integer> size,
    <t:integer> bytes
)
    return <t:table>
end

```

```

function fio.readcardinaltable (
    <t:file> handle,
    <t:integer> size,
    <t:integer> bytes
)
    return <t:table>
end

```

```

function fio.readbytetable (
    <t:file> handle
)
    return <t:table>
end

```

In case we need a random access the following have to be used:

```

function fio.setposition ( <t:file> handle, <t:integer> ) return <t:integer> end
function fio.getposition ( <t:file> handle ) return <t:integer> end
function fio.skipposition ( <t:file> handle, <t:integer> ) return <t:integer> end

```

The library also provide a few writers:

```

function fio.writecardinal1 ( <t:file> handle, <t:integer> value ) end
function fio.writecardinal2 ( <t:file> handle, <t:integer> value ) end
function fio.writecardinal3 ( <t:file> handle, <t:integer> value ) end
function fio.writecardinal4 ( <t:file> handle, <t:integer> value ) end

function fio.writecardinal1le ( <t:file> handle, <t:integer> value ) end
function fio.writecardinal2le ( <t:file> handle, <t:integer> value ) end
function fio.writecardinal3le ( <t:file> handle, <t:integer> value ) end
function fio.writecardinal4le ( <t:file> handle, <t:integer> value ) end

```

17.4.4 Reading from a string

These readers take a string and position. We could have used a userdata approach but it saves little. (Nowadays we can more easily store the position with the userdata so maybe some day ...).

```

function sio.readcardinal1 ( <t:string> s, <t:integer> p ) return <t:integer> end
function sio.readcardinal2 ( <t:string> s, <t:integer> p ) return <t:integer> end
function sio.readcardinal3 ( <t:string> s, <t:integer> p ) return <t:integer> end
function sio.readcardinal4 ( <t:string> s, <t:integer> p ) return <t:integer> end

function sio.readcardinal1le ( <t:string> s, <t:integer> p ) return <t:integer> end
function sio.readcardinal2le ( <t:string> s, <t:integer> p ) return <t:integer> end
function sio.readcardinal3le ( <t:string> s, <t:integer> p ) return <t:integer> end
function sio.readcardinal4le ( <t:string> s, <t:integer> p ) return <t:integer> end

function sio.readinteger1 ( <t:string> s, <t:integer> p ) return <t:integer> end
function sio.readinteger2 ( <t:string> s, <t:integer> p ) return <t:integer> end
function sio.readinteger3 ( <t:string> s, <t:integer> p ) return <t:integer> end
function sio.readinteger4 ( <t:string> s, <t:integer> p ) return <t:integer> end

function sio.readinteger1le ( <t:string> s, <t:integer> p ) return <t:integer> end
function sio.readinteger2le ( <t:string> s, <t:integer> p ) return <t:integer> end
function sio.readinteger3le ( <t:string> s, <t:integer> p ) return <t:integer> end
function sio.readinteger4le ( <t:string> s, <t:integer> p ) return <t:integer> end

```

Here are the (handy for fonts) float readers:

```

function sio.readfixed2 ( <t:string> s, <t:integer> p ) return <t:number> end
function sio.readfixed4 ( <t:string> s, <t:integer> p ) return <t:number> end
function sio.read2dot14 ( <t:string> s, <t:integer> p ) return <t:number> end

```

A C line (terminated by a newline) and string (terminated by null) are read by:

```

function sio.readcline ( <t:string> s, <t:integer> p ) return <t:string> end
function sio.readcstring ( <t:string> s, <t:integer> p ) return <t:string> end

function sio.readbytes (

```

```

    <t:string> str,
    <t:integer> pos
)
    return <t:integer> -- one or more
end

```

```

function sio.readintegertable (
    <t:string> str,
    <t:integer> pos,
    <t:integer> size,
    <t:integer> bytes
)
    return <t:table>
end

```

```

function sio.readcardinaltable (
    <t:string> str,
    <t:integer> pos,
    <t:integer> size,
    <t:integer> bytes
)
    return <t:table>
end

```

```

function sio.readbytetable (
    <t:string> str,
    <t:integer> pos
)
    return <t:table>
end

```

Here are a few straightforward converters:

```

function sio.tocardinal1 ( <t:string> ) return <t:integer> end
function sio.tocardinal2 ( <t:string> ) return <t:integer> end
function sio.tocardinal3 ( <t:string> ) return <t:integer> end
function sio.tocardinal4 ( <t:string> ) return <t:integer> end

function sio.tocardinal1le ( <t:string> ) return <t:integer> end
function sio.tocardinal2le ( <t:string> ) return <t:integer> end
function sio.tocardinal3le ( <t:string> ) return <t:integer> end
function sio.tocardinal4le ( <t:string> ) return <t:integer> end

```

17.4.5 Extra file helpers

This function gobble characters upto a newline. When characters are gobbled. true is returned when we end up at a newline or when something is gobbled before the file ends, other wise we get false. A nil return value indicates a bad handle.

```

function io.gobble( <t:file> )
    return <t:boolean> | <t:nil>

```

end

Function like type `io.open` `io.popen` are patched to support files on MS Windows that use wide Unicode.

17.4.6 Extra operating system helpers

The `os` library has a few extra functions and variables so for complete overview you need to look in the Lua manual.

We can sleep for the given number of seconds. When the optional `units` arguments is (for instance) 1000 we assume milliseconds.

```
function os.sleep (
    <t:integer> seconds,
    <t:integer> units
)
    -- no return values
end
```

The `os.uname` function returns a table with specific operating system information acquired at runtime. The fields in the returned table are: `machine`, `nodename`, `release`, `sysname`, `version`.

```
function os.uname ( )
    return <t:table>
```

The `os.gettimeofday` function returns the current ‘Unix time’, but as a float. Keep in mind that there might be platforms where this function is not available.

```
function os.gettimeofday ( )
    return <t:number>
end
```

When we execute a command the return code is returned. Interpretation is up to the caller.

```
function os.execute ( <t:string> )
    return <t:integer> -- return code
end
```

This one enable interpreting ansi escape sequences in the console. It is only implemented for MS Windows. In ConTExT you can run with `--ansi`.

```
function os.enableansi ( )
    return <t:boolean>
end
```

This one only returns something useful for MS Windows. One can of course just set your the system for utf8. It’s just a reporter meant for debugging issues.

```
function os.getcodepage ( )
    return
        <t:integer> oemcodepage,
        <t:integer> applicationcodepage
```


end

The `os.setenv` function sets a variable in the environment. Passing `nil` instead of a value string will remove the variable.

```
function os.setenv (
    <t:string> key,
    <t:string> value
)
    -- no return values
end
```

The possible values of `os.type` are: `unix`, `windows`.

```
local currenttype = os.type
```

The `os.name` string gives a more precise indication of the operating system. The possible values are: `bsd`, `freebsd`, `generic`, `gnu`, `linux`, `macosx`, `windows`.

```
local currentname = os.name
```

On MS Windows the original `os.rename`, `os.remove` and `os.getenv` functions are replaced by variants that interface to and convert from Unicode16 to utf8.

17.4.7 Extra string helpers

The string library has gotten a couple of extra functions too, some of which are iterators. There are some Unicode related helpers too. When we started Lua had no utf8 function, now it has a few, but we keep using our own, if only because they were there before. We also add plenty extra functions in the string name space at the Lua end.

This first function runs over a string and picks up single characters:

```
for <t:string> c in string.characters ( <t:string> s ) do
    -- some action
end
```

```
\startluacode
for c in string.characters("τϵχ") do
    context("[%02X]",string.byte(c))
end
\stopluacode
```

gives: [CF][84][CE][B5][CF][87].

```
for <t:string> l, <t:string> r in string.characterpairs ( <t:string> s ) do
    -- some action
end
```

```
\startluacode
for l, r in string.characterpairs("τϵχ") do
    context("[%02X %02X]",string.byte(l),string.byte(r))
end
```

```
\stopluacode
```

gives: [CF 84][CE B5][CF 87].

```
for <t:string> c in string.utfcharacters( <t:string> s ) do
    -- some action
end
```

```
\startluacode
```

```
for c in string.utfcharacters("τϵχ") do
    context("[%s]",c)
end
```

```
\stopluacode
```

gives: [τ][ε][χ].

Instead of getting strings back we can also get integers.

```
for <t:integer> c in string.bytes ( <t:string> s ) do
    -- some action
end
```

```
\startluacode
```

```
for b in string.bytes("τϵχ") do
    context("[%02X]",b)
end
```

```
\stopluacode
```

gives: [CF][84][CE][B5][CF][87].

```
for <t:integer> l, <t:integer> r in string.bytepairs ( <t:string> s ) do
    -- some action
end
```

```
\startluacode
```

```
for l, r in string.bytepairs("τϵχ") do
    context("[%02X %02X]",l,r)
end
```

```
\stopluacode
```

gives: [CF 84][CE B5][CF 87].

```
for <t:integer> u in string.utfvalues( <t:string> s ) do
    -- some action
end
```

```
\startluacode
```

```
for c in string.utfvalues("τϵχ") do
    context("[%U]",c)
end
```

```
\stopluacode
```

gives: [U+003C4][U+003B5][U+003C7].

The `bytetable` function splits a string in bytes.

```
function string.bytetable ( <s:string> s ) do
    return <t:table> -- with bytes
end
```

Here is a line splitter:

```
function string.linetable ( <s:string> s ) do
    return <t:table> -- with lines
end
```

This one converts an integer (code point) into an utf string:

```
function string.utfcharacter ( <t:string> s )
    return <t:string>
end
```

We also have a variant that takes a table. The table can have integers, strings, and subtables.

```
function string.utfcharacter ( <t:table> s )
    return <t:string>
end
```

This an utf8 variant of `string.byte` and it returns the code points of the split on the stack.

```
function string.utfvalue ( <t:string> s )
    return <t:integer> -- zero or more
end
```

Instead of a list on the stack you can get a table:

```
function string.utfvaluetable ( <t:string> s )
    return <t:table> -- indexed
end
```

The name says it all:

```
function string.utflength ( <tr:string> s )
    return <t:integer>
end
```

Here we split a string in characters that are collected in an indexed table:

```
function string.utfcharactertable ( <t:string> s )
    return <t:table> -- indexed
end
```

In ConTeXt we mostly use `string.formatters` which is often more efficient then `string.format` and also has additional formatting options, one being for instance `N` which is like `f` but strips trailing zero and returns efficient zeros and ones. Here is a similar low level formatter:

```
function string.f6 ( <t:number> n )
    return <t:string>
```

end

```
function string.f6 ( <t:number> n, <t:string> f )
    return <t:string>
end
```

In the first case it returns a string with at most 6 digits while the second one uses given format but tail strips the result.

```
function string.tounicode16 ( <t:integer> code ) return <t:string> end

function string.toutf8 ( <t:table> codes ) return <t:string> end
----- string.toutf16 ( <t:table> codes ) return <t:string> end
function string.toutf32 ( <t:table> codes ) return <t:string> end
```

The next one has quite some variation in calling:

```
function string.utf16toutf8 ( <t:string> str, <t:true> )
    return <t:string> -- big endian
end

function string.utf16toutf8 ( <t:string> str, <t:false> )
    return <t:string> -- little endian
end

function string.utf16toutf8 ( <t:string> str, <t:nil>, <t:true> )
    return <t:string> -- check bom, default to big endian
end

function string.utf16toutf8 ( <t:string> str, <t:nil>, <t:false> )
    return <t:string> end -- check bom, default to little endian
end

function string.utf16toutf8 ( <t:string> str, <t:nil>, <t:nil> )
    return <t:string> end -- check bom, default to little endian
end
```

The next packer is used for creating bitmaps:

```
function string.packrowscolumns ( <t:table> data )
    return <t:string>
end
```

For example:

```
\startluacode
local t = {
    { 65, 66, 67 },
    { 68, 69, 70 },
}
context(string.packrowscolumns(t))
\stopluacode
```

gives: ABCDEF

While:

```
\startluacode
local t = {
    { { 114, 103, 98 }, { 114, 103, 98 } },
    { { 114, 103, 98 }, { 114, 103, 98 } },
}

context(string.packrowscolumns(t))
\stopluacode
```

gives: rbgbrgbrgbrgb

A string with hexadecimals can be converted with the following. Spaces are ignored. We use this for instance in the MetaPost potrace interface to permits nice input.

```
function string.hextocharacters ( <t:string> data )
    return <t:string>
end
```

So:

```
\startluacode
local t = [[
    414243 44 4546 47
    414243 44 4546 47
]]

context(string.hextocharacters(t))
\stopluacode
```

gives: ABCDEFGABCDEFG

These take strings and return integers:

```
function string.octtointeger ( <t:string> octstr ) return <t:integer> end
function string.decttointeger ( <t:string> decstr ) return <t:integer> end
function string.hextointeger ( <t:string> hexstr ) return <t:integer> end
function string.chrtointeger ( <t:string> chrstr ) return <t:integer> end
```

17.4.8 Extra table helpers

This returns the keys of the given table:

```
function table.getkeys ( < t:table> )
    return <t:table>
end
```

17.4.9 Byte encoding and decoding

We use some helpers from pplib.

```

function basexx.encode16 ( <t:string> str, <t:boolean> newline )
    return <t:string>
end
function basexx.encode64 ( <t:string> str, <t:boolean> newline )
    return <t:string>
end
function basexx.encode85 ( <t:string> str, <t:boolean> newline )
    return <t:string>
end

function basexx.decode16 ( <t:string> str ) return <t:string> end
function basexx.decode64 ( <t:string> str ) return <t:string> end
function basexx.decode85 ( <t:string> str ) return <t:string> end

function basexx.encodeRL ( <t:string> str ) return <t:string> end
function basexx.decodeRL ( <t:string> str ) return <t:string> end

function basexx.encodeLZW ( <t:string> str ) return <t:string> end
function basexx.decodeLZW ( <t:string> str ) return <t:string> end

```

The last two functions accept an optional bitset with coder flags that we leave for the user to ponder about. The newline directive in the first three is optional.

17.4.10 png decoding

These function started out as pure Lua functions (extrapolated from the descriptions in the standard) but eventually became library helpers. It is worth noticing that pdf supports jpeg directly so there we can just use Lua to interpret the file and pass relevant data. Support for png is actually just support for png compression, so there we need to do more work and filter the content:

```

function decode.applyfilter (
    <t:string> data,
    <t:integer> nx,
    <t:integer> ny,
    <t:integer> slice
)
    return <t:string>
end

```

We also need to split off the mask as ie becomes a separate object:

```

function decode.splitmask (
    <t:string> data,
    <t:integer> nx,
    <t:integer> ny,
    <t:integer> bpp,
    <t:integer> bytes
)
    return
        <t:string>, -- bitmap
        <t:string> -- mask

```

end

If present we have to deinterlace:

```
function decode.interlace (
  <t:string> data,
  <t:integer> nx,
  <t:integer> ny,
  <t:integer> slice,
  <t:integer> pass
)
  return <t:string>
end
```

And maybe expand compressed:

```
function decode.expand (
  <t:string> data,
  <t:integer> nx,
  <t:integer> ny,
  <t:integer> parts,
  <t:integer> xline,
  <t:integer> factor
)
  return <t:string>
end
```

These are just helpers that permit integration in the ConT_EXt graphic ecosystem (including MetaPost):

```
function decode.tocmyk ( <t:string data )
  return <t:string>
end
```

For usage see the ConT_EXt sources.

```
function decode.tomask (
  <t:string> content,
  <t:string> mapping,
  <t:integer> xsize,
  <t:integer> ysize,
  <t:integer> colordepth
)
  return <t:string>
end
```

There are to variants:

```
function decode.makemask (
  <t:string> content,
  <t:integer> mapping
)
  return <t:string>
```

```

end

function decode.makemask (
    <t:string> content,
    <t:table> mapping
)
    return <t:string>
end

```

17.4.11 MD5 hashing

In the meantime we use some helpers from pplib because we have that anyway. These are useful when we need a reasonable unique hash of limited length:

```

function md5.sum ( <t:string> ) return <t:string> end
function md5.hex ( <t:string> ) return <t:string> end
function md5.HEX ( <t:string> ) return <t:string> end

```

Using a hexadecimal representation of the 16 byte calculated checksum is less sensitive for escaping. This:

```

\startluacode
context.type(md5.HEX("normally this is unique enough"))
\stopluacode

```

gives: 3C1F10E596B1D1972CF5D1078796C97D.

17.4.12 SHA2 hashing

Because pplib comes with some SHA2 support we can borrow its helpers instead of the Lua code we used before (which was anyway fun to write).

```

function sha2.digest256 ( <t:string> data ) return <t:string> end
function sha2.digest384 ( <t:string> data ) return <t:string> end
function sha2.digest512 ( <t:string> data ) return <t:string> end
function sha2.sum256     ( <t:string> data ) return <t:string> end
function sha2.sum384     ( <t:string> data ) return <t:string> end
function sha2.sum512     ( <t:string> data ) return <t:string> end
function sha2.hex256     ( <t:string> data ) return <t:string> end
function sha2.hex384     ( <t:string> data ) return <t:string> end
function sha2.hex512     ( <t:string> data ) return <t:string> end
function sha2.HEX256     ( <t:string> data ) return <t:string> end
function sha2.HEX384     ( <t:string> data ) return <t:string> end
function sha2.HEX512     ( <t:string> data ) return <t:string> end

```

The number refers to bytes, so with 256 we get a 32 byte hash that we show in hexadecimal because that is less sensitive for escaping:

```

\startluacode
context.type(sha2.HEX256("normally this is unique enough"))
\stopluacode

```


gives: D1F1E826197E80BB3860BA279C2D46652C37D4D56B5B7CFD7881450FCF0161F4.

17.4.13 AES encryption

In the next encryption functions the key should be 16, 24 or 32 bytes long.

```
function aes.encode (
  <t:string> data,
  <t:string> key
)
  return <t:string>
end
```

```
function aes.decode (
  <t:string> data,
  <t:string> key
)
  return <t:string>
end
```

This returns a string. The default length is 16; the optional length is limited to 32.

```
function aes.random ( <t:integer> length )
  return <t:string>
end
```

Here is an example:

```
\startluacode
context.type ( basexx.encode16 ( aes.encode (
  "normally this is unique enough",
  "The key of live!"
) ) )
\stopluacode
```

This gives: 6A19333F6D2D25B4FF47C5B5631D825696454361601673C1ADFFE7161C7F00C3, where we hexed the result because it is unlikely to be valid utf8.

17.4.14 ZIP (de)compression

We provide the minimum needed to support compression in the backend but even this limited set makes it possible to implement a zip file compression utility which is indeed what we do in ConT_EXt. We use minizip as codebase, without the zip utility code. The meaning and application of the various arguments can be found (and are better explained) on the internet.

```
function xzip.compress (
  <t:string> data,
  <t:integer> compresslevel,
  <t:integer> method,
  <t:integer> window,
  <t:integer> memory,
```

```

    <t:integer> strategy
)
    return <t:string>
end

function xzip.compresssize (
    <t:string> data,
    <t:integer> buffersize,
    <t:integer> compresslevel,
    <t:integer> window
)
    return <t:string>
end

function xzip.decompress (
    <t:string> data,
    <t:integer> window
)
    return <t:string>
end

function xzip.decompresssize (
    <t:string> data,
    <t:integer> targetsizes,
    <t:integer> window
)
    return <t:string>
end

function xzip.adler32 (
    <t:string> buffer,
    <t:integer> checksum
)
    return <t:integer>
end

function xzip.crc32 (
    <t:string> buffer,
    <t:integer> checksum
)
    return <t:integer>
end

```

17.4.15 Potrace

The excellent potrace manual explains everything about this library therefore here we just show the interface. Possible fields in specification are: bytes, height, negate, nx, ny, swap, value, width

```

function potrace.new ( <t:table> specification )
    return <t:userdata> -- instance
end

```

```
function potrace.free ( <t:userdata> instance)
  -- no return values
end
```

The process is controlled by the specification: negate, optimize, policy, size, threshold, tolerance, value, where permitted policy values are black, left, majority, minority, random, right, white.

```
function potrace.process ( <t:userdata> instance, <t:table> specification )
  return <t:boolean> -- success
end
```

Results are collected in a table that we can feed into MetaPost, The table has subtables per traced shape and these contain indexed tables with two (pair) or six (curve) entries. There is a boolean sign field and an integer index field. In the next function only the first argument is mandate.

```
function potrace.totable (
  <t:userdata> instance,
  <t:boolean>  debug,
  <t:integer>  first,
  <t:integer>  last
)
  return <t:table>
end
```

17.4.16 Sparse hashes

The sparse library is just there because we use similar code to store all these character related codes that way (`\lccode`) and such). The entries can be 1 (0xFF), 2 (0xFFFF) or 4 (0xFFFFFFFF) bytes wide. When 0 is used as width then nibbles (0xF) are assumed.

```
function sparse.new (
  <t:integer> bytes,
  <t:integer> default
)
  return <t:userdata>
end
```

You set a value by index. Optionally there can be the "global" keyword before the second argument.

```
function sparse.set (
  <t:userdata> instance,
  <t:integer>  index,
  <t:integer>  value
)
  return <t:integer>
end
```

We get back integers as that is what we store:

```
function sparse.get ( <t:userdata> instance ) return <t:integer> end
function sparse.min ( <t:userdata> instance ) return <t:integer> end
```

```
function sparse.max ( <t:userdata> instance ) return <t:integer> end
```

The range is fetched with:

```
function sparse.range ( <t:userdata> instance )
  return
    <t:integer>, -- min
    <t:integer>  -- max
end
```

We can iterate over the hash:

```
for
  <t:integer> index,
  <t:integer> value
in sparse.traverse (
  <t:userdata> instance
) do
  -- actions
end
```

This is a somewhat strange one but it permits packing all values in a string. It's another way to create bitmaps.

```
function sparse.concat (
  <t:userdata> instance
  <t:integer> min,
  <t:integer> max,
  <t:integer> how -- 0=byte, 1=lsb 2=msb
)
  return <t:string>
end
```

Setting values obeys grouping in T_EX, but we can restore any time:

```
function sparse.restore ( <t:userdata> instance )
  -- nothing to return
end
```

We can also wipe all values:

```
function sparse.wipe ( <t:userdata> instance )
  -- nothing to return
end
```

17.4.17 Posits

We implement posits as userdata . We use the library from the posit team, although it is not complete so we might roll out our own variant (as we need less anyway). The advance of userdata is that we can use the binary and relation operators.

Here are the housekeeping functions. Some are more tolerant with respect to arguments, take the allocator:

```

function posit.new (          ) return <t:posit> end
function posit.new ( <t:string> s ) return <t:posit> end
function posit.new ( <t:number> n ) return <t:posit> end

```

When a posit is expected a number or string is also accepted which is then converted to a posit.

```

function posit.copy      ( <t:posit> p ) return <t:posit> end
function posit.tostring  ( <t:posit> p ) return <t:string> end
function posit.tonumber  ( <t:posit> p ) return <t:number> end
function posit.integer   ( <t:posit> p ) return <t:integer> end
function posit.rounded   ( <t:posit> p ) return <t:integer> end
function posit.toposit   ( <t:number> n ) return <t:posit> end
function posit.fromposit ( <t:posit> p ) return <t:number> end

```

```

function posit.NaN ( <t:posit> p ) return <t:boolean> end
function posit.NaR ( <t:posit> p ) return <t:boolean> end

```

Here are the logical operators:

```

function posit.bor ( <t:posit> p1, <t:posit> p2 ) return <t:posit> end
function posit.bxor ( <t:posit> p1, <t:posit> p2 ) return <t:posit> end
function posit.band ( <t:posit> p1, <t:posit> p2 ) return <t:posit> end

```

Ans shifters:

```

function posit.shift ( <t:posit> p1, <t:integer> n ) return <t:posit> end
function posit.rotate ( <t:posit> p, <t:integer> n ) return <t:posit> end

```

There is a limited repertoire of math functions (basically what we needed for MetaPost):

```

function posit.abs      ( <t:posit> p ) return <t:posit> end
function posit.conj     ( <t:posit> p ) return <t:posit> end
function posit.acos     ( <t:posit> p ) return <t:posit> end
function posit.asin     ( <t:posit> p ) return <t:posit> end
function posit.atan     ( <t:posit> p ) return <t:posit> end
function posit.ceil     ( <t:posit> p ) return <t:posit> end
function posit.cos      ( <t:posit> p ) return <t:posit> end
function posit.exp      ( <t:posit> p ) return <t:posit> end
function posit.exp2     ( <t:posit> p ) return <t:posit> end
function posit.floor    ( <t:posit> p ) return <t:posit> end
function posit.log      ( <t:posit> p ) return <t:posit> end
function posit.log10    ( <t:posit> p ) return <t:posit> end
function posit.log1p    ( <t:posit> p ) return <t:posit> end
function posit.log2     ( <t:posit> p ) return <t:posit> end
function posit.logb     ( <t:posit> p ) return <t:posit> end
function posit.round    ( <t:posit> p ) return <t:posit> end
function posit.sin      ( <t:posit> p ) return <t:posit> end
function posit.sqrt     ( <t:posit> p ) return <t:posit> end
function posit.tan      ( <t:posit> p ) return <t:posit> end

```

```

function posit.modf ( <t:posit> p )
  return

```

```

    <t:posit>,
    <t:posit>
end

function posit.min ( <t:posit> p1, <t:posit> p2 ) return <t:posit> end
function posit.max ( <t:posit> p1, <t:posit> p2 ) return <t:posit> end
function posit.pow ( <t:posit> p1, <t:posit> p2 ) return <t:posit> end

```

17.4.18 Complex numbers

```

function xcomplex.new ( )
    return <t:complex>
end

function xcomplex.new (
    <t:number> re,
    <t:number> im
)
    return <t:complex>
end

function xcomplex.tostring ( <t:complex> z )
    return <t:string>
end

function xcomplex.topair ( <t:complex> z )
    return
        <t:number>, -- re
        <t:number>  -- im
end

```

There is a bunch of functions that take a complex number:

```

function xcomplex.abs ( <t:complex> z ) return <t:complex> end
function xcomplex.arg ( <t:complex> z ) return <t:complex> end
function xcomplex.imag ( <t:complex> z ) return <t:complex> end
function xcomplex.real ( <t:complex> z ) return <t:complex> end
function xcomplex.onj ( <t:complex> z ) return <t:complex> end
function xcomplex.proj ( <t:complex> z ) return <t:complex> end
function xcomplex.exp ( <t:complex> z ) return <t:complex> end
function xcomplex.log ( <t:complex> z ) return <t:complex> end
function xcomplex.sqrt ( <t:complex> z ) return <t:complex> end
function xcomplex.sin ( <t:complex> z ) return <t:complex> end
function xcomplex.cos ( <t:complex> z ) return <t:complex> end
function xcomplex.tan ( <t:complex> z ) return <t:complex> end
function xcomplex.asin ( <t:complex> z ) return <t:complex> end
function xcomplex.acos ( <t:complex> z ) return <t:complex> end
function xcomplex.atan ( <t:complex> z ) return <t:complex> end
function xcomplex.sinh ( <t:complex> z ) return <t:complex> end
function xcomplex.cosh ( <t:complex> z ) return <t:complex> end
function xcomplex.tanh ( <t:complex> z ) return <t:complex> end

```

```

function xcomplex.asinh ( <t:complex> z ) return <t:complex> end
function xcomplex.acosh ( <t:complex> z ) return <t:complex> end
function xcomplex.atanh ( <t:complex> z ) return <t:complex> end

function xcomplex.pow ( <t:complex> z1, <t:complex> z2 ) return <t:complex> end

```

We added the cerf functions but none can wonder if we should carry that burden around (instead of just assuming a library to be used).

The complex error function $\text{erf}(z)$:

```

function cerf.erf ( <t:complex> z )
    return <t:complex>
end

```

The complex complementary error function $\text{erfc}(z) = 1 - \text{erf}(z)$:

```

function cerf.erfc ( <t:complex> z )
    return <t:complex>
end

```

The underflow-compensating function $\text{erfcx}(z) = \exp(z^2) \text{erfc}(z)$:

```

function cerf.erfcx ( <t:complex> z )
    return <t:complex>
end

```

The imaginary error function $\text{erfi}(z) = -i \text{erf}(iz)$:

```

function cerf.erfi ( <t:complex> z )
    return <t:complex>
end

```

Dawson's integral $D(z) = \sqrt{\pi}/2 * \exp(-z^2) * \text{erfi}(z)$:

```

function cerf.dawson ( <t:complex> z )
    return <t:complex>
end

```

The convolution of a Gaussian and a Lorentzian:

```

function cerf.voigt (
    <t:number> n1,
    <t:number> n2,
    <t:number> n3
)
    return <t:number>
end

```

The half width at half maximum of the Voigt profile:

```

function cerf.voigt_hwhm (
    <t:number> n1,
    <t:number> n2

```

```
)
  return <t:number>
end
```

17.4.19 Decimal numbers

Because in MetaPost we support the decimal number system, we also provide this at the T_EX end. Apart from the usual support for operators there are some functions available.

```
function xdecimal.new ( ) return <t:decimal> end
function xdecimal.new ( <t:number> n ) return <t:decimal> end
function xdecimal.new ( <t:string> s ) return <t:decimal> end

function xdecimal.copy ( <t:decimal> a ) return <t:decimal> end
function xdecimal.tostring ( <t:decimal> a ) return <t:string> end
function xdecimal.tonumber ( <t:decimal> a ) return <t:number> end

function xdecimal.setprecision ( <t:integer> digits )
  --nothing to return
end

function xdecimal.getprecision ( )
  return <t:integer>
end

function xdecimal.bor ( <t:decimal> a, <t:decimal> b ) return <t:decimal> end
function xdecimal.bxor ( <t:decimal> a, <t:decimal> b ) return <t:decimal> end
function xdecimal.band ( <t:decimal> a, <t:decimal> b ) return <t:decimal> end

function xdecimal.shift ( <t:decimal> a, <t:integer> n ) return <t:decimal> end
function xdecimal.rotate ( <t:decimal> a, <t:integer> n ) return <t:decimal> end

function xdecimal.abs ( <t:decimal> a ) return <t:decimal> end
function xdecimal.trim ( <t:decimal> a ) return <t:decimal> end
function xdecimal.conj ( <t:decimal> a ) return <t:decimal> end
function xdecimal.abs ( <t:decimal> a ) return <t:decimal> end
function xdecimal.sqrt ( <t:decimal> a ) return <t:decimal> end
function xdecimal.ln ( <t:decimal> a ) return <t:decimal> end
function xdecimal.log ( <t:decimal> a ) return <t:decimal> end
function xdecimal.exp ( <t:decimal> a ) return <t:decimal> end
function xdecimal.minus ( <t:decimal> a ) return <t:decimal> end
function xdecimal.plus ( <t:decimal> a ) return <t:decimal> end

function xdecimal.min ( <t:decimal> a, <t:decimal> b ) return <t:decimal> end
function xdecimal.max ( <t:decimal> a, <t:decimal> b ) return <t:decimal> end
function xdecimal.pow ( <t:decimal> a, <t:decimal> b ) return <t:decimal> end
```

17.4.20 Math helpers

The xmath library provides function and a few constants:


```

local infinty      = xmath.inf
local notanumber = xmath.nan
local pi           = xmath.pi

```

There are more helpers than the average used needs. We also use these to extend the MetaPost repertoire.

```

function xmath.acos      ( <t:number> a )          return <t:number> end
function xmath.acosh     ( <t:number> a )          return <t:number> end
function xmath.asin      ( <t:number> a )          return <t:number> end
function xmath.asinh     ( <t:number> a )          return <t:number> end
function xmath.atan      ( <t:number> a )          return <t:number> end
function xmath.atan      ( <t:number> a, <t:number> b ) return <t:number> end
function xmath.atan2     ( <t:number> a )          return <t:number> end
function xmath.atan2     ( <t:number> a, <t:number> b ) return <t:number> end
function xmath.atanh     ( <t:number> a )          return <t:number> end
function xmath.cbrt      ( <t:number> a )          return <t:number> end
function xmath.ceil      ( <t:number> a )          return <t:number> end
function xmath.copysign  ( <t:number> a, <t:number> b ) return <t:number> end
function xmath.cos       ( <t:number> a )          return <t:number> end
function xmath.cosh      ( <t:number> a )          return <t:number> end
function xmath.deg       ( <t:number> a )          return <t:number> end
function xmath.erf       ( <t:number> a )          return <t:number> end
function xmath.erfc      ( <t:number> a )          return <t:number> end
function xmath.exp       ( <t:number> a )          return <t:number> end
function xmath.exp2      ( <t:number> a )          return <t:number> end
function xmath.expm1     ( <t:number> a )          return <t:number> end
function xmath.fabs      ( <t:number> a )          return <t:number> end
function xmath.fdim      ( <t:number> a, <t:number> b ) return <t:number> end
function xmath.floor     ( <t:number> a )          return <t:number> end
function xmath.fmax      ( ... )                  return <t:number> end
function xmath.fmin      ( ... )                  return <t:number> end
function xmath.fmod      ( <t:number> a, <t:number> b ) return <t:number> end
function xmath.frexp     ( <t:number> a, <t:number> b ) return <t:number> end
function xmath.gamma     ( <t:number> a )          return <t:number> end
function xmath.hypot     ( <t:number> a, <t:number> b ) return <t:number> end
function xmath.isfinite  ( <t:number> a )          return <t:number> end
function xmath.isinf     ( <t:number> a )          return <t:number> end
function xmath.isnan     ( <t:number> a )          return <t:number> end
function xmath.isnormal  ( <t:number> a )          return <t:number> end
function xmath.j0        ( <t:number> a )          return <t:number> end
function xmath.j1        ( <t:number> a )          return <t:number> end
function xmath.jn        ( <t:number> a, <t:number> b ) return <t:number> end
function xmath.ldexp     ( <t:number> a, <t:number> b ) return <t:number> end
function xmath.lgamma    ( <t:number> a )          return <t:number> end
function xmath.l0        ( <t:number> a )          return <t:number> end
function xmath.l1        ( <t:number> a )          return <t:number> end
function xmath.ln        ( <t:number> a, <t:number> b ) return <t:number> end
function xmath.log       ( <t:number> a [,b])      return <t:number> end
function xmath.log10     ( <t:number> a )          return <t:number> end

```

```

function xmath.log1p      ( <t:number> a )      return <t:number> end
function xmath.log2      ( <t:number> a )      return <t:number> end
function xmath.logb      ( <t:number> a )      return <t:number> end
function xmath.modf      ( <t:number> a, <t:number> b ) return <t:number> end
function xmath.nearbyint ( <t:number> a )      return <t:number> end
function xmath.nextafter ( <t:number> a, <t:number> b ) return <t:number> end
function xmath.pow       ( <t:number> a, <t:number> b ) return <t:number> end
function xmath.rad       ( <t:number> a )      return <t:number> end
function xmath.remainder ( <t:number> a, <t:number> b ) return <t:number> end
function xmath.remquo    ( <t:number> a, <t:number> b ) return <t:number> end
function xmath.round     ( <t:number> a )      return <t:number> end
function xmath.scalbn    ( <t:number> a, <t:number> b ) return <t:number> end
function xmath.sin       ( <t:number> a )      return <t:number> end
function xmath.sinh      ( <t:number> a )      return <t:number> end
function xmath.sqrt      ( <t:number> a )      return <t:number> end
function xmath.tan       ( <t:number> a )      return <t:number> end
function xmath.tanh      ( <t:number> a )      return <t:number> end
function xmath.tgamma    ( <t:number> a )      return <t:number> end
function xmath.trunc     ( <t:number> a )      return <t:number> end
function xmath.y0        ( <t:number> a )      return <t:number> end
function xmath.y1        ( <t:number> a )      return <t:number> end
function xmath.yn        ( <t:number> a )      return <t:number> end

function xmath.fma (
    <t:number> a,
    <t:number> b,
    <t:number> c
)
    return <t:number>
end

```

17.5 Optional

17.5.1 Loading

The optional libraries are (indeed) optional. Compilation of LuaMetaTeX doesn't depend on them being present. Loading (and binding) is delayed. In practice we only see a few being of interest and used, like `zint` for barcodes, `mysql` for database processing and `graphicmagick` for an occasional runtime conversion. Some are just there to show the principles and were used to test the interfaces and loading.

A library can be loaded, and thereby registered in the 'optional' namespace, assuming that `--permitloadlib` is given with:

```

function library.load (
    <t:string> filename,
    <t:string> openname,
)
    return

```

```

    <t:function>, -- target
    <t:string>    -- foundname
end

```

but there are no guarantees that it will work.

17.5.2 Management

Todo: something about how optionals are implemented and are supposed to work.

17.5.3 TDS (kpse)

The optional kpse library deals with lookups in the T_EX Directory Structure and before it can be used it has to be initialized:

```

function optional.kpse.initialize ( <t:string> filename )
    return <t:boolean>
end

```

By setting the program name the library knows in what namespace to resolve filenames and variables.

```

function optional.kpse.set_program_name (
    <t:string> binaryname,
    <t:string> programname
)
    -- no return values
end

```

The main finder has one or more arguments. When the second and later arguments can be a boolean, string or number. The boolean indicates if the file must exist. A string sets the file type and a number does the same.

```

function optional.kpse.find_file(
    <t:string> filename,
    <t:string> filetype.
    <t:boolean> mustexist
)
    return <t:string>
end

```

You can also ask for a list of found files:

```

function optional.kpse.find_files (
    <t:string> userpath,
    <t:string> filename
)
    return <t:table>
end

```

These return variables, values and paths:

```

function optional.kpse.expand_path ( <t:string> name ) return <t:string> end

```

```

function optional.kpse.expand_var    ( <t:string> name ) return <t:string> end
function optional.kpse.expand_braces ( <t:string> name ) return <t:string> end
function optional.kpse.var_value     ( <t:string> name ) return <t:string> end

```

If possible this returns the (first found) filename that is readable:

```

function optional.kpse.readable_file ( <t:string> filename )
    return <t:string>
end

```

The list of supported file types can be fetched with:

```

function optional.kpse.get_file_types ( )
    return <t:table>
end

```

17.5.4 Graphics

ghostscript

The ghostscript library has to be initialized:

```

function optional.ghostscript.initialize ( <t:string> filename )
    return <t:boolean>
end

```

A conversion is executed with the following command. Here the table is a mixed list of strings and numbers that represent the otherwise command like arguments.

```

function optional.ghostscript.execute ( <t:table> )
    return
        <t:boolean>, -- success
        <t:string>,  -- result
        <t:string>   -- message
end

```

graphicsmagick

The graphicsmagick library has to be initialized:

```

function optional.graphicsmagick.initialize ( <t:string> filename )
    return <t:boolean>
end

```

A conversion is executed with the following command.

```

function optional.graphicsmagick.execute (
    {
        inputfilename = <t:string>,
        outputfilename = <t:string>,
        blur           = {

```

```

        radius = <t:number>,
        sigma  = <t:number>,
    },
    noise      - {
        type   = <t:integer>,
    },
}
)
return <t:boolean>
end

```

The noise types can be fetched with:

```

function optional.graphicsmagick.noisetypes ( )
    return <t:table>
end

```

imagemagick

The imagemagick library is initialized with:

```

function optional.imagemagick.initialize ( <t:string> filename )
    return <t:boolean>
end

```

After that you can execute convert commands. The options table is a sequence of strings, numbers and booleans that gets passes, in the same order, but where a boolean becomes one of the strings true or false.

```

function optional.imagemagick.execute (
{
    inputfilename = <t:string>,
    outputfilename = <t:string>,
    options       = <t:table>,
}
)
return <t:boolean>
end

```

zint

The zint library is initialized with:

```

function optional.zint.initialize ( <t:string> filename )
    return <t:boolean>
end

```

As with the other graphic libraries we execute a command but here we implement a converter a bit more specific because we want back a result that we can handle in a combination of T_EX and MetaPost.

```

function optional.zint.execute (

```

```

{
  code    = <t:integer>,
  text    = <t:string>,
  option  = <t:string>, -- "square"
}
)
  return <t:table>
end

```

We get back a table that has graphic components, where each components table can zero or more subtables.

```

result = {
  rectangles = {
    { <t:integer> x, <t:integer> y, <t:integer> w, <t:integer> h }, ...
  },
  hexagons = {
    { <t:integer> x, <t:integer> y, <t:integer> d }, ...
  },
  circles = {
    { <t:integer> x, <t:integer> y, <t:integer> d }, ...
  },
  strings = {
    { <t:integer> x, <t:integer> y, <t:integer> s, <t:string> t }, ...
  }
}

```

17.5.5 Compression

lz4

The library is initialized with:

```

function optional.lz4.initialize ( )
  return <t:boolean> -- success
end

```

There are compressors and decompressors. If you want the more efficient decompressor, make sure to save the size with the compressed stream and pass that when decompressing.

```

function optional.lz4.compress (
  <t:string> data,
  <t:integer> acceleration -- default 1
)
  return <t:string>
end

```

```

function optional.lz4.decompresssize (
  <t:string> data,
  <t:integer> size

```

```
)
    return <t:string>
end
```

These are the frame based variants:

```
function optional.lz4.framecompress ( <t:string> data )
    return <t:string>
end

function optional.lz4.framedecompress ( return <t:string> )
    return <t:string>
end
```

lzma

The library is initialized with:

```
function optional.lzma.initialize ( )
    return <t:boolean> -- success
end
```

The compressor can take an estimated size which makes it possible to preallocate a buffer.

```
function optional.lzma.compress (
    <t:string> data,
    <t:integer> level,
    <t:integer> size  -- estimated
)
    return <t:string>
end
```

The decompressor can be told what the final size is which is more efficient.

```
function optional.lzma.decompress (
    <t:string> data,
    <t:integer> size  -- estimated
)
    return <t:string>
end
```

lzo

The library is initialized with:

```
function optional.lzo.initialize ( )
    return <t:boolean> -- success
end
```

There is not much to tell about:

```
function optional.lzo.compress ( <t:string> data )
```

```

    return <t:string>
end

and

function optional.lzo.decompresssize (
    <t:string> data,
    <t:integer> size
)
    return <t:string>
end

```

zstd

The library is initialized with:

```

function optional.zstd.initialize ( )
    return <t:boolean> -- success
end

```

The compressor:

```

function optional.zstd.compress (
    <t:string> data,
    <t:integer> level
)
    return <t:string>
end

```

The decompressor:

```

function optional.zstd.decompress ( <t:string> data )
    return <t:string>
end

```

17.5.6 Databases

mysql

We start with the usual initializer:

```

function optional.mysql.initialize ( )
    return <t:boolean> -- success
end

```

Opening the database is done with:

```

function optional.mysql.open (
    <t:string> database,
    <t:string> username,
    <t:string> password,

```



```

    <t:string> host,
    <t:integer> port -- optional
)
    return <t:userdata> -- instance
end

```

The database is kept 'open' but can be closed with:

```

function optional.mysql.close ( <t:userdata> instance )
    -- no return values
end

```

A query is executed with:

```

function optional.mysql.execute (
    <t:userdata> instance,
    <t:string> query,
    <t:function> callback
)
    return <t:boolean> -- success
end

```

The callback is a Lua function that looks like this:

```

function callback(nofcolumns,values,fields)
    ...
end

```

It gets called for every row of the result. The fields table is only filled the first time, if at all.

This interface is rather minimalistic but in ConTeXt we wrap all in a more advanced setup. It's among the oldest Lua code in the distribution and evolved with the possibilities (client as well as external libraries) and is quite performing also due to the use of templates, caching, built-in conversions etc.

If there is an error we can fetch the message with:

```

function optional.mysql.getmessage ( <t:userdata> instance )
    return <t:string> | <t:nil> -- last error message
end

```

postgres

This library has the same interface as the mysql interface, so it can be used instead.

sqlite

This library has the same interface as the mysql interface, so it can be used instead. The only function that differs is the opener:

```

function optional.sqlite.open ( <t:string> filename )
    return <t:userdata> -- instance
end

```

17.5.7 Whatever

cerf

This library is plugged in the xcomplex so there is no need to discuss it here unless we decide to move it to an optional loaded library, which might happen eventually (depends on need).

curl

The library is initialized with:

```
function optional.curl.initialize ( )
    return <t:boolean> -- success
end
```

The fetcher stays kind of close to how the library wants it so we have no fancy interface. We have pairs where the first member is an integer indicating the option. The library only has string and integer options so booleans are effective zeros or ones. A Lua boolean therefore becomes an integer.

```
function optional.curl.fetch (
    {
        <t:integer>, <t:string> | <t:integer> | <t:boolean>,
        ...
    }
)
end
```

A url can be (un)escaped:

```
function optional.curl.escape ( <t:string> data )
    return <t:string>
end

function optional.curl.unescape ( <t:string> data )
    return <t:string>
end
```

The current version of the library:

```
function optional.curl.getversion ( )
    return <t:string>
end
```

hb

This module is mostly there to help Idris Hamid (The Oriental T_EX Project develop his fonts in such away that they work with other libraries (also uniscribe). We need to initialize this library with the following function. Best have the library in the T_EX tree because either more are present or the operating system updates them. As we don't use this in ConT_EXt we're also not sure of things work ok but we can assume stable interfaces anyway. See the plugin module for more info.

```
function optional.hb.initialize ( )
    return <t:boolean> -- success
end
```

It probably makes sense to check for the version because (in the T_EXLive code base) it is one of the most frequently updated code bases and for T_EX stability and predictability (when working on a specific project) is important. When you initialize

```
function optional.hb.getversion ( )
    return <t:string>
end
```

```
function optional.hb.getshapers ( )
    return <t:table> -- strings
end
```

```
function optional.hb.loadfont (
    <t:integer> id,
    <t:string> name
)
    return <t:userdata> -- instance
end
```

A run over characters happens with the next one. You get back a list of tables that specify to be handled glyphs. The interface is pretty much the same as what Kai Eigner came up with at the time he wanted to compare the results with the regular font loader, for which the LuaT_EX and LuajitT_EX) ffi interfaces were used.

```
function optional.hb.shapestring (
    <t:userdata> font,
    <t:string> script,
    <t:string> language,
    <t:string> direction,
    <t:table> shapers,
    <t:table> features,
    <t:string> text
    <t:boolean> reverse
    <t:integer> utfbits, -- default 8
)
    return {
        {
            <t:integer>, -- codepoint
            <t:integer>, -- cluster
            <t:integer>, -- xoffset
            <t:integer>, -- yoffset
            <t:integer>, -- xadvance
            <t:integer>, -- uadvance
        },
        ...
    }
end
```

mujs

This is just a fun experiment that permits JavaScript code to be used instead of Lua. It was actually one of the first optional libraries I played with and as with the other optionals there is a module that wraps it. The library is initialized with:

```
function optional.mujs.initialize ( )
    return <t:boolean> -- success
end
```

There are a few ‘mandate’ callbacks than need to be implemented:

```
function optional.mujs.setfindfile (
    function ( <t:string> name )
        return <t:string>
    end
)
-- no return values
end
```

```
function optional.mujs.setopenfile (
    function ( <t:string> name )
        return <t:integer> id
    end
)
-- no return values
end
```

```
function optional.mujs.setclosefile (
    function ( <t:integer> id )
        -- no return values
    end
)
-- no return values
end
```

```
function optional.mujs.setreadfile (
    function ( <t:integer> id )
        return <t:string> | <t:nil>
    end
)
-- no return values
end
```

```
function optional.mujs.setseekfile (
    function ( <t:integer> id, <t:integer> position )
        return <t:integer>
    end
)
-- no return values
end
```

```

function optional.mujs.setconsole ( )
  function ( <t:string> category, <t:string> message )
    -- no return values
  end
)
-- no return values
end

```

The library implements a few JavaScript functions, like the ones printing to T_EX, they take an optional catcodes reference:

```

texprint (catcodes, ...)
texsprint(catcodes, ...)

```

and a reporter:

```

console (category, message)

```

The next function resets the interpreter:

```

function optional.mujs.reset ( )
  -- no return value
end

```

A snippet of JavaScript can be executed with:

```

function optional.mujs.execute ( <t:string> filename )
  -- no return value
end

```

This loads a JavaScript file:

```

function optional.mujs.dofile ( <t:string> filename )
  -- no return value
end

```

openssl

We use this module for some pdf features. Given the frequent updates to the (external) code base, it's for sure not something one wants in the engine. We use only a small subset of functionality. The library is initialized with:

```

function optional.openssl.initialize ( )
  return <t:boolean> -- success
end

```

When signing succeeds the first return value is true and possibly there is a string as second return value. When false is returned the second argument is an error code.

```

function optional.openssl.sign (
  {
    certfile   = <t:string>,
    datafile   = <t:string>,

```

```

        data      = <t:string>,
        password  = <t:string>,
        resultfile = <t:string>,
    }
)
return
    <t:boolean>, -- success
    <t:string> | <t:integer> | <t:nil>
end

```

Verifying needs similar data:

```

function optional.openssl.verify (
{
    certfile - <t:string>,
    datafile - <t:string>,
    data     - <t:string>,
    signature- <t:string>,
    password - <t:string>,
}
)
return
    <t:boolean>, -- success
    <t:integer> | <t:nil>
end

```

This needs no explanation:

```

function optional.openssl.getversion ( )
    return <t:integer>
end

```

17.5.8 Foreign

Todo: something about how the foreign interface can be used (inspired by alien). Also see `libs-imp-foreign.mkx1`.

17.5.9 Vector

This module has been added for the sake of MetaPost graphics. Usually we talk in terms of matrices. The code evolved from a module in ConT_EXt. There are some helpers in the MetaPost library that are ‘vector aware’. We give some examples of usage and render the matrices involved.

```

\startluacode
document.v44 = vector.new {
    { 11, 12, 13, 14 },
    { 21, 22, 23, 24 },
    { 31, 32, 33, 34 },
    { 41, 42, 43, 44 }
}

```

```

document.v14 = vector.new {
    { 1, 2, 3, 4 }
}

document.v41 = vector.new {
    { 1 }, { 2 }, { 3 }, { 4 }
}

document.v22 = vector.new {
    { 1.1 , 2.2 },
    { 8.8 , 9.9 }
}

document.v33 = vector.new {
    { 1 , 2, 0.5 },
    { 3 , 4, 1.0 },
    { 5 , 6, 2.0 }
}

```

\stopluacode

These matrices have different dimensions (rows and columns):

$$\begin{pmatrix} 11 & 12 & 13 & 14 \\ 21 & 22 & 23 & 24 \\ 31 & 32 & 33 & 34 \\ 41 & 42 & 43 & 44 \end{pmatrix} \quad (1 \ 2 \ 3 \ 4) \quad \begin{pmatrix} 1 \\ 2 \\ 3 \\ 4 \end{pmatrix} \quad \begin{pmatrix} 1.100 & 2.200 \\ 8.800 & 9.900 \end{pmatrix} \quad \begin{pmatrix} 1 & 2 & 0.500 \\ 3 & 4 & 1 \\ 5 & 6 & 2 \end{pmatrix}$$

4×4 1×4 4×1 2×2 3×3

If performance is important, you can avoid the tables and specify the dimensions with (optionally) a series of values.

```

local a = vector.new(2,3, 1,2,3, 4,5,6)
local b = vector.new(3,2, 1,2, 3,4, 5,6)
local a = vector.new(2,2, 1,2 ,3,4)
local b = vector.new(2,1, 5,6)

```

A vector is a user data object that supports addition, subtraction, multiplication and division. Here we show multiplication:

\startluacode

```

document.vdemo1 = 4 * document.v41
document.vdemo2 = document.v41 * 4
document.vdemo3 = document.v44 * document.v41

```

\stopluacode

When two matrices are multiplied, you get a matrix product, with numbers the elements are multiplied.

$$\begin{pmatrix} 11 & 12 & 13 & 14 \\ 21 & 22 & 23 & 24 \\ 31 & 32 & 33 & 34 \\ 41 & 42 & 43 & 44 \end{pmatrix} \quad \begin{pmatrix} 4 \\ 8 \\ 12 \\ 16 \end{pmatrix} \quad \begin{pmatrix} 4 \\ 8 \\ 12 \\ 16 \end{pmatrix} \quad \begin{pmatrix} 130 \\ 230 \\ 330 \\ 430 \end{pmatrix}$$

$4 \times$ $\times 4$ \times

In addition to `+` (add), `-` (sub), `*` (mul) and `/` (div) you can use the unary minus `-` (negate) and test for equality with `=` (equal). The concat operator `..` (concat) is also supported.

The functions applied to a vector return a new vector. In most cases they also accept a table and then convert that on the fly to a vector. The copy function can be used to make a copy but is not really needed.

```
\startluacode
document.v1 = vector.new { { 1, 2 }, { 3, 4 } }
document.v2 = document.v1
document.v3 = vector.copy(document.v1)
\stopluacode
```

Here the two assignments to `v2` and `v3` are apparently equivalent but this is what we really have:

```
<vector 2 x 2 : 000004da1090c400>
<vector 2 x 2 : 000004da1090c400>
<vector 2 x 2 : 000004da1090c460>
```

```
\startluacode
vector.set (document.v1, 4, 100)
vector.set (document.v2, 4, 200)
vector.set (document.v3, 4, 300)
vector.setrc(document.v1, 1, 1, 400)
vector.setrc(document.v2, 1, 1, 500)
vector.setrc(document.v3, 1, 1, 600)
\stopluacode
```

The copy actually is a copy while the assignment is an alias, as with tables. The only time that this shows is when we do in place assignments as here.

```

$$\begin{pmatrix} 500 & 2 \\ 3 & 200 \end{pmatrix} \quad \text{<vector 2 x 2 : 000004da1090c400>}$$


$$\begin{pmatrix} 500 & 2 \\ 3 & 200 \end{pmatrix} \quad \text{<vector 2 x 2 : 000004da1090c400>}$$


$$\begin{pmatrix} 600 & 2 \\ 3 & 300 \end{pmatrix} \quad \text{<vector 2 x 2 : 000004da1090c460>}$$

```

There are also `get` and `getrc`. The reason why we have `set` and `get` is that they are equivalent to the direct accessors (using `[]`).

```
\startluacode
document.v1[3] = 2 * document.v1[3]
document.v2[3] = 2 * document.v2[3]
document.v3[3] = 2 * document.v3[3]
\stopluacode
```

Watch how we multiply the shared vector object twice:

\startluacode

```
document.vdemo1 = vector.inverse (document.v33)
document.vdemo2 = vector.rowechelon(document.v33,true)
document.vdemo3 = vector.rowechelon(document.v33)
```

\stopluacode

$$\begin{array}{ccccc}
 \begin{pmatrix} 1 & 2 & 0.500 \\ 3 & 4 & 1 \\ 5 & 6 & 2 \end{pmatrix} &
 \begin{pmatrix} -2 & 1 & 0 \\ 1 & 0.500 & -0.500 \\ 2 & -4 & 2 \end{pmatrix} &
 \begin{pmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & 0 & 1 \end{pmatrix} &
 \begin{pmatrix} 1 & 2 & 0.500 \\ 0 & 1 & 0.250 \\ 0 & 0 & 1 \end{pmatrix} &
 \begin{pmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & 0 & 1 \end{pmatrix} \\
 \text{v33} & \text{inverse} & \text{verified} & \text{row echelon} & \text{reduced echelon}
 \end{array}$$

The first one normalize each column vector in a matrix. The other one homogenize, dividing every entry in a row by the last element in the row, given that it is non-zero.

\startluacode

```
document.vdemo1 = vector.normalize (document.v33)
document.vdemo2 = vector.homogenize(document.v33)
```

\stopluacode

$$\begin{pmatrix} 1 & 2 & 0.500 \\ 3 & 4 & 1 \\ 5 & 6 & 2 \end{pmatrix} \quad
 \begin{pmatrix} 0.102 & 0.204 & 0.051 \\ 0.306 & 0.408 & 0.102 \\ 0.510 & 0.612 & 0.204 \end{pmatrix} \quad
 \begin{pmatrix} 2 & 4 & 1 \\ 3 & 4 & 1 \\ 2.500 & 3 & 1 \end{pmatrix}$$

Internally we use a criterium for determining if we have a zero entry: 1e-06 that can be queried by `getepsilon`. The `truncate` function will reduce numbers outside this interval to zero. The `iszero` function takes a number and returns true when its within these bounds.

\startluacode

```
document.vdemo0 = vector.new {
    { 0.00000005, 0.001 },
    { 0.001, 0.00000001 },
}
```

```
document.vdemo1 = vector.truncate(document.vdemo0)
```

\stopluacode

$$\begin{pmatrix} 0.00000005 & 0.00100000 \\ 0.00100000 & 0.00000001 \end{pmatrix} \quad
 \begin{pmatrix} 0 & 0.001 \\ 0.001 & 0 \end{pmatrix}$$

The determinant function return a number so we don't show this here but we do mention the various products. These are optimized for the dimensions.

We feed `inner` with two vectors (row or column) and get the inner product of them in return.

\startluacode

```
document.num0 = vector.inner(document.v41,document.v41)
document.num1 = vector.inner(document.v14,document.v14)
```

\stopluacode

30.0 1.0

The crossproduct needs two 3-vectors, and returns one 3-vector. They can either be row or column vectors, and we get the same type in return.

\startluacode

```
document.cvec0 = vector.crossproduct(vector.new {{1,2,3}},      vector.new {{4,5,6}})
document.cvec1 = vector.crossproduct(vector.new {{1},{2},{3}}, vector.new {{4},{5},{6}})
}}
```

\stopluacode

$$\begin{pmatrix} -3 & 6 & -3 \end{pmatrix} \quad \begin{pmatrix} -3 \\ 6 \\ -3 \end{pmatrix}$$

\startluacode

```
document.vdemo0 = vector.new {
  { 11, 12, 13, 14 },
  { 21, 22, 23, 24 },
  { 31, 32, 33, 34 },
  { 41, 42, 43, 44 },
}
```

```
document.vdemo1 = vector.slice(document.vdemo0,2,2,1,1)
document.vdemo2 = vector.slice(document.vdemo0,2,2,2,2)
document.vdemo3 = vector.slice(document.vdemo0,2,2,3,3)
```

\stopluacode

$$\begin{pmatrix} 11 & 12 & 13 & 14 \\ 21 & 22 & 23 & 24 \\ 31 & 32 & 33 & 34 \\ 41 & 42 & 43 & 44 \end{pmatrix} \quad (21) \quad \begin{pmatrix} 21 & 22 \\ 31 & 32 \end{pmatrix} \quad \begin{pmatrix} 21 & 22 & 23 \\ 31 & 32 & 33 \\ 41 & 42 & 43 \end{pmatrix}$$

\startluacode

```
document.vdemo1 = vector.delete(document.vdemo0,2,2)
document.vdemo2 = vector.delete(document.vdemo0,2,1)
document.vdemo3 = vector.delete(document.vdemo0,2,2,true)
document.vdemo4 = vector.delete(document.vdemo0,2,1,true)
```

\stopluacode

$$\begin{pmatrix} 11 & 12 & 13 & 14 \\ 21 & 22 & 23 & 24 \\ 31 & 32 & 33 & 34 \\ 41 & 42 & 43 & 44 \end{pmatrix} \quad \begin{pmatrix} 11 & 14 \\ 21 & 24 \\ 31 & 34 \\ 41 & 44 \end{pmatrix} \quad \begin{pmatrix} 11 & 13 & 14 \\ 21 & 23 & 24 \\ 31 & 33 & 34 \\ 41 & 43 & 44 \end{pmatrix} \quad \begin{pmatrix} 11 & 12 & 13 & 14 \\ 41 & 42 & 43 & 44 \end{pmatrix} \quad \begin{pmatrix} 11 & 12 & 13 & 14 \\ 31 & 32 & 33 & 34 \\ 41 & 42 & 43 & 44 \end{pmatrix}$$

\startluacode

```
document.vdemo1 = vector.remove(document.vdemo0,2,2)
document.vdemo2 = vector.remove(document.vdemo0,2,1)
document.vdemo3 = vector.remove(document.vdemo0,2,2,true)
document.vdemo4 = vector.remove(document.vdemo0,2,1,true)
```

\stopluacode

$$\begin{pmatrix} 11 & 12 & 13 & 14 \\ 21 & 22 & 23 & 24 \\ 31 & 32 & 33 & 34 \\ 41 & 42 & 43 & 44 \end{pmatrix} \quad \begin{pmatrix} 11 & 14 \\ 21 & 24 \\ 31 & 34 \\ 41 & 44 \end{pmatrix} \quad \begin{pmatrix} 11 & 13 & 14 \\ 21 & 23 & 24 \\ 31 & 33 & 34 \\ 41 & 43 & 44 \end{pmatrix} \quad \begin{pmatrix} 11 & 12 & 13 & 14 \\ 41 & 42 & 43 & 44 \end{pmatrix} \quad \begin{pmatrix} 11 & 12 & 13 & 14 \\ 31 & 32 & 33 & 34 \\ 41 & 42 & 43 & 44 \end{pmatrix}$$

\startluacode

```
document.vdemo0 = vector.new {
  { 11, 12, 13, 14 },
  { 21, 22, 23, 24 },
  { 31, 32, 33, 34 },
  { 41, 42, 43, 44 },
}
```

```
document.vdemo0r = vector.new {
  { 101, 201, 301, 401 },
  { 102, 202, 302, 402 },
}
```

```
document.vdemo0c = vector.new {
  { 101, 201 },
  { 102, 202 },
  { 103, 203 },
  { 104, 204 },
}
```

```
document.vdemo0rc = vector.new {
  { 101, 201 },
  { 102, 202 },
}
```

\stopluacode

$$\begin{pmatrix} 11 & 12 & 13 & 14 \\ 21 & 22 & 23 & 24 \\ 31 & 32 & 33 & 34 \\ 41 & 42 & 43 & 44 \end{pmatrix} \quad \begin{pmatrix} 101 & 201 & 301 & 401 \\ 102 & 202 & 302 & 402 \end{pmatrix} \quad \begin{pmatrix} 101 & 201 \\ 102 & 202 \\ 103 & 203 \\ 104 & 204 \end{pmatrix} \quad \begin{pmatrix} 101 & 201 \\ 102 & 202 \end{pmatrix}$$

\startluacode

```
document.vdemo1 = vector.insert(document.vdemo0,document.vdemo0c,0)
document.vdemo2 = vector.insert(document.vdemo0,document.vdemo0c,1)
document.vdemo3 = vector.insert(document.vdemo0,document.vdemo0c,2)
document.vdemo4 = vector.insert(document.vdemo0,document.vdemo0c,3)
document.vdemo5 = vector.insert(document.vdemo0,document.vdemo0c,4)
```

\stopluacode

$$\begin{pmatrix} 101 & 201 & 11 & 12 & 13 & 14 \\ 102 & 202 & 21 & 22 & 23 & 24 \\ 103 & 203 & 31 & 32 & 33 & 34 \\ 104 & 204 & 41 & 42 & 43 & 44 \end{pmatrix} \quad \begin{pmatrix} 11 & 101 & 201 & 12 & 13 & 14 \\ 21 & 102 & 202 & 22 & 23 & 24 \\ 31 & 103 & 203 & 32 & 33 & 34 \\ 41 & 104 & 204 & 42 & 43 & 44 \end{pmatrix} \quad \begin{pmatrix} 11 & 12 & 101 & 201 & 13 & 14 \\ 21 & 22 & 102 & 202 & 23 & 24 \\ 31 & 32 & 103 & 203 & 33 & 34 \\ 41 & 42 & 104 & 204 & 43 & 44 \end{pmatrix} \quad \begin{pmatrix} 11 & 12 & 13 & 101 & 201 \\ 21 & 22 & 23 & 102 & 202 \\ 31 & 32 & 33 & 103 & 203 \\ 41 & 42 & 43 & 104 & 204 \end{pmatrix}$$

\startluacode

```
document.vdemo1 = vector.insert(document.vdemo0,document.vdemo0r,0,true)
```

```
document.vdemo2 = vector.insert(document.vdemo0,document.vdemo0r,1,true)
document.vdemo3 = vector.insert(document.vdemo0,document.vdemo0r,2,true)
document.vdemo4 = vector.insert(document.vdemo0,document.vdemo0r,3,true)
document.vdemo5 = vector.insert(document.vdemo0,document.vdemo0r,4,true)
\stopluacode
```

$$\begin{pmatrix} 101 & 201 & 301 & 401 \\ 102 & 202 & 302 & 402 \\ 11 & 12 & 13 & 14 \\ 21 & 22 & 23 & 24 \\ 31 & 32 & 33 & 34 \\ 41 & 42 & 43 & 44 \end{pmatrix} \quad \begin{pmatrix} 11 & 12 & 13 & 14 \\ 101 & 201 & 301 & 401 \\ 102 & 202 & 302 & 402 \\ 21 & 22 & 23 & 24 \\ 31 & 32 & 33 & 34 \\ 41 & 42 & 43 & 44 \end{pmatrix} \quad \begin{pmatrix} 11 & 12 & 13 & 14 \\ 21 & 22 & 23 & 24 \\ 101 & 201 & 301 & 401 \\ 102 & 202 & 302 & 402 \\ 31 & 32 & 33 & 34 \\ 41 & 42 & 43 & 44 \end{pmatrix} \quad \begin{pmatrix} 11 & 12 & 13 & 14 \\ 21 & 22 & 23 & 24 \\ 31 & 32 & 33 & 34 \\ 101 & 201 & 301 & 401 \\ 102 & 202 & 302 & 402 \\ 41 & 42 & 43 & 44 \end{pmatrix} \quad \begin{pmatrix} 11 & 12 & 13 & 14 \\ 21 & 22 & 23 & 24 \\ 31 & 32 & 33 & 34 \\ 41 & 42 & 43 & 44 \\ 101 & 201 & 301 & 401 \\ 102 & 202 & 302 & 402 \end{pmatrix}$$

```
\startluacode
document.vdemo1 = vector.replace(document.vdemo0,document.vdemo0rc,1,1)
document.vdemo2 = vector.replace(document.vdemo0,document.vdemo0rc,2,2)
document.vdemo3 = vector.replace(document.vdemo0,document.vdemo0rc,3,3)
\stopluacode
```

$$\begin{pmatrix} 101 & 201 & 13 & 14 \\ 102 & 202 & 23 & 24 \\ 31 & 32 & 33 & 34 \\ 41 & 42 & 43 & 44 \end{pmatrix} \quad \begin{pmatrix} 11 & 12 & 13 & 14 \\ 21 & 101 & 201 & 24 \\ 31 & 102 & 202 & 34 \\ 41 & 42 & 43 & 44 \end{pmatrix} \quad \begin{pmatrix} 11 & 12 & 13 & 14 \\ 21 & 22 & 23 & 24 \\ 31 & 32 & 101 & 201 \\ 41 & 42 & 102 & 202 \end{pmatrix}$$

```
\startluacode
document.vdemo1 = vector.exchange(document.vdemo0,1,1)
document.vdemo2 = vector.exchange(document.vdemo0,1,2,true)
\stopluacode
```

$$\begin{pmatrix} 11 & 12 & 13 & 14 \\ 21 & 22 & 23 & 24 \\ 31 & 32 & 33 & 34 \\ 41 & 42 & 43 & 44 \end{pmatrix} \quad \begin{pmatrix} 21 & 22 & 23 & 24 \\ 11 & 12 & 13 & 14 \\ 31 & 32 & 33 & 34 \\ 41 & 42 & 43 & 44 \end{pmatrix}$$

This leaves a couple of auxiliary function that we just mention:

isvector	(v)	return true when the argument is a vector
onerow	(n,...,m)	a fast way to create a single row vector
onecolumn	(n,...,m)	a fast way to create a single column vector
type	(v)	return the string vector if we pass one
tostring	(v)	returns the dimensions and pointer value
totable	(v)	returns a regular table representation
determinant	(v)	returns the determinant
issingular	(v,[n])	returns true if the determinant is < 0.001
setstacking	(v,n)	set the stacking property (MetaPost)
getstacking	(v)	get the stacking property (MetaPost)
getdimensions	(v)	returns the number of rows and columns

We already mentioned that often you can also provide a table instead of a vector:

```
\startluacode
```

```

document.t1 = {
    { 1, 2, 3 },
    { 1, 2, 3 },
    { 1, 2, 3 },
}

document.t2 = {
    { 11, 2, 3 },
    { 1, 12, 3 },
    { 1, 2, 13 },
}

document.v1 = vector.new(document.t1)
document.v2 = vector.new(document.t2)

document.v1t1 = vector.product(document.v1,document.t2)
document.t1v1 = vector.product(document.t1,document.v1)
document.v1v2 = vector.product(document.v1,document.v2)
document.t1t2 = vector.product(document.t1,document.t2)
\stopluacode

```

$$\begin{array}{cccc}
 \begin{pmatrix} 16 & 32 & 48 \\ 16 & 32 & 48 \\ 16 & 32 & 48 \end{pmatrix} & \begin{pmatrix} 6 & 12 & 18 \\ 6 & 12 & 18 \\ 6 & 12 & 18 \end{pmatrix} & \begin{pmatrix} 16 & 32 & 48 \\ 16 & 32 & 48 \\ 16 & 32 & 48 \end{pmatrix} & \begin{pmatrix} 16 & 32 & 48 \\ 16 & 32 & 48 \\ 16 & 32 & 48 \end{pmatrix} \\
 \mathbf{v} \mathbf{t} & \mathbf{t} \mathbf{v} & \mathbf{v} \mathbf{v} & \mathbf{t} \mathbf{t}
 \end{array}$$

When you define and fill a vector, you can use the setters mentioned before. Here we show a few ways, assuming that `ns` and `nt` are known and `calculate` does some useful magic.

```

local t = { } -- we could preallocate

for s = 0, ns do
    for t = 0, nt do
        local x, y, z = calculate(s,t)
        t[#t+1] = { x, y, z, 1 }
    end
end

local v = newvector(t)

```

We can avoid the fourth entry which is always 0 which gives smaller intermediate tables and just append these ones later using the `append` function.

```

local t = { } -- we could preallocate

for s = 0, ns do
    for t = 0, nt do
        local x, y, z = calculate(s,t)
        t[#t+1] = { x, y, z }
    end
end

```

```

local v = newvector(t)
v = vector.append(v,1)

```

We can avoid the Lua table completely and just populate the vector as we go. The `setnext` does the trick:

```

local setnext = vector.setnext

local v = newvector((ns + 1) * (nt + 1), 4)
for s = 0, ns do
    for t = 0, nt do
        local x, y, z = calculate(s,t)
        setnext(v, x, y, z, 1)
    end
end

```

That last variant is the most natural and also the most efficient approach but taste can differ.

security

18 Security

Contents

- 18.1 Introduction**
- 18.2 Primitives**
- 18.3 Macros**
- 18.4 Tokens**
- 18.5 Nodes**
- 18.6 Lua**
- 18.7 Files**
- 18.8 Callbacks**
- 18.9 Libraries**
- 18.10 Execution**

18.1 Introduction

This is a relatively short chapter where we pay some attention to possible side effects that can come from running a program like \TeX and especially \LuaMetaTeX . A \TeX program is normally pretty robust but the fact that we use an opened up engine and also need to keep performance in mind, also means that there are ways to have a less nice experience. However, given the nature of the program we also expect users to know what they are doing. If you run \TeX as service there are ways to keep problems local (using a virtual machine) or using constrained input like xml. In \ConTeXt you can also limit some functionality by using sandbox features but those are seldom used.

The engine starts out with everything available but you can selectively disable features and thereby add some protection. When you use \ConTeXt this means that there might be features that you cannot use or that are restricted in use. When an open \TeX engine like \LuaTeX or \LuaMetaTeX is used we assume that you (or those who developed the macros that you use) know what they are doing. As a side note: \LuaMetaTeX is likely a bit more hardened than \LuaTeX .

18.2 Primitives

Internally \TeX has grouped the user interface in commands. Most commands have variants. So, for instance there is $\backslash\text{hrule}$ and $\backslash\text{vrule}$ than are triggering hrule_cmd and vrule_cmd with a sub command, here in both cases zero (or normal_rule_code). The $\backslash\text{nohrule}$ and $\backslash\text{novrule}$ primitives trigger these rule commands with sub command empty_rule_code .

Primitive initialization boils down to relating control sequences (normally starting with a backslash) to a combination of such commands and subcommands and there are hundreds of such combinations.

You can decide to selectively initialize these primitives but also to just redefine the control sequence. so:

```
\let\left\MyLeftCommand
```

will replace the primitive by whatever `\MyLeftCommand` does. Unless you save the original meaning the primitive is lost; well not entirely as we will see later. Overload protection can be set up to prevent primitives being redefined.

We are aware of the fact that overload protection and the related prefixes that drive the properties (like `\permanent`, `\frozen`, `\immutable`, `\tolerant` and more) are very much inspired by how ConTeXt developers see things so it is unlikely that other macro packages will use these features. But that is probably true for most of the features that make LuaMetaTeX differ from LuaTeX. The same can be said for the embedded MetaPost library which is also an enhanced follow up and Lua helpers of any kind.

18.3 Macros

Macros are user defined commands (when using `\def` and friends) or aliases (when using `\let` and `co`).

```
\def\foo{fooled}
```

When `\overloadmode` is active the next one:

```
\permanent\def\foo{fooled}
```

will make sure that a user doesn't redefine this macro. One can argue that the strength of TeX is that you have complete control which is what you have unless a macro package decides that being a bit more strict makes sense. Primitives are permanent by default.

18.4 Tokens

Tokens are the storage concept of commands, and keep in mind that even a letter is just that, for instance a letter `_cmd` with a sub code being a Unicode? In Lua you can create tokens so that is actually a loophole: you can redefine a primitive but that doesn't remove the command and its subcommand: these stay around.

The `tex.inhibitprimitive` function can block such a combination either via its primitive name or by the two codes.

```
\ctxlua{tex.inhibitprimitive("primitive")}
```

That way there is no change that this old school primitive will kick in. This might be good to know for a macro package because then it doesn't need to take that possibility into account.

18.5 Nodes

Robust node usage is bit more complex. Where tokens are collected, consumed, deallocated or kept with a reference count and thereby managed, nodes are the result of building and manipulating (content) lists and at the Lua end one can create bad links (like loops) or forget to make copies when flushing nodes multiple times.

In LuaMetaTeX at least there is protection against assigning the wrong fields, accessing freed nodes etc. But it will never be completely safe. So, what can happen is that nodes are already freed (often

a warning), list linking is bad (endless loops or crashes), internal mechanisms get confused (quit with error or just crash).

So here you mainly have to trust the writers of the macro package and they will not on purpose trigger problems. The good news is that it being an relatively long standing community, the T_EX world has some leverage and protection against malice built in.

18.6 Lua

Here is the real possibility to mess with your run. There is little we can do about it. The good news is that Lua is relatively well designed wrt memory management so it's your own doing if something goes bad. It is good to keep in mind that even well intended code can behave bad and create crashes. Normally a crash is harmless and just a crash.

18.7 Files

Whenever a program can mess with files there is the danger of corruption. This is however also true for the other T_EX engines. It therefore makes no sense to give examples here as it might give away ideas. Again there is the possibility to use sandboxing in ConT_EXt but you are anyways dependent on what your macro package provides.

In this perspective we should also mention that you can produce a bad pdf file (assuming that this is your output format) and that might only show up after years.

18.8 Callbacks

These extend the engine and some are actually mandate, like those reading from files and loading fonts. Most intrusive are those that intercept the node lists in various states and it's important that things happen in the right order. Give back the wrong result and you might get into problems. Normally the engine intercept the unexpected but who knows.

The macro package is responsible for managing this. It can put restrictions on using callbacks, prohibit changes to them etc. For instance in ConT_EXt the current callback properties are:

alignment	set frozen touched selective	22	things done with alignments
append_adjust	set frozen touched selective	40	things done with vertical adjusts
append_line	set disabled frozen touched selective	42	things done with lines
append_migrate	set disabled frozen touched selective	41	things done with migrated material
append_to_vlist	disabled frozen touched selective	21	vlist processing (not used, replaced)
balance_boundary	set frozen touched	68	process balance specific boundary
balance_check	set touched tracing	36	balance_check
balance_insert	set frozen touched	69	collect inserts from balance slot
begin_paragraph	set disabled frozen touched	47	before paragraph start
buildpage	set frozen touched	11	vertical spacing etc (mvl)
define_font	set frozen touched fundamental	8	define and/or load a font
delayed_glue	set frozen touched	71	vspace processing
find_format_file	set frozen touched fundamental	3	locate the format file
find_log_file	set frozen touched fundamental	2	provide the log file name
get_attribute	set frozen touched tracing	53	provide verbose attribute name
get_math_dictionary	set frozen touched tracing	55	provide math dictionary details
get_noad_class	set frozen touched tracing	54	provide math class name
glyph_run	set frozen touched selective	17	glyph processing
handle_overload	set frozen touched tracing	58	handle primitive and macro overload protection

handle_uinsert	set frozen touched selective	64	process user inserts in balancer
handle_uleader	set frozen touched selective	63	resolve user leaders
hpack	disabled frozen touched selective	12	hlist processing (not used, replaced)
hpack_quality	set frozen touched tracing	33	report horizontal packing quality
hyphenate	disabled frozen touched selective	14	normal hyphenation routine, called elsewhere
insert_boundary	set frozen touched	44	process insert specific boundary
insert_check_split	set frozen touched	45	process insert split state tracer
insert_distance	set frozen touched	43	check spacing around inserts
insert_par	set disabled frozen touched	39	after paragraph start
intercept_lua_error	set frozen touched tracing	30	intercept_lua_error
intercept_tex_error	set frozen touched tracing	29	intercept_tex_error
italic_correction	set frozen touched	65	insert italic correction
kerning	disabled frozen touched selective	16	normal kerning routine, called elsewhere
ligaturing	disabled frozen touched selective	15	normal ligaturing routine, called elsewhere
linebreak	set disabled frozen touched selective	19	breaking paragraphs into lines
linebreak_check	set touched tracing	35	linebreak_check
linebreak_quality	tracing	61	
local_box	set frozen touched selective	23	process local boxes
make_extensible	set frozen touched	50	construct an extensible glyph
math_rule		49	
missing_character	set frozen touched tracing	59	report details about a missing character
mlist_to_hlist	set frozen touched selective	25	convert a noad list into a node list
open_data_file	set frozen touched fundamental	4	open the given file for reading
packed_vbox	set frozen touched selective	24	packed vbox treatments
page_boundary		70	
paragraph_context	set disabled frozen touched	48	when the context is dealt with
paragraph_pass	set touched selective	62	paragraph_pass
post_linebreak	set frozen touched	20	horizontal manipulations (after par break)
pre_dump	set frozen touched fundamental	26	lua related finalizers called before we dump the format
pre_linebreak	set frozen touched	18	horizontal manipulations (before par break)
pre_output	set frozen touched selective	10	preparing output box
process_character	set frozen touched selective	60	apply an action to a character in a font
process_jobname	frozen touched fundamental	5	manipulate jobname
quality_font	set frozen touched selective	9	initialize expansion and protrusion
register_extensible	set frozen touched	51	register math extensible construct
show_build	tracing	38	
show_error_message	set frozen touched tracing	31	show_error_message
show_loners	tracing	66	
show_lua_call	set frozen touched tracing	56	provide lua call details
show_vsplit	tracing	37	
show_warning_message	set frozen touched tracing	32	show_warning_message
show_whatsit	set frozen touched tracing	52	provide whatsit details
start_file	set frozen touched fundamental	27	report opening of a file
start_run	set frozen touched fundamental	6	actions performed at the beginning of a run
stop_file	set frozen touched fundamental	28	report closing of a file
stop_run	set frozen touched fundamental	7	actions performed at the end of a run
tail_append	set frozen touched selective	67	process tail related action
test_only		1	
trace_memory	set frozen touched tracing	57	
vpack	set frozen touched selective	13	vertical spacing etc
vpack_quality	set frozen touched tracing	34	report vertical packing quality
wrapup_run	set frozen touched fundamental	46	actions performed after closing files

There are probably ways around all this protection because after all the files that make a format are on the system. But the fact that one then to deliberately has to do that also indicates (or at least makes one aware) that one is 'on its own'. The T_EX ecosystem and the programs and macros used are open source so anything can be done with it, good and bad. So all boils down to trust.

18.9 Libraries

There is plenty built in so LuaMetaTeX can do without libraries. However, there are some so called optional library interfaces available. These are dynamic in the sense that they assume a stable API and bind functions when the library is loaded. Again controlling this is a macro package specific feature. Often one can just as well call a program (that uses such a library) which might be a better options, for instance when converting an image. We kept the interfaces minimal and assume some Lua wrapping. It helps to keep the dependencies to a minimum.

18.10 Execution

Then there is program execution (aka `\write18` in other engines than LuaTeX and LuaMetaTeX). The engine is not responsible for how `os.execute` and `io.popen` are used and macro packages can decide to disable it.

