

# PDFTOOLBOX

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**PDFTOOLBOX** offers a variety of tools for creating documents in plain  $\text{\TeX}$ . These include packages for structuring documents, coloring documents, etc. **PDFTOOLBOX** is a collection of packages intended to be used with plain  $\text{\TeX}$ . It is intended to be self-contained and does not promise compatibility with other packages.

**PDFTOOLBOX** is still experimental and may be subject to breaking changes. If you have an important document relying on it, the author advises keeping

**PDFTOOLBOX** is known to not interact with the `color`, `xcolor`, `tikz` and all related packages. This may or may not be changed in the future.

This documentation is split into sections corresponding to the different collections in **PDFTOOLBOX**. These are:

- (1) Data manipulation: counters, dictionaries, etc.
- (2) Document structure: layouts, table of contents, indices, etc.
- (3) Graphics: colors, diagrams, colored boxes, etc.

**PDFTOOLBOX** depends only on the `apnum` package.

**PDFTOOLBOX** is provided as opensource free software under the MIT license.

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# 1 pdfToolbox Versions

## 1.1 pdfToolbox v0.1

First version of **PDFTOOLBOX**.

### 1.1.1 Known Bugs

- `\url` inserts invalid characters into the PDF. Some readers can still read the PDF, others won't. Fixed in version 0.2.

## 1.2 pdfToolbox v0.2

Bug fixes and added features.

### 1.2.1 What's New?

- Fixed bug caused `\url` to create malformed PDF files.
- Added listings.
- Changed the method of creating section headers, and their corresponding toc line (see `\settocdepthformat` and `\addtoccontent`), more work is now done by `\settocdepthformat` and `\addtoccontent`. (This is also a breaking change.)

### 1.2.2 What's Broken

**PDFTOOLBOX** v0.2 adds breaking changes to the toolbox. These changes will render files created with previous versions un-compilable.

- `\linkborder` no longer wraps its output in `attr {...}`, which is necessary for anchors; now `\_gotoanchor` adds this wrapping.
- `\_splitcontentbox` now requires more arguments which allows for more customization (for more information, see `\_splitcontentbox`).
- Changed the method of creating section headers, and their corresponding toc line (see the section on tables of content), more work is now done by `\settocdepthformat` and `\addtoccontent`.

# I. PDFTOOLBOX IN BRIEF

# 1 pdfData

The pdfData section of the **PDFTOOLBOX** toolbox is meant for creating instances of and manipulating datatypes.

## 1.1 Arrays

In the pdfData/arrays file, **PDFTOOLBOX** defines various macros for creating and manipulating arrays. There are two types of arrays, which are different in the macros used for them and the way they are stored internally.

- (Normal) arrays: these arrays are stored in the traditional way: an array [1; 2; 3] is stored in a macro whose meaning is equivalent to  $\backslash X\{1}\backslash X\{2}\backslash X\{3}$ . Manipulation of the array is done by defining  $\backslash X$ , and then executing the array macro.
- Macro arrays: these arrays are stored in a collection of macros: each element is stored in its own indexed macro. So an array [1; 2; 3] will be stored in three macros, whose values are 1, 2, 3 respectively.

All arrays are zero-indexed.

### 1.1.1 Normal Arrays

$\backslash createarray$   $\{\langle name \rangle\}$ : creates an (normal) array whose name is *name*.

$\backslash ensurearray$   $\{\langle name \rangle\}$ : ensures that an array by the name of *name* exists.

$\backslash localizearray$   $\{\langle name \rangle\}$ : localizes (see localization) the array named by *name*.

$\backslash appendarray$   $\{\langle name \rangle\}\{\langle value \rangle\}$ : appends *value* to the end of the array array named by *name*. *value* is inserted according to  $\backslash currdef$ .

$\backslash prependarray$   $\{\langle name \rangle\}\{\langle value \rangle\}$ : prepends *value* to the end of the array array named by *name*. *value* is inserted according to  $\backslash currdef$ .

$\backslash appendarraymany$   $\{\langle name \rangle\}\{\langle value1 \rangle\}\{\langle value2 \rangle\} \dots \{\langle valueN \rangle\}$ : appends *value1* through *valueN* to the end of the array array named by *name*. Each *value* is inserted according to  $\backslash currdef$ .

$\backslash arraylen$   $\{\langle name \rangle\}$ : expands to the length of the array specified by *name*.

$\backslash getarraylen$   $\{\langle name \rangle\}\langle macro \rangle$ : inserts the length of the array specified by *name* into the macro *macro*.

$\backslash arraymap$   $\{\langle name \rangle\}\langle macro \rangle$ : if the array specified by *name* is equivalent to  $[x_0; \dots; x_N]$  then doing  $\backslash arraymap\{name\}\backslash X$  will execute  $\backslash X\{x_1\}\{0\} \dots \backslash X\{x_N\}\{N\}$ .

$\backslash indexarray$   $\{\langle name \rangle\}\{\langle i \rangle\}\langle macro \rangle$ : Puts the *i*th element in the array specified by *name* into the macro *macro*.

$\backslash removearray$   $\{\langle name \rangle\}\{\langle i \rangle\}\langle macro \rangle$ : Removes the *i*th element in the array specified by *name* and places it into the macro *macro*.

$\backslash removeitemarray$   $\{\langle name \rangle\}\{\langle value \rangle\}$ : Removes all instances of *value* from the array specified by *name* (comparison is done using  $\backslash ifx$  on macros containing *value* and the current index).

$\backslash printarray$   $\{\langle name \rangle\}$ : Prints the array specified by *name*.

$\backslash copyarray$   $\{\langle src \rangle\}\{\langle dest \rangle\}$ : Copies the array *src* into *dest*.

$\backslash concatenatearrays$   $\{\langle arr1 \rangle\}\{\langle arr2 \rangle\}\{\langle dest \rangle\}$ : Concatenates the arrays *arr1* and *arr2* and places the result into a new array *dest*.

$\backslash initarray$   $\{\langle name \rangle\}\{\langle x1 \rangle, \dots, \langle xN \rangle\}$ : Creates a new array by the name of *name* equivalent to  $[x_1; \dots; x_N]$ .

$\backslash findarray$   $\{\langle name \rangle\}\{\langle value \rangle\}$ : Checks if the value *value* exists in the array *name* (checking is done via  $\backslash ifx$ ). If the value exists, the value  $\backslash True$  is placed into  $\backslash @return@value$ , otherwise it is equal to  $\backslash False$ .

$\backslash uniqueappendarray$   $\{\langle name \rangle\}\{\langle value \rangle\}$ : Appends *value* to the array *name* only if it does not already exist in *name* ( $\backslash @return@value$  is set accordingly).

$\backslash convertarray$   $\{\langle src \rangle\}\{\langle dest \rangle\}$ : Converts a normal array *src* to a macro array *dest*.

`\mergesort`  $\{\langle src \rangle\}\{\langle dest \rangle\}$ : Sorts the array *src* and places the result in *dest*.

### 1.1.2 Macro Arrays

`\createmarray`  $\{\langle name \rangle\}$ : Creates a macro array by the name of *name*.

`\localizemarray`  $\{\langle name \rangle\}$ : Localizes (see localization) the macro array specified by *name*.

`\appendmarray`  $\{\langle name \rangle\}\{\langle value \rangle\}$ : Appends *value* to the macro array specified by *name*.

`\printmarray`  $\{\langle name \rangle\}$ : Prints the macro array specified by *name*.

`\convertmarray`  $\{\langle src \rangle\}\{\langle dest \rangle\}$ : Converts the macro array *src* into a normal array *dest*.

`\copymarray`  $\{\langle src \rangle\}\{\langle dest \rangle\}$ : Copies the macro array *src* into *dest*.

`\initmarray`  $\{\langle name \rangle\}\{\langle x1 \rangle, \dots, \langle xN \rangle\}$ : Creates a macro array *name* whose value is equivalent to  $[x1, \dots, xN]$ .

`\findmarray`  $\{\langle name \rangle\}\{\langle value \rangle\}\langle macro \rangle$ : Searches for *value* in the macro array *name*. If found, sets `\@return@value` to `\True` and *macro* to the index where *value* was found. Otherwise `\@return@value` is set to `\False`.

## 1.2 Stacks

In the `pdfData/stacks.tex` file, **PDFTOOLBOX** offers macros for creating and manipulating stack data structures. There are two types of stacks, which differ in how they store their data. They are generally used for different purposes:

- Normal stacks: these are normal stacks which store just the values given.
- Macro stacks: these stacks are meant to store only macros: they store both the definition and name of the macro.

### 1.2.1 Normal Stacks

`\createstack`  $\{\langle name \rangle\}$ : Creates a normal stack by the name of *name*.

`\stackpush`  $\{\langle name \rangle\}\{\langle value \rangle\}$ : Pushes the value *value* onto the stack specified by *name*.

`\stackdecrement`  $\{\langle name \rangle\}$ : Pops from the top of the stack specified by *name* (deleting the value).

`\stackpop`  $\{\langle name \rangle\}\langle macro \rangle$ : Pops from the top of the stack specified by *name* into *macro*.

`\stacktop`  $\{\langle name \rangle\}\langle macro \rangle$ : Places the top of the stack specified by *name* into the macro *macro* without popping.

### 1.2.2 Macro Stacks

Macro stacks store macros, as opposed to values. When pushing a macro `\X` onto the stack, not only is the meaning of `\X` stored, but so is its name.

`\createmacrostack`  $\{\langle name \rangle\}$ : Creates a macro stack by the name of *name*.

`\macrostackpush`  $\{\langle name \rangle\}\langle macro \rangle$ : Pushes the macro *macro* onto the macro stack specified by *name*.

`\macrostackdecrement`  $\{\langle name \rangle\}$ : Pops from the top of the macro stack specified by *name* (deleting the value).

`\macrostackset`  $\{\langle name \rangle\}$ : If the top of the macro stack specified by *name* has name `\X` and value *value*, sets `\X` to *value*.

`\macrostackpop`  $\{\langle name \rangle\}$ : Pops from the top of the macro stack specified by *name* (same as `\macrostackset`, but also pops the value off of the stack).

`\macrostackpeek`  $\{\langle name \rangle\}\langle macro1 \rangle\langle macro2 \rangle$ : If the top of the macro stack specified by *name* is  $(\backslash X, value)$ , then `\X` is placed into *macro1*, and *value* into *macro2*.

## 1.3 Localization

Using macro stacks, **PDFTOOLBOX** allows for *localization*. This gives the user the ability to create block scopes (as opposed to just plain-ol'  $\TeX$  groups). The usage is simple and as follows:

- (1) The user enters a scope using `\beginscope`.
- (2) The user *localizes* a macro `\X` by doing `\localize\X`.
- (3) The user exits the scope using `\endscope`. Once the scope is exited, the previous definition of localized macros is restored.

So for example,

```

1 \def\X{0}
2 \beginscope
3   \localize\X
4   \def\X{1}
5   \X
6   \beginscope
7     \def\X{2}
8     \X
9   \endscope
10  \X
11 \endscope
12 \X

```

Will output 1 2 2 0. As opposed to

```

1 \def\X{0}
2 \bgroup
3   \def\X{1}
4   \X
5   \bgroup
6     \def\X{2}
7     \X
8   \egroup
9   \X
10 \egroup
11 \X

```

Which will output 1 2 1 0.

## 1.4 Counters

In the `pdfData/counters.tex`, **PDFTOOLBOX** implements counters. Counters are simple wrappers over plain- $\TeX$  counters. They hold integer values, are mutable, and can be made dependent on one another so that when one is altered another is set to zero.

`\createcounter`  $\{ \langle name \rangle \} [ \langle c1 \rangle, \dots, \langle cN \rangle ]$ : Creates a counter by the name *name* dependent on counters *c1*, ..., *cN*.

`\adddependentcounter`  $\{ \langle secondary \rangle \} \{ \langle primary \rangle \}$ : Makes the *secondary* counter dependent on the *primary* one; whenever *primary* is (non-independently; see e.g. `\setcounter`) altered, *secondary* is set to zero.

`\zerodependents`  $\{ \langle primary \rangle \}$ : Sets to zero all counters dependent on *primary*.

`\setcounter`  $\{ \langle counter \rangle \} \{ \langle amount \rangle \}$ : Sets *counter* to *amount* (zeroing all counters dependent on *counter*).

`\advancecounter`  $\{ \langle counter \rangle \} \{ \langle amount \rangle \}$ : Advances *counter* by *amount* (zeroing all counters dependent on *counter*).

`\setcounter`  $\{ \langle counter \rangle \} \{ \langle amount \rangle \}$ : Sets *counter* to *amount* (without zeroing all counters dependent on *counter*).

`\advancecounter`  $\{ \langle counter \rangle \} \{ \langle amount \rangle \}$ : Advances *counter* by *amount* (without zeroing all counters dependent on *counter*).

`\counter`  $\{ \langle name \rangle \}$ : Returns the  $\TeX$  counter corresponding to the **PDFTOOLBOX** counter *name*. Useful for example when printing the value of a counter: simply do `\the\counter{name}`.

## 1.5 Dictionaries

In the pdfData/dictionaries.tex file, PDFTOOLBOX implements dictionaries (also colloquially known as “hashmaps” or “maps”). These are simple maps between keys and values.

`\createdict {<name>}`: Creates a dictionary by the name *name*.

`\addict {<name>}{<key>}{<value>}`: Adds the (*key* : *value*) key-value pair to the dictionary specified by *name*.

`\indexdict {<name>}{<key>}`: Expands to the value of *key* in the dictionary *name*.

`\keyindict {<name>}{<key>}`: Sets `\@return@value` according to if *key* is found in the dictionary *name*.

## 1.6 Mappings

In pdfData/key-value.tex, PDFTOOLBOX implements the ability to pass key-value parameters to macros.

`\mapkeys {<options>}{<input>}`: Maps the key-value pairs given in *input* according to *options*. *options* is itself a set of key-value pairs, where the value of each key is an array which may contain:

- **name** (required): the name of the macro to give the value of the key;
- **required**: added if the key is required;
- **definition**: what definition macro to use for defining the value (e.g. `\def`, `\edef`);
- **mapping**: how to map the input to the value: the input is defined relative to **definition** into a macro wrapped with **mapping**;
- **default**: the default value of the key.

Or the value may be empty (no array), which means it is *valueless* and acts as a boolean flag.

So for example, you may have a macro defined like so:

```

1  \def\puthi#1{Hello (#1)}
2
3  \def\getinput#1{%
4      \mapkeys{
5          first={
6              name=fst,
7              required,
8              definition=\edef,
9              mapping=\puthi%
10         },
11         second={
12             name=snd,
13             default=A. Feiglin%
14         }%
15     }{#1}%
16 }
17
18 \getinput{first=pdftoolbox}
19 (\fst) (\snd)

```

This will output (Hello (pdftoolbox)) (A. Feiglin).

`\keyexists {<key>}{<macro>\lastkeys}`: This is an internal command, added to this documentation only due to its usefulness. Given a key name *key*, this macro checks if it exists in the map corresponding to the last call to `\mapkeys` (the macro itself is more versatile, but we restrict it to this case). If the key does not exist, then *macro* is set to `\_nul`. This is useful with valueless keys.

`\mapkeys` is a bit finicky when it comes to spaces and commas, but the rule is simple: place a comment at the end of each list. That means that within each key’s array, you must place a comment at the end (otherwise an extraneous space is added to the value), and after the last key’s array you must place a comment.

## 2 pdfDstruct

The pdfDstruct section of the PDFTOOLBOX toolbox is for managing the structure of your documents.



## 2.1 Layout

In pdfDstruct/layout.tex, **PDFTOOLBOX** provides a macro `\setlayout` for setting up the layout of the document. The use is

```
\setlayout {[page width=<wd>], [page height=<ht>], [horizontal margin=<pwd>],
           [vertical margin=<vwd>]}
```

## 2.2 Hyperlinks

In pdfDstruct/hyperlinks.tex, **PDFTOOLBOX** provides macros for creating and managing hyperlinks.

`\anchor` [*type*]{*name*}: Creates an anchor (a reference, if you will) to the current point in the document.

`\gotoanchor` [*type*]{*name*}{*material*}: Creates a clickable field containing *material* which, when clicked, will go to the anchor labeled with the type *type* and name *name*.

`\url` {*url*}{*material*}: Creates a clickable field containing *material* which, when clicked, will redirect to the url *url*.

`\createbordertype` {*type*}{*color*}{*wd*}: Sets the border type of anchor type *type* to be of color *color* and width *wd*. Urls have border type `url`. If a type doesn't have a specified border type, the `default` one is used.

## 2.3 Fonts

In pdfDstruct/fonts.tex, **PDFTOOLBOX** provides macros for accessing and controlling fonts.

`\addfont` {*name*}{*sizes*}: This will add a font by the name *name* so that it is accessible by **PDFTOOLBOX**. *sizes* is a key-value dictionary which specifies the font codes for different sizes of the font. For example, in pdfDstruct/fonts.tex is the usage:

```
1 \addfont{rm}{%
2   default=cmr10,
3   5pt=cmr5,
4   6pt=cmr6,
5   7pt=cmr7,
6   8pt=cmr8,
7   9pt=cmr9,
8   10pt=cmr10,
9   12pt=cmr12,
10  17pt=cmr17
11 }
```

So now **PDFTOOLBOX** has access to the computer modern roman font (`cmr`) at the sizes specified. The purpose of the default size is for when a size is not available. For example, requesting the `rm` font at size 13 will give you `cmr10` at 13pt. The default size is required.

**PDFTOOLBOX** provides the following fonts:

```
rm: cmr   it: cmti   bf: cmbx   sc: cmcsc   mi: cmmi   sy: cmsy   ex: cmex   sl: cmsl
ss: cmss  tt: cmtt   msam: msam  msbm: msbm  eufm: eufm  rsfs: rsfs
```

`\applyfontcode` *font code*: Applies the font specified by *font code*. For example, `\applyfontcode cmr10` will set the font to `cmr10`.

`\setfontfamily` {*font*}{*family*}: Sets math font family *family* to the font *font* (which is specified by `\addfont`). For example, `\setfontfamily{rm}{0}` sets the alpha-numeric font family to `rm`.

`\setfont` {*font*}: Sets the current font to *font*. The current font is stored in the macro `\currfont`.

`\setscale` {*scale*}: Sets the current font scale to *scale*. The current font scale is stored in the macro `\currscale`.

`\setfontandscale` {*font*}{*scale*}: Sets the current font to *font* and scale to *scale*.

**PDFTOOLBOX** also provides the following font switches (which are simple wrappers around `\setfont` which also set `\fam`):

```
\bf, \it, \bb, \sf, \sl, \frac, \scr
```

`\mathfonttable` {*family*}[*offset*]{*table*}: The `\mathfonttable` macro's purpose is to define multiple mathematical characters for the same family. *table* consists of a sequence of macros followed by numbers

(e.g. `\square0`) which correspond to the name of the macro and the math type (in this case 0: ordinary/`\mathord`). `\mathfonttable` will iterate over *table* and `\mathchardef` the macro to be equal to the character at the current position in family *family* of the type specified. If *offset* is specified, it will start iterating over the family starting from the offset.

More explicitly, if *family* is *X* and the *i*th index in the table is `\X N`, then the macro does essentially

$$\mathchardef\X = \XNi$$

To skip over an index, simply write `\_.`

Using `\mathfonttable`, **PDFTOOLBOX** defines the following:

<code>\boxdot:</code> $\square$	<code>\boxplus:</code> $\boxplus$	<code>\boxtimes:</code> $\boxtimes$	<code>\square:</code> $\square$
<code>\blacksquare:</code> $\blacksquare$	<code>\diamond:</code> $\diamond$	<code>\blackdiamond:</code> $\blacklozenge$	<code>\rotateclockwise:</code> $\curvearrowright$
<code>\rotatocounterclockwise:</code> $\curvearrowleft$	<code>\rightleftharpoons:</code> $\rightleftharpoons$	<code>\leftrightharpoons:</code> $\leftrightharpoons$	<code>\boxminus:</code> $\boxminus$
<code>\Vdash:</code> $\Vdash$	<code>\Vvdash:</code> $\Vvdash$	<code>\vDash:</code> $\vDash$	<code>\twoheadrightarrow:</code> $\twoheadrightarrow$
<code>\twoheadleftarrow:</code> $\twoheadleftarrow$	<code>\leftleftarrows:</code> $\leftleftarrows$	<code>\rightrightarrows:</code> $\rightrightarrows$	<code>\upuparrows:</code> $\upuparrows$
<code>\downdownarrows:</code> $\downdownarrows$	<code>\uprightharpoon:</code> $\uprightharpoon$	<code>\downrightharpoon:</code> $\downrightharpoon$	<code>\upleftharpoon:</code> $\upleftharpoon$
<code>\downleftharpoon:</code> $\downleftharpoon$	<code>\rightarrowtail:</code> $\rightarrowtail$	<code>\leftarrowtail:</code> $\leftarrowtail$	<code>\leftrightharpoons:</code> $\leftrightharpoons$
<code>\rightleftarrows:</code> $\rightleftarrows$	<code>\Lsh:</code> $\Lsh$	<code>\Rsh:</code> $\Rsh$	<code>\rightsquigarrow:</code> $\rightsquigarrow$
<code>\leftrightsquigarrow:</code> $\leftrightsquigarrow$	<code>\looparrowleft:</code> $\looparrowleft$	<code>\looparrowright:</code> $\looparrowright$	<code>\circeq:</code> $\circeq$
<code>\succsim:</code> $\succsim$	<code>\gtrsim:</code> $\gtrsim$	<code>\gtrapprox:</code> $\gtrapprox$	<code>\multimap:</code> $\multimap$
<code>\therefore:</code> $\therefore$	<code>\because:</code> $\because$	<code>\Doteq:</code> $\Doteq$	<code>\triangleq:</code> $\triangleq$
<code>\precsim:</code> $\precsim$	<code>\lesssim:</code> $\lesssim$	<code>\lessapprox:</code> $\lessapprox$	

## 2.4 Hooks

**PDFTOOLBOX** provides a tool, inspired by **L<sup>A</sup>T<sub>E</sub>X**, called *hooks* (source in `pdfDstruct/hooks.tex`). Hooks are simply snippets of code that can be inserted into macros and then altered later. An example is given at the end of this section.

`\createhook {<name>}`: Creates a hook by the name of *name*.

`\appendtohook {<name>}{<code>}`: Appends *code* to the hook specified by *name*.

`\prependtohook {<name>}{<code>}`: Prepends *code* to the hook specified by *name*.

`\callhook {<name>}`: Calls the hook specified by *name*.

**PDFTOOLBOX** provides a builtin hook called `end` which is executed by `\bye`. Throughout the document, you can add macros to an array called `document data`, then all these definitions are written to the file `\jobname.data` by the `end` hook.

Specifically, you can use the `\docdata` macro to add a macro to the document's data, e.g. if you have a macro `\name` which has the author's name (say, S. Lurp), you can do `\docdata\name`, and this will write the line `\gdef\name{S. Lurp}` to the data file. Then at the beginning of the document next compilation, you can load all definitions in the data file.

## 2.5 Indices

In `pdfDstruct/index.tex`, **PDFTOOLBOX** provides macros for creating an index. The index is organized into *categories* and *items* within each category, and an associated *value*. A category may be something like "manifolds" and an item within this category may be "topological" which has a value corresponding to the page number where topological manifolds are defined.

`\indexize {<options>}`: Adds an item to the index, specified by options, which has fields:

- (1) `category` (required): the category of the item;
- (2) `item`: the item of the item;
- (3) `value` (required): the value of the item;
- (4) `expand value` (valueless): added if `value` should be expanded (e.g. if `value` is a macro corresponding to the page number, it needs to be expanded);
- (5) `add hyperlink` (valueless): whether or not the item's values should be hyperlinked.

`\seealso {<options>}`: Adds a "see also" item to the index: one which redirects to another index item. *options* is a map which has fields:

- (1) `category` (required): the category of the item;
- (2) `item`: the item of the item;
- (3) `dest` (required): the destination of the “see also” (e.g. if the item is “wedge product”, you may want to also see “exterior product”, and so the destination may be “exterior product”);
- (4) `hyperlink`: an anchor to link to;
- (5) `index link` (valueless): a flag of whether or not the anchor is within the index.

To link to an item within the index, suppose of category `C` and item `I`, set `hyperlink` to `C:I` (or just `C`: if `I` is empty), and set `index link`.

`\index`: Prints the index.

`\addtoindex`  $\{\langle category \rangle\}[\langle item \rangle]$ : Adds an item to the index of category `category` and item `item`. Its value is `\@defaultindexval` (by default `\the\pageno`), and `expand value` and `add hyperlink` are set.

## 2.6 Lists

In `pdfDstruct/lists.tex`, **PDFTOOLBOX** provides macros for creating lists of text.

There are two types of lists: unenumerated and enumerated. Unenumerated lists start with `\blist` and end with `\elist`. Each item begins with `\item`. The symbol used for each bullet point is determined by the nested depth of the list. For a depth of  $N$ , the symbol used is stored in the macro `\liststyleN`.

Similarly enumerated lists start with `\benum` and end with `\elist`. Each item begins with `\item`, and the style for the enumeration is determined by the depth of the list. For a depth of  $N$ , the  $n$ th element is styled with `\enumstyleN{n}`. It is put in a box of width `\enumstyleN@wd`.

To add text in between items (not as part of the list), you can use `\mtext`.

## 2.7 Table of Contents

In `pdfDstruct/tableofcontents.tex`, **PDFTOOLBOX** provides macros for creating and displaying tables of content.

`\addtoccontent`  $\{\langle marker \rangle\}\{\langle title \rangle\}\{\langle value \rangle\}\{\langle depth \rangle\}\{\langle anchor \rangle\}$ : Adds content to the table of contents. The marker is `marker` (e.g. 1.1; this is printed to the left of the title), title is `title` (e.g. chapter name), value is `value` (e.g. page number), depth is `depth`, and is linked to the anchor `anchor`. The depth `depth` determines the style used in the table (see `\settocdepthformat`).

`\tableofcontents`: Prints the table of contents.

`\settocdepthformat`  $\{\langle depth \rangle\}\{\langle options \rangle\}$ : Sets the format of the table of contents at the depth `depth`. `options` is a map with the following fields:

- `marker`: the style for the marker (default is `\setfont{rm}`; the marker is passed as a parameter to `marker`);
- `marker buffer`: the buffer between the title and marker (default is `.25cm`);
- `title`: the style for the title (default is `\setfont{rm}`; the title is passed as a parameter to `title`);
- `value`: the style for the value (default is `\setfont{rm}`; the value is passed as a parameter to `value`);
- `leader`: the leader to add between the title and value (default is nothing);
- `indent`: the amount to indent the line (default is `0pt`);
- `buffer`: the amount of buffer to add around the line (default is `0pt`).

**PDFTOOLBOX** provides four types of sectioning: parts, sections, subsections, and subsubsections. Each has a counter in its name (e.g. `section`), and a macro with the current section name (e.g. `\currsection`).

`\part`  $\{\langle title \rangle\}$ : Adds a part to the document.

`\section (*){\title}`: Adds a section to the document. If the asterisk is added, the section is a “pseudosection”: the section counter is not incremented and not displayed, and the section is not added to the table of contents. Otherwise the section counter is incremented and displayed, and the section is added to the table of contents.

`\subsection (*){\title}`: Adds a subsection to the document. If the asterisk is added, the subsection is a “pseudosubsection”: the subsection counter is not incremented and not displayed, and the subsection is not added to the table of contents. Otherwise the subsection counter is incremented and displayed, and the subsection is added to the table of contents.

`\subsubsection (*){\title}`: Adds a subsubsection to the document. If the asterisk is added, the subsubsection is a “pseudosubsubsection”: the subsubsection counter is not incremented and not displayed, and the subsubsection is not added to the table of contents. Otherwise the subsubsection counter is incremented and displayed, but the subsubsection is still not added to the table of contents.

## 3 pdfGraphics

The pdfGraphics section of the **PDFTOOLBOX** toolbox is for pdf-specific graphics macros. You can use it to create colorful documents with illustrations, etc.

### 3.1 Colors

In pdfGraphics/colors.tex, **PDFTOOLBOX** provides macros for coloring text and areas of your document.

`\color <color space>{\code}`

`\color {\name}` : Switches the color of the document. In its first form, *color space* corresponds to either `rgb` or `cmyk`, and *code* is either an `rgb` or `cmyk` code. In its second form, if *name* is a predefined color name (see `\definecolor`), the color is switched to it.

`\localcolor <color space>{\code}{\text}`

`\localcolor {\name}{\text}` : Switches the color of *text*, according to the options provided (see `\color`).

`\definecolor {\name}{\color space}{\code}`: Defines a color of name *name* whose space is *color space* (either `rgb` or `cmyk`) of code *code* (either an `rgb` or `cmyk` code).

`\letcolor {\new name}{\name}`: Defines a color of name *new name* to be equal to the existing color of name *name*.

`\definecolormacro {\name}{\color space}{\code}`: Calls `\definecolor`, and also defines a macro of name *name* which is equivalent to `\localcolor <color space>{\code}{\#1}`.

The following colors are defined:

red blue green yellow orange purple ~~white~~ black darkgreen grey

`\highlightbox <color space>{\code}{\material}`

`\highlightbox {\name}{\material}` : Colors the background of the material *material* according to the color provided. For example `\highlightbox {red}{pdfToolbox}` will yield **pdfToolbox**.

`\coloredbox <color space>{\code}{\material}`

`\coloredbox {\name}{\material}` : Like `\highlightbox` but adds a buffer of space around *material* in accordance with `\bufferwidth` and `\bufferheight`. For example the following code: `\coloredbox {red}{pdfToolbox}`; will yield **pdfToolbox**.

`\framecoloredbox <color space>{\code}{\material}`

`\framecoloredbox {\name}{\material}` : Like `\coloredbox` but adds a frame around *material* of width `\framewidth`. For example `\framecoloredbox {red}{pdfToolbox}` will yield **pdfToolbox**.

`\framebox {\material}`: Adds a frame around *material* with a buffer of `\bufferwidth` and `\bufferheight` of width `\framewidth`.

`\curvedcolorbox {\stroke color}{\bg color}{\material}{\curve control}`: Creates a curved color framed box around *material* with frame color *stroke color* and background color *bg color* (which may be names or of the form `<color space>{\code}`). The curve’s stroke width is determined by `\curvewidth`, and the buffer around the material is determined by `\curvebuffer`.

*control* is a sequence of 8 symbols of the form  $\langle bline \rangle \langle bldot \rangle \langle lline \rangle \langle tldot \rangle \langle tline \rangle \langle trdot \rangle \langle rline \rangle \langle brdot \rangle$  where each  $\langle Xdot \rangle$  corresponds to whether or not a corner is curved or not (b1 for bottom left, t1 for top left, etc.), and each  $\langle Xline \rangle$  corresponds to whether or not a border is drawn or not (b for bottom, l for left, etc.). For a corner, . corresponds to a curve and X for a right corner. For a border, - corresponds to drawing the line and \_ to not.

A shadow of color `\boxshadowcolor` is added to to the box, at an x and y offset of `\shadowxoff` and `\shadowyoff` respectively.

So for example:

```
\curvedcolorbox {blue}{red}{\color {white}pdfToolbox}{-.-.-.}: pdfToolbox
\curvedcolorbox {blue}{red}{\color {white}pdfToolbox}{-X-.-.}: pdfToolbox
\curvedcolorbox {blue}{red}{\color {white}pdfToolbox}{-.-X-.-}: pdfToolbox
\curvedcolorbox {blue}{red}{\color {white}pdfToolbox}{-.-X-.}: pdfToolbox
\curvedcolorbox {blue}{red}{\color {white}pdfToolbox}{-.-.-X}: pdfToolbox
\curvedcolorbox {blue}{red}{\color {white}pdfToolbox}{_X-X_X-X}: pdfToolbox
\curvedcolorbox {blue}{red}{\color {white}pdfToolbox}{_._._._}: pdfToolbox
\curvedcolorbox {blue}{red}{\color {white}pdfToolbox}{-X_X-X_X}: pdfToolbox
```

`\fakebold {<material>}`: Bolds the material *material* (essentially just thickening the stroke width according to `\fakeboldwidth`).

`\flip {<material>}`:  $\approx$  flip *material* about its vertical axis.

### 3.2 Colorboxes

In `pdfGraphics/colorboxes.tex`, **PDFTOOLBOX** provides macros for pretty printing textboxes (ppboxes). These are simply colored textboxes which can split across pages. There are two kinds of pretty textboxes: `ppboxes` and `linedppboxes`.

`\bppbox {<bg color>}{<stroke color>}{<fg color>}[<curve control>] ... \ppbox`: This creates a ppbox, which is just a wrapper around `\curvedcolorbox`.

`\blinedppbox {<bg color>}{<stroke color>}{<fg color>} ... \elinedppbox`: This creates a colored textbox with a rule down the left side. For example:

This is a `linedppbox` with a red background, black stroke, and white text.

The width of the rule is determined by `\pprulewd`, the vertical buffer within the box (around the text) is determined by `\pprulevbuf`, and the horizontal buffer on the left is `\pprulehbuf`.

### 3.3 Illustrating

In `pdfGraphics/pdfdraw.tex`, **PDFTOOLBOX** provides macros for creating illustrations.

This feature scares me. Its implementation is a mess and I am scared to change it; but I will need to at some point.

`\bdrawing ... \edrawing`: Begin a drawing environment. The drawing environment is a plane as large as the drawings within it. (0,0) corresponds to the bottom left corner.

`\addnode {<text>}{<x>}{<y>}{<name>}`: Creates a node by the name of *name* with text *text* at coordinate  $(x, y)$ . You can access the following values (called node-relative coordinates): `<name>.left`, `<name>.top`, `<name>.right`, `<name>.bottom`, `<name>.xcenter`, `<name>.ycenter`.

`\drawpath {<start x>}{<start y>}{<end x>}{<end y>}{<x off>}{<y off>}{<start cap>}{<end cap>}{<color>}`: Draws a line from  $(start\ x, start\ y)$  to  $(end\ x, end\ y)$ . This is offset by *off* *x* on the *x*-axis and *off* *y* on the *y*-axis (these are dimensions). *start cap* is the linecap used at the starting point, and *end cap* is the linecap used at the end point (see `\definelinecap`). The line is drawn in the color *color*.

The coordinates may be numeric values or node-relative coordinates (see `\addnode`).

`\drawbezier`  $\langle\{start\ x\}\rangle\langle\{start\ y\}\rangle\langle\{end\ x\}\rangle\langle\{end\ y\}\rangle\langle\{off\}\rangle\langle\{curvature\}\rangle\langle\{start\ cap\}\rangle\langle\{end\ cap\}\rangle\langle\{color\}\rangle$ : Draws a curve from  $(start\ x, start\ y)$  to  $(end\ x, end\ y)$  with curvature  $curvature$ . This is offset by  $off$ , which must be a pair of the form  $\langle\{x\ off\}\rangle\langle\{y\ off\}\rangle$  corresponding to the  $x$ -axis offset and  $y$ -axis offset respectively (dimensions).  $start\ cap$  is the linecap used at the starting point, and  $end\ cap$  is the linecap used at the end point (see `\definelinecap`). The line is drawn in the color  $color$ .

The coordinates may be numeric values or node-relative coordinates (see `\addnode`).

`\definelinecap`  $\langle\{name\}\rangle\langle\{code\}\rangle\langle\{width\}\rangle$ : Defines a linecap by the name of  $name$ .  $code$  is the code which draws the linecap (see Internals of pdfDraw), and  $width$  is the width of the linecap.

The provided linecaps are:

>: → <: ← | -: ⊢ -|: ⊣ >>: » <<: « o: o

There is also an empty linecap `-`.

Outside of drawing environments, **PDFTOOLBOX** provides a macro to make diagrams, `\drawdiagram`. Its usage is `\drawdiagram`  $\langle\{table\}\rangle\langle\{arrows\}\rangle$ .  $table$  is a normal  $\TeX$  alignment table (similar format as `\halign`, without the preamble).  $arrows$  is a collection of `\diagarrow` macro calls.

`\diagarrow`  $\langle\{options\}\rangle$ : Draws an arrow in a `\drawdiagram` diagram.  $options$  contains the following keys:

- `from` (required): the cell from which to start the arrow. Cells start indexing at  $\{1,1\}$  for the top left cell where the first number is the row and the second the column;
- `to` (required): the cell to end the arrow;
- `left cap` (default `-`): the start linecap;
- `right cap` (default `>`): the end linecap;
- `color` (default `black`): the color to draw the arrow in;
- `x off` (default `0pt`): the  $x$ -axis offset;
- `y off` (default `0pt`): the  $y$ -axis offset;
- `text`: the text to add on the arrow;
- `x distance` (default `0pt`): the amount to move the text on the  $x$ -axis;
- `y distance` (default `0pt`): the amount to move the text on the  $y$ -axis;
- `slide` (default `.5`): where to place the text relative to the arrow;
- `curve`: the amount to curve the arrow;
- `dashed` (valueless): add to make the arrow line dashed;
- `dotted` (valueless): add to make the arrow line dotted;
- `origin orient`: the placement of the start of the arrow relative to the origin (a pair like  $\{left, bottom\}$ );
- `dest orient`: the placement of the end of the arrow relative to the destination (a pair like  $\{left, bottom\}$ ).

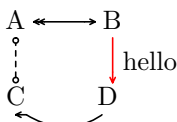
So for example,

```

1 \drawdiagram{
2   A&B\cr
3   C&D
4 }{
5   \diagarrow{from={1,1}, to={1,2}, left cap=<<}
6   \diagarrow{from={1,2}, to={2,2}, color=rgb{1 0 0}, text={hello}, x distance=.5cm}
7   \diagarrow{from={2,2}, to={2,1}, curve=10pt, origin orient={xcenter,bottom}, dest orient={xcenter,bottom}}
8   \diagarrow{from={2,1}, to={1,1}, dashed, left cap=o, right cap=o}
9 }
```

Will yield





Between each row of the diagram, space of width `\diagrowbuf` is added. Between each column, `\diagcolbuf`. The height of each row is at least `\diagrowheight` and the width of each column is at least `\diagcolwidth`.

### 3.4 Listings

In `pdfGraphics/ptb-listings.tex`, **PDFTOOLBOX** provides macros for writing code listings. The mechanism for how **PDFTOOLBOX**'s listing works is greatly inspired by Petr Olšák's `OpTeX`. The mechanism is largely the same, though the implementation may differ.

`\setupverb`: This will set up a verbatim environment, essentially changing all special category codes to 12.

`\blisting <first line> ... \elisting`: Writes ... in a verbatim environment, with syntax highlighting if set (see `\loadsyntax` and `\setsyntax`). *first line* (the rest of the line after `\blisting`) will be executed as normal (so you can set syntax here; see `\setsyntax`). The line number of each line in the listing is stored in `\lstlinenum`, which is not reset after each listing.

`\listfile <{file}>[<start>-<end>]`: Creates a listing from file *file*. Reads between lines *start* and *end* (inclusive). If *start* isn't provided, starts from 1. If *end* isn't provided reads until the end (actually a large number).

`\loadsyntax <{language}>`: Loads in the necessary information for *language* syntax highlighting. The information is input from the `ptb-syntax-language` file. See the internals of this section for more information on how to write such a file.

Currently **PDFTOOLBOX** provides support for syntax highlighting of `TeX` (*language* is `TeX`) and of `C` (*language* is `C`).

`\setsyntax <{language}>`: Sets the syntax to be used for syntax highlighting. This must be used after `\loadsyntax` for *language*.

Some useful macros for customizing syntax highlighting are the following:

- `\lstlineskip`: the space added between each line in the listing;
- `\lstvbuf`: the space added before and after the listing;
- `\lstlinenumbuf`: the kerning added between the number and code on each line in the listing;
- `\lstnumfontset`: sets the font (and whatever else, e.g. color) of the numbers of each line in the listing;
- `\lstfontset`: sets the font (and whatever else, e.g. color) of the content of each line;
- `\lststrut`: the strut added to each line in the listing (for uniform spacing).

Some useful colors to be aware of:

- `lst-fg`: the default foreground color of the listing;
- `lst-bg`: the background color of the listing;
- `lst-comment`: the colors of comments (must be activated in the `ptb-syntax` file);
- `lst-number`: the colors of numbers (must be activated in the `ptb-syntax` file).

**PDFTOOLBOX** also provides a token list `\everylisting` which is inserted before every listing. So for example doing `\everylisting={\lstlinenum=0}` will reset the line numbering before each listing.

## II. PDFTOOLBOX INTERNALS



# 1 Utilities

In `pdfToolbox-utils.tex`, `PDFTOOLBOX` provides various useful utilities for a variety of (relatively) simple tasks.

## 1.1 Simple Macros

`\_checkloaded`  $\langle name \rangle$ : Place this at the beginning of a package or a file in a package to ensure you don't include the same file multiple times. It will check if  $name$  has already been loaded: if it has been, it stops input; otherwise it remembers that  $name$  has been loaded and continues inputting it.

A few useful short macros:

- `\_xp`: shorthand for `\expandafter`;
- `\_nul`: defined to be `\nul`; useful as a marker (used, for example, to mark the end of something);
- `\_id`: defined as `\def\_id#1{#1}`;
- `\_gobble`: gobbles the next parameter;
- `\_gobbletilnul`: gobbles until it sees `\nul` (definition is `\def\_gobbletilnul#1\nul{}`);
- `\_mstrip`: given a control sequence, returns its name without the escape character;
- `\True`: defined to be `\True`; used when returning a value;
- `\False`: defined to be `\False`; used when returning a value;
- `\glet`: `\global\let`;
- `\_xplet`: takes two inputs A and B, suppose they expand to X and Y respectively. Then `\_xplet{A}{B}` is equivalent to `\let XY`;
- `\_afterfi`: within an `\if... \fi` construct, placing code inside `\_afterfi` will execute it (if the condition matches) after the `\fi`;
- `\say`: prints the input on the terminal (on its own line).

`\_ifnextchar`  $\langle char \rangle \langle first \rangle \langle second \rangle$  `\@ifnextchar`  $\langle char \rangle \langle first \rangle \langle second \rangle$ : Inspired by L<sup>A</sup>T<sub>E</sub>X. Looks at the following character, if it is equal to  $char$ , executes  $first$  and otherwise executes  $second$ . The following character is left in the input stream.

`\_ifstar`  $\langle first \rangle \langle second \rangle$  `\@ifstar`  $\langle first \rangle \langle second \rangle$ : Inspired by L<sup>A</sup>T<sub>E</sub>X. Looks at the following character, if it is an asterisk, executes  $first$  and otherwise executes  $second$ . The asterisk is removed from the stream.

`\_nopt`  $\langle dim expression \rangle$ : Expands to the computation of  $dim expression$  (a dimension expression) without the trailing `pt`.

`\_noptfloor`  $\langle dim expression \rangle$ : Expands to the whole part of the computation of  $dim expression$  (a dimension expression) without the trailing `pt`.

`\literal`  $\langle macro definition \rangle$ : Equivalent to `\def\X<macro definition>\X`.

`\_getline`  $\langle macro \rangle$ : Reads until a linebreak and then passes that to  $macro$  as its parameter.

`\reverse`  $\langle macro \rangle \langle list \rangle$ : Reverses  $list$  and puts the result in  $macro$ .

## 1.2 Setters

`PDFTOOLBOX` has a concept of *setters*: these are the macros used for defining things. There are four three: `\currlet`, `\currdef`, `\curredef`, `\currset`. These generally alternate between `\let`, `\def`, `\edef`, `\empty` and `\glet`, `\gdef`, `\xdef`, `\global`. You can change the definitions via the two macros `\localsetters` and `\globalsetters`.

So for example, if you'd like to use an array and make the changes global, you'd first execute `\globalsetters`.

## 1.3 Repeating Macros

`\commap`  $\langle macro \rangle \{ \langle list \rangle \}$ : If *list* is a comma-separated list of the form  $x_1, \dots, x_N$  and *macro* is  $\backslash X$ , this will execute  $\backslash X\{x_1\} \dots \backslash X\{x_N\}$ .

`\map`  $\langle macro \rangle \{ \langle list \rangle \}$ : If *list* is a list of the form  $x_1 \backslash dots x_N$  where each  $x_i$  is a group or a single token, and *macro* is  $\backslash X$ , this will execute  $\backslash X\{x_1\} \dots \backslash X\{x_N\}$ .

`\_repeat`  $\{ \langle times \rangle \} \{ \langle code \rangle \}$ : Executes *code* *times* times.

`\_prepeat`  $\{ \langle times \rangle \} \langle macro \rangle$ : If *times* is *N* and *macro*  $\backslash X$ , executes  $\backslash X\{1\} \dots \backslash X\{N\}$ .

`\_varrepeat`  $\{ \langle start \rangle \} \{ \langle stop \rangle \} \{ \langle step \rangle \} \langle comparison \rangle \langle macro \rangle$ : If *macro* is  $\backslash X$ , *start* is *i*, *step* is *d*, and *stop* is *f*: executes  $\backslash X\{i\} \backslash X\{i+d\} \backslash X\{i+2d\} \dots \backslash X\{i+Nd\}$  until the condition ( $i+Nd$  /it *comparison* /tt *f*) is satisfied.

## 2 pdfData Internals

Due to the nature of its use, most of the macros defined in the pdfData section have already been explained. The only part of pdfData which requires explanation regarding its internals is mappings, which offers richer features than already explained.

### 2.1 Mappings

Mappings are stored in two places: a *key list*, which is simply a macro consisting of pairs of the form  $\{ \langle key \rangle \} \{ \langle value \rangle \}$ , and macros  $\backslash key@k$  (the second *k* is variable in the name) whose definition is *v*.

Essentially, the major macro in this part is `\_mapkeys_with_setter`. Its usage is

$$\_mapkeys\_with\_setter \langle mapkey macro \rangle \langle key macro \rangle \{ \langle map \rangle \}$$

where *mapkey macro* is the macro which manages the creation of a key-value pair (explained below), *key macro* is a macro to store the list of keys, and *map* is a map of key-value pairs.

What happens is `\_mapkeys_with_setter` will iterate over *map* and for every key-value pair (*k*, *v*) if the setter *mapkey macro* is  $\backslash M$  and *key macro* is  $\backslash K$ , it calls  $\backslash M \backslash K\{k\}\{v\}$ . This should (if  $\backslash M$  is defined properly) update  $\backslash K$  to include the pair (*k*, *v*). Furthermore, it should store the value *v* in the macro  $\backslash key@k$  (the second *k* is variable in the name).

The macro `\_update_lastkeys` is provided for the former: to update  $\backslash K$ . Simply pass `\_update_lastkeys`  $\backslash K\{k\}\{v\}$ . The simplest setter (*mapkey macro*) is `\_vanilla_mapkey`, which does exactly what was described and nothing more. Its definition is simply:

```
1 \def\_vanilla_mapkey#1#2#3{%
2   \_xp\def\csname key@\_id#2\endcsname{#3}%
3   \_update_lastkeys{#1}{#2}{#3}%
4 }
```

You can use the macro `\getvalue` to get the value of a key: its definition is simply

```
1 \def\getvalue#1{%
2   \csname key@#1\endcsname%
3 }
```

Another macro is `\keyexists` whose use is

$$\keyexists \{ \langle key \rangle \} \langle macro \rangle \langle key list \rangle$$

It checks if the key *key* is in *key list*, and if it is, defines *macro* to be equal to the key. Otherwise *macro* is defined to be `\_nul`. For this reason, if you'd like a key to have no value, it is advised to use the `\novalue` macro (whose definition is just `\novalue`).

Another setter is `\_vardef_mapkey`, whose only difference from `\_vanilla_mapkey` is that instead of `\def`ing  $\backslash key@k$  to be equal to *v*, `\_vardef_mapkey` uses `\_vardef` instead of `\def` (which can be set before calling `\_vardef_mapkey`), and `\_vardefs`  $\backslash key@k$  to be the (once) expansion of `\_varmap\{v\}` (where `\_varmap`) can also be set before calling (`\_vardef_mapkey`).

`\mapkeys` is defined as follows:

```

1 \def\mapkeys#1#2{%
2   \mapkeys_with_setter\_vanilla_mapkey\_keymappings{#1}%
3   \xp\_setdefaults\_xp{\_keymappings}%
4   \mapkeys_with_setter\_protected_mapkey\_lastkeys{#2}%
5   \_check_required_supplied%
6 }

```

So first it gets the key-value pairs in *options* ( #1) using `\_vanilla_mapkey`; it places the results in `\_keymappings`. Then it sets the default values (this is what `\_setdefaults` does; as well as figuring out which keys are required). Then `\mapkeys` calls `\mapkeys_with_setter` using the setter `\_protected_mapkey` on *input* ( #2). It stores the results in `\_lastkeys`. Then it checks that the required keys have been supplied (`\_check_required_supplied`).

The setter `\_protected_mapkey` is more complicated than the previously-discussed setters. Its use, like all setters, is

$$\_protected\_mapkey \langle key\ list\rangle\{\langle key\rangle\}\{\langle value\rangle\}$$

But in this case, *key* has a value also in `\_keymappings` as well; this value corresponds to another map containing the settings of *key* (name, default, required, etc.). So now `\_protected_mapkey` will find the settings of *key*, and get the values of each field (via `\_mapkeys_with_setter`). Then it calls `\_vardef_mapkey` with *key* and *value*, using the definitions of `\_vardef` and `\_varmap` according to the settings. Finally it sets the macro name (if provided in the settings) to be equal to the value.

## 3 pdfGraphics Internals

### 3.1 Colors

There are some useful macros in the `pdfGraphics/colors.tex`, here we describe them.

These macros and file require a clean-up. Unfortunately many other macros are dependent on them, and I am scared to significantly alter anything. One day, though.

`\_rgb_encode`  $\{\langle rgb\ code\rangle\}$   
`\_rgb_encodebg`  $\{\langle rgb\ code\rangle\}$   
`\_rgb_encodefg`  $\{\langle rgb\ code\rangle\}$   
`\_cmyk_encode`  $\{\langle cmyk\ code\rangle\}$   
`\_cmyk_encodebg`  $\{\langle cmyk\ code\rangle\}$   
`\_cmyk_encodefg`  $\{\langle cmyk\ code\rangle\}$ : Gets the code for the specified color for the foreground or background or both.

`\_setcolor_code`  $\{\langle pdf\ code\rangle\}$ : Sets the current color using *pdf code* (which can be obtained using one of the above macros). Essentially just pushing *pdf code* onto the color stack. After the current group, calls `\_pdfcolor_restore`.

`\_pdfcolor_restore`: Restores the color (pops from the color stack).

`\_color_set`  $\{\langle color\ space\rangle\}\{\langle color\ code\rangle\}$   
`\_colorbg_set`  $\{\langle color\ space\rangle\}\{\langle color\ code\rangle\}$   
`\_colorfg_set`  $\{\langle color\ space\rangle\}\{\langle color\ code\rangle\}$ : Sets the current color using *color code* according to *color space* (either *rgb* or *cmyk*).

`\_color_defined`  $\{\langle name\rangle\}$   
`\_colorbg_defined`  $\{\langle name\rangle\}$   
`\_colorfg_defined`  $\{\langle name\rangle\}$ : Sets the current color according to the color *name* (see `\definecolor`).

`\_getcolorparam`  $\langle macro\rangle\{\langle place\rangle\}\langle color\rangle$ : Gets the pdf code for *color* (which may be of the form *rgb{...}*, *cmyk{...}*, or *{name}*), and calls *macro* with it as a parameter. *place* is either *fg*, *bg*, or left empty.

`\_setcolor`  $\{\langle place\rangle\}\{\langle color\rangle\}$ : Sets the current color according to *place* and *color*. *place* is either *fg*, *bg*, or left empty.

`\_getcolor`  $\{\langle place\rangle\}\{\langle color\rangle\}$ : Expands to the pdf code for *color* (*place* is either *fg*, *bg*, or left empty).

### 3.2 Colorboxes

**PDFTOOLBOX** provides a relatively simple interface for creating colorboxes like `\bpbbox`. The main macro is `\_splitcontentbox`, whose usage is

$$\_splitcontentbox \{ \langle buffer \rangle \} \langle macroT \rangle \langle macroS \rangle \langle macroM \rangle \langle macroE \rangle$$

Which repetitively splits the box `\_contentbox` into `\_splitbox` to fill the remaining material on a page or in the box itself. Then the split box is passed to `macroX` for pretty formatting. `macroT` is if the material fits entirely on a single page, otherwise the first box uses `macroS`, the last box uses `macroE`, and all intermediate boxes use `macroM`. `buffer` is the total amount of vertical buffering that `macro` adds to the box it prints.

So to create your own prettyprint-box (ppbox), you create two macros, say `\beginpp` and `\endpp`. In `\beginpp` you add the code which should go before the ppbox and starts getting content for `\_contentbox`. For example, it could be as simple as:

```

1  \def\beginpp#1#2{%
2      \def\_colorcontentbox{%
3          \hbox{\coloredbox{#1}{\_setcolor}{#2}\box\_splitbox}}%
4      }%
5      \par\kern.5cm\null\par%
6      \setbox\_contentbox=\vbox\bgroup
7          \hsize=\dimexpr\hsize-\bufferwidth * 2\relax%
8      }
9
10 \def\endpp{%
11     \egroup%
12     \_splitcontentbox{\bufferwidth * 2}%
13     \_colorcontentbox\_colorcontentbox\_colorcontentbox\_colorcontentbox%
14     \kern.5cm\relax%
15 }

```

This creates a ppbox which is simply a wrapper around `\coloredbox`. It colors the background in `#1` and the foreground in `#2`.

In depth, here's how it works:

- (1) First, `\beginpp` defines `\_colorcontentbox` to simply place `\_splitbox` into a `\coloredbox` of color `#1`, and sets the foreground color to `#2`.
- (2) Then it adds some space before the start of the first ppbox. The reason for the `\null\par` is to move the kern from the list of recent contributions to the main vertical list (see, e.g. the `TEXbook` for more information on `TEX`'s output routines).
- (3) Then `\beginpp` begins reading content for `\_contentbox`. It alters `\hsize` to compensate for the buffer added by `\coloredbox`.
- (4) When `\endpp` is called, it first stops the capture of `\_contentbox` with `\egroup`.
- (5) Then it calls `\_splitcontentbox{\bufferwidth * 2}\_colorcontentbox`, which splits the captured material (in `\_contentbox`) and places each `\_splitbox` in `\_colorcontentbox`, which was defined in `\beginpp`. `\bufferwidth * 2` corresponds to the amount of vertical buffering `\_colorcontentbox` adds to `\_splitbox`.
- (6) `\endpp` adds buffering after the final ppbox.

### 3.2.1 The Mechanism

In this section we describe the mechanism through which **PDFTOOLBOX** creates colorboxes. A good reference for this section, which discusses the mechanism through which `TEX` creates pages (the output routine) is “The Advanced `TEXbook`” by David Salomon.

We begin with a simple macro which expands to the amount of space left in the page.

```

9  \def\_spaceleft{%
10     \ifdim\pagetotal=\z@%
11         \dimexpr\vsiz - \topskip\relax%
12     \else%
13         \dimexpr \pagegoal - \pagetotal - \topskip\relax%

```

```
14 \fi%
15 }
```

`\pagetotal` is the height of the main vertical list (MVL). `\pagegoal` is the goal height of the MVL. It is generally equal to `\vsize`, but when footnotes or similar are generated, their heights are subtracted from `\pagegoal`. At the beginning of each page, `\pagegoal` is set to `\maxdimen` (hence the use of the `\ifdim`).

**PDFTOOLBOX** stores the content to be split across pages in `\box\_contentbox`.

The following macro `\_getsplitdim` gives the dimension that `\_contentbox` should be split into. Its parameter is the size of the extra vertical glue that is added to each box.

```
17 \newif\if_recheck
18 \newif\if_lastbox
19 \newif\if_firstbox
20 \def\_getsplitdim#1{%
21   \ifdim\dimexpr\_spaceleft-#1\relax>\ht\_contentbox%
22     \edef\_splitdim{\the\ht\_contentbox}%
23     \_recheckfalse%
24     \_lastboxtrue%
25   \else%
26     \_lastboxfalse%
27     \ifdim\dimexpr\_spaceleft-#1\relax>\z@%
28       \edef\_splitdim{\the\dimexpr\_spaceleft-#1\relax}%
29       \_recheckfalse%
30     \else
31       \if_recheck%
32         \vfil\break\vfilneg%
33         \_recheckfalse%
34       \else%
35         \null\par%
36         \_rechecktrue%
37       \fi%
38       \_getsplitdim{#1}%
39     \fi%
40 \fi%
41 }
```

- (1) First we check if there is enough space to place the entirety of the box into the page. If so set `\_splitdim` to the height of the box, and set `\_lastbox` to true since we will be placing the entirety of the box.
- (2) Otherwise, check if there is any space left on the current page (recall that `#1` is the amount of vertical space added.) If there is, then set `\_splitdim` to the amount of space left.
- (3) Otherwise, we perform the following checks:
  - (i) If `\_recheck` is false, then we add `\null\par` to the page. This just moves all recent contributions to the MVL. The reason for this is that we need to get rid of all the material that came before the colorbox, and we then recheck the dimension, and set `\_recheck` to true.
  - (ii) Otherwise, the MVL is up-to-date, and there is still not enough room. So we try to fill in the rest of the vertical space and `\break`. If for whatever reason this doesn't work, we add `\vfilneg` to remove the glue added.

In either case we get the dimension again.

Now, the main macro is `\_splitcontentbox`:

```
46 \def\_splitcontentbox#1#2#3#4#5{
```

```

47  \unless\ifvoid\_contentbox%
48  \_getsplitdim{#1}%
49  \setbox\_splitbox = \vsplit\_contentbox to\_splitdim\relax%
50  \setbox0=\vbox{%
51  \if_firstbox%
52  \if_lastbox%
53  #2%
54  \else%
55  #3%
56  \fi%
57  \else%
58  \if_lastbox%
59  #5%
60  \else%
61  #4%
62  \fi%
63  \fi%
64  }%
65  \vbox to\z@\copy0\vss}%
66  \kern\ht0\relax\penalty\z@%
67  \_firstboxfalse%
68  \_splitcontentbox{#1}{#2}{#3}{#4}{#5}%
69  \fi%
70  }
71  \def\_splitcontentbox#1#2#3#4#5{%
72  \splittopskip=\z@%
73  \boxmaxdepth=\z@%
74  \offinterlineskip%
75  \_firstboxtrue%
76  \_splitcontentbox{#1}{#2}{#3}{#4}{#5}%
77  }}

```

It first sets `\splittopskip` to `0pt` so that no extra glue is added to the top of `\vsplit`. Then `\boxmaxdepth` is also set to `0pt` so that the depth of the split boxes will be `0pt` and we can deal only with height. We also turn off `interlineskip` so there is no extra glue added around the split boxes (these do not affect the contents of `\_contentbox` since it has already been boxed).

Now we repeat until `\_contentbox` is empty:

- (1) we get the amount of space to split the box into via `\_getsplitdim` (explained above);
- (2) we split `\_contentbox` into `\_splitbox` of this dimension;
- (3) `#2` is the output routine of the colorbox, it places the contents of `\_splitbox` into whatever format the user specifies. We set `\box0` to this;
- (4) we add the box to the page, and set a penalty of 0 so that the page can be broken at that point if necessary.

The definition of `\bppbox` and `\eppbox` are a little enlightening:

```

79  \def\_ppbuf{0pt}
80  \def\_bppbox#1#2#3[#4]{%
81  \_getdotsonlines#4\_nul%
82  \def\_colorcontentboxT{%
83  \hbox{\curvedcolorbox{#2}{#1}{\_setcolor}{#3}\box\_splitbox}{#4}}%
84  }%
85  \def\_colorcontentboxS{%
86  \hbox{\curvedcolorbox{#2}{#1}{\_setcolor}{#3}\box\_splitbox}%

```

```

87     {_X\_linel\_dottl\_linet\_dottr\_liner X}%
88   }%
89 }%
90 \def\_colorcontentboxM{%
91   \hbox{\curvedcolorbox{#2}{#1}{\_setcolor}{#3}\box\_splitbox}%
92   {_X\_linel X_X\_liner X}%
93   }%
94 }%
95 \def\_colorcontentboxE{%
96   \hbox{\curvedcolorbox{#2}{#1}{\_setcolor}{#3}\box\_splitbox}%
97   {\_lineb\_dotbl\_linel X_X\_liner\_dotbr}%
98   }%
99 }%
100 \par%
101 \kern\_ppbuf\relax%
102 \null\par% Move the kern from recent contributions to MVL
103 \setbox\_contentbox=\vbox\bgroup%
104   \hsize=\dimexpr\hsize-\_actual\_curve\_buf * 2\relax%
105 }
106
107 \def\_bppbox#1#2#3{%
108   \_ifnextchar[ {\_bppbox{#1}{#2}{#3}}{\_bppbox{#1}{#2}{#3}[-.-.-.-]}%
109 }
110
111 \def\_epbbox{%
112   \egroup%
113   \_splitcontentbox{2\_actual\_curve\_buf}%
114   \_colorcontentboxT\_colorcontentboxS\_colorcontentboxM\_colorcontentboxE%
115   \vskip\_ppbuf\relax%
116 }

```

What's of interest here is how `\_bppbox` defines the different `\_colorcontentboxes`. Firstly, `\_getdotsnlines` is a macro which defines `\_lineside` and `\_dotcorner` according to the stream of 8 characters which follow it (until `\_nul`). Now, `\_colorcontentboxT` is defined as you'd expect. And `\_colorcontentboxS` is defined so that it preserves the top corners that are input as well as all but the bottom side. `\_colorcontentboxM` and `\_colorcontentboxE` are defined similarly.

### 3.3 Illustrating

This is a complicated and messy part of **PDFTOOLBOX**. Documentation will be added once it is cleaned up.

### 3.4 Listings

#### 3.4.1 The Mechanism

We first begin by discussing the mechanism for how listings work in **PDFTOOLBOX**. Credit where credit is due; the mechanism is greatly inspired and copied from Petr Olšák's OpTeX, though the implementation may differ. The mechanism is relatively simple: all **PDFTOOLBOX** does is the following:

- (1) call `\the\everylisting` and whatever is given in the remaining line after `\bllisting`;
- (2) call `\setupverb` which changes the catcode of special characters and  $\text{\^M}$  to 12;
- (3) capture the entirety of the listing from `\bllisting` to `\elisting`;
- (4) set line spacing (via `\_setuplstlines`);
- (5) call `\the\_commandcapture` which simply sets up macros which are called in `\the\_listingcommands`, which is called immediately afterward (see below);



- (6) call `\the\_commandexecute` which executes the commands added in `\the\_listingcommands` on the listing, and then `\the\_macrocallmanager` which alters the definitions of the macros in `\_listingcommands` to their proper definitions (explanation later);
- (7) at this point, the listing is set up so that everything is ready for printing;
- (8) the line manager is set up (which handles printing each line in the listing);
- (9) the additional vertical buffering added by `\syntaxoutbox` is computed into `\syntaxoutboxbuf` by `\syntaxoutboxsetbuf`;
- (10) the listing is processed through a pobox dictated by `\syntaxoutbox`.

This is a deceptive description of how this process works. But what's important is `\_commandexecute`, which has all the commands for setting up syntax highlighting and the verbatim environment. This is not a token list to messed with by the user directly, it should be done indirectly through `\_listingcommands`, which in turn should be altered indirectly through ptb-syntax files.

But if no syntax is set, the definition of `\_commandexecute` is essentially:

```
1 \_commandexecute={
2   \_execute{\_r_replace{ }\w \w}}
3   \_execute{\_r_replace{^M}{\w\n\n\w}}
4 }
```

`\_execute` is defined simply to `\def\_execute#1{#1\_code}` right before execution, where `\_code` is the captured listing. And `\_r_replace` is defined to simply be `\def\_r_replace#1#2#3{\replace{#3}{#1}{#2}}`. So when `\_commandexecute` is called, the result is simply two lines: `\replace{\_code}{ }\w \w` and `\replace{\_code}{^M}{\w\n\n\w}`.

`\replace <macro>{<pattern>}{<replacement>}`: Replaces (the expansion of) *pattern* with (the expansion of) *replacement* in the definition of *macro*.

So the result is that now `\_code` contains the listing, but where each space is now swapped with `\w \w` and each line ending with `\w\n\n\w`. `\_code` is actually defined to be the listing wrapped in `\n\w... \w\n`, so the result is that every line in the listing is wrapped in `\n... \n` and every word is wrapped in `\w... \w`.

Now suppose you wanted to replace all occurrences of `hi` with `hello`. You'd need to add the line `\_execute{\_r_replace{\w hi\w}{\w hello\w}}` to `\_commandexecute` (note that the pattern and replacement are wrapped in `\ws`). You can do so with the following command:

`\_add_command_replace {<pattern>}{<replacement>}`: Adds

```
\_execute {\_r_replace {<pattern>}{<replacement>}}
```

to `\_commandexecute`.

But this is unwieldy, so the actual mechanism used is as follows:

- (1) `\_commandcapture` sets the definitions of `\replace` and `\replacefromto` (see below) to `\_add_command_replace` and `\_add_command_replacefromto`.
- (2) `\_listingcommands` contains uses of `\replace` and `\replacefromto`, which are executed. This adds the required lines to `\_commandexecute`.
- (3) `\_commandexecute` is executed.

Now to explain `\loadsyntax` and `\setsyntax`: `\loadsyntax {<language>}` reads from the ptb-syntax-ptb-syntax file `ptb-syntax-language.tex`, which should define a token list `\_language_listingcommands`. Then `\setsyntax` simply sets `\_listingcommands` to `\_language_listingcommands`.

### 3.4.2 Usage

Now notice an issue: `\replace` (and `\replacefromto`) both expand their arguments. What if the arguments expand to invalid code? This is the purpose of `\_macrocallmanager` and two basic macros: `\call` and `\m1call`. They are set to `\relax` so they aren't expanded in `\replace` and friends, and `\_macrocallmanager` sets them to their proper definitions:

`\call <macro>{<parameters>}{<last>}`: Simply calls `\macro <parameters>{<last>}`.



`\mlcall <macro>{<parameters>}{<last>}`: If *last* is equal to `x1\n\n x2\n\n...\n\n XN`, expands to `\call <macro>{<parameters>}{x1}\n\n...\n\n\call <macro>{<parameters>}{xN}`.

Since `\call` and friends are redefined only after `\_commandexecute` is executed, to call a macro without it expanding you can use them. For example, to replace `int` with `int` colored red, you can use `\replace{\w int\w}{\w\call localcolor{red}{int}\w}`.

Two shortcuts are provided: `\c` and `\mc`. `\c {<color>}{<text>}` will set the color of *text* (in a `\call`), and `\mc {<color>}{<text>}` will also set the color but in a `\mlcall`.

Now what is `\replacefromto`?

`\replacefromto <macro>{<start>}{<end>}{<replacement>}`: Replacement is a macro definition with a single pattern (e.g. `{#1}`). `\replacefrom` matches

$$\langle start \rangle \##1 \langle end \rangle$$

in the expansion of *macro* and replaces it with *replacement*, this redefines *macro*.

So for example if `\X` expands to `(.)(.)`, `\replacefrom\X(){#1}` will redefine `\X` to be `[.][.]`.

### 3.4.3 An Example

**PDFTOOLBOX** provides syntax highlight for the C language in `ptb-syntax-C.tex`, whose content is:

ptb-syntax-C

```

1  \global\newtoks\lstCcolors
2  \global\newtoks\_C_listingcommands
3
4  \global\lstCcolors={
5      \definecolor{preprocessor}{rgb}{0 0 1}
6      \definecolor{special char}{rgb}{.7 0 .7}
7      \definecolor{keyword}{rgb}{1 0 0}
8      \definecolor{quote}{rgb}{.6 .6 0}
9  }
10
11 \global\_C_listingcommands={
12     \the\lstCcolors
13     \replace {\string"} {{\string\}}
14     \replacefromto "" {\mc{quote}{"#1"}}
15     \replacefromto {//}\n {\c{lst-comment}{//#1}\n}
16     \replacefromto {/*}*/ {\mc{lst-comment}{/*#1*/}}
17     \replacefromto {\string#\n {\c{preprocessor}{\string##1}\n}
18     \bgroup\lccode'=?'\lccode!='\lccode'.=''\lowercase{\egroup
19         \replace ?{\w\c{special char}{?}\w}%
20         \replace !{\w\c{special char}{!}\w}%
21         \replace .{\w\c{special char}{.}\w}%
22     }
23     \edef\_regA{!@\string$\string^\string&*()-+=[;:;.,.<>/]}%$
24     \def\_regB#1{\replace{#1}{\w\c{special char}{#1}\w}}
25     \_xp\map\_xp\_regB\_regA
26     \def\_regB#1{\replace{\w#1\w}{\w\c{keyword}{#1}\w}}
27     \map\_regB{%
28         {auto}{bool}{break}{case}{char}{const}{continue}{default}{do}{double}{else}{enum}%
29         {extern}{false}{float}{for}{goto}{if}{inline}{int}{long}{NULL}{register}{restrict}%
30         {return}{short}{signed}{sizeof}{static}{struct}{switch}{true}{typedef}{union}%
31         {unsigned}{void}{volatile}{while}%
32     }
33     \def\_regB#1{\replace{\w#1}{\w\c{lst-number}{#1}\w}}
34     \map\_regB{0123456789}
35 }

```

Let us now explain each part of the file:

```

1  \global\newtoks\lstCcolors
2  \global\newtoks\_C_listingcommands
3
4  \global\lstCcolors={
5    \definecolor{preprocessor}{rgb}{0 0 1}
6    \definecolor{special char}{rgb}{.7 0 .7}
7    \definecolor{keyword}{rgb}{1 0 0}
8    \definecolor{quote}{rgb}{.6 .6 0}
9  }

```

This defines two new token lists, `\lstCcolor` (for use within the file), and `\_C_listingcommands`, which as explained previously is what sets the listing commands for the C syntax. `\lstCcolor` has C-specific colors, changing it allows you to change the colors of C-specific highlighting. Note that all changes in this file must be global.

```

11 \global\_C_listingcommands={
12   \the\lstCcolors

```

Begins the definition of `\_C_listing_commands` by first defining C-specific colors.

```

13  \replace {\string\} {\string\}
14  \replacefromto "" {\mc{quote}{"#1"}}
15  \replacefromto {//}\n {\c{lst-comment}{/#1}\n}
16  \replacefromto {/*}{*/} {\mc{lst-comment}{/*#1*/}}
17  \replacefromto {\string#}\n {\c{preprocessor}{\string#1}\n}

```

- (1) Swaps `\` with `{\}`, so that the quotation in `\` (backslash-quote) is not replaced by the following lines.
- (2) Colors between `"` and `"` with a multiline coloring of color `quote`.
- (3) Colors between `//` and `\n` (the end of the line) with the color of a comment. Notice that it adds back in the `\n`; otherwise this will mess up the line-reading.
- (4) Replaces between `/*` and `*/` with a multiline coloring of color `lst-comment`.
- (5) Replaces from `#` to the end of line with a coloring of color `preprocessor`. (Again adding back in `\n`.)

```

18  \bgroup\lccode'=?'\{\lccode'!=\}\lccode'.='%\lowercase{\egroup
19    \replace ?{\w\c{special char}{?}\w}%
20    \replace !{\w\c{special char}{!}\w}%
21    \replace .{\w\c{special char}{.}\w}%
22  }

```

Sets replacement for T<sub>E</sub>X-reserved characters (open and close curly braces, percent).

```

23  \edef\_regA{!@#string$string^string&*()-+=[];,:.<>/}%$
24  \def\_regB#1{\replace{#1}{\w\c{special char}{#1}\w}}
25  \_xp\map\_xp\_regB\_regA

```

Replaces non-character letters with a coloring and word break (since, e.g. `x.y` is not a single word). Note the use of `\map`.

```

26  \def\_regB#1{\replace{\w#1\w}{\w\c{keyword}{#1}\w}}

```

ptb-syntax-C

```

27  \map\_regB{%
28      {auto}{bool}{break}{case}{char}{const}{continue}{default}{do}{double}{else}{enum}%
29      {extern}{false}{float}{for}{goto}{if}{inline}{int}{long}{NULL}{register}{restrict}%
30      {return}{short}{signed}{sizeof}{static}{struct}{switch}{true}{typedef}{union}%
31      {unsigned}{void}{volatile}{while}%
32  }

```

Replaces keywords with color keyword.

ptb-syntax-C

```

33  \def\_regB#1{\replace{\w#1}{\w\c{lst-number}{#1}\w}}
34  \map\_regB{0123456789}

```

Colors numbers with `lst-number`.

### 3.4.4 Changing the Output

**PDF****TOOLBOX** outputs the listing in colorboxes according to `\syntaxoutbox`. The default is just as follows:

ptb-listings

```

121
122 \def\listfile#1{\_ifnextchar[ {\_listfile{#1}}{\_listfile{#1}[-]}
123
124 \def\lstfileheaderfontset{\setfontandscale{tt}{8pt}}
125
126 \def\syntaxoutbox#1{%
127     \vbox{\offinterlineskip%

```

This just places the content in a colored box of color `lst-bg` with a text color of `lst-fg`, along with placing a header and footer. We must also set `\syntaxoutboxbuf`, which is the total amount of vertical buffering added by `\syntaxoutbox` to its contents. This is done by `\syntaxoutboxsetbuf` which must define a macro `\syntaxoutboxbuf` to be the total amount of extra vertical space `\syntaxoutbox` adds.

But we can also do, for example:

```

1  \letcolor{lst-stroke}{lst-fg}
2  \def\syntaxoutbox#1{%
3      \hbox{\curvedcolorbox{lst-stroke}{lst-bg}{\_setcolor{}{lst-fg}{#1}{-.-.-.}}}%
4  }
5  \def\syntaxoutboxsetbuf{%
6      \edef\syntaxoutboxbuf{\the\dimexpr\_actual\_curve\_buf * 2\relax}%
7  }

```

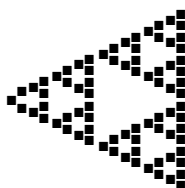
Now listings will have a curve colored box:

```

1  \def\X#1#2{%
2      \ifnum#1>0 %
3          {\X{\numexpr#1-1\relax}{#2}}^{\X{\numexpr#1-1\relax}{#2}}_{\X{\numexpr#1-1\relax}{#2}}%
4      }else%
5          \vcenter{\hbox{\m@th\scriptscriptstyle#2}}%
6      \fi%
7  }
8
9  $$\X{4}\blacksquare$$

```

(The code outputs the following by the way:)



You can also alter how each line is output. This is done by `\syntaxoutbox`, which takes a single input and outputs the line to print in the listing. The default definition is

```

212 \def\_syntax_linemanager#1{%
213   \def\_regA{#1}%
214   \def\_regB{\w}%
215   \unless\ifx\_regA\_regB%
216     \global\advance\lstlinenum by 1\relax%
217     \def\w{%
218       \setbox0=\hbox{\lstfontset\lststrut\relax#1}%
219       \ifdim\wd0<\lstcodelinewd %
220         \_syntax_printline{\hbox to\lstcodelinewd{\box0\hfil}}%
221       \else%
222         \def\w{\allowbreak}%
223         \_syntax_printline{\vtop{%
224           \hspace=\lstcodelinewd\hangindent=1cm\relax\hangafter=1\relax%
225           \lstfontset\lststrut\relax#1\par%
226         }}%
227       \fi%
228     \fi%
229 }}

```

But a simpler definition would be just

```

1 \def\_syntax_linemanager#1{%
2   \def\_regA{#1}%
3   \def\_regB{\w}%
4   \unless\ifx\_regA\_regB%
5     \hbox{#1}%
6   \fi%
7 }}

```

Which will simply output the line as-is; without line numbering or splitting over multiple lines. The reason for the conditional is because **PDFTOOLBOX** will pass an empty line containing only `\w` to `\_syntax_linemanager` at the last line (this is the only line to do so).

The passing of `\w` as the final line was unintended behavior, but it could be useful and was therefore kept.

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