



L^AT_EX XML *The Manual*

A L^AT_EX to XML/HTML/MATHML Converter;
Version 0.8.2

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Contents

Contents	iii
List of Figures	vii
1 Introduction	1
2 Using L^AT_EXML	3
2.1 Conversion	4
2.2 Postprocessing	5
2.3 Splitting	9
2.4 Sites	10
2.5 Individual Formula	10
3 Architecture	11
3.1 latexml architecture	11
3.1.1 Digestion	12
3.1.2 Construction	13
3.1.3 Rewriting	13
3.1.4 MathParsing	14
3.1.5 Serialization	14
3.2 latexmlpost architecture	14
4 Customization	15
4.1 LaTeXML Customization	16
4.1.1 Expansion	16
4.1.2 Digestion	18
4.1.3 Construction	20
4.1.4 Document Model	23
4.1.5 Rewriting	24
4.1.6 Packages and Options	24
4.1.7 Miscellaneous	25
4.2 latexmlpost Customization	25
4.2.1 XSLT	26
4.2.2 CSS	26

5	Mathematics	29
5.1	Math Details	30
5.1.1	Internal Math Representation	30
5.1.2	Grammatical Roles	32
6	Localization	35
6.1	Numbering	35
6.2	Input Encodings	36
6.3	Output Encodings	36
6.4	Babel	36
7	Alignments	37
7.1	\TeX Alignments	37
7.2	Tabular Header Heuristics	37
7.3	Math Forks	38
7.4	eqnarray	39
7.5	AMS Alignments	39
8	Metadata	41
8.1	RDFa	41
9	ToDo	43
A	Commands	47
A.1	latexml	47
A.2	latexmlpost	50
A.3	latexmlmath	58
B	Bindings	63
C	Modules	65
C.1	LaTeXML	65
C.2	LaTeXML::Global	66
C.3	LaTeXML::Package	67
C.4	LaTeXML::MathParser	94
D	Common Modules	97
D.1	LaTeXML::Common::Config	97
D.2	LaTeXML::Common::Object	111
D.3	LaTeXML::Common::Color	113
D.4	LaTeXML::Common::Color::rgb	114
D.5	LaTeXML::Common::Color::hsb	114
D.6	LaTeXML::Common::Color::cmy	114
D.7	LaTeXML::Common::Color::cmyk	114
D.8	LaTeXML::Common::Color::gray	114
D.9	LaTeXML::Common::Color::Derived	115
D.10	LaTeXML::Common::Number	115

D.11	LaTeXML::Common::Float	116
D.12	LaTeXML::Common::Dimension	116
D.13	LaTeXML::Common::Glue	117
D.14	LaTeXML::Common::Font	117
D.15	LaTeXML::Common::Model	118
D.16	LaTeXML::Common::Model::DTD	119
D.17	LaTeXML::Common::Model::RelaxNG	120
D.18	LaTeXML::Common::Error	120
E	Core Modules	123
E.1	LaTeXML::Core::State	123
E.2	LaTeXML::Core::Mouth	126
E.3	LaTeXML::Core::Gullet	127
E.4	LaTeXML::Core::Stomach	129
E.5	LaTeXML::Core::Document	131
E.6	LaTeXML::Core::Rewrite	138
E.7	LaTeXML::Core::Token	139
E.8	LaTeXML::Core::Tokens	140
E.9	LaTeXML::Core::Box	140
E.10	LaTeXML::Core::List	141
E.11	LaTeXML::Core::Comment	141
E.12	LaTeXML::Core::Whatsit	142
E.13	LaTeXML::Core::Alignment	143
E.14	LaTeXML::Core::KeyVals	143
E.15	LaTeXML::Core::MuDimension	147
E.16	LaTeXML::Core::MuGlue	148
E.17	LaTeXML::Core::Pair	148
E.18	LaTeXML::Core::PairList	148
E.19	LaTeXML::Core::Definition	148
E.20	LaTeXML::Core::Definition::CharDef	150
E.21	LaTeXML::Core::Definition::Conditional	150
E.22	LaTeXML::Core::Definition::Constructor	150
E.23	LaTeXML::Core::Definition::Expandable	151
E.24	LaTeXML::Core::Definition::Primitive	151
E.25	LaTeXML::Core::Definition::Register	151
E.26	LaTeXML::Core::Parameter	152
E.27	LaTeXML::Core::Parameters	152
F	Utility Modules	155
F.1	LaTeXML::Util::Pathname	155
F.2	LaTeXML::Util::WWW	157
F.3	LaTeXML::Util::Pack	157
G	Preprocessing Modules	159
G.1	LaTeXML::Pre::BibTeX	159

H	Postprocessing Modules	161
H.1	LaTeXML::Post	161
H.2	LaTeXML::Post::MathML	161
I	Schema	165
I.1	Module LaTeXML	165
I.2	Module LaTeXML-common	167
I.3	Module LaTeXML-inline	179
I.4	Module LaTeXML-block	183
I.5	Module LaTeXML-misc	190
I.6	Module LaTeXML-meta	192
I.7	Module LaTeXML-para	196
I.8	Module LaTeXML-math	199
I.9	Module LaTeXML-tabular	206
I.10	Module LaTeXML-picture	209
I.11	Module LaTeXML-structure	215
I.12	Module LaTeXML-bib	230
J	Error Codes	241
K	CSS Classes	245
	Index	249

List of Figures

3.1	Flow of data through \LaTeX XML's digestive tract.	12
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Chapter 1

Introduction

For many, \LaTeX is the preferred format for document authoring, particularly those involving significant mathematical content and where quality typesetting is desired. On the other hand, content-oriented XML is an extremely useful representation for documents, allowing them to be used, and reused, for a variety of purposes, not least, presentation on the Web. Yet, the style and intent of \LaTeX markup, as compared to XML markup, not to mention its programmability, presents difficulties in converting documents from the former format to the latter. Perhaps ironically, these difficulties can be particularly large for mathematical material, where there is a tendency for the markup to focus on appearance rather than meaning.

The choice of \LaTeX for authoring, and XML for delivery were natural and uncontroversial choices for the Digital Library of Mathematical Functions¹. Faced with the need to perform this conversion and the lack of suitable tools to perform it, the DLMF project proceeded to develop their own tool, \LaTeX XML, for this purpose.

Design Goals The idealistic goals of \LaTeX XML are:

- Faithful emulation of \TeX 's behaviour;
- Easily extensible;
- Lossless, preserving both semantic and presentation cues;
- Use an abstract \LaTeX -like, extensible, document type;
- Infer the semantics of mathematical content
(*Good Presentation MATHML*, eventually *Content MATHML* and *OpenMath*).

As these goals are not entirely practical, even somewhat contradictory, they are implicitly modified by *as much as possible*. Completely mimicing \TeX 's, and \LaTeX 's, behaviour would seem to require the sneakiest modifications to \TeX , itself; redefining \LaTeX 's internals does not really guarantee compatibility. "Ease of use" is, of course, in

¹<http://dlmf.nist.gov>


the eye of the beholder; this manual is an attempt to make it easier! More significantly, few documents are likely to have completely unambiguous mathematics markup; human understanding of both the topic and the surrounding text is needed to properly interpret any particular fragment. Thus, while we'll try to provide a “turn-key” solution that does the ‘Right Thing’ automatically, we expect that applications requiring high semantic content will require document-specific declarations and tuning to achieve the desired result. Towards this end, we provide a variety of means to customize the processing and declare the author’s intent. At the same time, especially for new documents, we encourage a more logical, content-oriented markup style, over a purely presentation-oriented style.

Overview of this Manual Chapter 2 describes the usage of \LaTeX ML, along with common use cases and techniques. Chapter 3 describes the system architecture in some detail. Strategies for customization and implementation of new packages is described in Chapter 4. The special considerations for mathematics, including details of representation and how to improve the conversion, are covered in Chapter 5. Several specialized topics are covered in the remaining chapters. An overview of outstanding issues and planned future improvements are given in Chapter 9.

Finally, the Appendices give detailed documentation the system components: Appendix A describes the command-line programs provided by the system; Appendix B lists the \LaTeX style packages for which we’ve provided \LaTeX ML-specific bindings. Appendices C, D, E, F, G and H describes the various Perl modules, in groups, that comprise the system. Appendix I describes the XML schema used by \LaTeX ML. Appendix J gives an overview of the warning and error messages that \LaTeX ML may generate. Appendix K describes the strategy and naming conventions used for CSS styling of the resulting HTML.

Using \LaTeX ML, and programming for it, can be somewhat confusing as one is dealing with several languages not normally combined, often within the same file, — Perl, \TeX and XML (along with XSLT, HTML, CSS), plus the occasional shell programming. To help visually distinguish different contexts in this manual we will put ‘programming’ oriented material (Perl, \TeX) in a typewriter font, like `this`; XML material will be put in a sans-serif face like `this`.

If you encounter difficulties, there is a support mailing list at [latexml-project](mailto:latexml-project@lists.informatik.uni-erlangen.de)². Bugs and enhancement requests can be reported at Github³. If all else fails, please consult the source code, or the author.

 **Danger!** When you see this sign, be warned that the material presented is somewhat advanced and may not make much sense until you have dabbled quite a bit in \LaTeX ML’s internals. Such advanced or ‘dangerous’ material will be presented like this paragraph to make it easier to skip over.

²<http://lists.informatik.uni-erlangen.de/mailman/listinfo/latexml>

³<https://github.com/bruce miller/LaTeXML>

Chapter 2

Using L^AT_EX_ML

The main commands provided by the L^AT_EX_ML system are

latexml for converting T_EX and B_IB_TE_X sources to XML.

latexmlpost for various postprocessing tasks including conversion to HTML, processing images, conversion to MATHML and so on.

The usage of these commands can be as simple as

```
latexml doc.tex | latexmlpost --dest=doc.html -
```

to convert a single document into HTML5 document, or as complicated as

```
latexml --dest=1.xml ch1
latexml --dest=2.xml ch2
      :
latexml --dest=b.xml b
latexml --dest=B.bib.xml B.bib
latexmlpost --prescan --db=my.db --dest=1.html 1
latexmlpost --prescan --db=my.db --dest=2.html 2
      :
latexmlpost --prescan --db=my.db --dest=b.html b
latexmlpost --noscan --db=my.db --dest=1.html 1
latexmlpost --noscan --db=my.db --dest=2.html 2
      :
latexmlpost --noscan --db=my.db --dest=b.html b
```

to convert a whole set of documents, including a bibliography, into a complete interconnected site.

How best to use the commands depends, of course, on what you are trying to achieve. In the next section, we'll describe the use of **latexml**, which performs the conversion to XML. The following sections consider a sequence of successively more complicated postprocessing situations, using **latexmlpost**, by which one or more T_EX sources can be converted into one or more web documents or a complete site.

Additionally, there is a convenience command `latexmlmath` for converting individual formula into various formats.


2.1 Basic XML Conversion

The command

```
latexml {options} --destination=doc.xml doc
```

converts the T_EX document `doc.tex`, or standard input if `-` is used in place of the filename, to XML. It loads any required definition bindings (see below), reads, tokenizes, expands and digests the document creating an XML structure. It then performs some document rewriting, parses the mathematical content and writes the result, in this case, to `doc.xml`; if no `--destination` is supplied, it writes the result to standard output. For details on the processing, see Chapter 3, and Chapter 5 for more information about math parsing.

BIB_{T_EX} processing If the source file has an explicit extension of `.bib`, or if the `--bibtex` option is used, the source will be treated as a BIB_{T_EX} database. See 2.2 for how BIB_{T_EX} files are included in the final output.

 Note that the timing is different than with BIB_{T_EX} and L^AT_EX. Normally, BIB_{T_EX} simply selects and formats a subset of the bibliographic entries according to the `.aux` file; all T_EX expansion and processing is carried out only when the result is included in the main L^AT_EX document. In contrast, `latexml` processes and expands the entire bibliography, including any T_EX markup within it, when it is converted to XML; the selection of entries is done during postprocessing. One implication is that `latexml` does not know about packages included in the main document; if the bibliography uses macros defined in such packages, the packages must be explicitly specified using the `--preload` option.

Useful Options The number and detail of progress and debugging messages printed during processing can be controlled using

```
--verbose or --quiet
```

They can be repeated to get even more or fewer details.

Directories to search (in addition to the working directory) for various files can be specified using

```
--path={directory}
```

This option can be repeated.

Whenever multiple sources are being used (including multiple bibliographies), the option

```
--documentid=id
```

should be used to provide a unique ID for the document root element. This ID is used as the base for id's of the child-elements within the document, so that they are unique, as well.

See the documentation for the command `latexml` for less common options.

Loading Bindings Although \LaTeX ML is reasonably adept at processing \TeX macros, it generally benefits from having its own implementation of the macros, primitives, environments and other control sequences appearing in a document because these are what define the mapping into XML. The \LaTeX ML-analogue of a style or class file we call a \LaTeX ML-binding file, or *binding* for short; these files have an additional extension `.ltxml`.

In fact, since style files often bypass structurally or semantically meaningful macros by directly invoking macros internal to \LaTeX , \LaTeX ML actually avoids processing style files when a binding is unavailable. The option

```
--includestyles
```

can be used to override this behaviour and allow \LaTeX ML to (attempt to) process raw style files. [A more selective, per-file, option may be developed in the future, if there is sufficient demand — please provide use cases.]

\LaTeX ML always starts with the `TeX.pool` binding loaded, and if \LaTeX -specific commands are recognized, `LaTeX.pool` as well. Any input directives within the source loads the appropriate binding. For example, `\documentclass{article}` or `\usepackage{graphicx}` will load the bindings `article.cls.ltxml` or `graphicx.sty.ltxml`, respectively; the obsolete directive `\documentstyle` is also recognized. An `\input` directive will search for files with both `.tex` and `.sty` extensions; it will prefer a binding file if one is found, but will load and digest a `.tex` if no binding is found. An `\include` directive (and related ones) search only for a `.tex` file, which is processed and digested as usual.

There are two mechanisms for customization: a document-specific binding file `doc.latexml` will be loaded, if present; the option

```
--preload=binding
```

will load the binding file `binding.ltxml`. The `--preload` option can be repeated; both kinds of preload are loaded before document processing, and are processed in order.

See Chapter 4 for details about what can go in these bindings; and Appendix B for a list of bindings currently included in the distribution.

2.2 Basic Postprocessing

In the simplest situation, you have a single \TeX source document from which you want to generate a single output document. The command

```
latexmlpost options --destination=doc.html doc
```

or similarly with `--destination=doc.html4`, `--destination=doc.xhtml`, will carry out a set of appropriate transformations in sequence:

- scanning of labels and ids;
- filling in the index and bibliography (if needed);
- cross-referencing;
- conversion of math;
- conversion of graphics and picture environments to web format (png);
- applying an XSLT stylesheet.

The output format affects the defaults for each step, and particularly, the XSLT stylesheet that is used, and is determined by the file extension of `--destination`, or by the option

```
--format=(html|html5|html4|xhtml+xml)
```

which overrides the extension used in the destination. The recognized formats are:

html or html5 math is converted to Presentation MATHML, some ‘vector’ style graphics are converted to SVG, other graphics are converted to images; `LaTeXML-html5.xslt` is used. The file extension `html` generates `html5`

html4 both math and graphics are converted to png images; `LaTeXML-html4.xslt` is used.

xhtml math is converted to Presentation MATHML, other graphics are converted to images; `LaTeXML-xhtml.xslt` is used.

xml no math, graphics or XSLT conversion is carried out.

Of course, all of these conversions can be controlled or overridden by explicit options described below. For more details about less common options, see the command documentation [latexmlpost](#), as well as [Appendix H](#).

Scanning The scanning step collects information about all labels, ids, indexing commands, cross-references and so on, to be used in the following postprocessing stages.

Indexing An index is built from `\index` markup, if `makeidx`’s `\printindex` command has been used, but this can be disabled by

```
--noindex
```

The index entries can be permuted with the option

```
--permutedindex
```

Thus `\index{term a!term b}` also shows up as `\index{term b!term a}`. This leads to a more complete, but possibly rather silly, index, depending on how the terms have been written.

Bibliography When a document contains a request for bibliographies, typically due to the `\bibliography{..}` command, the postprocessor will look for the named bibliographies. It first looks for preconverted bibliographies with the extension `.bib.xml`, otherwise it will look for `.bib` and convert it internally (the latter is a somewhat experimental feature).

If you want to override that search, for example using a bibliography with a different name, you can supply that filename using the option

```
--bibliography=bibfile.bib.xml
```

Note that the internal bibliography list will then be ignored. The bibliography would have typically been produced by running

```
latexml --dest=bibfile.bib.xml bibfile.bib
```

Note that the XML file, `bibfile`, is not used to directly produce an HTML-formatted bibliography, rather it is used to fill in the `\bibliography{..}` within a \TeX document.

Cross-Referencing In this stage, the scanned information is used to fill in the text and links of cross-references within the document. The option

```
--urlstyle=(server|negotiated|file)
```

can control the format of urls with the document.

server formats urls appropriate for use from a web server. In particular, trailing `index.html` are omitted. (default)

negotiated formats urls appropriate for use by a server that implements content negotiation. File extensions for `html` and `xhtml` are omitted. This enables you to set up a server that serves the appropriate format depending on the browser being used.

file formats urls explicitly, with full filename and extension. This allows the files to be browsed from the local filesystem.

Math Conversion Specific conversions of the mathematics can be requested using the options

```
--mathimages           # converts math to png images,
--presentationmathml or --pmml # creates Presentation MATHML
--contentmathml or --cmml  # creates Content MATHML
--openmath or --om       # creates OpenMath
--keepXMath            # preserves  $\TeX$ ML's XMath
```

(Each of these options can also be negated if needed, eg. `--nomathimages`) It must be pointed out that the Content MATHML and OpenMath conversions are currently rather experimental.

If more than one of these conversions are requested, parallel math markup will be generated with the first format being the primary one, and the additional ones added as secondary formats. The secondary format is incorporated using whatever means

the primary format uses; eg. MATHML combines formats using `m:semantics` and `m:annotation-xml`.

Given the state of current browsers, when generating MathML it may be useful to conditionally include the ‘polyfill’ library MathJax¹, for rendering MathML in browsers that don’t support it natively. The following option includes a short Javascript that will load MathJax into such browsers:

```
--javascript=LaTeXML-maybeMathJax.js
```

(See 2.2 for more information about including Javascript.)

Graphics processing Conversion of graphics (eg. from the `graphic(s|x)` packages’ `\includegraphics`) can be enabled or disabled using

```
--graphicsimages or --nographicsimages
```

Similarly, the conversion of `picture` environments can be controlled with

```
--pictureimages or --nopictureimages
```

An experimental capability for converting the latter to SVG can be controlled by

```
--svg or --nosvg
```

Stylesheets and Javascript If you wish to restyle the generated HTML either by adding CSS or by customizing the XSLT, change its functionality by adding javascript, or even generate an alternative output format with XSLT, some combination of the following options will be useful.

```
--nodefaultresources          # Omits the default resources (css..)
--css=stylesheet.css           # Adds a new CSS stylesheet
--javascript=program.js       # Adds a Javascript
--stylesheet=stylesheet.xsl    # Uses an alternative XSLT stylesheet
--xsltparameter=name:value    # Sets an XSLT parameter
```

All but `--stylesheet` can be repeated to include multiple files or set multiple parameters. When a local CSS or javascript file is included, it will be copied to the destination directory, but otherwise urls are accepted.

The core CSS stylesheet, `LaTeXML.css`, along with certain styles or classes (`article`, `report`, `book`, `amsart`) which add stylesheets automatically, helps match the styling of L^AT_EX to HTML. You can also request the inclusion of your own stylesheets from the commandline using `--css` option. Some sample CSS enhancements are included with the distribution:

LaTeXML-navbar-left.css Places a navigation bar on the left.

LaTeXML-navbar-right.css Places a navigation bar on the right.

LaTeXML-blue.css Colors various features in a soft blue.

¹<http://mathjax.org/>

In cases where you wish to completely manage the CSS the option `--nodefaultcss` causes only explicitly requested (command-line) css files to be included.

Javascript files are included in the generated HTML by using the `--javascript` option. The distribution includes a sample `LaTeXML-maybeMathjax.js` which is useful for supporting MathML: it invokes MathJax² to render the mathematics in browsers without native support for MathML. Alternatively, you can invoke MathJax unconditionally, from the ‘cloud’ by using:

```
latexmlpost --format=html5 \
  --javascript='http://cdn.mathjax.org/mathjax/latest/MathJax.js' \
  --destination=somewhere/doc.html doc
```

See 4.2.2 for more information on developing your own stylesheets. To develop CSS and XSLT stylesheets, a knowledge of the \LaTeX ML document type is also necessary; see Appendix I.

Individual XSLT stylesheets may have parameters that can customize the conversion from \LaTeX ML’s XML to the target format. An obscure example is

```
--xsltparameter=SIMPLIFY_HTML:true
```

which causes a ‘simpler’ HTML to be generated. Generally, \LaTeX ML’s HTML relies on CSS to recreate the appearance of many features of \LaTeX , but this sometimes results in somewhat convoluted HTML that may not be ideal in situations where CSS is not available. This parameter ‘dumbs down’ itemizations and enumerations by ignoring any custom item labels or numbers.

2.3 Splitting the Output

For larger documents, it is often desirable to break the result into several interlinked pages. This split, carried out before scanning, is requested by

```
--splitat=level
```

where *level* is one of `chapter`, `section`, `subsection`, or `subsubsection`. For example, `section` would split the document into chapters (if any) and sections, along with separate bibliography, index and any appendices. (See also `--splitxpath` in `latexml`.) The removed document nodes are replaced by a Table of Contents.

The extra files are named using either the id or label of the root node of each new page document according to

```
--splitnaming=(id|idrelative|label|labelrelative)
```

The relative forms create shorter names in subdirectories for each level of splitting. (See also `--urlstyle` and `--documentid` in `latexml`.)

Additionally, the index and bibliography can be split into separate pages according to the initial letter of entries by using the options

```
--splitindex and --splitbibliography
```

²<http://mathjax.org>

2.4 Site processing

A more complicated situation combines several T_EX sources into a single interlinked site consisting of multiple pages and a composite index and bibliography.

Conversion First, all T_EX sources must be converted to XML, using `latexml`. Since every target-able element in all files to be combined must have a unique identifier, it is useful to prefix each identifier with a unique value for each file. The `latexml` option `--documentid=id` provides this.

Scanning Secondly, all XML files must be split and scanned using the command

```
latexmlpost --prescan --dbfile=DB --dest=i.xhtml i
```

where *DB* names a file in which to store the scanned data. Other conversions, including writing the output file, are skipped in this prescanning step.

Pagination Finally, all XML files are cross-referenced and converted into the final format using the command

```
latexmlpost --noscan --dbfile=DB --dest=i.xhtml i
```

which skips the unnecessary scanning step.

2.5 Individual Formula

For cases where you'd just like to convert a single formula to, say, MATHML, and don't mind the overhead, we've combined the pre- and post-processing into a single, handy, command `latexmlmath`. For example,

```
latexmlmath --pmm1=- \frac{b\pm\sqrt{b^2-4ac}}{2a}
```

will print the MATHML to standard output. To convert the formula to a png image, say `quad.png`, use the option `--mathimage=quad.png`.

Note that this involves putting T_EX code on the command line. You've got to 'slashify' your code in whatever way is necessary so that after your shell is finished with it, the string that is passed to `latexmlmath` sees is normal T_EX. In the example above, in most unix-like shells, we only needed to double-up the backslashes.

Chapter 3

Architecture

As has been said, \LaTeX ML consists of two main programs: `latexml` responsible for converting the \TeX source into XML; and `latexmlpost` responsible for converting to target formats. See Figure 3.1 for illustration.

The casual user needs only a superficial understanding of the architecture. The programmer who wants to extend or customize \LaTeX ML will, however, need a fairly good understanding of the process and the distinctions between text, Tokens, Boxes, Whatsits and XML, on the one hand, and Macros, Primitives and Constructors, on the other. In a way, the implementer of a \LaTeX ML binding for a \LaTeX package may need a *better* understanding than when implementing for \LaTeX since they have to understand not only the \TeX -view, primarily just the macros and the intended appearance, but also the \LaTeX ML-view, with XML and representation questions, as well.

The intention is that all semantics of the original document is preserved by `latexml`, or even inferred by parsing; `latexmlpost` is for formatting and conversion. Depending on your needs, the \LaTeX ML document resulting from `latexml` may be sufficient. Alternatively, you may want to enhance the document by applying third party programs before postprocessing.

3.1 latexml architecture

Like \TeX , `latexml` is data-driven: the text and executable control sequences (ie. macros and primitives) in the source file (and any packages loaded) direct the processing. For \LaTeX ML, the user exerts control over the conversion, and customizes it, by providing alternative bindings of the control sequences and packages, by declaring properties of the desired document structure, and by defining rewrite rules to be applied to the constructed document tree.

The top-level class, `LaTeXML`, manages the processing, providing several methods for converting a \TeX document or string into an XML document, with varying degrees of postprocessing and writing the document to file. It binds a (`LaTeXML::Core::`) `State` object (to `$STATE`) to maintain the current state of bindings for control sequence definitions and emulates \TeX 's scoping rules. The processing is broken

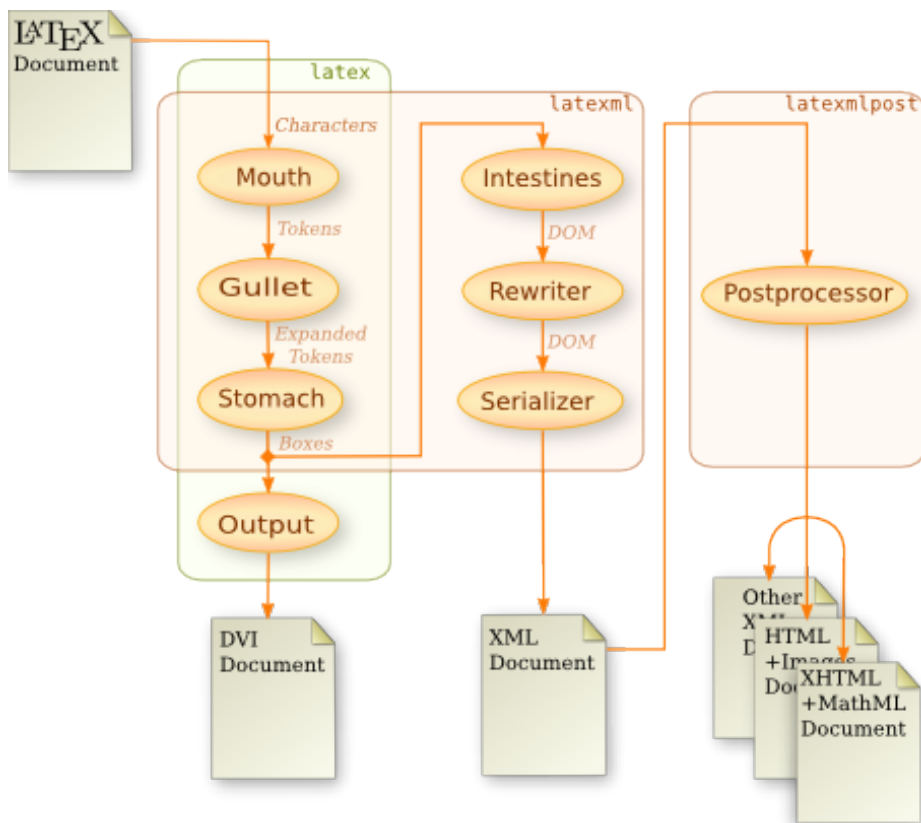


Figure 3.1: Flow of data through LaTeXML's digestive tract.

into the following stages

Digestion the TeX-like digestion phase which converts the input into boxes.

Construction converts the resulting boxes into an XML DOM.

Rewriting applies rewrite rules to modify the DOM.

Math Parsing parses the tokenized mathematics.

Serialization converts the XML DOM to a string, or writes to file.

3.1.1 Digestion

Digestion is carried out primarily in a *pull* mode: The `(LaTeXML::Core::)Stomach` pulls expanded `(LaTeXML::Core::)Tokens` from the `(LaTeXML::Core::)Gullet`, which itself pulls `Tokens` from the `(LaTeXML::Core::)`

Mouth. The `Mouth` converts characters from the plain text input into `Tokens` according to the current `catcodes` (category codes) assigned to them (as bound in the `State`). The `Gullet` is responsible for expanding `Macros`, that is, control sequences currently bound to `(LaTeXML::Core::Definition::)Expandables` and for parsing sequences of tokens into common core datatypes (`(LaTeXML::Common::)Number`, `(LaTeXML::Common::)Dimension`, etc.). See 4.1.1 for how to define macros and affect expansion.

The `Stomach` then digests these tokens by executing `(LaTeXML::Core::Definition::)Primitive` control sequences, usually for side effect, but often for converting material into `(LaTeXML::Core::)Lists` of `(LaTeXML::Core::)Boxes` and `(LaTeXML::Core::)Whatsits` (A Macro should never digest). Normally, textual tokens are converted to `Boxes` in the current font. The main (intentional) deviation of `LATEXML`'s digestion from that of `TEX` is the introduction of a new type of definition, a `(LaTeXML::Core::Definition::)Constructor`, responsible for constructing XML fragments. A control sequence bound to `Constructor` is digested by reading and processing its arguments and wrapping these up in a `Whatsit`. Before- and after-daemons, essentially anonymous primitives, associated with the `Constructor` are executed before and after digesting the `Constructor` arguments' markup, which can affect the context of that digestion, as well as augmenting the `Whatsit` with additional properties. See 4.1.2 for how to define primitives and affect digestion.

3.1.2 Construction

Given the `List` of `Boxes` and `Whatsits`, we proceed to constructing an XML document. This consists of creating an `(LaTeXML::Core::)Document` object, containing a `libxml2` document, `XML::LibXML::Document`, and having it absorb the digested material. Absorbing a `Box` converts it to text content, with provision made to track and set the current font. A `Whatsit` is absorbed by invoking the associated `Constructor` to insert an appropriate XML fragment, including elements and attributes, and recursively processing their arguments as necessary. See 4.1.3 for how to define constructors.

A `(LaTeXML::Common::)Model` is maintained throughout the digestion phase which accumulates any document model declarations, in particular the document type (RelaxNG is preferred, but DTD is also supported). As `LATEX` markup is more like SGML than XML, additional declarations may be used (see `Tag` in `(LaTeXML::)Package`) to indicate which elements may be automatically opened or closed when needed to build a document tree that matches the document type. As an example, a `<subsection>` will automatically be closed when a `<section>` is begun. Additionally, extra bits of code can be executed whenever particular elements are opened or closed (also specified by `Tag`). See 4.1.4 for how to affect the schema.

3.1.3 Rewriting

Once the basic document is constructed, `(LaTeXML::Core::)Rewrite` rules are applied which can perform various functions. Ligatures and combining mathematics

digits and letters (in certain fonts) into composite math tokens are handled this way. Additionally, declarations of the type or grammatical role of math tokens can be applied here See 4.1.5 for how to define rewrite rules.

3.1.4 MathParsing

After rewriting, a grammar based parser is applied to the mathematical nodes in order to infer, at least, the structure of the expressions, if not the meaning. Mathematics parsing, and how to control it, is covered in detail in Chapter 5.

3.1.5 Serialization

Here, we simple convert the DOM into string form, and output it.

3.2 latexmlpost architecture

L^AT_EX_ML's postprocessor is primarily for format conversion. It operates by applying a sequence of filters responsible for transforming or splitting documents, or their parts, from one format to another.

Exactly which postprocessing filter modules are applied depends on the command-line options to `latexmlpost`. Postprocessing filter modules are generally applied in the following order:

Split splits the document into several 'page' documents, according to `--split` or `--splitxpath` options.

Scan scans the document for all ID's, labels and cross-references. This data may be stored in an external database, depending on the `--db` option.

MakeIndex fills in the `index` element (due to a `\printindex`) with material generated by `index`.

MakeBibliography fills in the `bibliography` element (from `\bibliography`) with material extracted from the file specified by the `--bibilography` option, for all `\cite`'d items.

CrossRef establishes all cross-references between documents and parts thereof, filling in the references with appropriate text for the hyperlink.

MathImages, MathML, OpenMath performs various conversions of the internal Math representation.

PictureImages, Graphics, SVG performs various graphics conversions.

XSLT applies an XSLT transformation to each document.

Writer writes the document to a file in the appropriate location.

See 4.2 for how to customize the postprocessing.

Chapter 4

Customization

The processing of the \LaTeX document, its conversion into XML and ultimately to XHTML or other formats can be customized in various ways, at different stages of processing and in different levels of complexity. Depending on what you are trying to achieve, some approaches may be easier than others: Recall Larry Wall's adage "There's more than one way to do it."

By far, the easiest way to customize the style of the output is by modifying the CSS, see 4.2.2, so that is the recommended way when it applies.

The basic conversion from \TeX markup to XML is done by `latexml`, and is obviously affected by the mapping between the \TeX markup and the XML markup. This mapping is defined by macros, primitives and, of course, constructors; The mapping that is in force at any time is determined by the \LaTeX XML-specific implementations of the \TeX packages involved, what we call 'bindings'. Consequently, you can customize the conversion by modifying the bindings used by `latexml`.

Likewise, you extend `latexml` by creating bindings for \TeX styles that hadn't been covered.

Or by defining your own \TeX style file along with its \LaTeX XML binding.

In all these cases, you'll need the same skills: understanding and using text, tokens, boxes and whatsits, as well as macros and macro expansion, primitives and digestion, and finally whatsits and constructors. Understanding \TeX helps; reading the \LaTeX XML bindings in the distribution will give an idea of how we use it. To teach \LaTeX XML about new macros, to implement bindings for a package not yet covered, or to modify the way \TeX control sequences are converted to XML, you will want to look at 4.1. To modify the way that XML is converted to other formats such as HTML, see 4.2.

A particularly powerful strategy when you have control over the source documents is to develop a semantically oriented \LaTeX style file, say `smacros.sty`, and then provide a \LaTeX XML binding as `smacros.sty.ltxml`. In the \LaTeX version, you may style the terms as you like; in the \LaTeX XML version, you could control the conversion so as to preserve the semantics in the XML. If \LaTeX XML's schema is insufficient, then you would need to extend it with your own representation; although that is beyond the scope of the current manual, see the discussion below in 4.1.4. In such a case, you would also need to extend the XSLT stylesheets, as discussed in 4.2.1.

4.1 LaTeXML Customization

This layer of customization deals with modifying the way a \LaTeX document is transformed into LaTeXML's XML, primarily through defining the way that control sequences are handled. In 2.1 the loading of various bindings was described. The facilities described in the following subsections apply in all such cases, whether used to customize the processing of a particular document or to implement a new \LaTeX package. We make no attempt to be comprehensive here; please consult the documentation for (`LaTeXML::Global` and `Package`, as well as the binding files included with the system for more guidance.

A LaTeXML binding is actually a Perl module, and as such, a familiarity with Perl is helpful. A binding file will look something like:

```
use LaTeXML::Package;
use strict;
use warnings;
# Your code here!

1;
```

The final '1' is required; it tells Perl that the module has loaded successfully. In between, comes any Perl code you wish, along with the definitions and declarations as described here.

Actually, familiarity with Perl is more than merely helpful, as is familiarity with \TeX and XML! When writing a binding, you will be programming with all three languages. Of course, you need to know the \TeX corresponding to the macros that you intend to implement, but sometimes it is most convenient to implement them completely, or in part, in \TeX , itself (eg. using `DefMacro`), rather than in Perl. At the other end, constructors (eg. using `DefConstructor`) are usually defined by patterns of XML.

4.1.1 Expansion & Macros

DefMacro (*\$prototype*, *\$replacement*, *%options*) Macros are defined using `DefMacro`, such as the pointless:

```
DefMacro('\mybold{','\textbf{#1}');
```

The two arguments to `DefMacro` we call the *prototype* and the *replacement*. In the prototype, the `{ }` specifies a single normal \TeX parameter. The replacement is here a string which will be tokenized and the `#1` will be replaced by the tokens of the argument. Presumably the entire result will eventually be further expanded and or processed.

Whereas, \TeX normally uses `#1`, and LaTeXML has developed a complex scheme where it is often necessary to peek ahead token by token to recognize optional arguments, we have attempted to develop a suggestive, and easier to use, notation for parameters. Thus a prototype `\foo{ }` specifies a single normal argument, where `\foo[]{ }` would take an optional argument followed by a required one. More complex argument

prototypes can be found in `Package`. As in \TeX , the macro's arguments are neither expanded nor digested until the expansion itself is further expanded or digested.

The macro's replacement can also be Perl code, typically an anonymous `sub`, which gets the current `Gullet` followed by the macro's arguments as its arguments. It must return a list of `Token`'s which will be used as the expansion of the macro. The following two examples show alternative ways of writing the above macro:

```
DefMacro('\mybold{}', sub {
  my ($gullet, $arg) = @_;
  (T_CS('\textbf'), T_BEGIN, $arg, T_END); });
```

or alternatively

```
DefMacro('\mybold{}', sub {
  Invocation(T_CS('\textbf'), $_[1]); });
```

Generally, the body of the macro should *not* involve side-effects, assignments or other changes to state other than reading `Token`'s from the `Gullet`; of course, the macro may expand into control sequences which do have side-effects.

Tokens, Catcodes and friends Functions that are useful for dealing with `Tokens` and writing macros include the following:

- Constants for the corresponding \TeX catcodes:

```
CC_ESCAPE, CC_BEGIN, CC_END, CC_MATH,
CC_ALIGN, CC_EOL, CC_PARAM, CC_SUPER,
CC_SUB, CC_IGNORE, CC_SPACE, CC_LETTER,
CC_OTHER, CC_ACTIVE, CC_COMMENT, CC_INVALID
```

- Constants for tokens with the appropriate content and catcode:

```
T_BEGIN, T_END, T_MATH, T_ALIGN, T_PARAM,
T_SUB, T_SUPER, T_SPACE, T_CR
```

- `T_LETTER($char)`, `T_OTHER($char)`, `T_ACTIVE($char)`, create tokens of the appropriate catcode with the given text content.
- `T_CS($cs)` creates a control sequence token; the string `$cs` should typically begin with the slash.
- `Token($string, $catcode)` creates a token with the given content and catcode.
- `Tokens($token, ...)` creates a (`LaTeXML::Core::`) `Tokens` object containing the list of `Tokens`.
- `Tokenize($string)` converts the string to a `Tokens`, using \TeX 's standard catcode assignments.
- `TokenizeInternal($string)` like `Tokenize`, but treating `@` as a letter.

- **Explode**(\$string) converts the string to a `Tokens` where letter character are given catcode `CC_OTHER`.
- **Expand**(\$tokens) expands \$tokens (a `Tokens`), returning a `Tokens`; there should be no expandable tokens in the result.
- **Invocation**(\$cstoken, \$arg, ...) Returns a `Tokens` representing the sequence needed to invoke \$cstoken on the given arguments (each are `Tokens`, or undef for an unsupplied optional argument).

4.1.2 Digestion & Primitives

Primitives are processed during the digestion phase in the `Stomach`, after macro expansion (in the `Gullet`), and before document construction (in the `Document`). Our primitives generalize `TeX`'s notion of primitive; they are used to implement `TeX`'s primitives, invoke other side effects and to convert `Tokens` into `Boxes`, in particular, Unicode strings in a particular font.

Here are a few primitives from `TeX.pool`:

```
DefPrimitive('\begingroup', sub {
  $_[0]->begingroup; });
DefPrimitive('\endgroup', sub {
  $_[0]->endgroup; });
DefPrimitiveI('\batchmode', undef, undef);
DefPrimitiveI('\OE', undef, "\x{0152}");
DefPrimitiveI('\tiny', undef, undef,
  font=>{size=>5});
```

Other than for implementing `TeX`'s own primitives, `DefPrimitive` is needed less often than `DefMacro` or `DefConstructor`. The main thing to keep in mind is that primitives are processed after macro expansion, by the `Stomach`. They are most useful for side-effects, changing the `State`.

DefPrimitive(\$prototype, \$replacement, %options) The replacement is either a string which will be used to create a `Box` in the current font, or can be code taking the `Stomach` and the control sequence arguments as argument; like macros, these arguments are not expanded or digested by default, they must be explicitly digested if necessary. The replacement code must either return nothing (eg. ending with `return;`) or should return a list (ie. a Perl list (. . .)) of digested `Boxes` or `Whatsits`.

Options to `DefPrimitive` are:

- `mode=>('math' | 'text')` switches to math or text mode, if needed;
- `requireMath=>1, forbidMath=>1` requires, or forbids, this primitive to appear in math mode;
- `bounded=>1` specifies that all digestion (of arguments and daemons) will take place within an implicit `TeX` group, so that any side-effects are localized, rather than affecting the global state;

- `font=>{hash}` switches the font used for any created text; recognized font keys are `family`, `series`, `shape`, `size`, `color`;

Note that if the font change should only affect the material digested within this command itself, then `bounded=>1` should be used; otherwise, the font change will remain in effect after the command is processed.

- `beforeDigest=>CODE($stomach)`,
`afterDigest=>CODE($stomach)` provides code to be digested before and after processing the main part of the primitive.

DefRegister(...) Needs description!

Other Utilities for Digestion Other functions useful for dealing with digestion and state are important for writing before & after daemons in constructors, as well as in Primitives; we give an overview here:

- **Digest**(\$tokens) digests \$tokens (a `(LaTeXML::Core::) Tokens`), returning a list of `Boxes` and `Whatsits`.
- **Let**(\$token1,\$token2) gives \$token1 the same meaning as \$token2, like `\let`.

Bindings The following functions are useful for accessing and storing information in the current `State`. It maintains a stack-like structure that mimics \TeX 's approach to binding; braces `{` and `}` open and close stack frames. (The `Stomach` methods `bgroup` and `egroup` can be used when explicitly needed.)

- **LookupValue**(\$symbol), **AssignValue**(\$string,\$value,\$scope) maintain arbitrary values in the current `State`, looking up or assigning the current value bound to \$symbol (a string). For assignments, the \$scope can be 'local' (the default, if \$scope is omitted), which changes the binding in the current stack frame. If \$scope is 'global', it assigns the value globally by undoing all bindings. The \$scope can also be another string, which indicates a named scope — but that is a more advanced topic.
- **PushValue**(\$symbol,\$value,...), **PopValue**(\$symbol), **UnshiftValue**(\$symbol,\$value,...), **ShiftValue**(\$symbol) These maintain the value of \$symbol as a list, with the operations having the same sense as in Perl; modifications are always global.
- **LookupCatcode**(\$char), **AssignCatcode**(\$char,\$catcode,\$scope) maintain the catcodes associated with characters.
- **LookupMeaning**(\$token), **LookupDefinition**(\$token) looks up the current meaning of the token, being any executable definition bound for it. If there is no such definition `LookupMeaning` returns the token itself, `LookupDefinition` returns `undef`.

Counters The following functions maintain L^AT_EX-like counters, and generally also associate an ID with them. A counter's print form (ie. `\theequation` for equations) often ends up on the `refnum` attribute of elements; the associated ID is used for the `xml:id` attribute.

- **NewCounter**(\$name,\$within,options), creates a L^AT_EX-style counters. When \$within is used, the given counter will be reset whenever the counter \$within is incremented. This also causes the associated ID to be prefixed with \$within's ID. The option `idprefix=>$string` causes the ID to be prefixed with that string. For example,

```
NewCounter('section', 'document', idprefix=>'S');
NewCounter('equation', 'document', idprefix=>'E',
  idwithin=>'section');
```

would cause the third equation in the second section to have ID='S2.E3'.

- **CounterValue**(\$name) returns the [Number](#) representing the current value.
- **ResetCounter**(\$name) resets the counter to 0.
- **StepCounter**(\$name) steps the counter (and resets any others 'within' it), and returns the expansion of `\the$name`.
- **RefStepCounter**(\$name) steps the counter and any ID's associated with it. It returns a hash containing `refnum` (expansion of `\the$name`) and `id` (expansion of `\the$name@ID`)
- **RefStepID**(\$name) steps the ID associated with the counter, without actually stepping the counter; this is useful for unnumbered units that normally would have both a `refnum` and ID.

4.1.3 Construction & Constructors

Constructors are where things get interesting, but also complex; they are responsible for defining how the XML is built. There are basic constructors corresponding to normal control sequences, as well as environments. Mathematics generally comes down to constructors, as well, but is covered in Chapter 5.

Here are a couple of trivial examples of constructors:

```
DefConstructor(' \emph{ }',
  "<ltx:emph>#1</ltx:emph>", mode=>'text');
DefConstructor(' \item[]',
  "<ltx:item>?#1(<ltx:tag>#1</ltx:tag>)" );
DefEnvironment(' {quote}',
  '<ltx:quote>#body</ltx:quote>',
  beforeDigest=>sub{ Let('\\\\', '@block@cr')});
DefConstructor(' \footnote[]{}',
  "<ltx:note_class=' footnote' _mark=' #refnum'>#2</ltx:note>",
  mode=>'text',
```

```
properties=> sub {
    ($_[1] ? (refnum=>$_[1]) : RefStepCounter('footnote')) });
```

DefConstructor(\$prototype, \$replacement, %options) The `$replacement` for a constructor describes the XML to be generated during the construction phase. It can either be a string representing the *XML pattern* (described below), or a subroutine `CODE($document, $arg1, ... $props)` receiving the arguments and properties from the `Whatsit`; it would invoke the methods of `Document` to construct the desired XML.

At its simplest, the XML pattern is a just serialization of the desired XML. For more expressivity, XML trees, text content, attributes and attribute values can be effectively ‘interpolated’ into the XML being constructed by use of the following expressions:

- `#1, #2, ... #name%` returns the construction of the numbered argument or named property of the `Whatsit`;
- `&function(arg1, arg2, ...)` invokes the Perl *function* on the given arguments, `arg1, ...`, returning the result. The arguments should be expressions for values, rather than XML subtrees.
- `?test(if pattern)` or `?test(if pattern)(else pattern)` returns the result of either the *if* or *else* pattern depending on whether the result of *test* (typically also an expression) is non-empty;
- `%expression` returns a hash (or rather assumes the result is a hash or `KeyVals` object); this is only allowed within an opening XML tag, where all the key-value pairs are inserted as attributes;
- `^` if this appears at the beginning of the pattern, the replacement is allowed to *float* up the current tree to wherever it might be allowed;

In each case, the result of an expression is expected to be either an XML tree, a string or a hash, depending on the context it was used in. In particular, values of attributes are typically given by quoted strings, but expressions within those strings are interpolated into the computed attribute value. The special characters `@ # ? %` which introduce these expressions can be escaped by preceding with a backslash, when the literal character is desired.

A subroutine used as the `$replacement`, allows programmatic insertion of XML into, or modification of, the document being constructed. Although one could use `LibXML`’s DOM API to manipulate the document tree, it is *strongly* recommended to use `Document`’s API wherever possible as it maintains consistency and manages namespace prefixes. This is particularly true for insertion of new content, setting attributes and finding existing nodes in the tree using `XPath`.

Options:

- `mode=>('math' | 'text')` switches to math or text mode, if needed;
- `requireMath=>1, forbidMath=>1` requires, or forbids, this constructor to appear in math mode;

- `bounded=>1` specifies that all digestion (of arguments and daemons) will take place within an implicit `TEX` group, so that any side-effects are localized, rather than affecting the global state;
- `font=>{hash}` switches the font used for any created text; recognized font keys are `family`, `series`, `shape`, `size`, `color`;
- `properties=> {hash} | CODE($stomach, $arg1,..)`. provides a set of properties to store in the `Whatsit` for eventual use in the constructor `$replacement`. If a subroutine is used, it also should return a hash of properties;
- `beforeDigest=>CODE($stomach)`,
`afterDigest=>CODE($stomach, $whatsit)` provides code to be digested before and after digesting the arguments of the constructor, typically to alter the context of the digestion (before), or to augment the properties of the `Whatsit` (after);
- `beforeConstruct=>CODE($document, $whatsit)`,
`afterConstruct=>CODE($document, $whatit)` provides code to be run before and after the main `$replacement` is effected; occassionally it is convenient to use the pattern form for the main `$replacement`, but one still wants to execute a bit of Perl code, as well;
- `captureBody=>(1 | $token)` specifies that an additional argument (like an environment body) will be read until the current `TEX` grouping ends, or until the specified `$token` is encountered. This argument is available to `$replacement` as `$body`;
- `scope=>('global' | 'local' | $name)` specifies whether this definition is made globally, or in the current stack frame (default), (or in a named scope);
- `reversion=>$string|CODE(...)`, `alias=>$cs` can be used when the `Whatsit` needs to be reverted into `TEX` code, and the default of simply re-assembling based on the prototype is not desired. See the code for examples.

Some additional functions useful when writing constructors:

- **ToString**(\$stuff) converts `$stuff` to a string, hopefully without `TEX` markup, suitable for use as document content and attribute values. Note that if `$stuff` contains `Whatsits` generated by Constructors, it may not be possible to avoid `TEX` code. Contrast **ToString** to the following two functions.
- **UnTeX**(\$stuff) returns a string containing the `TEX` code that would generate `$stuff` (this might not be the original `TEX`). The function `Revert($stuff)` returns the same information as a `Tokens` list.
- **Stringify**(\$stuff) returns a string more intended for debugging purposes; it reveals more of the structure and type information of the object and its parts.

- **CleanLabel** (*\$arg*), **CleanIndexKey** (*\$arg*), **CleanBibKey** (*\$arg*), **CleanURL** (*\$arg*) cleans up arguments (converting to string, handling invalid characters, etc) to make the argument appropriate for use as an attribute representing a label, index ID, etc.
- **UTF** (*\$hex*) returns the Unicode character for the given codepoint; this is useful for characters below 0x100 where Perl becomes confused about the encoding.

DefEnvironment(*\$prototype*, *\$replacement*, *%options*) Environments are largely a special case of constructors, but the prototype starts with `{envname}`, rather than `\cmd`, the replacement will also typically involve `#body` representing the contents of the environment.

`DefEnvironment` takes the same options as `DefConstructor`, with the addition of

- `afterDigestBegin=>CODE($stomach, $whatsit)` provides code to digest after the `\begin{env}` is digested;
- `beforeDigestEnd=>CODE($stomach)` provides code to digest before the `\end{env}` is digested.

For those cases where you do not want an environment to correspond to a constructor, you may still (as in L^AT_EX), define the two control sequences `\envname` and `\endenvname` as you like.

4.1.4 Document Model

The following declarations are typically only needed when customizing the schema used by L^AT_EXML.

- **RelaxNGSchema** (*\$schema*, *namespaces*) declares the created XML document should be fit to the RelaxNG schema in *\$schema*; A file *\$schema.rng* should be findable in the current search paths. (Note that currently, L^AT_EXML is unable to directly parse compact notation).
- **RegisterNamespace** (*\$prefix*, *\$url*) associates the prefix with the given namespace url. This allows you to use *\$prefix* as a namespace prefix when writing `Constructor` patterns or XPath expressions.
- **Tag** (*\$tag*, *properties*) specifies properties for the given XML *\$tag*. Recognized properties include: `autoOpen=>1` indicates that the tag can automatically be opened if needed to create a valid document; `autoClose=>1` indicates that the tag can automatically be closed if needed to create a valid document; `afterOpen=>$code` specifies code to be executed before opening the tag; the code is passed the `Document` being constructed as well as the `Box` (or `Whatsit`) responsible for its creation; `afterClose=>code` similar to `afterOpen`, but executed after closing the element.

4.1.5 Rewriting

The following functions are a bit tricky to use (and describe), but can be quite useful in some circumstances.

DefLigature (*\$regexp*, *%options*) applies a regular expression to substitute textnodes after they are closed; the only option is `fontTest=>$code` which restricts the ligature to text nodes where the current font passes `&$code ($font)`.

DefMathLigature (*\$code*, *%options*) allows replacement of sequences of math nodes. It applies `$code` to the current `Document` and each sequence of math nodes encountered in the document; if a replacement should occur, `$code` should return a list of the form `($n, $string, attributes)` in which case, the text content of the first node is replaced by `$string`, the given attributes are added, and the following `$n-1` nodes are removed.

DefRewrite (*%spec*) defines document rewrite rules. These specifications describe what document nodes match:

- `label=>$label` restricts to nodes contained within an element whose labels includes `$label`;
- `scope=>$scope` generalizes `label`; the most useful form a string like `'section:1.3.2'` where it matches the `section` element whose `refnum` is `1.3.2`;
- `xpath=>$xpath` selects nodes matching the given XPath;
- `match=>$tex` selects nodes that look like what processing the T_EX string `$tex` would produce;
- `regexp=>$regexp` selects text nodes that match the given regular expression.

The following specifications describe what to do with the matched nodes:

- `attributes=>{attr}` adds the given attributes to the matching nodes;
- `replace=>$tex` replaces the matching nodes with the result of processing the T_EX string `$tex`.

4.1.6 Packages and Options

The following declarations are useful for defining L^AT_EXML bindings, including option handling. As when defining L^AT_EX packages, the following, if needed at all, need to appear in the order shown.

- **DeclareOption** (*\$option*, *\$handler*) specifies the handler for `$option` when it is passed to the current package or class. If `$option` is `undef`, it defines the default handler, for options that are otherwise unrecognized. `$handler` can be either a string to be expanded, or a sub which is executed like a primitive.

- **PassOptions** ($\$name, \$type, @options$) specifies that the given options should be passed to the package (if $\$type$ is `sty`) or class (if $\$type$ is `cls`) $\$name$, if it is ever loaded.
- **ProcessOptions** ($keys$) processes any options that have been passed to the current package or class. If `inorder=>1` is specified, the options will be processed in the order passed to the package (`\ProcessOptions*`); otherwise they will be processed in the declared order (`\ProcessOptions`).
- **ExecuteOptions** ($@options$) executes the handlers for the specific set of options $@options$.
- **RequirePackage** ($\$pkgname, keys$) loads the specified package. The keyword options have the following effect: `options=>$options` can provide an explicit array of string specifying the options to pass to the package; `withoptions=>1` means that the options passed to the currently loading class or package should be passed to the requested package; `type=>$ext` specifies the type of the package file (default is `sty`); `raw=>1` specifies that reading the raw style file (eg. `pkg.sty`) is permissible if there is no specific L^AT_EX_ML binding (eg. `pkg.sty.ltxml`) `after=>$after` specifies a string or `(LaTeXML::Core::)Tokens` to be expanded after the package has finished loading.
- **LoadClass** ($\$classname, keys$) Similar to `RequirePackage`, but loads a class file (`type=>'cls'`).
- **AddToMacro** ($\$cstoken, \$tokens$) a little used utility to add material to the expansion of $\$cstoken$, like an `\edef`; typically used to add code to a class or package hook.

4.1.7 Miscellaneous

Other useful stuff:

- **RawTeX** ($\$texstring$) expands and processes the $\$texstring$; This is typically useful to include definitions copied from a T_EX stylefile, when they are appropriate for L^AT_EX_ML, as is. Single-quoting the $\$texstring$ is useful, since it isn't interpolated by Perl, and avoids having to double all the slashes!

4.2 latexmlpost Customization

The current postprocessing framework works by passing the document through a sequence of postprocessing filter modules. Each module is responsible for carrying out a specific transformation, augmentation or conversion on the document. In principle, this architecture has the flexibility to employ new filters to perform new or customized conversions. However, the driver, `latexmlpost`, currently provides no convenient means to instantiate and incorporate outside filters, short of developing your own specialized version.

Consequently, we will consider custom postprocessing filters outside the scope of this manual (but of course, you are welcome to explore the code, or contact us with suggestions).

The two areas where customization is most practical is in altering the XSLT transforms used and extending the CSS stylesheets.

4.2.1 XSLT

L^AT_EX_ML provides stylesheets for transforming its XML format to XHTML and HTML. These stylesheets are modular with components corresponding to the schema modules. Probably the best strategy for customizing the transform involves making a copy of the standard base stylesheets, `LaTeXML-xhtml.xsl`, `LaTeXML-html.xsl` and `LaTeXML-html5.xsl`, found at `installationdir/LaTeXML/style/` — they're short, consisting mainly of an `xsl:include` and setting appropriate parameters and output method; thus modifying the parameters and adding your own rules, or including your own modules should be relatively easy.

Naturally, this requires a familiarity with L^AT_EX_ML's schema (see I), as well as XSLT and XHTML. See the other stylesheet modules in the same directory as the base stylesheet for guidance. Generally the strategy is to use various parameters to switch between common behaviors and to use templates with `modes` that can be overridden in the less common cases.

Conversion to formats other than XHTML are, of course, possible, as well, but are neither supplied nor covered here. How complex the transformation will be depends on the extent that the L^AT_EX_ML schema can be mapped to the desired one, and to what extent L^AT_EX_ML has lost or hidden information represented in the original document. Again, familiarity with the schema is needed, and the provided XHTML stylesheets may suggest an approach.

NOTE: I'm trying to make stylesheets *easily* customizable. However, this is getting tricky.

- You can import stylesheets which allows the templates to be overridden.
- You can call the overridden stylesheet using `apply-imports`
- You can *not* call `apply-imports` to call an overridden *named* template! (although you seemingly can override them?)
- You can refer to xslt modules using URN's, provided you have loaded the `LaTeXML.catalog`:

```
<xsl:import href="urn:x-LaTeXML:XSLT:LaTeXML-all-xhtml.xsl"/>
```

4.2.2 CSS

CSS stylesheets can be supplied to `latexmlpost` to be included in the generated documents in addition to, or as a replacement for, the standard stylesheet `LaTeXML.css`. See the directory `installationdir/LaTeXML/style/` for samples.

To best take advantage of this capability so as to design CSS rules with the correct specificity, the following points are helpful:

- L^AT_EX_ML converts the T_EX to its own schema, with structural elements (like `equation`) getting their own tag; others are transformed to something more generic, such as `note`. In the latter case, a class attribute is often used to distinguish. For example, a `\footnote` generates

```
<note class='footnote'>...
```

whereas an `\endnote` generates

```
<note class='endnote'>...
```

- The provided XSLT stylesheets transform L^AT_EX_ML's schema to XHTML, generating a combined class attribute consisting of any class attributes already present as well as the L^AT_EX_ML tag name. However, there are some variations on the theme. For example, L^AT_EX's `\section` yields a L^AT_EX_ML element `section`, with a `title` element underneath. When transformed to XHTML, the former becomes a `<div class='section'>`, while the latter becomes `<h2 class='section-title'>` (for example, the h-level may vary with the document structure),

Mode `begin` and `end` For most elements, once the main html element has been opened and the primary attributes have been added but before any content has been added, a template with mode `begin` is called; thus it can add either attributes or content. Just before closing the main html element, a template with mode `end` is called.

Computing class and style Templates with mode `classes` and `styling`.

Chapter 5

Mathematics

There are several issues that have to be dealt with in treating the mathematics. On the one hand, the $\text{T}_{\text{E}}\text{X}$ markup gives a pretty good indication of what the author wants the math to look like, and so we would seem to have a good handle on the conversion to presentation forms. On the other hand, content formats are desirable as well; there are a few, but too few, clues about what the intent of the mathematics is. And in fact, the generation of even Presentation MathML of high quality requires recognizing the mathematical structure, if not the actual semantics. The mathematics processing must therefore preserve the presentational information provided by the author, while inferring, likely with some help, the mathematical content.

From a parsing point of view, the $\text{T}_{\text{E}}\text{X}$ -like processing serves as the lexer, tokenizing the input which $\text{L}_{\text{A}}\text{T}_{\text{E}}\text{X}$ ML will then parse [perhaps eventually a type-analysis phase will be added]. Of course, there are a few twists. For one, the tokens, represented by `XMTok`, can carry extra attributes such as font and style, but also the name, meaning and grammatical role, with defaults that can be overridden by the author — more on those, in a moment. Another twist is that, although $\text{L}_{\text{A}}\text{T}_{\text{E}}\text{X}$'s math markup is not nearly as semantic as we might like, there is considerable semantics and structure in the markup that we can exploit. For example, given a `\frac`, we've already established the numerator and denominator which can be parsed individually, but the fraction as a whole can be directly represented as an application, using `XMApp`, of a fraction operator; the resulting structure can be treated as atomic within its containing expression. This *structure preserving* character greatly simplifies the parsing task and helps reduce misinterpretation.

The parser, invoked by the postprocessor, works only with the top-level lists of lexical tokens, or with those sublists contained in an `XMArg`. The grammar works primarily through the name and grammatical role. The name is given by an attribute, or the content if it is the same. The role (things like ID, FUNCTION, OPERATOR, OPEN, ...) is also given by an attribute, or, if not present, the name is looked up in a document-specific dictionary (`jobname.dict`), or in a default dictionary.

Additional exceptions that need fuller explanation are:

- `Constructors` may wish to create a dual object (`XMDual`) whose children are

the semantic and presentational forms.

- Spacing and similar markup generates `XMHint` elements, which are currently ignored during parsing, but probably shouldn't.

5.1 Math Details

\LaTeX XML processes mathematical material by proceeding through several stages:

- Basic processing of macros, primitives and constructors resulting in an XML document; the math is primarily represented by a sequence of tokens (`XMTok`) or structured items (`XMApp`, `XMDual`) and hints (`XMHint`, which are ignored).
- Document tree rewriting, where rules are applied to modify the document tree. User supplied rules can be used here to clarify the intent of markup used in the document.
- Math Parsing; a grammar based parser is applied, depth first, to each level of the math. In particular, at the top level of each math expression, as well as each subexpression within structured items (these will have been contained in an `XMArg` or `XMWrap` element). This results in an expression tree that will hopefully be an accurate representation of the expression's structure, but may be ambiguous in specifics (eg. what the meaning of a superscript is). The parsing is driven almost entirely by the grammatical `role` assigned to each item.
- *Not yet implemented* a following stage must be developed to resolve the semantic ambiguities by analyzing and augmenting the expression tree.
- Target conversion: from the internal `XM*` representation to MATHML or Open-Math.

The `Math` element is a top-level container for any math mode material, serving as the container for various representations of the math including images (through attributes `mathimage`, `width` and `height`), textual (through attributes `tex`, `content-tex` and `text`), MATHML and the internal representation itself. The `mode` attribute specifies whether the math should be in display or inline mode.

5.1.1 Internal Math Representation

The `XMath` element is the container for the internal representation

The following attributes can appear on all `XM*` elements:

role the grammatical role that this element plays

open, close parentheses or delimiters that were used to wrap the expression represented by this element.

argopen, argclose, separators delimiters on a function or operator (the first element of an `XMApp`) that were used to delimit the arguments of the function. The `separators` is a string of the punctuation characters used to separate arguments.

xml:id a unique identifier to allow reference ([XMRef](#)) to this element.

Math Tags The following tags are used for the intermediate math representation:

XMTok represents a math token. It may contain text for presentation. Additional attributes are:

name the name that represents the *meaning* of the token; this overrides the content for identifying the token.

omcd the OpenMath content dictionary that the name belongs to.

font the font to be used for presenting the content.

style ?

size ?

stackscripts whether scripts should be stacked above/below the item, instead of the usual script position.

XMAp represents the generalized application of some function or operator to arguments. The first child element is the operator, the remaining elements are the arguments. Additional attributes:

name the name that represents the meaning of the construct as a whole.

stackscripts ?

XMDual combines representations of the content (the first child) and presentation (the second child), useful when the two structures are not easily related.

XMHint represents spacing or other apparent purely presentation material.

name names the effect that the hint was intended to achieve.

style ?

XMWrap serves to assert the expected type or role of a subexpression that may otherwise be difficult to interpret — the parser is more forgiving about these.

name ?

style ?

XMArg serves to wrap individual arguments or subexpressions, created by structured markup, such as `\frac`. These subexpressions can be parsed individually.

rule the grammar rule that this subexpression should match.

XMRef refers to another subexpression,. This is used to avoid duplicating arguments when constructing an [XMDual](#) to represent a function application, for example. The arguments will be placed in the content branch (wrapped in an [XMArg](#)) while [XMRef](#)'s will be placed in the presentation branch.

idref the identifier of the referenced math subexpression.

5.1.2 Grammatical Roles

As mentioned above, the grammar takes advantage of the structure (however minimal) of the markup. Thus, the grammar is applied in layers, to sequences of tokens or *atomic* subexpressions (like a fraction or array). It is the `role` attribute that indicates the syntactic and/or presentational nature of each item. On the one hand, this drives the parsing: the grammar rules are keyed on the `role` (say, `ADDF`), rather than content (say `+` or `-`), of the nodes [In some cases, the content is used to distinguish special synthesized roles]. The `role` is also used to drive the conversion to presentation markup, (say, as an infix operator), especially Presentation MATHML. Some values of `role` are used only in the grammar, some are only used in presentation; most are used both ways.

The following grammatical roles are recognized by the math parser. These values can be specified in the `role` attribute during the initial document construction or by rewrite rules. Although the precedence of operators is loosely described in the following, since the grammar contains various special case productions, no rigidly ordered precedence is given. Also note that in the current design, an expression has only a single role, although that role may be involved in grammatical rules with distinct syntax and semantics (some roles directly reflect this ambiguity).

ATOM a general atomic subexpression (atomic at the level of the expression; it may have internal structure);

ID a variable-like token, whether scalar or otherwise, but not a function;

NUMBER a number;

ARRAY a structure with internal components and alignments; typically has a particular syntactic relationship to `OPEN` and `CLOSE` tokens.

UNKNOWN an unknown expression. This is the default for token elements. Such tokens are treated essentially as `ID`, but generate a warning if it seems to be used as a function.

OPEN,CLOSE opening and closing delimiters, group expressions or enclose arguments among other structures;

MIDDLE a middle operator used to group items between an `OPEN`, `CLOSE` pair;

PUNCT,PERIOD punctuation; a period ‘ends’ formula (note that numbers, including floating point, are recognized earlier in processing);

VERTBAR a vertical bar (single or doubled) which serves a confusing variety of notations: absolute values, “at”, divides;

RELOP a relational operator, loosely binding;

ARROW an arrow operator (with little semantic significance), but generally treated equivalently to `RELOP`;

METARELOP an operator used for relations between relations, with lower precedence;

- MODIFIER** an atomic expression following an object that ‘modifies’ it in some way, such as a restriction (< 0) or modulus expression;
- MODIFIEROP** an operator (such as mod) between two expressions such that the latter modifies the former;
- ADDOP** an addition operator, between RELOP and MULOP operators in precedence;
- MULOP** a multiplicative operator, high precedence than ADDOP;
- BINOP** a generic infix operator, can act as either an ADDOP or MULOP, typically used for cases wrapped in `\mathbin`;
- SUPOP** An operator appearing *in* a superscript, such as a collection of primes, or perhaps a T for transpose. This is distinct from an expression in a superscript with an implied power or index operator;
- PREFIX** for a prefix operator;
- POSTFIX** for a postfix operator;
- FUNCTION** a function which (may) apply to following arguments with higher precedence than addition and multiplication, or to parenthesized arguments (enclosed between OPEN,CLOSE);
- OPFUNCTION** a variant of FUNCTION which doesn’t require fenced arguments;
- TRIGFUNCTION** a variant of OPFUNCTION with special rules for recognizing which following tokens are arguments and which are not;
- APPLYOP** an explicit infix application operator (high precedence);
- COMPOSEOP** an infix operator that composes two FUNCTION’s (resulting in another FUNCTION);
- OPERATOR** a general operator; higher precedence than function application. For example, for an operator A , and function F , AFx would be interpreted as $(A(F))(x)$;
- SUMOP,INTOP,LIMITOP,DIFFOP,BIGOP** a summation/union, integral, limiting, differential or general purpose operator. These are treated equivalently by the grammar, but are distinguished to facilitate (*eventually*) analyzing the argument structure (eg bound variables and differentials within an integral). **Note** are SUMOP and LIMITOP significantly different in this sense?
- POSTSUBSCRIPT,POSTSUPERSCRIPT** intermediate form of sub- and superscript, roughly as \TeX processes them. The script is (essentially) treated as an argument but the base will be determined by parsing.
- FLOATINGSUBSCRIPT,FLOATINGSUPERSCRIPT** A special case for a sub- and superscript on an empty base, ie. $\{\}^{\{x\}}$. It is often used to place a pre-superscript or for non-math uses (eg. $10\$\{\}^{\{th\}}$);

The following roles are not used in the grammar, but are used to capture the presentation style; they are typically used directly in macros that construct structured objects, or used in representing the results of parsing an expression.

STACKED corresponds to stacked structures, such as `\atop`, and the presentation of binomial coefficients.

SUPERSCRIPTOP,SUBSCRIPTOP after parsing, the operator involved in various sub/superscript constructs above will be converted to these;

OVERACCENT,UNDERACCENT these are special cases of the above that indicate the 2nd operand acts as an accent (typically smaller), expressions using these roles are usually directly constructed for accenting macros;

FENCED this operator is used to represent containers enclosed by `OPEN` and `CLOSE`, possibly with punctuation, particularly when no semantic is known for the construct, such as an arbitrary list.

The content of a token is actually used in a few special cases to distinguish distinct syntactic constructs, but these roles are *not* assigned to the `role` attribute of expressions:

LANGLE,RANGLE recognizes use of `<` and `>` in the bra-ket notation used in quantum mechanics;

LBRACE,RBRACE recognizes use of `{` and `}` on either side of stacked or array constructions representing various kinds of cases or choices;

SCRIPTOPEN recognizes the use of `{` in opening specialized set notations.

Chapter 6

Localization

In this chapter, a few issues relating to various national or cultural styles, languages or text encodings, which we'll refer to collectively as 'localization', are briefly discussed.

6.1 Numbering

Generally when titles and captions are formatted or when equations are numbered and when they are referred to in a cross reference or table of contents, text consisting of some combination of the raw title or caption text, a reference number and a type name (eg. 'Chapter') or symbol (eg. §) is composed and used. The exact compositions that is used at each level can depend on language, culture, the subject matter as well as both journal and individual style preferences. \LaTeX has evolved to accommodate many of these styles and \LaTeX ML attempts to follow that lead, while preserve its options (the demands of extensively hyper-linked online material sometimes seems to demand more options and flexibility than traditional print formatting).

For example, the various macros `\chaptername`, `\partname`, `\refname`, etc. are respected and used. Likewise, the various counters and formatters such as `\theequation` are supported.

\LaTeX 's mechanism for formatting caption tags (`\fnum@figure` and `\fnum@table`) is extended to cover more cases. If you define `\fnum@type`, (where *type* is `chapter`, `section`, `subsection`, etc.) it will be used to format the reference number and/or type name for instances of that *type*. The macro `\fnum@toc@type` is used when formatting numbers for tables of contents.

Alternatively, you can define a macro `\format@title@type` that will be used format the whole title including reference number and type as desired; it takes a single argument, the title text. The macro `\format@toctitle@type` is used for the formatting a (typically) short form use in tables of contents.

6.2 Input Encodings

L^AT_EX_ML supports the standard L^AT_EX mechanism for handling non-ASCII encodings of the input T_EX sources: using the `inputenc` package. The L^AT_EX_ML binding of `inputenc` loads the encoding definition (generally with extension `def`) directly from the L^AT_EX distribution (which are generally well-enough behaved to be easily processed). These encoding definitions make the upper 128 code points (of 8 bit) active and define T_EX macros to handle them.

Using the commandline option `--inputencoding=utf8` to `latexml` allows processing of sources encoded as utf8, without any special packages loaded. [future work will make L^AT_EX_ML compatible with xetex]

6.3 Output Encodings

At some level, as far as T_EX is concerned, what you type ends up pointing into a font that causes some blob of ink to be printed. This mechanism is used to print a unique mathematical operator, say ‘subset of and not equals’. It is also used to print greek when you seemed to have been typing ASCII!

So, we must accomodate that mechanism, as well. At the stage when character tokens are digested to create boxes in the current font, a font encoding table (a `FontMap`) is consulted to map the token’s text (viewed as an index into the table) to Unicode. The declaration `DeclareFontMap` is used to associate a `FontMap` with an encoding name, or font.

Note that this mapping is only used for text originating from the source document; The text within `Constructor`’s XML pattern is used *without* any such font conversion.

6.4 Babel

The `babel` package for supporting multiple languages by redefining various internal bits of text to replace, eg. “Chapter” by “Kapital” and by defining various shorthand mechanisms to make it easy to type the extra non-latin characters and glyphs used by those languages. Each supported language or dialect has a module which is loaded to provide the needed definitions.

To the extent: that L^AT_EX_ML’s input and output encoding handling is sufficient; that its processing of raw T_EX is good enough; and that it proceeds through the appropriate L^AT_EX internals, L^AT_EX_ML should be able to support `babel` and arbitrary languages by reading in the raw T_EX implementation of the language module from the T_EX distribution itself.

At least, that is the strategy that we use.

Chapter 7

Alignments

There are several situations where $\text{T}_{\text{E}}\text{X}$ stacks or aligns a number of objects into a one or two dimensional grids. In most cases, these are built upon low-level primitives, like `\halign`, and so share characteristics: using `&` to separate alignment columns; either `\\` or `\cr` to separate rows. Yet, there are many different markup patterns and environments used for quite different purposes from tabular text to math arrays to composing symbols and so it is worth recognizing the intended semantics in each case, while still processing them as $\text{T}_{\text{E}}\text{X}$ would.

In this chapter, we will describe some of the special complications presented by alignments and the strategies used to infer and represent the appropriate semantic structures, particularly for math.

7.1 $\text{T}_{\text{E}}\text{X}$ Alignments

NOTE This section needs to be written.

Many utilities for setting up and processing alignments are defined in `TeX.pool` with support from the module `(LaTeXML::Core::)Alignment`. Typically, one binds a set of control sequences specially for the alignment environment or structure encountered, particularly for `&` and `\\`. An alignment object is created which records information about each row and cell that was processed, such as width, alignment, span, etc. Then the alignment is converted to XML by specifying what tag wraps the entire alignment, each row and each cell.

The content of alignments is being expanded before the column and row markers are recognized; this allows more flexibility in defining markup since row and column markers can be hidden in macros, but it also means that simple means, such as delimited parameter lists, to parse the structure won't work.

7.2 Tabular Header Heuristics

To be written

7.3 Math Forks

There are several constructs for aligning mathematics in \LaTeX , and common packages. Here we are concerned with the large scale alignments where one or more equations are displayed in a grid, such as `eqnarray`, in standard \LaTeX , and a suite of constructs of the `amsmath` packages. The arrangements are worth preserving as they often convey important information to the reader by the grouping, or by drawing attention to similarities or differences in the formula. At the same time, the individual fragments within the grid cells often have little ‘meaning’ on their own: it is subsequences of these fragments that represent the logical mathematical objects or formula. Thus, we would also like to recognize those sequences and synthesize complete formula for use in content-oriented services. We therefore have to devise an XML structure to represent this duality, as well as developing strategies for inferring and rearranging the mathematics as it was authored into the desired form.

The needed structure shares some characteristics with `XMDual`, which needs to be described, but needs to reside at the document level, containing several, possibly numbered, equations each of which provide two views. Additional objects, such as textual insertions (such as `amsmath`’s `\intertext`), must also be accommodated.

The following XML is used to represent these structures:

```
<ltx:equationgroup>
  <ltx:equation>
    <ltx:MathFork>
      <ltx:Math>logical math here</ltx:Math>
      <ltx:MathBranch>
        <ltx:td><ltx:Math>cell math</ltx:Math></ltx:td>...
        or
        <ltx:tr><ltx:td><ltx:Math>...
      </ltx:MathBranch>
    </ltx:MathFork>
  </ltx:equation>
  <ltx:text>inter-text</ltx:text>
  ... more text or equations
</ltx:equationgroup>
```

Typically, the contents of the `MathBranch` will be a sequence of `td`, each containing an `Math`, or of `tr`, each containing sequence of such `td`. This structure can thus represent both `eqnarray` where a logical equation consists of one or more complete rows, as well as AMS’ `aligned` where equations consist of pairs of columns. The XSLT transformation that converts to end formats recognizes which case and lays out appropriately.

In most cases, the material that will yield a `MathFork` is given as a set of partial math expressions representing rows and/or columns; these must be concatenated (and parsed) to form the composite logical expression.

Any ID’s within the expressions (and references to them) must be modified to avoid duplicate ids. Moreover, a useful application associates the displayed tokens from the aligned presentation of the `MathBranch` with the presumably semantic tokens in the logical content of the main branch of the `MathFork`. Thus, we desire that the IDs in the

two branches to have a known relationship; in particular, those in the branch should have `.fork1` appended.

7.4 eqnarray

The `eqnarray` environment seems intended to represent one or more equations, but each equation can be continued with additional right-hand-sides (by omitting the 1st column), or the RHS itself can be continued on multiple lines by omitting the 1st two columns on a row. With our goal of constructing well-structured mathematics, this gives us a fun little puzzle to sort out. However, being essentially the only structure for aligning mathematical stuff in standard \LaTeX , `eqnarray` tended to be stretched into various other use cases; aligning numbered equations with bits of text on the side, for example. We therefore have some work to do to guess what the intent is.

The strategy used for `eqnarray` is process the material as an alignment in math mode and convert initially to the following XML structure:

```
<ltx:equationgroup>
  <ltx:equation>
    <ltx:_Capture_>
      <ltx:Math><ltx:XMATH>column math here</ltx:XMATH></ltx:Math>
    </ltx:_Capture_>
    ...
  </ltx:equation>
  ...
</ltx:equationgroup>
```

The results are then studied to recognize the patterns of empty columns so that the rows can be regrouped into logical equations. [MathFork](#) structures are used to contain those logical equations while preserving the layout in the [MathBranch](#).

NOTE We need to deal better with the cases that have more rows numbered than we would like.

7.5 AMS Alignments

The AMS math packages define a number of useful math alignment structures. These have been well thought out and designed with particular logical structures in mind, as well as the layout. Thus these environments are less often abused than is `eqnarray`. In this section, we list the environments, their expected use case and describe the strategy used for converting them.

To be done Describe alternates for `equation` and things inside equations; Describe single vs multiple logical equations. (and started variants)

This list outlines the *intended* use of the AMS alignment environments The following constructs are intended as top-level environments, used like `equation`.

Several of the constructs are used in place of a top-level `equation` and represent one or more logical equations. The following describes the intended usage, as a guide to understanding the implementation code (or its limitations!)

- `align,flalign,alignat,xalignat`: Each row may be numbered; has even number of columns; Each pair of columns, aligned right then left, represents a logical equation; Note that the documentation suggests that annotative text can be added by putting `\text{}` in a column followed by an empty column.
- `gather`: Each row is a single centered column representing an equation.
- `multline`: This environment represents a single equation broken to multiple lines; the lines are aligned left, center (repeated) and finally, right. *alignment not yet implemented*

The following environments are used *within* an equation (or similar) environment and thus do not generate [MathFork](#) structures. Moreover, except for `aligned`, their semantic intent is less clear. The preservation of the alignment have not yet been implemented; they, presumably would yeiled an [XMDual](#).

- `split`
- `gathered`
- `aligned,alignedat`

Note that the case of a single equation containing a single `aligned` is transformed into and treated equivalently to a top-level `align`.

Chapter 8

Metadata

8.1 RDFa

L^AT_EX_ML has support for representing and generating RDFa metadata in L^AT_EX_ML documents. The core attributes `property`, `rel`, `rev`, `about` `resource`, `typeof` and `content` are included. Provision is also made for `about` and `resource` to be specified using L^AT_EX-style labels, or plain XML id's.

The default set of vocabularies is specified in HTML Role Vocabulary¹, and the associated set of prefixes are predefined.

It is intended that the support will be extended to automatically generate RDFa data from the implied semantics of L^AT_EX markup; the idea would be not to inadvertently override any explicitly provided metadata supplied by one of the following packages.

The hyperref package The `hyperref` and `hyperxmp` packages provide a means to specify metadata which will be embedded in the generated pdf file; L^AT_EX_ML converts that data to RDFa in its generated XML.

The lxrdf package There is also a L^AT_EX_ML-specific package, `lxrdf`, which provides several commands for annotating the generated XML. The most powerful of which is `\lxrdf` which allows you to specify any set or subset of RDFa attributes on the current XML element and thus take advantage of the arbitrary shorthands, chaining and partial triples that RDFa allows. Correspondingly, you must beware of clashes or unintended changes to the set of triples generated by explicit and hidden RDFa data.

¹<http://www.w3.org/1999/xhtml/vocab/#XHTMLRoleVocabulary>

Chapter 9

ToDo

Lots...!

- Many useful \LaTeX packages have not been implemented, and those that are aren't necessarily complete.
Contributed bindings are, of course, welcome!
- Low-level \TeX capabilities, such as text modes (eg. vertical, horizontal), box details like width and depth, as well as fonts, aren't mimicked faithfully, although it isn't clear how much can be done at the 'semantic' level.
- a richer math grammar, or more flexible parsing engine, better inferencing of math structure, better inferencing of math *meaning*... and thus better Content MathML and OpenMath support!
- Could be faster.
- Easier customization of the document schema, XSLT stylesheets.
- ...um, ...*documentation*!

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Appendix A

Command Documentation

A.1 latexml

Transforms a TeX/LaTeX file into XML.

Synopsis

latexml [options] *texfile*

Options:

--destination=file	sets destination file (default stdout).
--output=file	[obsolete synonym for --destination]
--preload=module	requests loading of an optional module; can be repeated
--preamble=file	sets a preamble file which will effectively be prepended to the main file.
--postamble=file	sets a postamble file which will effectively be appended to the main file.
--includestyles	allows latexml to load raw *.sty file; by default it avoids this.
--path=dir	adds to the paths searched for files, modules, etc;
--documentid=id	assign an id to the document root.
--quiet	suppress messages (can repeat)
--verbose	more informative output (can repeat)
--strict	makes latexml less forgiving of errors
--bibtex	processes as a BibTeX bibliography.
--xml	requests xml output (default).
--tex	requests TeX output after expansion.
--box	requests box output after expansion and digestion.
--noparse	suppresses parsing math
--nocomments	omit comments from the output
--inputencoding=enc	specify the input encoding.

```

--VERSION          show version number.
--debug=package   enables debugging output for the named
                  package
--help            shows this help message.

```

If *texfile* is '-', latexml reads the TeX source from standard input. If *texfile* has an explicit extension of .bib, it is processed as a BibTeX bibliography.

Options & Arguments

--destination=*file*

Specifies the destination file; by default the XML is written to stdout.

--preload=*module*

Requests the loading of an optional module or package. This may be useful if the TeX code does not specifically require the module (eg. through input or usepackage). For example, use `--preload=LaTeX.pool` to force LaTeX mode.

--preamble=*file*, **--postamble=***file*

Specifies a file whose contents will effectively be prepended or appended to the main document file's content. This can be useful when processing TeX fragments, in which case the preamble would contain documentclass and begindocument control sequences. This option is not used when processing BibTeX files.

--includestyles

This optional allows processing of style files (files with extensions `sty`, `cls`, `clo`, `cnf`). By default, these files are ignored unless a latexml implementation of them is found (with an extension of `ltxml`).

These style files generally fall into two classes: Those that merely affect document style are ignorable in the XML. Others define new markup and document structure, often using deeper LaTeX macros to achieve their ends. Although the omission will lead to other errors (missing macro definitions), it is unlikely that processing the TeX code in the style file will lead to a correct document.

--path=*dir*

Add *dir* to the search paths used when searching for files, modules, style files, etc; somewhat like TEXINPUTS. This option can be repeated.

--documentid=*id*

Assigns an ID to the root element of the XML document. This ID is generally inherited as the prefix of ID's on all other elements within the document. This is useful when constructing a site of multiple documents so that all nodes have unique IDs.

--quiet

Reduces the verbosity of output during processing, used twice is pretty silent.

--verbose

Increases the verbosity of output during processing, used twice is pretty chatty. Can be useful for getting more details when errors occur.

--strict

Specifies a strict processing mode. By default, undefined control sequences and invalid document constructs (that violate the DTD) give warning messages, but attempt to continue processing. Using `--strict` makes them generate fatal errors.

--bibtex

Forces latexml to treat the file as a BibTeX bibliography. Note that the timing is slightly different than the usual case with BibTeX and LaTeX. In the latter case, BibTeX simply selects and formats a subset of the bibliographic entries; the actual TeX expansion is carried out when the result is included in a LaTeX document. In contrast, latexml processes and expands the entire bibliography; the selection of entries is done during postprocessing. This also means that any packages that define macros used in the bibliography must be specified using the `--preload` option.

--xml

Requests XML output; this is the default.

--tex

Requests TeX output for debugging purposes; processing is only carried out through expansion and digestion. This may not be quite valid TeX, since Unicode may be introduced.

--box

Requests Box output for debugging purposes; processing is carried out through expansion and digestions, and the result is printed.

--nocomments

Normally latexml preserves comments from the source file, and adds a comment every 25 lines as an aid in tracking the source. The option `--nocomments` discards such comments.

--inputencoding=*encoding*

Specify the input encoding, eg. `--inputencoding=iso-8859-1`. The encoding must be one known to Perl's Encode package. Note that this only enables the translation of the input bytes to UTF-8 used internally by LaTeXML, but does not affect catcodes. It is usually better to use LaTeX's `inputenc` package. Note that this does not affect the output encoding, which is always UTF-8.

--VERSION

Shows the version number of the LaTeXXML package..

--debug=*package*

Enables debugging output for the named package. The package is given without the leading LaTeXXML::.

--help

Shows this help message.

See also

[latexmlpost](#), [latexmlmath](#), [LaTeXXML](#)

A.2 latexmlpost

Postprocesses an xml file generated by `latexml` to perform common tasks, such as convert math to images and processing graphics inclusions for the web.

Synopsis

`latexmlpost [options] xmlfile`

Options:

<code>--verbose</code>	shows progress during processing.
<code>--VERSION</code>	show version number.
<code>--help</code>	shows help message.
<code>--sourcedirectory=sourcedir</code>	sets directory of the original source TeX file.
<code>--validate, --novalidate</code>	Enables (the default) or disables validation of the source xml.
<code>--format=html html5 html4 xhtml+xml</code>	requests the output format. (html defaults to html5)
<code>--destination=file</code>	sets output file (and directory).
<code>--omitdoctype</code>	omits the Doctype declaration,
<code>--noomitdoctype</code>	disables the omission (the default)
<code>--numbersections</code>	enables (the default) the inclusion of section numbers in titles, crossrefs.
<code>--nonumbersections</code>	disables the above
<code>--stylesheet=xslfile</code>	requests the XSL transform using the given xslfile as stylesheet.
<code>--css=cssfile</code>	adds css stylesheet to (x)html(5) (can be repeated)
<code>--nodefaultresources</code>	disables processing built-in resources
<code>--javascript=jsfile</code>	adds a link to a javascript file into html4/html5/xhtml (can be repeated)
<code>--xsltparameter=name:value</code>	passes parameters to the XSLT.

```

--split           requests splitting each document
--nosplit        disables the above (default)
--splitat        sets level to split the document
--splitpath=xpath sets xpath expression to use for
                  splitting (default splits at
                  sections, if splitting is enabled)
--splitnaming=(id|idrelative|label|labelrelative) specifies
                  how to name split files (idrelative).
--scan           scans documents to extract ids,
                  labels, etc.
                  section titles, etc. (default)
--noscan         disables the above
--crossref       fills in crossreferences (default)
--nocrossref     disables the above
--urlstyle=(server|negotiated|file) format to use for urls
                  (default server).
--navigationtoc=(context|none) generates a table of contents
                  in navigation bar
--index          requests creating an index (default)
--noindex        disables the above
--splitindex     Splits index into pages per initial.
--nosplitindex   disables the above (default)
--permutedindex  permutes index phrases in the index
--nopermutedindex disables the above (default)
--bibliography=file sets a bibliography file
--splitbibliography splits the bibliography into pages per
                  initial.
--nosplitbibliography disables the above (default)
--prescan       carries out only the split (if
                  enabled) and scan, storing
                  cross-referencing data in dbfile
                  (default is complete processing)
--dbfile=dbfile sets file to store crossreferences
--sitedirectory=dir sets the base directory of the site
--mathimages    converts math to images
                  (default for html4 format)
--nomathimages  disables the above
--mathsvg       converts math to svg images
--nomathsvg     disables the above
--mathimagemagnification=mag sets magnification factor
--presentationmathml converts math to Presentation MathML
                  (default for xhtml & html5 formats)
--pmmml         alias for --presentationmathml
--nopresentationmathml disables the above
--linelength=n  formats presentation mathml to a
                  linelength max of n characters
--contentmathml converts math to Content MathML
--nocontentmathml disables the above (default)
--cmml         alias for --contentmathml
--openmath      converts math to OpenMath

```

<code>--noopenmath</code>	disables the above (default)
<code>--om</code>	alias for <code>--openmath</code>
<code>--keepXMath</code>	preserves the intermediate XMath representation (default is to remove)
<code>--mathtex</code>	adds TeX annotation to parallel markup
<code>--nomathtex</code>	disables the above (default)
<code>--plane1</code>	use plane-1 unicode for symbols (default, if needed)
<code>--noplanel</code>	do not use plane-1 unicode
<code>--graphicimages</code>	converts graphics to images (default)
<code>--nographicimages</code>	disables the above
<code>--graphicsmap=type.type</code>	specifies a graphics file mapping
<code>--pictureimages</code>	converts picture environments to images (default)
<code>--nopictureimages</code>	disables the above
<code>--svg</code>	converts picture environments to SVG
<code>--nosvg</code>	disables the above (default)

If *xmlfile* is '-', latexmlpost reads the XML from standard input.

Options & Arguments

General Options

--verbose

Requests informative output as processing proceeds. Can be repeated to increase the amount of information.

--VERSION

Shows the version number of the LaTeXXML package..

--help

Shows this help message.

Source Options

--sourcedirectory=source

Specifies the directory where the original latex source is located. Unless latexmlpost is run from that directory, or it can be determined from the xml filename, it may be necessary to specify this option in order to find graphics and style files.

--validate, --novalidate

Enables (or disables) the validation of the source XML document (the default).

Format Options**--format=(html|html5|html4|xhtml+xml)**

Specifies the output format for post processing. By default, it will be guessed from the file extension of the destination (if given), with `html` implying `html5`, `xhtml` implying `xhtml` and the default being `xml`, which you probably don't want.

The `html5` format converts the material to `html5` form with mathematics as MathML; `html5` supports SVG. `html4` format converts the material to the earlier `html` form, version 4, and the mathematics to `png` images. `xhtml` format converts to `xhtml` and uses presentation MathML (after attempting to parse the mathematics) for representing the math. `html5` similarly converts math to presentation MathML. In these cases, any graphics will be converted to web-friendly formats and/or copied to the destination directory. If you simply specify `html`, it will treat that as `html5`.

For the default, `xml`, the output is left in LaTeXML's internal `xml`, but the math is parsed and converted to presentation MathML. For `html`, `html5` and `xhtml`, a default stylesheet is provided, but see the `--stylesheet` option.

--destination=destination

Specifies the destination file and directory. The directory is needed for `mathimages`, `mathsvg` and `graphics` processing.

--omitdoctype, --noomitdoctype

Omits (or includes) the document type declaration. The default is to include it if the document model was based on a DTD.

--numbersections, --nonumbersections

Includes (default), or disables the inclusion of section, equation, etc, numbers in the formatted document and crossreference links.

--stylesheet=xslfile

Requests the XSL transformation of the document using the given `xslfile` as stylesheet. If the stylesheet is omitted, a 'standard' one appropriate for the format (`html4`, `html5` or `xhtml`) will be used.

--css=cssfile

Adds `cssfile` as a `css` stylesheet to be used in the transformed `html/html5/xhtml`. Multiple stylesheets can be used; they are included in the `html` in the order given, following the default `ltx-LaTeXML.css` (unless `--nodefaultcss`). The stylesheet is copied to the destination directory, unless it is an absolute url.

Some stylesheets included in the distribution are `-css=navbar-left` Puts a navigation bar on the left. (default omits navbar) `-css=navbar-right` Puts a navigation bar on the right. `-css=theme-blue` A blue coloring theme for headings. `-css=amsart` A style suitable for journal articles.

--javascript=*jsfile*

Includes a link to the javascript file *jsfile*, to be used in the transformed html/html5/xhtml. Multiple javascript files can be included; they are linked in the html in the order given. The javascript file is copied to the destination directory, unless it is an absolute url.

--icon=*iconfile*

Copies *iconfile* to the destination directory and sets up the linkage in the transformed html/html5/xhtml to use that as the "favicon".

--nodefaultresources

Disables the copying and inclusion of resources added by the binding files; This includes CSS, javascript or other files. This does not affect resources explicitly requested by the `--css` or `--javascript` options.

--timestamp=*timestamp*

Provides a timestamp (typically a time and date) to be embedded in the comments by the stock XSLT stylesheets. If you don't supply a timestamp, the current time and date will be used. (You can use `--timestamp=0` to omit the timestamp).

--xsltparameter=*name:value*

Passes parameters to the XSLT stylesheet. See the manual or the stylesheet itself for available parameters.

Site & Crossreferencing Options**--split, --nosplit**

Enables or disables (default) the splitting of documents into multiple 'pages'. If enabled, the the document will be split into sections, bibliography, index and appendices (if any) by default, unless `--splitpath` is specified.

--splitat=*unit*

Specifies what level of the document to split at. Should be one of `chapter`, `section` (the default), `subsection` or `subsubsection`. For more control, see `--splitpath`.

--splitpath=*xpath*

Specifies an XPath expression to select nodes that will generate separate pages. The default `splitpath` is `//ltx:section | //ltx:bibliography | //ltx:appendix | //ltx:index`

Specifying

```
--splitpath="//ltx:section | //ltx:subsection
| //ltx:bibliography | //ltx:appendix | //ltx:index"
```

would split the document at subsections as well as sections.

--splitnaming=(id|idrelative|label|labelrelative)

Specifies how to name the files for subdocuments created by splitting. The values `id` and `label` simply use the `id` or `label` of the subdocument's root node for its filename. `idrelative` and `labelrelative` use the portion of the `id` or `label` that follows the parent document's `id` or `label`. Furthermore, to impose structure and uniqueness, if a split document has children that are also split, that document (and its children) will be in a separate subdirectory with the name `index`.

--scan, --noscan

Enables (default) or disables the scanning of documents for `ids`, `labels`, `references`, `indexmarks`, etc, for use in filling in `refs`, `cites`, `index` and so on. It may be useful to disable when generating documents not based on the LaTeXML doctype.

--crossref, --nocrossref

Enables (default) or disables the filling in of references, hrefs, etc based on a previous scan (either from `--scan`, or `--dbfile`) It may be useful to disable when generating documents not based on the LaTeXML doctype.

--urlstyle=(server|negotiated|file)

This option determines the way that URLs within the documents are formatted, depending on the way they are intended to be served. The default, `server`, eliminates unnecessary trailing `index.html`. With `negotiated`, the trailing file extension (typically `html` or `xhtml`) are eliminated. The scheme `file` preserves complete (but relative) urls so that the site can be browsed as files without any server.

--navigationtoc=(context|none)

Generates a table of contents in the navigation bar; default is `none`. The 'context' style of TOC, is somewhat verbose and reveals more detail near the current page; it is most suitable for navigation bars placed on the left or right. Other styles of TOC should be developed and added here, such as a short form.

--index, --noindex

Enables (default) or disables the generation of an index from `indexmarks` embedded within the document. Enabling this has no effect unless there is an `index` element in the document (generated by `\printindex`).

--splitindex, --nosplitindex

Enables or disables (default) the splitting of generated indexes into separate pages per initial letter.

--bibliography=pathname

Specifies a bibliography generated from a BibTeX file to be used to fill in a bibliography element. Hand-written bibliographies placed in a `thebibliography` environment do not need this. The option has no effect unless there is an bibliography element in the document (generated by `\bibliography`).

Note that this option provides the bibliography to be used to fill in the bibliography element (generated by `\bibliography`); `latexmlpost` does not (currently) directly process and format such a bibliography.

--splitbibliography, --nosplitbibliography

Enables or disables (default) the splitting of generated bibliographies into separate pages per initial letter.

--prescan

By default `latexmlpost` processes a single document into one (or more; see `--split`) destination files in a single pass. When generating a complicated site consisting of several documents it may be advantageous to first scan through the documents to extract and store (in `dbfile`) cross-referencing data (such as ids, titles, urls, and so on). A later pass then has complete information allowing all documents to reference each other, and also constructs an index and bibliography that reflects the entire document set. The same effect (though less efficient) can be achieved by running `latexmlpost` twice, provided a `dbfile` is specified.

--dbfile=file

Specifies a filename to use for the crossreferencing data when using two-pass processing. This file may reside in the intermediate destination directory.

--sitedirectory=dir

Specifies the base directory of the overall web site. Pathnames in the database are stored in a form relative to this directory to make it more portable.

Math Options

These options specify how math should be converted into other formats. Multiple formats can be requested; how they will be combined depends on the format and other options.

--mathimages, --nomathimages

Requests or disables the conversion of math to images (png by default). Conversion is the default for html4 format.

--mathsvg, --nomathsvg

Requests or disables the conversion of math to svg images.

--mathimagemagnification=*factor*

Specifies the magnification used for math images (both png and svg), if they are made. Default is 1.75.

--presentationmathml, --nopresentationmathml

Requests or disables conversion of math to Presentation MathML. Conversion is the default for xhtml and html5 formats.

--linelength=*number*

(Experimental) Line-breaks the generated Presentation MathML so that it is no longer than *number* ‘characters’.

--plane1

Converts the content of Presentation MathML token elements to the appropriate Unicode Plane-1 codepoints according to the selected font, when applicable (the default).

--hackplane1

Converts the content of Presentation MathML token elements to the appropriate Unicode Plane-1 codepoints according to the selected font, but only for the mathvariants double-struck, fraktur and script. This gives support for current (as of August 2009) versions of Firefox and MathPlayer, provided a sufficient set of fonts is available (eg. STIX).

--contentmathml, --nocontentmathml

Requests or disables conversion of math to Content MathML. Conversion is disabled by default. **Note** that this conversion is only partially implemented.

--openmath

Requests or disables conversion of math to OpenMath. Conversion is disabled by default. **Note** that this conversion is only partially implemented.

--keepXMath

By default, when any of the MathML or OpenMath conversions are used, the intermediate math representation will be removed; this option preserves it; it will be used as secondary parallel markup, when it follows the options for other math representations.

Graphics Options**--graphicimages, --nographicimages**

Enables (default) or disables the conversion of graphics to web-appropriate format (png).

--graphicsmap=source_{type}.dest_{type}

Specifies a mapping of graphics file types. Typically, graphics elements specify a graphics file that will be converted to a more appropriate file target format; for example, postscript files used for graphics with LaTeX will be converted to png format for use on the web. As with LaTeX, when a graphics file is specified without a file type, the system will search for the most appropriate target type file.

When this option is used, it overrides *and replaces* the defaults and provides a mapping of *source_{type}* to *dest_{type}*. The option can be repeated to provide several mappings, with the earlier formats preferred. If the *dest_{type}* is omitted, it specifies copying files of type *source_{type}*, unchanged.

The default settings is equivalent to having supplied the options:

```
--graphicsmap=svg
--graphicsmap=png
--graphicsmap=gif
--graphicsmap=jpg
--graphicsmap=jpeg
--graphicsmap=eps.png
--graphicsmap=ps.png
--graphicsmap=ai.png
--graphicsmap=pdf.png
```

The first formats are preferred and used unchanged, while the latter ones are converted to png.

--pictureimages, --nopictureimages

Enables (default) or disables the conversion of picture environments and pstricks material into images.

--svg, --nosvg

Enables or disables (default) the conversion of picture environments and pstricks material to SVG.

See also

[latexml](#), [latexmlmath](#), [LaTeXML](#)

A.3 latexmlmath

Transforms a TeX/LaTeX math expression into various formats.

Synopsis

`latexmlmath` [options] *texmath*

```
Options:
--mathimage=file           converts to image in file
--mathsvg=file            converts to svg image in file
--magnification=mag       specifies magnification factor
--presentationmathml=file converts to Presentation MathML
--pmml=file               alias for --presentationmathml
--linelength=n           do linewrapping of pMML
--contentmathml=file     convert to Content MathML
--cmml=file              alias for --contentmathml
--openmath=file          convert to OpenMath
--om=file                 alias for --openmath
--XMath=file             output LaTeXML's internal format
--noparse                 disables parsing of math
                          (not useful for cMML or openmath)
--preload=file           loads a style file.
--includestyles           allows processing raw *.sty files
                          (normally it avoids this)
--path=dir                adds a search path for style files.
--quiet                  reduces verbosity (can repeat)
--verbose                increases verbosity (can repeat)
--strict                 be more strict about errors.
--documentid=id          assign an id to the document root.
--debug=package          enables debugging output for the
                          named package
--VERSION                show version number and exit.
--help                   shows this help message.
--                        ends options
```

If *texmath* is '-', `latexmlmath` reads the TeX from standard input. If any of the output files are '-', the result is printed on standard output.

Input notes

Note that, unless you are reading *texmath* from standard input, the *texmath* string will be processed by whatever shell you are using before `latexmlmath` even sees it. This means that many so-called meta characters, such as backslash and star, may confuse the shell or be changed. Consequently, you will need to quote and/or slashify the input appropriately. Most particularly, \ will need to be doubled to \\ for `latexmlmath` to see it as a control sequence.

Using `--` to explicitly end the option list is useful for cases when the math starts with a minus (and would otherwise be interpreted as an option, probably an unrecognized one). Alternatively, wrapping the *texmath* with `{}` will hide the minus.

Simple examples:

```
latexmlmath \\frac{-b\\pm\\sqrt{b^2-4ac}}{2a}
echo "\\sqrt{b^2-4ac}" | latexmlmath --pmml=quad.mml -
```

Options & Arguments

Conversion Options

These options specify what formats the math should be converted to. In each case, the destination file is given. Except for `mathimage`, the file can be given as '-', in which case the result is printed to standard output.

If no conversion option is specified, the default is to output presentation MathML to standard output.

`--mathimage=file`

Requests conversion to png images.

`--mathsvg=file`

Requests conversion to svg images.

`--magnification=factor`

Specifies the magnification used for math image. Default is 1.75.

`--presentationmathml=file`

Requests conversion to Presentation MathML.

`--linelength=number`

(Experimental) Line-breaks the generated Presentation MathML so that it is no longer than *number* 'characters'.

`--plane1`

Converts the content of Presentation MathML token elements to the appropriate Unicode Plane-1 codepoints according to the selected font, when applicable.

`--hackplane1`

Converts the content of Presentation MathML token elements to the appropriate Unicode Plane-1 codepoints according to the selected font, but only for the mathvariants double-struck, fraktur and script. This gives support for current (as of August 2009) versions of Firefox and MathPlayer, provided a sufficient set of fonts is available (eg. STIX).

`--contentmathml=file`

Requests conversion to Content MathML. **Note** that this conversion is only partially implemented.

`--openmath=file`

Requests conversion to OpenMath. **Note** that this conversion is only partially implemented.

`--xMath=file`

Requests conversion to LaTeXXML's internal format.

Other Options

--preload=*module*

Requests the loading of an optional module or package. This may be useful if the TeX code does not specifically require the module (eg. through `input` or `usepackage`). For example, use `--preload=LaTeX.pool` to force LaTeX mode.

--includestyles

This optional allows processing of style files (files with extensions `sty`, `cls`, `clo`, `cnf`). By default, these files are ignored unless a latexml implementation of them is found (with an extension of `ltxml`).

These style files generally fall into two classes: Those that merely affect document style are ignorable in the XML. Others define new markup and document structure, often using deeper LaTeX macros to achieve their ends. Although the omission will lead to other errors (missing macro definitions), it is unlikely that processing the TeX code in the style file will lead to a correct document.

--path=*dir*

Add *dir* to the search paths used when searching for files, modules, style files, etc; somewhat like TEXINPUTS. This option can be repeated.

--documentid=*id*

Assigns an ID to the root element of the XML document. This ID is generally inherited as the prefix of ID's on all other elements within the document. This is useful when constructing a site of multiple documents so that all nodes have unique IDs.

--quiet

Reduces the verbosity of output during processing, used twice is pretty silent.

--verbose

Increases the verbosity of output during processing, used twice is pretty chatty. Can be useful for getting more details when errors occur.

--strict

Specifies a strict processing mode. By default, undefined control sequences and invalid document constructs (that violate the DTD) give warning messages, but attempt to continue processing. Using `--strict` makes them generate fatal errors.

--VERSION

Shows the version number of the LaTeXXML package..

--debug=*package*

Enables debugging output for the named package. The package is given without the leading LaTeXXML::.

--help

Shows this help message.

BUGS

This program runs much slower than would seem justified. This is a result of the relatively slow initialization including loading TeX and LaTeX macros and the schema. Normally, this cost would be amortized over large documents, whereas, in this case, we're processing a single math expression.

See also

`latexml`, `latexmlpost`, `LaTeXML`

Appendix B

Implemented Bindings

Bindings for the following classes and packages are supplied with the distribution:

classes: JHEP, JHEP2, JHEP3, OmniBus, a0poster, aa, aastex, amsart, amsbook, amsproc, article, book, elsart, elsarticle, emulateapj, gen-j-l, gen-m-l, gen-p-l, iopart, llncs, mn, mn2e, report, revtex, revtex4, slides, svjour, svmult

packages: a0size, a4, a4wide, aas_macros, aasms, aaspp, aastex, acronym, ae, afterpage, algc, algcompatible, almatlab, algorithm, algorithmic, algorithmicx, algpascal, algpseudocode, allt, amsbsy, amscd, amsfonts, amsgen, amsmath, amsopn, amsppt, amsrefs, amssymb, amstex, amstext, amsthm, amsxtra, apj-fonts, array, attachfile, authblk, avant, babel, balance, bbm, bbold, beton, bm, bookman, booktabs, braket, breakurl, calc, cancel, caption, ccfonts, chancery, charter, circuitkz, cite, citesort, cmbright, color, colordvi, colortbl, comment, concmath, courier, crop, cropmark, dcolumn, deluxetable, doublespace, dsfont, ellipsis, elsart, emulateapj, emulateapj5, enumerate, epigraph, epsf, epsfig, eptestpdf, esint, eucal, eufrak, euler, eulervm, eurosym, euscript, exscale, fancyhdr, fix-cm, fixltx2e, flafter, fleqn, float, floatfig, floatflt, floatpag, fontenc, fontspec, footmisc, fourier, framed, fullpage, geometry, german, graphics, graphicx, grf-file, helvet, here, hlline, html, hyperref, hyperxmp, ifluatex, ifpdf, ifthen, ifvtex, ifxetex, import, indentfirst, inputenc, iopams, keyval, latexml, latexsym, lineno, listings, listingsutf8, lmodern, longtable, lscape, luximono, lxrDFa, makeidx, marvosym, mathbbol, mathpazo, mathpple, mathptm, mathptmx, mathrsfs, mathtools, mleftright, multicol, multido, multirow, nameref, natbib, newcent, newlfont, ngerman, nicefrac, ntheorem, numprint, palatino, paralist, parskip, pdflscape, pdfsync, pgf, pgfplots, pifont, placeins, preview, psfig, pslatex, pspicture, pst-grad, pst-node, pstricks, pxfonts, relsize, revsymb, revtex, revtex4, rotate, rotating, rsfs, scalefnt, setspace, showkeys, slashed, soul, srcltx, stmaryrd, subfig, subfigure, subfloat, supertabular, svg, t1enc, tabularx, tabulary, textcomp, texvc, theorem, threeparttable, tikz-3dplot, tikz, times, tocibind, transparent, txfonts, type1cm, ulem, units, upgreek, upref, url, utopia, verbatim, wasysym, wrapfig, xargs, xcolor, xkeyval, xkview, xspace, xunicode, yfonts

Appendix C

Top-level Module Documentation

C.1 LaTeXML

A converter that transforms TeX and LaTeX into XML/HTML/MathML

Synopsis

```
use LaTeXML;
my $converter = LaTeXML->get_converter($config);
my $converter = LaTeXML->new($config);
$converter->prepare_session($opts);
$converter->initialize_session; # SHOULD BE INTERNAL
$hashref = $converter->convert($tex);
my ($result, $log, $status)
    = map {$hashref->{$_}} qw(result log status);
```

Description

LaTeXML is a converter that transforms TeX and LaTeX into XML/HTML/MathML and other formats.

A LaTeXML object represents a converter instance and can convert files on demand, until dismissed.

Methods

```
my $converter = LaTeXML->new($config);
```

Creates a new converter object for a given LaTeXML::Common::Config object, \$config.

```
my $converter = LaTeXML->get_converter($config);
```

Either creates, or looks up a cached converter for the `$config` configuration object.

`$converter->prepare_session($opts);`

Top-level preparation routine that prepares both a correct options object and an initialized LaTeXML object, using the "initialize_options" and "initialize_session" routines, when needed.

Contains optimization checks that skip initializations unless necessary.

Also adds support for partial option specifications during daemon runtime, falling back on the option defaults given when converter object was created.

`my ($result, $status, $log) = $converter->convert($tex);`

Converts a TeX input string `$tex` into the LaTeXML::Core::Document object `$result`.

Supplies detailed information of the conversion log (`$log`), as well as a brief conversion status summary (`$status`).

INTERNAL ROUTINES

`$converter->initialize_session($opts);`

Given an options hash reference `$opts`, initializes a session by creating a new LaTeXML object with initialized state and loading a daemonized preamble (if any).

Sets the "ready" flag to true, making a subsequent "convert" call immediately possible.

`my $latexml = new_latexml($opts);`

Creates a new LaTeXML object and initializes its state.

`my $postdoc = $converter->convert_post($dom);`

Post-processes a LaTeXML::Core::Document object `$dom` into a final format, based on the preferences specified in `$$self{opts}`.

Typically used only internally by `convert`.

`$converter->bind_log;`

Binds `STDERR` to a "log" field in the `$converter` object

`my $log = $converter->flush_log;`

Flushes out the accumulated conversion log into `$log`, resetting `STDERR` to its usual stream.

C.2 LaTeXML::Global

Global exports used within LaTeXML, and in Packages.

Synopsis

```
use LaTeXML::Global;
```

Description

This module exports the various constants and constructors that are useful throughout LaTeXML, and in Package implementations.

Global state

`$STATE`;

This is bound to the currently active `LaTeXML::Core::State` by an instance of `LaTeXML` during processing.

C.3 `LaTeXML::Package`

Support for package implementations and document customization.

Synopsis

This package defines and exports most of the procedures users will need to customize or extend LaTeXML. The LaTeXML implementation of some package might look something like the following, but see the installed LaTeXML/Package directory for realistic examples.

```
package LaTeXML::Package::pool; # to put new subs & variables in common pool
use LaTeXML::Package;         # to load these definitions
use strict;                   # good style
use warnings;
#
# Load "anotherpackage"
RequirePackage('anotherpackage');
#
# A simple macro, just like in TeX
DefMacro('\thesection', '\thechapter.\roman{section}');
#
# A constructor defines how a control sequence generates XML:
DefConstructor('\thanks{}', "<ltx:thanks>#1</ltx:thanks>");
#
# And a simple environment ...
DefEnvironment('{abstract}', '<abstract>#body</abstract>');
#
# A math symbol \Real to stand for the Reals:
DefMath('\Real', "\x{211D}", role=>'ID');
#
# Or a semantic floor:
```

```

DefMath('\floor{}','\left\lfloor#1\right\rfloor');
#
# More esoteric ...
# Use a RelaxNG schema
RelaxNGSchema("MySchema");
# Or use a special DocType if you have to:
# DocType("rootelement",
#         "-//Your Site//Your DocType",'your.dtd',
#         prefix=>"http://whatever/");
#
# Allow sometag elements to be automatically closed if needed
Tag('prefix:sometag', autoClose=>1);
#
# Don't forget this, so perl knows the package loaded.
1;

```

Description

This module provides a large set of utilities and declarations that are useful for writing ‘bindings’: LaTeXML-specific implementations of a set of control sequences such as would be defined in a LaTeX style or class file. They are also useful for controlling and customization of LaTeXML’s processing. See the `LaTeXML::Package/`“See also” section, below, for additional lower-level modules imported & re-exported.

To a limited extent (and currently only when explicitly enabled), LaTeXML can process the raw TeX code found in style files. However, to preserve document structure and semantics, as well as for efficiency, it is usually necessary to supply a LaTeXML-specific ‘binding’ for style and class files. For example, a binding `mypackage.sty.ltxml` would encode LaTeXML-specific implementations of all the control sequences in `mypackage.sty` so that `\usepackage{mypackage}` would work. Similarly for `myclass.cls.ltxml`. Additionally, document-specific bindings can be supplied: before processing a TeX source file, eg `mydoc.tex`, LaTeXML will automatically include the definitions and settings in `mydoc.latexml`. These `.ltxml` and `.latexml` files should be placed LaTeXML’s searchpaths, where will find them: either in the current directory or in a directory given to the `-path` option, or possibly added to the variable `SEARCHPATHS`).

Since LaTeXML mimics TeX, a familiarity with TeX’s processing model is critical. LaTeXML models: `catcodes` and `tokens` (See `LaTeXML::Core::Token`, `LaTeXML::Core::Tokens`) which are extracted from the plain source text characters by the `LaTeXML::Core::Mouth`; `LaTeXML::Package/Macros`, which are expanded within the `LaTeXML::Core::Gullet`; and `LaTeXML::Package/Primitives`, which are digested within the `LaTeXML::Core::Stomach` to produce `LaTeXML::Core::Box`, `LaTeXML::Core::List`. A key additional feature is the `LaTeXML::Package/Constructors`: when digested they generate a `LaTeXML::Core::Whatsit` which, upon absorption by `LaTeXML::Core::Document`, inserts text or XML fragments in the final document tree.

Notation: Many of the following forms take code references as arguments or options. That is, either a reference to a defined sub, eg. `\&someSub`, or an anonymous

function `sub { . . . }`. To document these cases, and the arguments that are passed in each case, we'll use a notation like `code($stomach, . . .)`.

Control Sequences

Many of the following forms define the behaviour of control sequences. While in TeX you'll typically only define macros, LaTeXML is effectively redefining TeX itself, so we define `LaTeXML::Package/Macros` as well as `LaTeXML::Package/Primitives`, `LaTeXML::Package/Registers`, `LaTeXML::Package/Constructors` and `LaTeXML::Package/Environments`. These define the behaviour of these control sequences when processed during the various phases of LaTeX's imitation of TeX's digestive tract.

Prototypes LaTeXML uses a more convenient method of specifying parameter patterns for control sequences. The first argument to each of these defining forms (`DefMacro`, `DefPrimitive`, etc) is a *prototype* consisting of the control sequence being defined along with the specification of parameters required by the control sequence. Each parameter describes how to parse tokens following the control sequence into arguments or how to delimit them. To simplify coding and capture common idioms in TeX/LaTeX programming, latexml's parameter specifications are more expressive than TeX's `\def` or LaTeX's `\newcommand`. Examples of the prototypes for familiar TeX or LaTeX control sequences are:

```
DefConstructor('\usepackage[]{}', ...
DefPrimitive('\multiply Variable SkipKeyword:by Number', ...
DefPrimitive('\newcommand OptionalMatch:* DefToken[]{}', ...
```

The general syntax for parameter specification is

{*spec*}

reads a regular TeX argument. *spec* can be omitted (ie. `{}`). Otherwise *spec* is itself a parameter specification and the argument is reparsed to accordingly. (`{}` is a shorthand for `Plain`.)

[*spec*]

reads an LaTeX-style optional argument. *spec* can be omitted (ie. `{}`). Otherwise, if *spec* is of the form `Default:stuff`, then `stuff` would be the default value. Otherwise *spec* is itself a parameter specification and the argument, if supplied, is reparsed according to that specification. (`[]` is a shorthand for `Optional`.)

Type

Reads an argument of the given type, where either *Type* has been declared, or there exists a `ReadType` function accessible from `LaTeXML::Package::Pool`. See the available types, below.

Type: *value* | Type: *value1: value2 . . .*

These forms invoke the parser for *Type* but pass additional `Tokens` to the reader function. Typically this would supply defaults or parameters to a match.

OptionalType

Similar to *Type*, but it is not considered an error if the reader returns undef.

SkipType

Similar to *OptionalType*, but the value returned from the reader is ignored, and does not occupy a position in the arguments list.

The predefined argument *Types* are as follows.

Plain, Semiverbatim

Reads a standard TeX argument being either the next token, or if the next token is an `{`, the balanced token list. In the case of *Semiverbatim*, many catcodes are disabled, which is handy for URL's, labels and similar.

Token, XToken

Read a single TeX Token. For *XToken*, if the next token is expandable, it is repeatedly expanded until an unexpandable token remains, which is returned.

Number, Dimension, Glue | MuGlue

Read an Object corresponding to Number, Dimension, Glue or MuGlue, using TeX's rules for parsing these objects.

Until:match | XUntil:match>

Reads tokens until a match to the tokens *match* is found, returning the tokens preceding the match. This corresponds to TeX delimited arguments. For *XUntil*, tokens are expanded as they are matched and accumulated.

UntilBrace

Reads tokens until the next open brace `{`. This corresponds to the peculiar TeX construct `\def\foo#{...}`.

Match:match(|match)* | Keyword:match(|match)*>

Reads tokens expecting a match to one of the token lists *match*, returning the one that matches, or undef. For *Keyword*, case and catcode of the *matches* are ignored. Additionally, any leading spaces are skipped.

Balanced

Read tokens until a closing `}`, but respecting nested `{}` pairs.

BalancedParen

Read a parenthesis delimited tokens, but does *not* balance any nested parentheses.

Undigested, Digested, DigestUntil:match

These types alter the usual sequence of tokenization and digestion in separate stages (like TeX). A `Undigested` parameter inhibits digestion completely and remains in token form. A `Digested` parameter gets digested until the (required) opening `{` is balanced; this is useful when the content would usually need to have been protected in order to correctly deal with catcodes. `DigestUntil` digests tokens until a token matching *match* is found.

Variable

Reads a token, expanding if necessary, and expects a control sequence naming a writable register. If such is found, it returns an array of the corresponding definition object, and any arguments required by that definition.

SkipSpaces, Skip1Space

Skips one, or any number of, space tokens, if present, but contributes nothing to the argument list.

Common Options**scope=>'local' | 'global' | scope**

Most defining commands accept an option to control how the definition is stored, for global or local definitions, or using a named *scope*. A named scope saves a set of definitions and values that can be activated at a later time.

Particularly interesting forms of scope are those that get automatically activated upon changes of counter and label. For example, definitions that have `scope=>'section:1.1'` will be activated when the section number is "1.1", and will be deactivated when that section ends.

locked=>boolean

This option controls whether this definition is locked from further changes in the TeX sources; this keeps local 'customizations' by an author from overriding important LaTeXML definitions and breaking the conversion.

Macros**DefMacro(prototype, expansion, %options);**

Defines the macro expansion for *prototype*; a macro control sequence that is expanded during macro expansion time in the `LaTeXML::Core::Gullet`. The *expansion* should be one of *tokens* | *string* | *code(\$gullet,@args)>*: a *string* will be tokenized upon first usage. Any macro arguments will be substituted for parameter indicators (eg #1) in the *tokens* or tokenized *string* and the result is used as the expansion of the control sequence. If *code* is used, it is called at expansion time and should return a list of tokens as its result.

DefMacro options are

scope=>*scope*,

locked=>*boolean*

See `LaTeXML::Package/"Common Options"`.

mathactive=>*boolean*

specifies a definition that will only be expanded in math mode; the control sequence must be a single character.

Examples:

```
DefMacro('\thefootnote','\arabic{footnote}');
DefMacro('\today',sub { ExplodeText(today()); });
```

DefMacroI(*cs*, *paramlist*, *expansion*, *%options*);

Internal form of `DefMacro` where the control sequence and parameter list have already been separated; useful for definitions from within code. Also, slightly more efficient for macros with no arguments (use `undef` for *paramlist*), and useful for obscure cases like defining `\begin{something*}` as a Macro.

Conditionals

DefConditional(*prototype*, *test*, *%options*);

Defines a conditional for *prototype*; a control sequence that is processed during macro expansion time (in the `LaTeXML::Core::Gullet`). A conditional corresponds to a TeX `\if`. If the *test* is `undef`, a `\newif` type of conditional is defined, which is controlled with control sequences like `\foottrue` and `\foofalse`. Otherwise the *test* should be `code($gullet,@args)` (with the control sequence's arguments) that is called at expand time to determine the condition. Depending on whether the result of that evaluation returns a true or false value (in the usual Perl sense), the result of the expansion is either the first or else code following, in the usual TeX sense.

DefConditional options are

scope=>*scope*,

locked=>*boolean*

See `LaTeXML::Package/"Common Options"`.

skipper=>`code($gullet)`

This option is *only* used to define `\ifcase`.

Example:

```
DefConditional('\ifmmode',sub {
  LookupValue('IN_MATH'); });
```


DefConditional(*cs*, *paramlist*, *test*, %*options*);

Internal form of `DefConditional` where the control sequence and parameter list have already been parsed; useful for definitions from within code. Also, slightly more efficient for conditional with no arguments (use `undef` for `paramlist`).

IfCondition(*\$ifcs*, @*args*)

`IfCondition` allows you to test a conditional from within perl. Thus something like `if(IfCondition('\ifmmode')){ domath } else { dotext }` might be equivalent to TeX's `\ifmmode domath \else dotext \fi`.

Primitives**DefPrimitive(*prototype*, *replacement*, %*options*);**

Defines a primitive control sequence; a primitive is processed during digestion (in the `LaTeXML::Core::Stomach`), after macro expansion but before Construction time. Primitive control sequences generate Boxes or Lists, generally containing basic Unicode content, rather than structured XML. Primitive control sequences are also executed for side effect during digestion, effecting changes to the `LaTeXML::Core::State`.

The *replacement* can be a string used as the text content of a Box to be created (using the current font). Alternatively *replacement* can be `code($stomach, @args)` (with the control sequence's arguments) which is invoked at digestion time, probably for side-effect, but returning Boxes or Lists or nothing. *replacement* may also be `undef`, which contributes nothing to the document, but does record the TeX code that created it.

`DefPrimitive` options are

scope=>*scope*,

locked=>*boolean*

See `LaTeXML::Package/"Common Options"`.

mode=> ('*text*' | '*display_math*' | '*inline_math*')

Changes to this mode during digestion.

font=>{%*fontspec*}

Specifies the font to use (see `LaTeXML::Package/"Fonts"`). If the font change is to only apply to material generated within this command, you would also use `<bounded=1>`; otherwise, the font will remain in effect afterwards as for a font switching command.

bounded=>*boolean*

If true, TeX grouping (ie. `{}`) is enforced around this invocation.

requireMath=>*boolean*,

forbidMath=>boolean

specifies whether the given constructor can *only* appear, or *cannot* appear, in math mode.

beforeDigest=>code(\$stomach)

supplies a hook to execute during digestion just before the main part of the primitive is executed (and before any arguments have been read). The *code* should either return nothing (return;) or a list of digested items (Box's,List,Whatsit). It can thus change the State and/or add to the digested output.

afterDigest=>code(\$stomach)

supplies a hook to execute during digestion just after the main part of the primitive is executed. it should either return nothing (return;) or digested items. It can thus change the State and/or add to the digested output.

isPrefix=>boolean

indicates whether this is a prefix type of command; This is only used for the special TeX assignment prefixes, like `\global`.

Example:

```
DefPrimitive('\begingroup',sub { $_[0]->begingroup; });
```

DefPrimitiveI(cs, paramlist, code(\$stomach,@args), %options);

Internal form of `DefPrimitive` where the control sequence and parameter list have already been separated; useful for definitions from within code.

Registers**DefRegister(prototype, value, %options);**

Defines a register with *value* as the initial value (a Number, Dimension, Glue, MuGlue or Tokens — I haven't handled Box's yet). Usually, the *prototype* is just the control sequence, but registers are also handled by prototypes like `\count{Number}`. `DefRegister` arranges that the register value can be accessed when a numeric, dimension, ... value is being read, and also defines the control sequence for assignment.

Options are

readonly=>boolean

specifies if it is not allowed to change this value.

getter=>code(@args),**setter=>code(\$value,@args)**

By default *value* is stored in the State's Value table under a name concatenating the control sequence and argument values. These options allow other means of fetching and storing the value.

Example:

```
DefRegister('\pretolerance', Number(100));
```

DefRegisterI(cs, paramlist, value, %options);

Internal form of `DefRegister` where the control sequence and parameter list have already been parsed; useful for definitions from within code.

Constructors

DefConstructor(prototype, \$replacement, %options);

The Constructor is where LaTeXML really starts getting interesting; invoking the control sequence will generate an arbitrary XML fragment in the document tree. More specifically: during digestion, the arguments will be read and digested, creating a `LaTeXML::Core::Whatsit` to represent the object. During absorption by the `LaTeXML::Core::Document`, the `Whatsit` will generate the XML fragment according to *replacement*. The *replacement* can be `code($document, @args, %properties)` which is called during document absorption to create the appropriate XML (See the methods of `LaTeXML::Core::Document`).

More conveniently, *replacement* can be a pattern: simply a bit of XML as a string with certain substitutions to be made. The substitutions are of the following forms:

#1, #2 ... #name

These are replaced by the corresponding argument (for #1) or property (for #name) stored with the `Whatsit`. Each are turned into a string when it appears as in an attribute position, or recursively processed when it appears as content.

&function(@args)

Another form of substituted value is prefixed with `&` which invokes a function. For example, `&func(#1)` would invoke the function `func` on the first argument to the control sequence; what it returns will be inserted into the document.

?test(pattern) or ?test(ifpattern)(elsepattern)

Patterns can be conditionallized using this form. The *test* is any of the above expressions (eg. #1), considered true if the result is non-empty. Thus `?#1(<foo/>)` would add the empty element `foo` if the first argument were given.

^

If the constructor *begins* with `^`, the XML fragment is allowed to *float up* to a parent node that is allowed to contain it, according to the Document Type.

The `Whatsit` property `font` is defined by default. Additional properties `body` and `trailer` are defined when `captureBody` is true, or for environments. By using `$whatsit->setProperty(key=>$value);` within `afterDigest`, or by using the `properties` option, other properties can be added.

DefConstructor options are

scope=>*scope*,

locked=>*boolean*

See `LaTeXML::Package/"Common Options"`.

mode=>*mode*,

font=>{%*fontspec*},

bounded=>*boolean*,

requireMath=>*boolean*,

forbidMath=>*boolean*

These options are the same as for `LaTeXML::Package/Primitives`

reversion=>*texstring* | **code**(\$whatsit, #1, #2, ...)

specifies the reversion of the invocation back into TeX tokens (if the default reversion is not appropriate). The *texstring* string can include #1, #2...

The *code* is called with the \$whatsit and digested arguments and must return a list of Token's.

alias=>*control_sequence*

provides a control sequence to be used in the `reversion` instead of the one defined in the `prototype`. This is a convenient alternative for reversion when a 'public' command conditionally expands into an internal one, but the reversion should be for the public command.

sizer=>*string* | **code**(\$whatsit)

specifies how to compute (approximate) the displayed size of the object, if that size is ever needed (typically needed for graphics generation). If a string is given, it should contain only a sequence of #1 or #name to access arguments and properties of the `Whatsit`: the size is computed from these items layed out side-by-side. If *code* is given, it should return the three Dimensions (width, height and depth). If neither is given, and the `reversion` specification is of suitable format, it will be used for the sizer.

properties=>{%*properties*} | **code**(\$stomach, #1, #2...)

supplies additional properties to be set on the generated `Whatsit`. In the first form, the values can be of any type, but if a value is a code references, it takes the same args (`$stomach,#1,#2,...`) and should return the value; it is executed before creating the `Whatsit`. In the second form, the code should return a hash of properties.

beforeDigest=>code(\$stomach)

supplies a hook to execute during digestion just before the Whatsit is created. The *code* should either return nothing (return;) or a list of digested items (Box's,List,Whatsit). It can thus change the State and/or add to the digested output.

afterDigest=>code(\$stomach, \$whatsit)

supplies a hook to execute during digestion just after the Whatsit is created (and so the Whatsit already has its arguments and properties). It should either return nothing (return;) or digested items. It can thus change the State, modify the Whatsit, and/or add to the digested output.

beforeConstruct=>code(\$document, \$whatsit)

supplies a hook to execute before constructing the XML (generated by *replacement*).

afterConstruct=>code(\$document, \$whatsit)

Supplies *code* to execute after constructing the XML.

captureBody=>boolean | Token

if true, arbitrary following material will be accumulated into a 'body' until the current grouping level is reverted, or till the *Token* is encountered if the option is a *Token*. This body is available as the *body* property of the Whatsit. This is used by environments and math.

nargs=>nargs

This gives a number of args for cases where it can't be inferred directly from the *prototype* (eg. when more args are explicitly read by hooks).

DefConstructorI(cs, paramlist, replacement, %options);

Internal form of *DefConstructor* where the control sequence and parameter list have already been separated; useful for definitions from within code.

DefMath(prototype, tex, %options);

A common shorthand constructor; it defines a control sequence that creates a mathematical object, such as a symbol, function or operator application. The options given can effectively create semantic macros that contribute to the eventual parsing of mathematical content. In particular, it generates an *XMDual* using the replacement *tex* for the presentation. The content information is drawn from the name and options

DefMath accepts the options:

scope=>scope,

locked=>boolean

See `LaTeXML::Package/"Common Options"`.

font=>{%fontspec},

reversion=>reversion,

```

alias=>cs,
sizer=>sizer,
properties=>properties,
beforeDigest=>code($stomach),
afterDigest=>code($stomach, $whatsit),
name=>name

```

These options are the same as for `LaTeXML::Package/Constructors`

```

omcd=>cdname

```

gives a name attribute for the object

```

role=>grammatical_role

```

gives the OpenMath content dictionary that name is from.

```

mathstyle=> ('display' | 'text' | 'script' | 'scriptscript')

```

Controls whether the this object will be presented in a specific mathstyle, or according to the current setting of `mathstyle`.

```

scriptpos=> ('mid' | 'post')

```

Controls the positioning of any sub and super-scripts relative to this object; whether they be stacked over or under it, or whether they will appear in the usual position. TeX.pool defines a function `doScriptpos()` which is useful for operators like `\sum` in that it sets to `mid` position when in `displaystyle`, otherwise `post`.

```

stretchy=>boolean

```

Whether or not the object is stretchy when displayed.

```

operator_role=>grammatical_role,
operator_scriptpos=>boolean,
operator_stretchy=>boolean

```

These three are similar to `role`, `scriptpos` and `stretchy`, but are used in unusual cases. These apply to the given attributes to the operator token in the content branch.

```

nogroup=>boolean

```

Normally, these commands are digested with an implicit grouping around them, localizing changes to fonts, etc; `nogroup=>1` inhibits this.

Example:

```

DefMath('\infty', "\x{221E}",
        role=>'ID', meaning=>'infinity');

```

DefMathI(*cs*, *paramlist*, *tex*, *%options*);

Internal form of DefMath where the control sequence and parameter list have already been separated; useful for definitions from within code.

Environments

DefEnvironment(*prototype*, *replacement*, *%options*);

Defines an Environment that generates a specific XML fragment. *replacement* is of the same form as for DefConstructor, but will generally include reference to the #body property. Upon encountering a `\begin{env}`: the mode is switched, if needed, else a new group is opened; then the environment name is noted; the beforeDigest hook is run. Then the Whatsit representing the begin command (but ultimately the whole environment) is created and the afterDigestBegin hook is run. Next, the body will be digested and collected until the balancing `\end{env}`. Then, any afterDigest hook is run, the environment is ended, finally the mode is ended or the group is closed. The body and `\end{env}` whatsit are added to the `\begin{env}`'s whatsit as body and trailer, respectively.

DefEnvironment takes the following options:

scope=>*scope*,

locked=>*boolean*

See LaTeXML::Package/"Common Options".

mode=>*mode*,

font=>{*%fontspec*}

requireMath=>*boolean*,

forbidMath=>*boolean*,

These options are the same as for LaTeXML::Package/Primitives

reversion=>*reversion*,

alias=>*cs*,

sizer=>*sizer*,

properties=>*properties*,

nargs=>*nargs*

These options are the same as for LaTeXML::Package/DefConstructor

beforeDigest=>*code* (*\$stomach*)

This hook is similar to that for DefConstructor, but it applies to the `\begin{environment}` control sequence.

afterDigestBegin=>*code* (*\$stomach*, *\$whatsit*)

This hook is similar to DefConstructor's afterDigest but it applies to the `\begin{environment}` control sequence. The Whatsit is the one for the beginning control sequence, but represents the environment as a whole. Note that although the arguments and properties are present in the Whatsit, the body of the environment is *not* yet available!

beforeDigestEnd=>code(\$stomach)

This hook is similar to DefConstructor's beforeDigest but it applies to the `\end{environment}` control sequence.

afterDigest=>code(\$stomach, \$whatsit)

This hook is similar to DefConstructor's afterDigest but it applies to the `\end{environment}` control sequence. Note, however that the Whatsit is only for the ending control sequence, *not* the Whatsit for the environment as a whole.

afterDigestBody=>code(\$stomach, \$whatsit)

This option supplies a hook to be executed during digestion after the ending control sequence has been digested (and all the 4 other digestion hook have executed) and after the body of the environment has been obtained. The Whatsit is the (useful) one representing the whole environment, and it now does have the body and trailer available, stored as a properties.

Example:

```
DefConstructor('\emph{}',
  "<ltx:emph>#1</ltx:emph", mode=>'text');
```

DefEnvironmentI(name, paramlist, replacement, %options);

Internal form of DefEnvironment where the control sequence and parameter list have already been separated; useful for definitions from within code.

Inputing Content and Definitions**FindFile(name, %options);**

Find an appropriate file with the given *name* in the current directories in SEARCHPATHS. If a file ending with `.ltxml` is found, it will be preferred.

Note that if the *name* starts with a recognized *protocol* (currently one of (`literal|http|https|ftp`)) followed by a colon, the name is returned, as is, and no search for files is carried out.

The options are:

type=>type

specifies the file type. If not set, it will search for both `name.tex` and `name`.

noltxml=>1

inhibits searching for a LaTeXXML binding (`name.type.ltxml`) to use instead of the file itself.

notex=>1

inhibits searching for raw tex version of the file. That is, it will *only* search for the LaTeXXML binding.

InputContent (request, %options);

InputContent is used for cases when the file (or data) is plain TeX material that is expected to contribute content to the document (as opposed to pure definitions). A Mouth is opened onto the file, and subsequent reading and/or digestion will pull Tokens from that Mouth until it is exhausted, or closed.

In some circumstances it may be useful to provide a string containing the TeX material explicitly, rather than referencing a file. In this case, the `literal` pseudo-protocol may be used:

```
InputContent ('literal:\textit{Hey}');
```

If a file named `$request.latexml` exists, it will be read in as if it were a latexml binding file, before processing. This can be used for adhoc customization of the conversion of specific files, without modifying the source, or creating more elaborate bindings.

The only option to InputContent is:

noerror=>boolean

Inhibits signalling an error if no appropriate file is found.

Input (request);

Input is analogous to LaTeX's `\input`, and is used in cases where it isn't completely clear whether content or definitions is expected. Once a file is found, the approach specified by InputContent or InputDefinitions is used, depending on which type of file is found.

InputDefinitions (request, %options);

InputDefinitions is used for loading *definitions*, ie. various macros, settings, etc, rather than document content; it can be used to load LaTeXML's binding files, or for reading in raw TeX definitions or style files. It reads and processes the material completely before returning, even in the case of TeX definitions. This procedure optionally supports the conventions used for standard LaTeX packages and classes (see RequirePackage and LoadClass).

Options for InputDefinitions are:

type=>type

the file type to search for.

nolatexml=>boolean

inhibits searching for a LaTeXML binding; only raw TeX files will be sought and loaded.

notex=>boolean

inhibits searching for raw TeX files, only a LaTeXML binding will be sought and loaded.

noerror=>*boolean*

inhibits reporting an error if no appropriate file is found.

The following options are primarily useful when `InputDefinitions` is supporting standard LaTeX package and class loading.

withoptions=>*boolean*

indicates whether to pass in any options from the calling class or package.

handleoptions=>*boolean*

indicates whether options processing should be handled.

options=>[...]

specifies a list of options (in the 'package options' sense) to be passed (possibly in addition to any provided by the calling class or package).

after=>*tokens* | *code*(\$gullet)

provides *tokens* or *code* to be processed by a *name.type-h@@k* macro.

as.class=>*boolean*

fishy option that indicates that this definitions file should be treated as if it were defining a class; typically shows up in latex compatibility mode, or AMSTeX.

A handy method to use most of the TeX distribution's raw TeX definitions for a package, but override only a few with LaTeXML bindings is by defining a binding file, say `tikz.sty.ltxml`, to contain

```
InputDefinitions('tikz', type => 'sty', noltxml => 1);
```

which would find and read in `tikz.sty`, and then follow it by a couple of strategic LaTeXML definitions, `DefMacro`, etc.

Class and Packages

RequirePackage(*package*, %*options*);

Finds and loads a package implementation (usually `package.sty.ltxml`, unless `noltxml` is specified) for the requested *package*. It returns the pathname of the loaded package. The options are:

type=>*type*

specifies the file type (default `sty`).

options=>[...]

specifies a list of package options.

noltxml=>*boolean*

inhibits searching for the LaTeXML binding for the file (ie. `name.type.ltxml`

notex=>1

inhibits searching for raw tex version of the file. That is, it will *only* search for the LaTeXML binding.

LoadClass(*class*, %*options*);

Finds and loads a class definition (usually *class.cls.ltxml*). It returns the pathname of the loaded class. The only option is

options=>[...]

specifies a list of class options.

LoadPool(*pool*, %*options*);

Loads a *pool* file (usually *pool.pool.ltxml*), one of the top-level definition files, such as TeX, LaTeX or AMSTeX. It returns the pathname of the loaded file.

DeclareOption(*option*, *tokens* | *string* | *code(\$stomach)*);

Declares an option for the current package or class. The 2nd argument can be a *string* (which will be tokenized and expanded) or *tokens* (which will be macro expanded), to provide the value for the option, or it can be a code reference which is treated as a primitive for side-effect.

If a package or class wants to accomodate options, it should start with one or more `DeclareOptions`, followed by `ProcessOptions()`.

PassOptions(*name*, *ext*, @*options*);

Causes the given @*options* (strings) to be passed to the package (if *ext* is *sty*) or class (if *ext* is *cls*) named by *name*.

ProcessOptions(%*options*);

Processes the options that have been passed to the current package or class in a fashion similar to LaTeX. The only option (to `ProcessOptions` is `inorder=>boolean` indicating whehter the (package) options are processed in the order they were used, like `ProcessOptions*`.

ExecuteOptions(@*options*);

Process the options given explicitly in @*options*.

AtBeginDocument(@*stuff*);

Arranges for @*stuff* to be carried out after the preamble, at the beginning of the document. @*stuff* should typically be macro-level stuff, but carried out for side effect; it should be tokens, tokens lists, strings (which will be tokenized), or `code($gullet)` which would yeild tokens to be expanded.

This operation is useful for style files loaded with `--preload` or document specific customization files (ie. ending with `.latexml`); normally the contents would be executed before LaTeX and other style files are loaded and thus can be overridden by them. By deferring the evaluation to begin-document time, these

contents can override those style files. This is likely to only be meaningful for LaTeX documents.

AtEndDocument (@stuff)

Arranges for *@stuff* to be carried out just before `\\end{document}`. These tokens can be used for side effect, or any content they generate will appear as the last children of the document.

Counters and IDs

NewCounter(ctr, within, %options);

Defines a new counter, like LaTeX's `\newcounter`, but extended. It defines a counter that can be used to generate reference numbers, and defines `\thectr`, etc. It also defines an "uncounter" which can be used to generate ID's (xml:id) for unnumbered objects. *ctr* is the name of the counter. If defined, *within* is the name of another counter which, when incremented, will cause this counter to be reset. The options are

idprefix=>string

Specifies a prefix to be used to generate ID's when using this counter

nested

Not sure that this is even sane.

\$num = CounterValue(\$ctr);

Fetches the value associated with the counter `$ctr`.

\$tokens = StepCounter(\$ctr);

Analog of `\stepcounter`, steps the counter and returns the expansion of `\the$ctr`. Usually you should use `RefStepCounter($ctr)` instead.

\$keys = RefStepCounter(\$ctr);

Analog of `\refstepcounter`, steps the counter and returns a hash containing the keys `refnum=$refnum, id=>$id`. This makes it suitable for use in a `properties` option to constructors. The `id` is generated in parallel with the reference number to assist debugging.

\$keys = RefStepID(\$ctr);

Like to `RefStepCounter`, but only steps the "uncounter", and returns only the `id`; This is useful for unnumbered cases of objects that normally get both a `refnum` and `id`.

ResetCounter(\$ctr);

Resets the counter `$ctr` to zero.

GenerateID(\$document, \$node, \$whatsit, \$prefix);

Generates an ID for nodes during the construction phase, useful for cases where the counter based scheme is inappropriate. The calling pattern makes it appropriate for use in Tag, as in

```
Tag('ltx:para', afterClose=>sub { GenerateID(@_, 'p'); })
```

If \$node doesn't already have an xml:id set, it computes an appropriate id by concatenating the xml:id of the closest ancestor with an id (if any), the prefix (if any) and a unique counter.

Document Model

Constructors define how TeX markup will generate XML fragments, but the Document Model is used to control exactly how those fragments are assembled.

Tag(tag, %properties);

Declares properties of elements with the name *tag*. Note that Tag can set or add properties to any element from any binding file, unlike the properties set on control by DefPrimitive, DefConstructor, etc.. And, since the properties are recorded in the current Model, they are not subject to TeX grouping; once set, they remain in effect until changed or the end of the document.

The *tag* can be specified in one of three forms:

```
prefix:name matches specific name in specific namespace
prefix:*    matches any tag in the specific namespace;
*           matches any tag in any namespace.
```

There are two kinds of properties:

Scalar properties

For scalar properties, only a single value is returned for a given element. When the property is looked up, each of the above forms is considered (the specific element name, the namespace, and all elements); the first defined value is returned.

The recognized scalar properties are:

autoOpen=>boolean

Specifies whether *tag* can be automatically opened if needed to insert an element that can only be contained by *tag*. This property can help match the more SGML-like LaTeX to XML.

autoClose=>boolean

Specifies whether this *tag* can be automatically closed if needed to close an ancestor node, or insert an element into an ancestor. This property can help match the more SGML-like LaTeX to XML.

Code properties

These properties provide a bit of code to be run at the times of certain events associated with an element. *All* the code bits that match a given element will be run, and since they can be added by any binding file, and be specified in a random orders, a little bit of extra control is desirable.

Firstly, any *early* codes are run (eg `afterOpen:early`), then any normal codes (without modifier) are run, and finally any *late* codes are run (eg. `afterOpen:late`).

Within *each* of those groups, the codes assigned for an element's specific name are run first, then those assigned for its package and finally the generic one (*); that is, the most specific codes are run first.

When code properties are accumulated by `Tag` for normal or late events, the code is appended to the end of the current list (if there were any previous codes added); for early event, the code is prepended.

The recognized code properties are:

afterOpen=>code(\$document, \$box)

Provides *code* to be run whenever a node with this *tag* is opened. It is called with the document being constructed, and the initiating digested object as arguments. It is called after the node has been created, and after any initial attributes due to the constructor (passed to `openElement`) are added.

`afterOpen:early` or `afterOpen:late` can be used in place of `afterOpen`; these will be run as a group before, or after (respectively) the unmodified blocks.

afterClose=>code(\$document, \$box)

Provides *code* to be run whenever a node with this *tag* is closed. It is called with the document being constructed, and the initiating digested object as arguments.

`afterClose:early` or `afterClose:late` can be used in place of `afterClose`; these will be run as a group before, or after (respectively) the unmodified blocks.

RelaxNGSchema (schemaname) ;

Specifies the schema to use for determining document model. You can leave off the extension; it will look for `schemaname.rng` (and maybe eventually, `.rnc` if that is ever implemented).

RegisterNamespace (prefix, URL) ;

Declares the *prefix* to be associated with the given *URL*. These prefixes may be used in ltxml files, particularly for constructors, xpath expressions, etc. They are not necessarily the same as the prefixes that will be used in the generated document Use the prefix `#default` for the default, non-prefixed, namespace. (See `RegisterDocumentNamespace`, as well as `DocType` or `RelaxNGSchema`).

RegisterDocumentNamespace (prefix, URL) ;

Declares the *prefix* to be associated with the given *URL* used within the generated XML. They are not necessarily the same as the prefixes used in code (`RegisterNamespace`). This function is less rarely needed, as the namespace declarations are generally obtained from the DTD or Schema themselves. Use the prefix `#default` for the default, non-prefixed, namespace. (See `DocType` or `RelaxNGSchema`).

`DocType(rootelement, publicid, systemid, %namespaces);`

Declares the expected *rootelement*, the public and system ID's of the document type to be used in the final document. The hash *%namespaces* specifies the namespaces prefixes that are expected to be found in the DTD, along with each associated namespace URI. Use the prefix `#default` for the default namespace (ie. the namespace of non-prefixed elements in the DTD).

The prefixes defined for the DTD may be different from the prefixes used in implementation CODE (eg. in `ltxml` files; see `RegisterNamespace`). The generated document will use the namespaces and prefixes defined for the DTD.

Document Rewriting

During document construction, as each node gets closed, the text content gets simplified. We'll call it *applying ligatures*, for lack of a better name.

`DefLigature(regexp, %options);`

Apply the regular expression (given as a string: `"/fa/fa/"` since it will be converted internally to a true regexp), to the text content. The only option is `fontTest=>code($font)`; if given, then the substitution is applied only when `fontTest` returns true.

Predefined Ligatures combine sequences of `"` or single-quotes into appropriate Unicode characters.

`DefMathLigature($string=$replacment,%options);>`

A Math Ligature typically combines a sequence of math tokens (`XMTok`) into a single one. A simple example is

```
DefMathLigature(":" => "=", role => 'RELOP', meaning => 'assign');
```

replaces the two tokens for colon and equals by a token representing assignment. The options are those characterising an `XMTok`, namely: `role`, `meaning` and `name`.

For more complex cases (recognizing numbers, for example), you may supply a function `matcher=CODE($document,$node)>`, which is passed the current document and the last math node in the sequence. It should examine `$node` and any preceding nodes (using `previousSibling`) and return a list of (`$n`, `$string`, `%attributes`) to replace the `$n` nodes by a new one with text content being `$string` content and the given attributes. If no replacement is called for, `CODE` should return `undef`.

After document construction, various rewriting and augmenting of the document can take place.

DefRewrite (*%specification*);

DefMathRewrite (*%specification*);

These two declarations define document rewrite rules that are applied to the document tree after it has been constructed, but before math parsing, or any other postprocessing, is done. The *%specification* consists of a sequence of key/value pairs with the initial specs successively narrowing the selection of document nodes, and the remaining specs indicating how to modify or replace the selected nodes.

The following select portions of the document:

label=> *label*

Selects the part of the document with `label=$label`

scope=> *scope*

The *scope* could be "label:foo" or "section:1.2.3" or something similar. These select a subtree labelled 'foo', or a section with reference number "1.2.3"

xpath=> *xpath*

Select those nodes matching an explicit xpath expression.

match=> *tex*

Selects nodes that look like what the processing of *tex* would produce.

regexp=> *regexp*

Selects text nodes that match the regular expression.

The following act upon the selected node:

attributes=> *hashref*

Adds the attributes given in the hash reference to the node.

replace=> *replacement*

Interprets *replacement* as TeX code to generate nodes that will replace the selected nodes.

Mid-Level support

\$tokens = Expand (*\$tokens*);

Expands the given *\$tokens* according to current definitions.

\$boxes = Digest (*\$tokens*);

Processes and digests the *\$tokens*. Any arguments needed by control sequences in *\$tokens* must be contained within the *\$tokens* itself.

@tokens = Invocation(\$cs,@args);

Constructs a sequence of tokens that would invoke the token `$cs` on the arguments.

RawTeX('... tex code ...');

RawTeX is a convenience function for including chunks of raw TeX (or LaTeX) code in a Package implementation. It is useful for copying portions of the normal implementation that can be handled simply using macros and primitives.

Let(\$token1,\$token2);

Gives `$token1` the same ‘meaning’ (definition) as `$token2`; like TeX’s `\let`.

StartSemiVerbatim(); ... ; EndSemiVerbatim();

Disable/disable most TeX catcodes.

\$tokens = Tokenize(\$string);

Tokenizes the `$string` using the standard catcodes, returning a `LaTeXML::Core::Tokens`.

\$tokens = TokenizeInternal(\$string);

Tokenizes the `$string` according to the internal cattable (where `@` is a letter), returning a `LaTeXML::Core::Tokens`.

Argument Readers

ReadParameters(\$gullet,\$spec);

Reads from `$gullet` the tokens corresponding to `$spec` (a Parameters object).

DefParameterType(type,code(\$gullet,@values),%options);

Defines a new Parameter type, `type`, with `code` for its reader.

Options are:

reversion=>code(\$arg,@values);

This `code` is responsible for converting a previously parsed argument back into a sequence of Tokens.

optional=>boolean

whether it is an error if no matching input is found.

novalue=>boolean

whether the value returned should contribute to argument lists, or simply be passed over.

semiverbatim=>boolean

whether the catcode table should be modified before reading tokens.

<DefColumnType(proto, expansion);

Defines a new column type for tabular and arrays. *proto* is the prototype for the pattern, analogous to the pattern used for other definitions, except that macro being defined is a single character. The *expansion* is a string specifying what it should expand into, typically more verbose column specification.

Access to State**\$value = LookupValue(\$name);**

Lookup the current value associated with the the string \$name.

AssignValue(\$name, \$value, \$scope);

Assign \$value to be associated with the the string \$name, according to the given scoping rule.

Values are also used to specify most configuration parameters (which can therefor also be scoped). The recognized configuration parameters are:

VERBOSITY	: the level of verbosity for debugging output, with 0 being default.
STRICT	: whether errors (eg. undefined macros) are fatal.
INCLUDE_COMMENTS	: whether to preserve comments in the source, and to add occasional line number comments. (Default true).
PRESERVE_NEWLINES	: whether newlines in the source should be preserved (not 100% TeX-like). By default this is true.
SEARCHPATHS	: a list of directories to search for sources, implementations, etc.

PushValue(\$name, @values);

This function, along with the next three are like AssignValue, but maintain a global list of values. PushValue pushes the provided values onto the end of a list. The data stored for \$name is global and must be a LIST reference; it is created if needed.

UnshiftValue(\$name, @values);

Similar to PushValue, but pushes a value onto the front of the list. The data stored for \$name is global and must be a LIST reference; it is created if needed.

PopValue(\$name);

Removes and returns the value on the end of the list named by \$name. The data stored for \$name is global and must be a LIST reference. Returns undef if there is no data in the list.

ShiftValue (\$name) ;

Removes and returns the first value in the list named by $\$name$. The data stored for $\$name$ is global and must be a LIST reference. Returns `undef` if there is no data in the list.

LookupMapping (\$name, \$key) ;

This function maintains a hash association named by $\$name$. It returns the value associated with $\$key$ within that mapping. The data stored for $\$name$ is global and must be a HASH reference. Returns `undef` if there is no data associated with $\$key$ in the mapping, or the mapping is not (yet) defined.

AssignMapping (\$name, \$key, \$value) ;

This function associates $\$value$ with $\$key$ within the mapping named by $\$name$. The data stored for $\$name$ is global and must be a HASH reference; it is created if needed.

\$value = LookupCatcode (\$char) ;

Lookup the current catcode associated with the the character $\$char$.

AssignCatcode (\$char, \$catcode, \$scope) ;

Set $\$char$ to have the given $\$catcode$, with the assignment made according to the given scoping rule.

This method is also used to specify whether a given character is active in math mode, by using `math:$char` for the character, and using a value of 1 to specify that it is active.

\$meaning = LookupMeaning (\$token) ;

Looks up the current meaning of the given $\$token$ which may be a Definition, another token, or the token itself if it has not otherwise been defined.

\$defn = LookupDefinition (\$token) ;

Looks up the current definition, if any, of the $\$token$.

InstallDefinition (\$defn) ;

Install the Definition $\$defn$ into $\$STATE$ under its control sequence.

XEquals (\$token1, \$token2)

Tests whether the two tokens are equal in the sense that they are either equal tokens, or if defined, have the same definition.

Fonts**MergeFont (%fontspec) ;**

Set the current font by merging the font style attributes with the current font. The $\%fontspec$ specifies the properties of the desired font. Likely values include (the values aren't required to be in this set):

```

family : serif, sansserif, typewriter, caligraphic,
        fraktur, script
series  : medium, bold
shape   : upright, italic, slanted, smallcaps
size    : tiny, footnote, small, normal, large,
        Large, LARGE, huge, Huge
color   : any named color, default is black

```

Some families will only be used in math. This function returns nothing so it can be easily used in `beforeDigest`, `afterDigest`.

DeclareFontMap(\$name, \$map, %options);

Declares a font map for the encoding `$name`. The map `$map` is an array of 128 or 256 entries, each element is either a unicode string for the representation of that codepoint, or `undef` if that codepoint is not supported by this encoding. The only option currently is `family` used because some fonts (notably `cmr!`) have different glyphs in some font families, such as `family='typewriter'>`.

FontDecode(\$code, \$encoding, \$implicit);

Returns the unicode string representing the given codepoint `$code` (an integer) in the given font encoding `$encoding`. If `$encoding` is undefined, the usual case, the current font encoding and font family is used for the lookup. Explicit decoding is used when `\char` or similar are invoked (`$implicit` is false), and the codepoint must be represented in the fontmap, otherwise `undef` is returned. Implicit decoding (ie. `$implicit` is true) occurs within the `Stomach` when a `Token`'s content is being digested and converted to a `Box`; in that case only the lower 128 codepoints are converted; all codepoints above 128 are assumed to already be Unicode.

The font map for `$encoding` is automatically loaded if it has not already been loaded.

FontDecodeString(\$string, \$encoding, \$implicit);

Returns the unicode string resulting from decoding the individual characters in `$string` according to *FontDecode*, above.

LoadFontMap(\$encoding);

Finds and loads the font map for the encoding named `$encoding`, if it hasn't been loaded before. It looks for `encoding.fontmap.ltxml`, which would typically define the font map using `DeclareFontMap`, possibly including extra maps for families like `typewriter`.

Color

\$color=LookupColor(\$name);

Lookup the color object associated with `$name`.

DefColor (\$name, \$color, \$scope) ;

Associates the \$name with the given \$color (a color object), with the given scoping.

DefColorModel (\$model, \$coremodel, \$toCore, \$fromCore) ;

Defines a color model \$model that is derived from the core color model \$coremodel. The two functions \$toCore and \$fromCore convert a color object in that model to the core model, or from the core model to the derived model. Core models are rgb, cmy, cmyk, hsb and gray.

Low-level Functions**CleanID (\$id) ;**

Cleans an \$id of disallowed characters, trimming space.

CleanLabel (\$label, \$prefix) ;

Cleans a \$label of disallowed characters, trimming space. The prefix \$prefix is prepended (or LABEL, if none given).

CleanIndexKey (\$key) ;

Cleans an index key, so it can be used as an ID.

CleanBibKey (\$key) ;

Cleans a bibliographic citation key, so it can be used as an ID.

CleanURL (\$url) ;

Cleans a url.

UTF (\$code) ;

Generates a UTF character, handy for the the 8 bit characters. For example, UTF (0xA0) generates the non-breaking space.

@tokens = roman (\$number) ;

Formats the \$number in (lowercase) roman numerals, returning a list of the tokens.

@tokens = Roman (\$number) ;

Formats the \$number in (uppercase) roman numerals, returning a list of the tokens.

See also

See also `LaTeXML::Global`, `LaTeXML::Common::Object`, `LaTeXML::Common::Error`, `LaTeXML::Core::Token`, `LaTeXML::Core::Tokens`, `LaTeXML::Core::Box`, `LaTeXML::Core::List`, `LaTeXML::Common::Number`, `LaTeXML::Common::Float`, `LaTeXML::Common::Dimension`, `LaTeXML::Common::Glue`, `LaTeXML::Core::MuDimension`, `LaTeXML::Core::MuGlue`, `LaTeXML::Core::Pair`, `LaTeXML::Core::PairList`, `LaTeXML::Common::Color`, `LaTeXML::Core::Alignment`, `LaTeXML::Common::XML`, `LaTeXML::Util::Radix`.

C.4 LaTeXML::MathParser

Parses mathematics content

Description

`LaTeXML::MathParser` parses the mathematical content of a document. It uses *Parse::RecDescent* and a grammar `MathGrammar`.

Math Representation

Needs description.

Possible Customizations

Needs description.

Convenience functions

The following functions are exported for convenience in writing the grammar productions.

`$node = New($name, $content, %attributes);`

Creates a new `XMTok` node with given `$name` (a string or undef), and `$content` (a string or undef) (but at least one of name or content should be provided), and attributes.

`$node = Arg($node, $n);`

Returns the `$n`-th argument of an `XMApp` node; 0 is the operator node.

`Annotate($node, %attributes);`

Add attributes to `$node`.

`$node = Apply($op, @args);`

Create a new `XMApp` node representing the application of the node `$op` to the nodes `@args`.

\$node = ApplyDelimited(\$op, @stuff);

Create a new `XMAppl` node representing the application of the node `$op` to the arguments found in `@stuff`. `@stuff` are delimited arguments in the sense that the leading and trailing nodes should represent open and close delimiters and the arguments are separated by punctuation nodes.

\$node = InterpretDelimited(\$op, @stuff);

Similar to `ApplyDelimited`, this interprets sequence of delimited, punctuated items as being the application of `$op` to those items.

\$node = recApply(@ops, \$arg);

Given a sequence of operators and an argument, forms the nested application `op(op(...(arg)))`.

\$node = InvisibleTimes;

Creates an invisible times operator.

\$boole = isMatchingClose(\$open, \$close);

Checks whether `$open` and `$close` form a ‘normal’ pair of delimiters, or if either is ”.”.

\$node = Fence(@stuff);

Given a delimited sequence of nodes, starting and ending with open/close delimiters, and with intermediate nodes separated by punctuation or such, attempt to guess what type of thing is represented such as a set, absolute value, interval, and so on.

This would be a good candidate for customization!

\$node = NewFormulae(@stuff);

Given a set of formulas, construct a `Formulae` application, if there are more than one, else just return the first.

\$node = NewList(@stuff);

Given a set of expressions, construct a `list` application, if there are more than one, else just return the first.

\$node = LeftRec(\$arg1, @more);

Given an `expr` followed by repeated `(op expr)`, compose the left recursive tree. For example `a + b + c - d` would give `(- (+ a b c) d)`.

MaybeFunction(\$token);

Note the possible use of `$token` as a function, which may cause incorrect parsing. This is used to generate warning messages.

Appendix D

Common Module Documentation

D.1 LaTeXML::Common::Config

Configuration logic for LaTeXML

SYNOPSIS

```
use LaTeXML::Common::Config;
my $config = LaTeXML::Common::Config->new(
    profile=>'name',
    timeout=>60,
    ... );
$config->read(\@ARGV);
$config->check;

my $value = $config->get($name);
$config->set($name,$value);
$config->delete($name);
my $bool = $config->exists($name);
my @keys = $config->keys;
my $options_hashref = $config->options;
my $config_clone = $config->clone;
```

Description

Configuration management class for LaTeXML options. * Responsible for defining the options interface and parsing the usual Perl command-line options syntax * Provides the intuitive getters, setters, as well as hash methods for manipulating the option values. * Also supports cloning into new configuration objects.

Methods

```
my $config = LaTeXML::Common::Config->new(%options);
```

Creates a new configuration object. Note that you should try not to provide your own %options hash but rather create an empty configuration and use \$config->read to read in the options.

```
$config->read(\@ARGV);
```

This is the main method for parsing in LaTeXML options. The input array should either be @ARGV, e.g. when the options were provided from the command line using the classic Getopt::Long syntax, or any other array reference that conforms to that setup.

```
$config->check;
```

Ensures that the configuration obeys the given profile and performs a set of assignments of meaningful defaults (when needed) and normalizations (for relative paths, etc).

```
my $value = $config->get($name);
```

Classic getter for the \$value of an option \$name.

```
$config->set($name, $value);
```

Classic setter for the \$value of an option \$name.

```
$config->delete($name);
```

Deletes option \$name from the configuration.

```
my $bool = $config->exists($name);
```

Checks whether the key \$name exists in the options hash of the configuration. Similarly to Perl's "exist" for hashes, it returns true even when the option's value is undefined.

```
my @keys = $config->keys;
```

Similar to "keys %hash" in Perl. Returns an array of all option names.

```
my $options_hashref = $config->options;
```

Returns the actual hash reference that holds all options within the configuration object.

```
my $config_clone = $config->clone;
```

Clones \$config into a new LaTeXML::Common::Config object, \$config_clone.

OPTION SYNOPSIS**latexmlc [options]**

Options:

```

--VERSION          show version number.
--help            shows this help message.
--destination=file specifies destination file.
--output=file     [obsolete synonym for --destination]
--preload=module  requests loading of an optional module;
                  can be repeated
--preamble=file   loads a tex file containing document
                  frontmatter. MUST include \begin{document}
                  or equivalent
--postamble=file  loads a tex file containing document
                  backmatter. MUST include \end{document}
                  or equivalent
--includestyles  allows latexml to load raw *.sty file;
                  by default it avoids this.
--base=dir        sets the current working directory
--path=dir        adds dir to the paths searched for files,
                  modules, etc;
--log=file        specifies log file (default: STDERR)
--autoflush=count Automatically restart the daemon after
                  "count" inputs. Good practice for vast
                  batch jobs. (default: 100)
--timeout=secs   Timecap for conversions (default 600)
--expire=secs    Timecap for server inactivity (default 600)
--address=URL    Specify server address (default: localhost)
--port=number    Specify server port (default: 3354)
--documentid=id  assign an id to the document root.
--quiet          suppress messages (can repeat)
--verbose        more informative output (can repeat)
--strict         makes latexml less forgiving of errors
--bibtex         processes a BibTeX bibliography.
--xml           requests xml output (default).
--tex           requests TeX output after expansion.
--box           requests box output after expansion
                  and digestion.
--format=name    requests "name" as the output format.
                  Supported: tex,box,xml,html4,html5,xhtml
                  html implies html5
--noparse        suppresses parsing math (default: off)
--parse=name     enables parsing math (default: on)
                  and selects parser framework "name".
                  Supported: RecDescent, no
--profile=name   specify profile as defined in
                  LaTeXML::Common::Config
                  Supported: standard|math|fragment|...
                  (default: standard)

```

```

--mode=name           Alias for profile
--cache_key=name     Provides a name for the current option set,
                    to enable daemonized conversions without
                    needing re-initializing
--whatsin=chunk      Defines the provided input chunk,
                    choose from document (default), fragment
                    and formula
--whatsout=chunk     Defines the expected output chunk,
                    choose from document (default), fragment
                    and formula
--post              requests a followup post-processing
--nopost           forbids followup post-processing
--validate, --novalidate Enables (the default) or disables
                    validation of the source xml.
--omitdoctype      omits the Doctype declaration,
--noomitdoctype    disables the omission (the default)
--numbersections   enables (the default) the inclusion of
                    section numbers in titles, crossrefs.
--nonumbersections disables the above
--timestamp        provides a timestamp (typically a time and date)
                    to be embedded in the comments
--embed            requests an embeddable XHTML snippet
                    (requires: --post,--profile=fragment)
                    DEPRECATED: Use --whatsout=fragment
                    TODO: Remove completely
--stylesheet       specifies a stylesheet,
                    to be used by the post-processor.
--css=cssfile      adds a css stylesheet to html/xhtml
                    (can be repeated)
--nodefaultresources disables processing built-in resources
--javascript=jsfile adds a link to a javascript file into
                    html/html5/xhtml (can be repeated)
--icon=iconfile    specify a file to use as a "favicon"
--xsltparameter=name:value passes parameters to the XSLT.
--split            requests splitting each document
--nosplit          disables the above (default)
--splitat          sets level to split the document
--splitpath=xpath  sets xpath expression to use for
                    splitting (default splits at
                    sections, if splitting is enabled)
--splitnaming=(id|idrelative|label|labelrelative) specifies
                    how to name split files (idrelative).
--scan             scans documents to extract ids,
                    labels, etc.
                    section titles, etc. (default)
--noscan          disables the above
--crossref        fills in crossreferences (default)
--nocrossref     disables the above
--urlstyle=(server|negotiated|file) format to use for urls
                    (default server).

```

```

--navigationtoc=(context|none) generates a table of contents
                               in navigation bar
--index                        requests creating an index (default)
--noindex                      disables the above
--splitindex                   Splits index into pages per initial.
--nosplitindex                disables the above (default)
--permutedindex                permutes index phrases in the index
--nopermutedindex             disables the above (default)
--bibliography=file           sets a bibliography file
--splitbibliography           splits the bibliography into pages per
                               initial.
--nosplitbibliography         disables the above (default)
--prescan                     carries out only the split (if
                               enabled) and scan, storing
                               cross-referencing data in dbfile
                               (default is complete processing)
--dbfile=dbfile               sets file to store crossreferences
--sitedirectory=dir           sets the base directory of the site
--sourcedirectory=dir         sets the base directory of the
                               original TeX source
--source=input                 as an alternative to passing the input as
                               the last argument, after the option set
                               you can also specify it as the value here.
                               useful for predictable API calls
--mathimages                  converts math to images
                               (default for html4 format)
--nomathimages                disables the above
--mathimagemagnification=mag specifies magnification factor
--presentationmathml          converts math to Presentation MathML
                               (default for xhtml & html5 formats)
--pmmml                       alias for --presentationmathml
--nopresentationmathml        disables the above
--linelength=n                formats presentation mathml to a
                               linelength max of n characters
--contentmathml               converts math to Content MathML
--nocontentmathml             disables the above (default)
--cmml                        alias for --contentmathml
--openmath                    converts math to OpenMath
--noopenmath                  disables the above (default)
--om                          alias for --openmath
--keepXMath                   preserves the intermediate XMath
                               representation (default is to remove)
--mathtex                     adds TeX annotation to parallel markup
--nomathtex                   disables the above (default)
--parallelmath                use parallel math annotations (default)
--noparallelmath              disable parallel math annotations
--planel                      use plane-1 unicode for symbols
                               (default, if needed)
--noplanel                    do not use plane-1 unicode
--graphicimages               converts graphics to images (default)

```

```

--nographicimages      disables the above
--graphicsmap=type.type specifies a graphics file mapping
--pictureimages        converts picture environments to
                       images (default)
--nopictureimages      disables the above
--svg                  converts picture environments to SVG
--nosvg                disables the above (default)
--nocomments           omit comments from the output
--inputencoding=enc    specify the input encoding.
--debug=package        enables debugging output for the named
                       package

```

If you want to provide a TeX snippet directly on input, rather than supply a filename, use the `literal:` protocol to prefix your snippet.

Options & Arguments

General Options

--verbose

Increases the verbosity of output during processing, used twice is pretty chatty. Can be useful for getting more details when errors occur.

--quiet

Reduces the verbosity of output during processing, used twice is pretty silent.

--VERSION

Shows the version number of the LaTeXXML package..

--debug=package

Enables debugging output for the named package. The package is given without the leading LaTeXXML::.

--base=dir

Specifies the base working directory for the conversion server. Useful when converting sets of documents that use relative paths.

--log=file

Specifies the log file; by default any conversion messages are printed to STDERR.

--help

Shows this help message.

Source Options

--destination=*file*

Specifies the destination file; by default the XML is written to STDOUT.

--preload=*module*

Requests the loading of an optional module or package. This may be useful if the TeX code does not specifically require the module (eg. through input or usepackage). For example, use `--preload=LaTeX.pool` to force LaTeX mode.

--preamble=*file*

Requests the loading of a tex file with document frontmatter, to be read in before the converted document, but after all `-preload` entries.

Note that the given file **MUST** contain `\begin{document}` or an equivalent environment start, when processing LaTeX documents.

If the file does not contain content to appear in the final document, but only macro definitions and setting of internal counters, it is more appropriate to use `-preload` instead.

--postamble=*file*

Requests the loading of a tex file with document backmatter, to be read in after the converted document.

Note that the given file **MUST** contain `\end{document}` or an equivalent environment end, when processing LaTeX documents.

--sourcedirectory=*source*

Specifies the directory where the original latex source is located. Unless LaTeXML is run from that directory, or it can be determined from the xml filename, it may be necessary to specify this option in order to find graphics and style files.

--path=*dir*

Add *dir* to the search paths used when searching for files, modules, style files, etc; somewhat like TEXINPUTS. This option can be repeated.

--validate, --novalidate

Enables (or disables) the validation of the source XML document (the default).

--bibtex

Forces latexml to treat the file as a BibTeX bibliography. Note that the timing is slightly different than the usual case with BibTeX and LaTeX. In the latter case, BibTeX simply selects and formats a subset of the bibliographic entries; the actual TeX expansion is carried out when the result is included in a LaTeX document. In contrast, latexml processes and expands the entire bibliography; the selection of entries is done during post-processing. This also means that any

packages that define macros used in the bibliography must be specified using the `--preload` option.

`--inputencoding=encoding`

Specify the input encoding, eg. `--inputencoding=iso-8859-1`. The encoding must be one known to Perl's Encode package. Note that this only enables the translation of the input bytes to UTF-8 used internally by LaTeXML, but does not affect catcodes. In such cases, you should be using the `inputenc` package. Note also that this does not affect the output encoding, which is always UTF-8.

TeX Conversion Options

`--includestyles`

This optional allows processing of style files (files with extensions `sty`, `cls`, `clo`, `cnf`). By default, these files are ignored unless a latexml implementation of them is found (with an extension of `ltxml`).

These style files generally fall into two classes: Those that merely affect document style are ignorable in the XML. Others define new markup and document structure, often using deeper LaTeX macros to achieve their ends. Although the omission will lead to other errors (missing macro definitions), it is unlikely that processing the TeX code in the style file will lead to a correct document.

`--timeout=secs`

Set time cap for conversion jobs, in seconds. Any job failing to convert in the time range would return with a Fatal error of timing out. Default value is 600, set to 0 to disable.

`--nocomments`

Normally latexml preserves comments from the source file, and adds a comment every 25 lines as an aid in tracking the source. The option `--nocomments` discards such comments.

`--documentid=id`

Assigns an ID to the root element of the XML document. This ID is generally inherited as the prefix of ID's on all other elements within the document. This is useful when constructing a site of multiple documents so that all nodes have unique IDs.

`--strict`

Specifies a strict processing mode. By default, undefined control sequences and invalid document constructs (that violate the DTD) give warning messages, but attempt to continue processing. Using `--strict` makes them generate fatal errors.

--post

Request post-processing, auto-enabled by any requested post-processor. Disabled by default. If post-processing is enabled, the graphics and cross-referencing processors are on by default.

Format Options**--format=(html|html5|html4|xhtml+xml|epub)**

Specifies the output format for post processing. By default, it will be guessed from the file extension of the destination (if given), with `html` implying `html5`, `xhtml` implying `xhtml` and the default being `xml`, which you probably don't want.

The `html5` format converts the material to `html5` form with mathematics as MathML; `html5` supports SVG. `html4` format converts the material to the earlier `html` form, version 4, and the mathematics to `png` images. `xhtml` format converts to `xhtml` and uses presentation MathML (after attempting to parse the mathematics) for representing the math. `html5` similarly converts math to presentation MathML. In these cases, any graphics will be converted to web-friendly formats and/or copied to the destination directory. If you simply specify `html`, it will treat that as `html5`.

For the default, `xml`, the output is left in LaTeXML's internal `xml`, but the math is parsed and converted to presentation MathML. For `html`, `html5` and `xhtml`, a default stylesheet is provided, but see the `--stylesheet` option.

--xml

Requests XML output; this is the default. DEPRECATED: use `--format=xml` instead

--tex

Requests TeX output for debugging purposes; processing is only carried out through expansion and digestion. This may not be quite valid TeX, since Unicode may be introduced.

--box

Requests Box output for debugging purposes; processing is carried out through expansion and digestions, and the result is printed.

--profile

Variety of shorthand profiles. Note that the profiles come with a variety of preset options. You can examine any of them in their `resources/Profiles/name.opt` file.

Example: `latexmlc --profile=math '1+2=3'`

--omitdoctype, --noomitdoctype

Omits (or includes) the document type declaration. The default is to include it if the document model was based on a DTD.

--numbersections, --nonumbersections

Includes (default), or disables the inclusion of section, equation, etc, numbers in the formatted document and crossreference links.

--stylesheet=*xslfile*

Requests the XSL transformation of the document using the given *xslfile* as stylesheet. If the stylesheet is omitted, a ‘standard’ one appropriate for the format (html4, html5 or xhtml) will be used.

--css=*cssfile*

Adds *cssfile* as a css stylesheet to be used in the transformed html/html5/xhtml. Multiple stylesheets can be used; they are included in the html in the order given, following the default `ltx-LaTeXML.css` (unless `--nodefaultcss`). The stylesheet is copied to the destination directory, unless it is an absolute url.

Some stylesheets included in the distribution are `--css=navbar-left` Puts a navigation bar on the left. (default omits navbar) `--css=navbar-right` Puts a navigation bar on the right. `--css=theme-blue` A blue coloring theme for headings. `--css=amsart` A style suitable for journal articles.

--javascript=*jsfile*

Includes a link to the javascript file *jsfile*, to be used in the transformed html/html5/xhtml. Multiple javascript files can be included; they are linked in the html in the order given. The javascript file is copied to the destination directory, unless it is an absolute url.

--icon=*iconfile*

Copies *iconfile* to the destination directory and sets up the linkage in the transformed html/html5/xhtml to use that as the “favicon”.

--nodefaultresources

Disables the copying and inclusion of resources added by the binding files; This includes CSS, javascript or other files. This does not affect resources explicitly requested by the `--css` or `--javascript` options.

--timestamp=*timestamp*

Provides a timestamp (typically a time and date) to be embedded in the comments by the stock XSLT stylesheets. If you don’t supply a timestamp, the current time and date will be used. (You can use `--timestamp=0` to omit the timestamp).

--xsltparameter=*name:value*

Passes parameters to the XSLT stylesheet. See the manual or the stylesheet itself for available parameters.

Site & Crossreferencing Options**--split, --nosplit**

Enables or disables (default) the splitting of documents into multiple ‘pages’. If enabled, the the document will be split into sections, bibliography, index and appendices (if any) by default, unless `--splitpath` is specified.

--splitat=unit

Specifies what level of the document to split at. Should be one of `chapter`, `section` (the default), `subsection` or `subsubsection`. For more control, see `--splitpath`.

--splitpath=xpath

Specifies an XPath expression to select nodes that will generate separate pages. The default splitpath is `//ltx:section | //ltx:bibliography | //ltx:appendix | //ltx:index`

Specifying

```
--splitpath="//ltx:section | //ltx:subsection
             | //ltx:bibliography | //ltx:appendix | //ltx:index"
```

would split the document at subsections as well as sections.

--splitnaming=(id|idrelative|label|labelrelative)

Specifies how to name the files for subdocuments created by splitting. The values `id` and `label` simply use the id or label of the subdocument’s root node for it’s filename. `idrelative` and `labelrelative` use the portion of the id or label that follows the parent document’s id or label. Furthermore, to impose structure and uniqueness, if a split document has children that are also split, that document (and it’s children) will be in a separate subdirectory with the name `index`.

--scan, --noscan

Enables (default) or disables the scanning of documents for ids, labels, references, indexmarks, etc, for use in filling in refs, cites, index and so on. It may be useful to disable when generating documents not based on the LaTeXML doctype.

--crossref, --nocrossref

Enables (default) or disables the filling in of references, hrefs, etc based on a previous scan (either from `--scan`, or `--dbfile`) It may be useful to disable when generating documents not based on the LaTeXML doctype.

--urlstyle=(server|negotiated|file)

This option determines the way that URLs within the documents are formatted, depending on the way they are intended to be served. The default, `server`,

eliminates unnecessary trailing `index.html`. With `negotiated`, the trailing file extension (typically `html` or `xhtml`) are eliminated. The scheme file preserves complete (but relative) urls so that the site can be browsed as files without any server.

--navigationtoc=(context|none)

Generates a table of contents in the navigation bar; default is `none`. The ‘context’ style of TOC, is somewhat verbose and reveals more detail near the current page; it is most suitable for navigation bars placed on the left or right. Other styles of TOC should be developed and added here, such as a short form.

--index, --noindex

Enables (default) or disables the generation of an index from `indexmarks` embedded within the document. Enabling this has no effect unless there is an index element in the document (generated by `\printindex`).

--splitindex, --nosplitindex

Enables or disables (default) the splitting of generated indexes into separate pages per initial letter.

--bibliography=pathname

Specifies a bibliography generated from a BibTeX file to be used to fill in a bibliography element. Hand-written bibliographies placed in a `thebibliography` environment do not need this. The option has no effect unless there is an bibliography element in the document (generated by `\bibliography`).

Note that this option provides the bibliography to be used to fill in the bibliography element (generated by `\bibliography`); `latexmlpost` does not (currently) directly process and format such a bibliography.

--splitbibliography, --nosplitbibliography

Enables or disables (default) the splitting of generated bibliographies into separate pages per initial letter.

--prescan

By default `latexmlpost` processes a single document into one (or more; see `--split`) destination files in a single pass. When generating a complicated site consisting of several documents it may be advantageous to first scan through the documents to extract and store (in `dbfile`) cross-referencing data (such as ids, titles, urls, and so on). A later pass then has complete information allowing all documents to reference each other, and also constructs an index and bibliography that reflects the entire document set. The same effect (though less efficient) can be achieved by running `latexmlpost` twice, provided a `dbfile` is specified.

--dbfile=file

Specifies a filename to use for the crossreferencing data when using two-pass processing. This file may reside in the intermediate destination directory.

--sitedirectory=*dir*

Specifies the base directory of the overall web site. Pathnames in the database are stored in a form relative to this directory to make it more portable.

--embed

TODO: Deprecated, use `--whatsout=fragment` Requests an embeddable XHTML div (requires: `--post --format=xhtml`), respectively the top division of the document's body. Caveat: This experimental mode is enabled only for fragment profile and post-processed documents (to XHTML).

Math Options

These options specify how math should be converted into other formats. Multiple formats can be requested; how they will be combined depends on the format and other options.

--noparse

Suppresses parsing math (default: parsing is on)

--parse=*name*

Enables parsing math (default: parsing is on) and selects parser framework "*name*". Supported: RecDescent, no Tip: `--parse=no` is equivalent to `--noparse`

--mathimages, --nomathimages

Requests or disables the conversion of math to images (png by default). Conversion is the default for html4 format.

--mathsvg, --nomathsvg

Requests or disables the conversion of math to svg images.

--mathimagemagnification=*factor*

Specifies the magnification used for math images (both png and svg), if they are made. Default is 1.75.

--presentationmathml, --nopresentationmathml

Requests or disables conversion of math to Presentation MathML. Conversion is the default for xhtml and html5 formats.

--linelength=*number*

(Experimental) Line-breaks the generated Presentation MathML so that it is no longer than *number* 'characters'.

--plane1

Converts the content of Presentation MathML token elements to the appropriate Unicode Plane-1 codepoints according to the selected font, when applicable (the default).

--hackplane1

Converts the content of Presentation MathML token elements to the appropriate Unicode Plane-1 codepoints according to the selected font, but only for the mathvariants double-struck, fraktur and script. This gives support for current (as of August 2009) versions of Firefox and MathPlayer, provided a sufficient set of fonts is available (eg. STIX).

--contentmathml, --nocontentmathml

Requests or disables conversion of math to Content MathML. Conversion is disabled by default. **Note** that this conversion is only partially implemented.

--openmath

Requests or disables conversion of math to OpenMath. Conversion is disabled by default. **Note** that this conversion is only partially implemented.

--keepXMath, --xmath

By default, when any of the MathML or OpenMath conversions are used, the intermediate math representation will be removed; this option preserves it; it will be used as secondary parallel markup, when it follows the options for other math representations.

Graphics Options**--graphicimages, --nographicimages**

Enables (default) or disables the conversion of graphics to web-appropriate format (png).

--graphicsmap=sourcetype.desttype

Specifies a mapping of graphics file types. Typically, graphics elements specify a graphics file that will be converted to a more appropriate file target format; for example, postscript files used for graphics with LaTeX will be converted to png format for use on the web. As with LaTeX, when a graphics file is specified without a file type, the system will search for the most appropriate target type file.

When this option is used, it overrides *and replaces* the defaults and provides a mapping of *sourcetype* to *desttype*. The option can be repeated to provide several mappings, with the earlier formats preferred. If the *desttype* is omitted, it specifies copying files of type *sourcetype*, unchanged.

The default settings is equivalent to having supplied the options: `svg png gif jpeg eps.png ps.png ai.png pdf.png`

The first formats are preferred and used unchanged, while the latter ones are converted to png.

--pictureimages, --nopictureimages

Enables (default) or disables the conversion of picture environments and pstricks material into images.

--svg, --nosvg

Enables or disables (default) the conversion of picture environments and pstricks material to SVG.

Daemon, Server and Client Options

Options used only for daemonized conversions, e.g. talking to a remote server via latexmlc, or local processing via the `LaTeXML::Plugin::latexmls` plugin.

For reliable communication and a stable conversion experience, invoke latexmls only through the latexmlc client (you need to set `-expire` to a positive value, in order to request auto-spawning of a dedicated conversion server).

`--autoflush=count`

Automatically restart the daemon after converting "count" inputs. Good practice for vast batch jobs. (default: 100)

`--expire=secs`

Set an inactivity timeout value in seconds. If the server process is not given any input for the specified duration, it will automatically terminate. The default value is 600 seconds, set to 0 to never expire, -1 to entirely opt out of using an independent server.

`--address=URL`

Specify server address (default: localhost)

`--port=number`

Specify server port (default: 3334 for math, 3344 for fragment and 3354 for standard)

D.2 LaTeXML::Common::Object

Abstract base class for most LaTeXML objects.

Description

`LaTeXML::Common::Object` serves as an abstract base class for all other objects (both the data objects and control objects). It provides for common methods for stringification and comparison operations to simplify coding and to beautify error reporting.

Generic functions

`$string = Stringify($object);`

Returns a string identifying `$object`, for debugging. Works on any values and objects, but invokes the `stringify` method on blessed objects. More informative than the default perl conversion to a string.

\$string = ToString(\$object);

Converts `$object` to string attempting, when possible, to generate straight text without TeX markup. This is most useful for converting Tokens or Boxes to document content or attribute values, or values to be used for pathnames, keywords, etc. Generally, however, it is not possible to convert Whatsits generated by Constructors into clean strings, without TeX markup. Works on any values and objects, but invokes the `toString` method on blessed objects.

\$boolean = Equals(\$a, \$b);

Compares the two objects for equality. Works on any values and objects, but invokes the `equals` method on blessed objects, which does a deep comparison of the two objects.

\$tokens = Revert(\$object);

Returns a Tokens list containing the TeX that would create `$object`. Note that this is not necessarily the original TeX code; expansions or other substitutions may have taken place.

Methods

\$string = \$object->stringify;

Returns a readable representation of `$object`, useful for debugging.

\$string = \$object->toString;

Returns the string content of `$object`; most useful for extracting a clean, usable, Unicode string from tokens or boxes that might representing a filename or such. To the extent possible, this should provide a string that can be used as XML content, or attribute values, or for filenames or whatever. However, control sequences defined as Constructors may leave TeX code in the value.

\$boole = \$object->equals(\$other);

Returns whether `$object` and `$other` are equal. Should perform a deep comparison, but the default implementation just compares for object identity.

\$boole = \$object->isaToken;

Returns whether `$object` is an `LaTeXML::Core::Token`.

\$boole = \$object->isaBox;

Returns whether `$object` is an `LaTeXML::Core::Box`.

\$boole = \$object->isaDefinition;

Returns whether `$object` is an `LaTeXML::Core::Definition`.

\$digested = \$object->beDigested;

Does whatever is needed to digest the object, and return the digested representation. Tokens would be digested into boxes; Some objects, such as numbers can just return themselves.

`$object->beAbsorbed($document);`

Do whatever is needed to absorb the `$object` into the `$document`, typically by invoking appropriate methods on the `$document`.

D.3 LaTeXML::Common::Color

Abstract class representing colors using various color models; extends [LaTeXML::Common::Object](#).

Exported functions

`$color = Color($model, @components);`

Creates a `Color` object using the given color model, and with the given components. The core color models are `rgb`, `hsv`, `cmv`, `cmk` and `gray`. The components of colors using core color models are between 0 and 1 (inclusive)

Black, White

Constant color objects representing black and white, respectively.

Methods

`$model = $color->model;`

Return the name of the color model.

`@components = $color->components;`

Return the components of the color.

`$other = $color->convert($tomodel);`

Converts the color to another color model.

`$string = $color->toString;`

Returns a printed representation of the color.

`$hex = $color->toHex;`

Returns a string representing the color as RGB in hexadecimal (6 digits).

`$other = $color->toCore();`

Converts the color to one of the core colors.

`$complement = $color->complement();`

Returns the complement color (works for colors in `rgb`, `cmv` and `gray` color models).

`$new = $color->mix($other, $fraction);`

Returns a new color which results from mixing a `$fraction` of `$color` with $(1-\textit{fraction})$ of color `$other`.

```
$new = $color->add($other);
```

Returns a new color made by adding the components of the two colors.

```
$new = $color->scale($m);
```

Returns a new color made by multiplying the components by \$n.

```
$new = $color->multiply(@m);
```

Returns a new color made by multiplying the components by the corresponding component from @n.

See also

Supported color models: `LaTeXML::Common::Color::rgb`, `LaTeXML::Common::Color::hsb`, `LaTeXML::Common::Color::cmy`, `LaTeXML::Common::Color::cmyk`, `LaTeXML::Common::Color::gray` and `LaTeXML::Common::Color::Derived`.

D.4 LaTeXML::Common::Color::rgb

Represents colors in the rgb color model: red, green and blue in [0..1]; extends `LaTeXML::Common::Color`.

D.5 LaTeXML::Common::Color::hsb

Represents colors in the hsb color model: hue, saturation, brightness in [0..1]; extends `LaTeXML::Common::Color`.

D.6 LaTeXML::Common::Color::cmy

Represents colors in the cmy color model: cyan, magenta and yellow [0..1]; extends `LaTeXML::Common::Color`.

D.7 LaTeXML::Common::Color::cmyk

Represents colors in the cmyk color model: cyan, magenta, yellow and black in [0..1]; extends `LaTeXML::Common::Color`.

D.8 LaTeXML::Common::Color::gray

Represents colors in the gray color model: gray value in [0..1]; extends `LaTeXML::Common::Color`.

D.9 LaTeXML::Common::Color::Derived

Represents colors in derived color models

Synopsis

`LaTeXML::Common::Color::Derived` represents colors in derived color models. These are used to support various color models defined and definable via the `xcolor` package, such as colors where the components are in different ranges. It extends `LaTeXML::Common::Color`.

D.10 LaTeXML::Common::Number

Representation of numbers; extends `LaTeXML::Common::Object`.

Exported functions

`$number = Number($num);`

Creates a `Number` object representing `$num`.

Methods

`@tokens = $object->unlist;`

Return a list of the tokens making up this `$object`.

`$string = $object->toString;`

Return a string representing `$object`.

`$string = $object->ptValue;`

Return a value representing `$object` without the measurement unit (pt) with limited decimal places.

`$string = $object->pxValue;`

Return an integer value representing `$object` in pixels. Uses the state variable `DPI` (dots per inch).

`$n = $object->valueOf;`

Return the value in scaled points (ignoring shrink and stretch, if any).

`$n = $object->smaller($other);`

Return `$object` or `$other`, whichever is smaller

`$n = $object->larger($other);`

Return `$object` or `$other`, whichever is larger

`$n = $object->absolute;`

Return an object representing the absolute value of the `$object`.

`$n = $object->sign;`

Return an integer: -1 for negatives, 0 for 0 and 1 for positives

`$n = $object->negate;`

Return an object representing the negative of the `$object`.

`$n = $object->add($other);`

Return an object representing the sum of `$object` and `$other`

`$n = $object->subtract($other);`

Return an object representing the difference between `$object` and `$other`

`$n = $object->multiply($n);`

Return an object representing the product of `$object` and `$n` (a regular number).

`$n = $object->divide($n);`

Return an object representing the (truncating) division of `$object` by `$n` (a regular number).

`$n = $object->divideround($n);`

Return an object representing the (rounding) division of `$object` by `$n` (a regular number).

D.11 `LaTeXML::Common::Float`

Representation of floating point numbers; extends `LaTeXML::Common::Number`.

Exported functions

`$number = Float($num);`

Creates a floating point object representing `$num`; This is not part of TeX, but useful.

D.12 `LaTeXML::Common::Dimension`

Representation of dimensions; extends `LaTeXML::Common::Number`.

Exported functions

```
$dimension = Dimension($dim);
```

Creates a Dimension object. `$num` can be a string with the number and units (with any of the usual TeX recognized units), or just a number standing for scaled points (sp).

D.13 LaTeXML::Common::Glue

Representation of glue, skips, stretchy dimensions; extends `LaTeXML::Common::Dimension`.

Exported functions

```
$glue = Glue($gluespec);
```

```
$glue = Glue($sp, $plus, $pfill, $minus, $mfill);
```

Creates a Glue object. `$gluespec` can be a string in the form that TeX recognizes (number units optional plus and minus parts). Alternatively, the dimension, plus and minus parts can be given separately: `$pfill` and `$mfill` are 0 (when the `$plus` or `$minus` part is in sp) or 1,2,3 for fil, fill or filll.

D.14 LaTeXML::Common::Font

Representation of fonts

Description

`LaTeXML::Common::Font` represent fonts in LaTeXML. It extends `LaTeXML::Common::Object`.

This module defines Font objects. I'm not completely happy with the arrangement, or maybe just the use of it, so I'm not going to document extensively at this point.

The attributes are

```
family : serif, sansserif, typewriter, caligraphic,
        fraktur, script
series : medium, bold
shape  : upright, italic, slanted, smallcaps
size   : TINY, Tiny, tiny, SMALL, Small, small,
        normal, Normal, large, Large, LARGE,
        huge, Huge, HUGE, gigantic, Gigantic, GIGANTIC
color  : any named color, default is black
```

They are usually merged against the current font, attempting to mimic the, sometimes counter-intuitive, way that TeX does it, particularly for math

Methods

`$font->specialize($string);`

In math mode, `LaTeXML::Common::Font` supports computing a font reflecting how the specific `$string` would be printed when `$font` is active; This (attempts to) handle the curious ways that lower case greek often doesn't get a different font. In particular, it recognizes the following classes of strings: single latin letter, single uppercase greek character, single lowercase greek character, digits, and others.

D.15 LaTeXML::Common::Model

Represents the Document Model

Description

`LaTeXML::Common::Model` encapsulates information about the document model to be used in converting a digested document into XML by the `LaTeXML::Core::Document`. This information is based on the document schema (eg, DTD, RelaxNG), but is also modified by package modules; thus the model may not be complete until digestion is completed.

The kinds of information that is relevant is not only the content model (what each element can contain), but also SGML-like information such as whether an element can be implicitly opened or closed, if needed to insert a new element into the document.

Currently, only an approximation to the schema is understood and used. For example, we only record that certain elements can appear within another; we don't preserve any information about required order or number of instances.

It extends `LaTeXML::Common::Object`.

Model Creation

`$model = LaTeXML::Common::Model->new(%options);`

Creates a new model. The only useful option is `permissive=>1` which ignores any DTD and allows the document to be built without following any particular content model.

Document Type

`$model->setDocType($rootname, $publicid, $systemid, %namespaces);`

Declares the expected rootelement, the public and system ID's of the document type to be used in the final document. The hash `%namespaces` specifies the namespace prefixes that are expected to be found in the DTD, along with the associated namespace URI. These prefixes may be different from the prefixes

used in implementation code (eg. in `ltxml` files; see `RegisterNamespace`). The generated document will use the namespaces and prefixes defined here.

Namespaces

Note that there are *two* namespace mappings between namespace URIs and prefixes that are relevant to `LaTeXML`. The ‘code’ mapping is the one used in code implementing packages, and in particular, constructors defined within those packages. The prefix `ltx` is used consistently to refer to `LaTeXML`’s own namespace (<http://dlmf.nist.gov/LaTeXML>).

The other mapping, the ‘document’ mapping, is used in the created document; this may be different from the ‘code’ mapping in order to accommodate DTDs, for example, or for use by other applications that expect a rigid namespace mapping.

`$model->registerNamespace($prefix, $namespace_url);`

Register `$prefix` to stand for the namespace `$namespace_url`. This prefix can then be used to create nodes in constructors and Document methods. It will also be recognized in XPath expressions.

`$model->getNamespacePrefix($namespace, $forattribute, $probe);`

Return the prefix to use for the given `$namespace`. If `$forattribute` is nonzero, then it looks up the prefix as appropriate for attributes. If `$probe` is nonzero, it only probes for the prefix, without creating a missing entry.

`$model->getNamespace($prefix, $probe);`

Return the namespace url for the given `$prefix`.

Model queries

`$boole = $model->canContain($tag, $childtag);`

Returns whether an element with qualified name `$tag` can contain an element with qualified name `$childtag`. The tag names `#PCDATA`, `#Document`, `#Comment` and `#ProcessingInstruction` are specially recognized.

`$boole = $model->canHaveAttribute($tag, $attribute);`

Returns whether an element with qualified name `$tag` is allowed to have an attribute with the given name.

See also

[LaTeXML::Common::Model::DTD](#), [LaTeXML::Common::Model::RelaxNG](#).

D.16 `LaTeXML::Common::Model::DTD`

Represents DTD document models; extends [LaTeXML::Common::Model](#).

D.17 `LaTeXML::Common::Model::RelaxNG`

Represents RelaxNG document models; extends `LaTeXML::Common::Model`.

D.18 `LaTeXML::Common::Error`

Error and Progress Reporting and Logging support.

Description

`LaTeXML::Common::Error` does some simple stack analysis to generate more informative, readable, error messages for LaTeXML. Its routines are used by the error reporting methods from `LaTeXML::Global`, namely `Warn`, `Error` and `Fatal`.

Error Reporting

The Error reporting functions all take a similar set of arguments, the differences are in the implied severity of the situation, and in the amount of detail that will be reported.

The `$category` is a string naming a broad category of errors, such as "undefined". The set is open-ended, but see the manual for a list of recognized categories. `$object` is the object whose presence or lack caused the problem.

`$where` indicates where the problem occurred; pass in the `$gullet` or `$stomach` if the problem occurred during expansion or digestion; pass in a document node if it occurred there. A string will be used as is; if an undefined value is used, the error handler will try to guess.

The `$message` should be a somewhat concise, but readable, explanation of the problem, but ought to not refer to the document or any "incident specific" information, so as to support indexing in build systems. `@details` provides additional lines of information that may be incident specific.

`Fatal($category, $object, $where, $message, @details);`

Signals an fatal error, printing `$message` along with some context. In verbose mode a stack trace is printed.

`Error($category, $object, $where, $message, @details);`

Signals an error, printing `$message` along with some context. If in strict mode, this is the same as `Fatal()`. Otherwise, it attempts to continue processing..

`Warn($category, $object, $where, $message, @details);`

Prints a warning message along with a short indicator of the input context, unless verbosity is quiet.

`Info($category, $object, $where, $message, @details);`

Prints an informational message along with a short indicator of the input context, unless verbosity is quiet.

NoteProgress(\$message) ;

Prints `$message` unless the verbosity level below 0. Typically just a short mark to indicate motion, but can be longer; provide your own newlines, if needed.

NoteProgressDetailed(\$message) ;

Like `NoteProgress`, but for noisier progress, only prints when verbosity \geq 1.

Internal Functions

No user serviceable parts inside. These symbols are not exported.

\$string = LaTeXML::Common::Error::generateMessage(\$typ, \$msg, \$lng, @more) ;

Constructs an error or warning message based on the current stack and the current location in the document. `$typ` is a short string characterizing the type of message, such as "Error". `$msg` is the error message itself. If `$lng` is true, will generate a more verbose message; this also uses the VERBOSITY set in the \$STATE. Longer messages will show a trace of the objects invoked on the stack, `@more` are additional strings to include in the message.

\$string = LaTeXML::Common::Error::stacktrace;

Return a formatted string showing a trace of the stackframes up until this function was invoked.

@objects = LaTeXML::Common::Error::objectStack;

Return a list of objects invoked on the stack. This procedure only considers those stackframes which involve methods, and the objects are those (unique) objects that the method was called on.

Appendix E

Core Module Documentation

E.1 LaTeXML::Core::State

Stores the current state of processing.

Description

A `LaTeXML::Core::State` object stores the current state of processing. It recording catcodes, variables values, definitions and so forth, as well as mimicing TeX's scoping rules.

Access to State and Processing

`$STATE->getStomach;`

Returns the current Stomach used for digestion.

`$STATE->getModel;`

Returns the current Model representing the document model.

Scoping

The assignment methods, described below, generally take a `$scope` argument, which determines how the assignment is made. The allowed values and thier implications are:

```
global : global assignment.
local  : local assignment, within the current grouping.
undef  : global if \global preceded, else local (default)
<name> : stores the assignment in a 'scope' which
         can be loaded later.
```

If no scoping is specified, then the assignment will be global if a preceding `\global` has set the global flag, otherwise the value will be assigned within the current grouping.

\$STATE->pushFrame;

Starts a new level of grouping. Note that this is lower level than `\bgroup`; See [LaTeXML::Core::Stomach](#).

\$STATE->popFrame;

Ends the current level of grouping. Note that this is lower level than `\egroup`; See [LaTeXML::Core::Stomach](#).

\$STATE->setPrefix(\$prefix);

Sets a prefix (eg. `global` for `\global`, etc) for the next operation, if applicable.

\$STATE->clearPrefixes;

Clears any prefixes.

Values**\$value = \$STATE->lookupValue(\$name);**

Lookup the current value associated with the the string `$name`.

\$STATE->assignValue(\$name, \$value, \$scope);

Assign `$value` to be associated with the the string `$name`, according to the given scoping rule.

Values are also used to specify most configuration parameters (which can therefore also be scoped). The recognized configuration parameters are:

<code>VERBOSITY</code>	: the level of verbosity for debugging output, with 0 being default.
<code>STRICT</code>	: whether errors (eg. undefined macros) are fatal.
<code>INCLUDE_COMMENTS</code>	: whether to preserve comments in the source, and to add occasional line number comments. (Default true).
<code>PRESERVE_NEWLINES</code>	: whether newlines in the source should be preserved (not 100% TeX-like). By default this is true.
<code>SEARCHPATHS</code>	: a list of directories to search for sources, implementations, etc.

\$STATE->pushValue(\$name, \$value);

This is like `->assign`, but pushes a value onto the end of the stored value, which should be a `LIST` reference. Scoping is not handled here (yet?), it simply pushes the value onto the last binding of `$name`.

\$boole = \$STATE->isValuebound(\$type, \$name, \$frame);

Returns whether the value `$name` is bound. If `$frame` is given, check whether it is bound in the `$frame`-th frame, with 0 being the top frame.

Category Codes

`$value = $STATE->lookupCatcode($char);`

Lookup the current catcode associated with the the character `$char`.

`$STATE->assignCatcode($char, $catcode, $scope);`

Set `$char` to have the given `$catcode`, with the assignment made according to the given scoping rule.

This method is also used to specify whether a given character is active in math mode, by using `math:$char` for the character, and using a value of 1 to specify that it is active.

Definitions

`$defn = $STATE->lookupMeaning($token);`

Get the "meaning" currently associated with `$token`, either the definition (if it is a control sequence or active character) or the token itself if it shouldn't be executable. (See [LaTeXML::Core::Definition](#))

`$STATE->assignMeaning($token, $defn, $scope);`

Set the definition associated with `$token` to `$defn`. If `$globally` is true, it makes this the global definition rather than bound within the current group. (See [LaTeXML::Core::Definition](#), and [LaTeXML::Package](#))

`$STATE->installDefinition($definition, $scope);`

Install the definition into the current stack frame under its normal control sequence.

Named Scopes

Named scopes can be used to set variables or redefine control sequences within a scope other than the standard TeX grouping. For example, the LaTeX implementation will automatically activate any definitions that were defined with a named scope of, say "section:4", during the portion of the document that has the section counter equal to 4. Similarly, a scope named "label:foo" will be activated in portions of the document where `\label{foo}` is in effect.

`$STATE->activateScope($scope);`

Installs any definitions that were associated with the named `$scope`. Note that these are placed in the current grouping frame and will disappear when that grouping ends.

`$STATE->deactivateScope($scope);`

Removes any definitions that were associated with the named `$scope`. Normally not needed, since a scopes definitions are locally bound anyway.

```
$sp = $STATE->convertUnit($unit);
```

Converts a TeX unit of the form '10em' (or whatever TeX unit) into scaled points. (Defined here since in principle it could track the size of ems and so forth (but currently doesn't))

E.2 LaTeXML::Core::Mouth

Tokenize the input.

Description

A `LaTeXML::Core::Mouth` (and subclasses) is responsible for *tokenizing*, ie. converting plain text and strings into `LaTeXML::Core::Tokens` according to the current category codes (catcodes) stored in the `LaTeXML::Core::State`.

It extends `LaTeXML::Common::Object`.

Creating Mouths

```
$mouth = LaTeXML::Core::Mouth->create($source, %options);
```

Creates a new Mouth of the appropriate class for reading from `$source`.

```
$mouth = LaTeXML::Core::Mouth->new($string, %options);
```

Creates a new Mouth reading from `$string`.

Methods

```
$token = $mouth->readToken;
```

Returns the next `LaTeXML::Core::Token` from the source.

```
$boole = $mouth->hasMoreInput;
```

Returns whether there is more data to read.

```
$string = $mouth->getLocator($long);
```

Return a description of current position in the source, for reporting errors.

```
$tokens = $mouth->readTokens($until);
```

Reads tokens until one matches `$until` (comparing the character, but not cat-code). This is useful for the `\verb` command.

```
$lines = $mouth->readRawLine;
```

Reads a raw (untokenized) line from `$mouth`, or `undef` if none is found.

E.3 LaTeXML::Core::Gullet

Expands expandable tokens and parses common token sequences.

Description

A `LaTeXML::Core::Gullet` reads tokens (`LaTeXML::Core::Token`) from a `LaTeXML::Core::Mouth`. It is responsible for expanding macros and expandable control sequences, if the current definition associated with the token in the `LaTeXML::Core::State` is an `LaTeXML::Core::Definition::Expandable` definition. The `LaTeXML::Core::Gullet` also provides a variety of methods for reading various types of input such as arguments, optional arguments, as well as for parsing `LaTeXML::Common::Number`, `LaTeXML::Common::Dimension`, etc, according to TeX's rules.

It extends `LaTeXML::Common::Object`.

Managing Input

`$gullet->openMouth($mouth, $noautoclose);`

Is this public? Prepares to read tokens from `$mouth`. If `$noautoclose` is true, the `Mouth` will not be automatically closed when it is exhausted.

`$gullet->closeMouth;`

Is this public? Finishes reading from the current mouth, and reverts to the one in effect before the last `openMouth`.

`$gullet->flush;`

Is this public? Clears all inputs.

`$gullet->getLocator;`

Returns a string describing the current location in the input stream.

Low-level methods

`$tokens = $gullet->expandTokens($tokens);`

Return the `LaTeXML::Core::Tokens` resulting from expanding all the tokens in `$tokens`. This is actually only used in a few circumstances where the arguments to an expandable need explicit expansion; usually expansion happens at the right time.

`@tokens = $gullet->neutralizeTokens(@tokens);`

Another unusual method: Used for things like `\edef` and token registers, to inhibit further expansion of control sequences and proper spawning of register tokens.

`$token = $gullet->readToken;`

Return the next token from the input source, or undef if there is no more input.

`$token = $gullet->readXToken($stoplevel, $commentsok);`

Return the next unexpandable token from the input source, or undef if there is no more input. If the next token is expandable, it is expanded, and its expansion is reinserted into the input. If `$commentsok`, a comment read or pending will be returned.

`$gullet->unread(@tokens);`

Push the `@tokens` back into the input stream to be re-read.

Mid-level methods

`$token = $gullet->readNonSpace;`

Read and return the next non-space token from the input after discarding any spaces.

`$gullet->skipSpaces;`

Skip the next spaces from the input.

`$gullet->skip1Space;`

Skip the next token from the input if it is a space.

`$tokens = $gullet->readBalanced;`

Read a sequence of tokens from the input until the balancing `}}` (assuming the `{` has already been read). Returns a `LaTeXML::Core::Tokens`.

`$boole = $gullet->ifNext($token);`

Returns true if the next token in the input matches `$token`; the possibly matching token remains in the input.

`$tokens = $gullet->readMatch(@choices);`

Read and return whichever of `@choices` matches the input, or undef if none do. Each of the choices is an `LaTeXML::Core::Tokens`.

`$keyword = $gullet->readKeyword(@keywords);`

Read and return whichever of `@keywords` (each a string) matches the input, or undef if none do. This is similar to `readMatch`, but case and catcodes are ignored. Also, leading spaces are skipped.

`$tokens = $gullet->readUntil(@delims);`

Read and return a (balanced) sequence of `LaTeXML::Core::Tokens` until matching one of the tokens in `@delims`. In a list context, it also returns which of the delimiters ended the sequence.

High-level methods

\$tokens = \$gullet->readArg;

Read and return a TeX argument; the next Token or Tokens (if surrounded by braces).

\$tokens = \$gullet->readOptional(\$default);

Read and return a LaTeX optional argument; returns \$default if there is no '[', otherwise the contents of the [].

\$thing = \$gullet->readValue(\$type);

Reads an argument of a given type: one of 'Number', 'Dimension', 'Glue', 'MuGlue' or 'any'.

\$value = \$gullet->readRegisterValue(\$type);

Read a control sequence token (and possibly its arguments) that names a register, and return the value. Returns undef if the next token isn't such a register.

\$number = \$gullet->readNumber;

Read a `LaTeXML::Common::Number` according to TeX's rules of the various things that can be used as a numerical value.

\$dimension = \$gullet->readDimension;

Read a `LaTeXML::Common::Dimension` according to TeX's rules of the various things that can be used as a dimension value.

\$mudimension = \$gullet->readMuDimension;

Read a `LaTeXML::Core::MuDimension` according to TeX's rules of the various things that can be used as a mudimension value.

\$glue = \$gullet->readGlue;

Read a `LaTeXML::Common::Glue` according to TeX's rules of the various things that can be used as a glue value.

\$muglue = \$gullet->readMuGlue;

Read a `LaTeXML::Core::MuGlue` according to TeX's rules of the various things that can be used as a muglue value.

E.4 LaTeXML::Core::Stomach

Digests tokens into boxes, lists, etc.

Description

`LaTeXML::Core::Stomach` digests tokens read from a `LaTeXML::Core::Gullet` (they will have already been expanded).

It extends `LaTeXML::Common::Object`.

There are basically four cases when digesting a `LaTeXML::Core::Token`:

A plain character

is simply converted to a `LaTeXML::Core::Box` recording the current `LaTeXML::Common::Font`.

A primitive

If a control sequence represents `LaTeXML::Core::Definition::Primitive`, the primitive is invoked, executing its stored subroutine. This is typically done for side effect (changing the state in the `LaTeXML::Core::State`), although they may also contribute digested material. As with macros, any arguments to the primitive are read from the `LaTeXML::Core::Gullet`.

Grouping (or environment bodies)

are collected into a `LaTeXML::Core::List`.

Constructors

A special class of control sequence, called a `LaTeXML::Core::Definition::Constructor` produces a `LaTeXML::Core::Whatsit` which remembers the control sequence and arguments that created it, and defines its own translation into XML elements, attributes and data. Arguments to a constructor are read from the gullet and also digested.

Digestion

`$list = $stomach->digestNextBody;`

Return the digested `LaTeXML::Core::List` after reading and digesting a ‘body’ from the its Gullet. The body extends until the current level of boxing or environment is closed.

`$list = $stomach->digest($tokens);`

Return the `LaTeXML::Core::List` resulting from digesting the given tokens. This is typically used to digest arguments to primitives or constructors.

`@boxes = $stomach->invokeToken($token);`

Invoke the given (expanded) token. If it corresponds to a Primitive or Constructor, the definition will be invoked, reading any needed arguments from the current input source. Otherwise, the token will be digested. A List of Box’s, Lists, Whatsit’s is returned.

@boxes = \$stomach->regurgitate;

Removes and returns a list of the boxes already digested at the current level. This peculiar beast is used by things like `\choose` (which is a Primitive in TeX, but a Constructor in LaTeXML).

Grouping

\$stomach->bgroup;

Begin a new level of binding by pushing a new stack frame, and a new level of boxing the digested output.

\$stomach->egroup;

End a level of binding by popping the last stack frame, undoing whatever bindings appeared there, and also decrementing the level of boxing.

\$stomach->begingroup;

Begin a new level of binding by pushing a new stack frame.

\$stomach->endgroup;

End a level of binding by popping the last stack frame, undoing whatever bindings appeared there.

Modes

\$stomach->beginMode(\$mode);

Begin processing in `$mode`; one of 'text', 'display-math' or 'inline-math'. This also begins a new level of grouping and switches to a font appropriate for the mode.

\$stomach->endMode(\$mode);

End processing in `$mode`; an error is signalled if `$stomach` is not currently in `$mode`. This also ends a level of grouping.

E.5 LaTeXML::Core::Document

Represents an XML document under construction.

Description

A `LaTeXML::Core::Document` represents an XML document being constructed by LaTeXML, and also provides the methods for constructing it. It extends `LaTeXML::Common::Object`.

LaTeXML will have digested the source material resulting in a `LaTeXML::Core::List` (from a `LaTeXML::Core::Stomach`) of `LaTeXML::Core::Boxes`, `LaTeXML::Core::Whatsits`

and sublists. At this stage, a document is created and it is responsible for ‘absorbing’ the digested material. Generally, the `LaTeXML::Core::Boxs` and `LaTeXML::Core::Lists` create text nodes, whereas the `LaTeXML::Core::Whatsits` create XML document fragments, elements and attributes according to the defining `LaTeXML::Core::Definition::Constructor`.

Most document construction occurs at a *current insertion point* where material will be added, and which moves along with the inserted material. The `LaTeXML::Common::Model`, derived from various declarations and document type, is consulted to determine whether an insertion is allowed and when elements may need to be automatically opened or closed in order to carry out a given insertion. For example, a `subsection` element will typically be closed automatically when it is attempted to open a `section` element.

In the methods described here, the term `$qname` is used for XML qualified names. These are tag names with a namespace prefix. The prefix should be one registered with the current `Model`, for use within the code. This prefix is not necessarily the same as the one used in any DTD, but should be mapped to the a Namespace URI that was registered for the DTD.

The arguments named `$node` are an `XML::LibXML` node.

The methods here are grouped into three sections covering basic access to the document, insertion methods at the current insertion point, and less commonly used, lower-level, document manipulation methods.

Accessors

`$doc = $document->getDocument;`

Returns the `XML::LibXML::Document` currently being constructed.

`$doc = $document->getModel;`

Returns the `LaTeXML::Common::Model` that represents the document model used for this document.

`$node = $document->getNode;`

Returns the node at the *current insertion point* during construction. This node is considered still to be ‘open’; any insertions will go into it (if possible). The node will be an `XML::LibXML::Element`, `XML::LibXML::Text` or, initially, `XML::LibXML::Document`.

`$node = $document->getElement;`

Returns the closest ancestor to the current insertion point that is an `Element`.

`$node = $document->getChildElement ($node);`

Returns a list of the child elements, if any, of the `$node`.

`@nodes = $document->getLastChildElement ($node);`

Returns the last child element of the `$node`, if it has one, else `undef`.

\$node = \$document->getFirstChildElement (\$node) ;

Returns the first child element of the \$node, if it has one, else undef.

@nodes = \$document->findnodes (\$xpath, \$node) ;

Returns a list of nodes matching the given \$xpath expression. The *context node* for \$xpath is \$node, if given, otherwise it is the document element.

\$node = \$document->findnode (\$xpath, \$node) ;

Returns the first node matching the given \$xpath expression. The *context node* for \$xpath is \$node, if given, otherwise it is the document element.

\$node = \$document->getNodeQName (\$node) ;

Returns the qualified name (localname with namespace prefix) of the given \$node. The namespace prefix mapping is the code mapping of the current document model.

\$boolean = \$document->canContain (\$tag, \$child) ;

Returns whether an element \$tag can contain a child \$child. \$tag and \$child can be nodes, qualified names of nodes (prefix:localname), or one of a set of special symbols #PCDATA, #Comment, #Document or #ProcessingInstruction.

\$boolean = \$document->canContainIndirect (\$tag, \$child) ;

Returns whether an element \$tag can contain a child \$child either directly, or after automatically opening one or more autoOpen-able elements.

\$boolean = \$document->canContainSomehow (\$tag, \$child) ;

Returns whether an element \$tag can contain a child \$child either directly, or after automatically opening one or more autoOpen-able elements.

\$boolean = \$document->canHaveAttribute (\$tag, \$attrib) ;

Returns whether an element \$tag can have an attribute named \$attrib.

\$boolean = \$document->canAutoOpen (\$tag) ;

Returns whether an element \$tag is able to be automatically opened.

\$boolean = \$document->canAutoClose (\$node) ;

Returns whether the node \$node can be automatically closed.

Construction Methods

These methods are the most common ones used for construction of documents. They generally operate by creating new material at the *current insertion point*. That point initially is just the document itself, but it moves along to follow any new insertions. These methods also adapt to the document model so as to automatically open or close elements, when it is required for the pending insertion and allowed by the document model (See *Tag*).

`$xmldoc = $document->finalize;`

This method finalizes the document by cleaning up various temporary attributes, and returns the *XML::LibXML::Document* that was constructed.

`@nodes = $document->absorb($digested);`

Absorb the `$digested` object into the document at the current insertion point according to its type. Various of the other methods are invoked as needed, and document nodes may be automatically opened or closed according to the document model.

This method returns the nodes that were constructed. Note that the nodes may include children of other nodes, and nodes that may already have been removed from the document (See `filterChildren` and `filterDeleted`). Also, text insertions are often merged with existing text nodes; in such cases, the whole text node is included in the result.

`$document->insertElement($qname, $content, %attributes);`

This is a shorthand for creating an element `$qname` (with given attributes), absorbing `$content` from within that new node, and then closing it. The `$content` must be digested material, either a single box, or an array of boxes, which will be absorbed into the element. This method returns the newly created node, although it will no longer be the current insertion point.

`$document->insertMathToken($string, %attributes);`

Insert a math token (XMTok) containing the string `$string` with the given attributes. Useful attributes would be `name`, `role`, `font`. Returns the newly inserted node.

`$document->insertComment($text);`

Insert, and return, a comment with the given `$text` into the current node.

`$document->insertPI($op, %attributes);`

Insert, and return, a ProcessingInstruction into the current node.

`$document->openText($text, $font);`

Open a text node in font `$font`, performing any required automatic opening and closing of intermediate nodes (including those needed for font changes) and inserting the string `$text` into it.

`$document->openElement($qname, %attributes);`

Open an element, named `$qname` and with the given attributes. This will be inserted into the current node while performing any required automatic opening and closing of intermediate nodes. The new element is returned, and also becomes the current insertion point. An error (fatal if in `Strict` mode) is signalled if there is no allowed way to insert such an element into the current node.

`$document->closeElement ($qname) ;`

Close the closest open element named `$qname` including any intermediate nodes that may be automatically closed. If that is not possible, signal an error. The closed node's parent becomes the current node. This method returns the closed node.

`$node = $document->isOpenable ($qname) ;`

Check whether it is possible to open a `$qname` element at the current insertion point.

`$node = $document->isCloseable ($qname) ;`

Check whether it is possible to close a `$qname` element, returning the node that would be closed if possible, otherwise `undef`.

`$document->maybeCloseElement ($qname) ;`

Close a `$qname` element, if it is possible to do so, returns the closed node if it was found, else `undef`.

`$document->addAttribute ($key=>$value) ;`

Add the given attribute to the node nearest to the current insertion point that is allowed to have it. This does not change the current insertion point.

`$document->closeToNode ($node) ;`

This method closes all children of `$node` until `$node` becomes the insertion point. Note that it closes any open nodes, not only `autoCloseable` ones.

Internal Insertion Methods These are described as an aide to understanding the code; they rarely, if ever, should be used outside this module.

`$document->setNode ($node) ;`

Sets the *current insertion point* to be `$node`. This should be rarely used, if at all; The construction methods of `document` generally maintain the notion of insertion point automatically. This may be useful to allow insertion into a different part of the document, but you probably want to set the insertion point back to the previous node, afterwards.

`$string = $document->getInsertionContext ($levels) ;`

For debugging, return a string showing the context of the current insertion point; that is, the string of the nodes leading up to it. if `$levels` is defined, show only that many nodes.

`$node = $document->find_insertion_point ($qname) ;`

This internal method is used to find the appropriate point, relative to the current insertion point, that an element with the specified `$qname` can be inserted. That position may require automatic opening or closing of elements, according to what is allowed by the document model.

@nodes = getInsertionCandidates (\$node) ;

Returns a list of elements where an arbitrary insertion might take place. Roughly this is a list starting with \$node, followed by its parent and the parents siblings (in reverse order), followed by the grandparent and siblings (in reverse order).

\$node = \$document->floatToElement (\$qname) ;

Finds the nearest element at or preceding the current insertion point (see getInsertionCandidates), that can accept an element \$qname; it moves the insertion point to that point, and returns the previous insertion point. Generally, after doing whatever you need at the new insertion point, you should call \$document->setNode (\$node) ; to restore the insertion point. If no such point is found, the insertion point is left unchanged, and undef is returned.

\$node = \$document->floatToAttribute (\$key) ;

This method works the same as floatToElement, but find the nearest element that can accept the attribute \$key.

\$node = \$document->openText.internal (\$text) ;

This is an internal method, used by openText, that assumes the insertion point has been appropriately adjusted.)

\$node = \$document->openMathText.internal (\$text) ;

This internal method appends \$text to the current insertion point, which is assumed to be a math node. It checks for math ligatures and carries out any combinations called for.

\$node = \$document->closeText.internal () ;

This internal method closes the current node, which should be a text node. It carries out any text ligatures on the content.

\$node = \$document->closeNode.internal (\$node) ;

This internal method closes any open text or element nodes starting at the current insertion point, up to and including \$node. Afterwards, the parent of \$node will be the current insertion point. It condenses the tree to avoid redundant font switching elements.

\$document->afterOpen (\$node) ;

Carries out any afterOpen operations that have been recorded (using Tag) for the element name of \$node.

\$document->afterClose (\$node) ;

Carries out any afterClose operations that have been recorded (using Tag) for the element name of \$node.

Document Modification

The following methods are used to perform various sorts of modification and rearrangements of the document, after the normal flow of insertion has taken place. These may be needed after an environment (or perhaps the whole document) has been completed and one needs to analyze what it contains to decide on the appropriate representation.

`$document->setAttribute($node, $key, $value);`

Sets the attribute `$key` to `$value` on `$node`. This method is preferred over the direct LibXML one, since it takes care of decoding namespaces (if `$key` is a `qname`), and also manages recording of `xml:id`'s.

`$document->recordID($id, $node);`

Records the association of the given `$node` with the `$id`, which should be the `xml:id` attribute of the `$node`. Usually this association will be maintained by the methods that create nodes or set attributes.

`$document->unRecordID($id);`

Removes the node associated with the given `$id`, if any. This might be needed if a node is deleted.

`$document->modifyID($id);`

Adjusts `$id`, if needed, so that it is unique. It does this by appending a letter and incrementing until it finds an id that is not yet associated with a node.

`$node = $document->lookupID($id);`

Returns the node, if any, that is associated with the given `$id`.

`$document->setNodeBox($node, $box);`

Records the `$box` (being a `Box`, `Whatsit` or `List`), that was (presumably) responsible for the creation of the element `$node`. This information is useful for determining source locations, original TeX strings, and so forth.

`$box = $document->getNodeBox($node);`

Returns the `$box` that was responsible for creating the element `$node`.

`$document->setNodeFont($node, $font);`

Records the font object that encodes the font that should be used to display any text within the element `$node`.

`$font = $document->getNodeFont($node);`

Returns the font object associated with the element `$node`.

`$node = $document->openElementAt($point, $qname, %attributes);`

Opens a new child element in `$point` with the qualified name `$qname` and with the given attributes. This method is not affected by, nor does it affect, the

current insertion point. It does manage namespaces, xml:id's and associating a box, font and locator with the new element, as well as running any `afterOpen` operations.

`$node = $document->closeElementAt ($node) ;`

Closes `$node`. This method is not affected by, nor does it affect, the current insertion point. However, it does run any `afterClose` operations, so any element that was created using the lower-level `openElementAt` should be closed using this method.

`$node = $document->appendClone ($node, @newchildren) ;`

Appends clones of `@newchildren` to `$node`. This method modifies any ids found within `@newchildren` (using `modifyID`), and fixes up any references to those ids within the clones so that they refer to the modified id.

`$node = $document->wrapNodes ($qname, @nodes) ;`

This method wraps the `@nodes` by a new element with qualified name `$qname`, that new node replaces the first of `@node`. The remaining nodes in `@nodes` must be following siblings of the first one.

NOTE: Does this need multiple nodes? If so, perhaps some kind of `movenodes` helper? Otherwise, what about attributes?

`$node = $document->unwrapNodes ($node) ;`

Unwrap the children of `$node`, by replacing `$node` by its children.

`$node = $document->replaceNode ($node, @nodes) ;`

Replace `$node` by `@nodes`; presumably they are some sort of descendant nodes.

`$node = $document->renameNode ($node, $newname) ;`

Rename `$node` to the tagname `$newname`; equivalently replace `$node` by a new node with name `$newname` and copy the attributes and contents. It is assumed that `$newname` can contain those attributes and contents.

`@nodes = $document->filterDeletions (@nodes) ;`

This function is useful with `$doc-absorb($box)>`, when you want to filter out any nodes that have been deleted and no longer appear in the document.

`@nodes = $document->filterChildren (@nodes) ;`

This function is useful with `$doc-absorb($box)>`, when you want to filter out any nodes that are children of other nodes in `@nodes`.

E.6 LaTeXML::Core::Rewrite

Rewrite rules for modifying the XML document.

Description

`LaTeXML::Core::Rewrite` implements rewrite rules for modifying the XML document. See [LaTeXML::Package](#) for declarations which create the rewrite rules. Further documentation needed.

E.7 LaTeXML::Core::Token

Representation of a Token: a pair of character and category code (catcode); It extends [LaTeXML::Common::Object](#).

Exported functions

\$catcode = CC_ESCAPE;

Constants for the category codes:

```
CC_BEGIN, CC_END, CC_MATH, CC_ALIGN, CC_EOL,
CC_PARAM, CC_SUPER, CC_SUB, CC_IGNORE,
CC_SPACE, CC_LETTER, CC_OTHER, CC_ACTIVE,
CC_COMMENT, CC_INVALID, CC_CS, CC_NOTEXPANDED.
```

[The last 2 are (apparent) extensions, with catcodes 16 and 17, respectively].

\$token = Token(\$string,\$cc);

Creates a [LaTeXML::Core::Token](#) with the given content and catcode. The following shorthand versions are also exported for convenience:

```
T_BEGIN, T_END, T_MATH, T_ALIGN, T_PARAM,
T_SUB, T_SUPER, T_SPACE, T_LETTER($letter),
T_OTHER($char), T_ACTIVE($char),
T_COMMENT($comment), T_CS($cs)
```

@tokens = Explode(\$string);

Returns a list of the tokens corresponding to the characters in `$string`. All tokens have catcode `CC_OTHER`, except for spaces which have catcode `CC_SPACE`.

@tokens = ExplodeText(\$string);

Returns a list of the tokens corresponding to the characters in `$string`. All (roman) letters have catcode `CC_LETTER`, all others have catcode `CC_OTHER`, except for spaces which have catcode `CC_SPACE`.

UnTeX(\$object);

Converts `$object` to a string containing TeX that created it (or could have). Note that this is not necessarily the original TeX code; expansions or other substitutions may have taken place.

Methods

@tokens = \$object->unlist;

Return a list of the tokens making up this \$object.

\$string = \$object->toString;

Return a string representing \$object.

\$string = \$token->getCSName;

Return the string or character part of the \$token; for the special category codes, returns the standard string (eg. T_BEGIN->getCSName returns "{").

\$string = \$token->getString;

Return the string or character part of the \$token.

\$code = \$token->getCharcode;

Return the character code of the character part of the \$token, or 256 if it is a control sequence.

\$code = \$token->getCatcode;

Return the catcode of the \$token.

E.8 LaTeXML::Core::Tokens

Represents lists of `LaTeXML::Core::Token`'s; extends `LaTeXML::Common::Object`.

Exported functions

\$tokens = Tokens(@token);

Creates a `LaTeXML::Core::Tokens` from a list of `LaTeXML::Core::Token`'s

Tokens methods

The following method is specific to `LaTeXML::Core::Tokens`.

\$tokenscopy = \$tokens->clone;

Return a shallow copy of the \$tokens. This is useful before reading from a `LaTeXML::Core::Tokens`.

E.9 LaTeXML::Core::Box

Representations of digested objects; extends `LaTeXML::Common::Object`.

Exported Functions

\$box = Box(\$string, \$font, \$locator, \$tokens);

Creates a Box representing the `$string` in the given `$font`. The `$locator` records the document source position. The `$tokens` is a Tokens list containing the TeX that created (or could have) the Box. If `$font` or `$locator` are undef, they are obtained from the currently active `LaTeXML::Core::State`. Note that `$string` can be undef which contributes nothing to the generated document, but does record the TeX code (in `$tokens`).

Methods

\$font = \$digested->getFont;

Returns the font used by `$digested`.

\$boole = \$digested->isMath;

Returns whether `$digested` was created in math mode.

@boxes = \$digested->unlist;

Returns a list of the boxes contained in `$digested`. It is also defined for the Boxes and Whatsit (which just return themselves) so they can stand-in for a List.

\$string = \$digested->toString;

Returns a string representing this `$digested`.

\$string = \$digested->revert;

Reverts the box to the list of Tokens that created (or could have created) it.

\$string = \$digested->getLocator;

Get a string describing the location in the original source that gave rise to `$digested`.

\$digested->beAbsorbed(\$document);

`$digested` should get itself absorbed into the `$document` in whatever way is appropriate.

\$string = \$box->getString;

Returns the string part of the `$box`.

E.10 LaTeXML::Core::List

Represents lists of digested objects; extends `LaTeXML::Core::Box`.

E.11 LaTeXML::Core::Comment

Representations of digested objects.

Description

`LaTeXML::Core::Comment` is a representation of digested objects. It extends `LaTeXML::Common::Object`.

E.12 LaTeXML::Core::Whatsit

Representations of digested objects.

Description

represents a digested object that can generate arbitrary elements in the XML Document. It extends `LaTeXML::Core::Box`.

Methods

Note that the font is stored in the data properties under 'font'.

`$defn = $whatsit->getDefinition;`

Returns the `LaTeXML::Core::Definition` responsible for creating `$whatsit`.

`$value = $whatsit->getProperty($key);`

Returns the value associated with `$key` in the `$whatsit`'s property list.

`$whatsit->setProperty($key, $value);`

Sets the `$value` associated with the `$key` in the `$whatsit`'s property list.

`$props = $whatsit->getProperties();`

Returns the hash of properties stored on this `Whatsit`. (Note that this hash is modifiable).

`$props = $whatsit->setProperties(%keysvalues);`

Sets several properties, like `setProperty`.

`$list = $whatsit->getArg($n);`

Returns the `$n`-th argument (starting from 1) for this `$whatsit`.

`@args = $whatsit->getArgs;`

Returns the list of arguments for this `$whatsit`.

`$whatsit->setArgs(@args);`

Sets the list of arguments for this `$whatsit` to `@args` (each arg should be a `LaTeXML::Core::List`).

\$list = \$whatsit->getBody;

Return the body for this \$whatsit. This is only defined for environments or top-level math formula. The body is stored in the properties under 'body'.

\$whatsit->setBody (@body) ;

Sets the body of the \$whatsit to the boxes in @body. The last \$box in @body is assumed to represent the 'trailer', that is the result of the invocation that closed the environment or math. It is stored separately in the properties under 'trailer'.

\$list = \$whatsit->getTrailer;

Return the trailer for this \$whatsit. See setBody.

E.13 LaTeXML::Core::Alignment

Representation of aligned structures

Description

This module defines aligned structures. It needs more documentation. It extends [LaTeXML::Common::Object](#).

E.14 LaTeXML::Core::KeyVals

Key-Value Pairs in LaTeXML

Description

Provides a parser and representation of keyval pairs [LaTeXML::Core::KeyVals](#) represents parameters handled by LaTeX's keyval package. It extends [LaTeXML::Common::Object](#).

Accessors

GetKeyVal (\$arg, \$key)

Access the value associated with a given key. This is useful within constructors to access the value associated with \$key in the argument \$arg. Example usage in a constructor:

```
<foo attrib='&GetKeyVal(#1,'key')'>
```

GetKeyVals (\$arg)

Access the entire hash. Can be used in a constructor like: Can use in constructor:

```
<foo %&GetKeyVals(#1)/>
```

Constructors

```
<LaTeXML::Core::KeyVals-new(prefix, keysets, options); >>
```

Creates a new `KeyVals` object with the given parameters. All arguments are optional and the simplest way of calling this method is `my $keyvals = LaTeXML::Core::KeyVals->new()`.

prefix is the given prefix all key-value pairs operate in and defaults to `'KV'`. If given, *prefix* should be a string.

keysets should be a list of keysets to find keys inside of. If given, it should either be reference to a list of strings or a comma-separated string. This argument defaults to `'_anonymous_'`.

Furthermore, the `KeyVals` constructor accepts a variety of options that can be used to customize its behaviour. These are *setAll*, *setInternals*, *skip*, *skipMissing*, *hookMissing*, *open*, *close*, *punct* and *assign*.

setAll is a flag that, if set, ensures that keys will be set in all existing keysets, instead of only in the first one.

setInternals is a flag that, if set, ensures that certain `'xkeyval'` package internals are set during key digestion.

skip should be a list of keys to be skipped when digesting the keys of this object.

skipMissing allows one way of handling keys during key digestion that have not been explicitly declared using `DefKey` or related functionality. If set to `undef` or `0`, an error is thrown upon trying to set such a key, if set to `1` they are ignored. Alternatively, this can be set to a key macro which is then extended to contain a comma-separated list of the undefined keys.

hookMissing allows to call a specific macro if a single key is unknown during key digestion.

The options *open*, *close*, *punct* and *assign* optionally contain the tokens used for the respective meanings.

KeyVals Accessors (intended for internal usage)

```
my $prefix = $keyvals->getPrefix()
```

Returns the *Prefix* property.

```
my @keysets = $keyvals->getKeySets()
```

Returns the *KeySets* property.

```
my $setall = $keyvals->getSetAll()
```

Returns the *SetAll* property.

```
my $setinternals = $keyvals->getSetInternals()
```

Returns the *SetInternals* property.

my @skip = \$keyvals->getSkip()

Returns the *Skip* property.

my \$skipmissing = \$keyvals->getSkipMissing()

Returns the *SkipMissing* property.

my \$hookmissing = \$keyvals->getHookMissing()

Returns the *HookMissing* property.

my @tuples = \$keyvals->getTuples()

Returns the *Tuples* property representing

\$keyvals->setTuples(@tuples)

Sets the *tuples* which should be a list of five-tuples (array references) representing the key-value pairs this KeyVals object is seeded with. See the *getTuples* function on details of the structure of this list. *rebuild* is called automatically to populate the other caches. Typically, the tuples is set by *readFrom*.

my @cachedpairs = \$keyvals->getCachedPairs()

Returns the *CachedPairs* property.

my %cachedhash = \$keyvals->getCachedHash()

Returns the *CachedHash* property.

my \$open = \$keyvals->getOpen()

Returns the *Open* property.

my \$close = \$keyvals->getClose()

Returns the *Close* property.

my \$punct = \$keyvals->getPunct()

Returns the *Punct* property.

my \$assign = \$keyvals->getAssign()

Returns the *Assign* property.

Resolution to KeySets

my @keysets = \$keyvals->resolveKeyValFor(\$key)

Finds all *KeyVal* objects that should be used for interacting with the given *key*. May return `undef` if no matching keysets are found. Use the parameters *keysets*, *setAll* and *skipMissing* to customize the exact behaviour of this function.

my \$canResolveKeyVal = \$keyvals->canResolveKeyValFor(\$key)

Checks if this *KeyVals* object can resolve a *KeyVal* for *key*. Ignores *setAll* and *skipMissing* parameters.

```
my $keyval = $keyvals->getPrimaryKeyValOf($key, @keysets)
```

Gets a single *KeyVal* parameter to be used for interacting a a single *key*, given that it resolves to *keysets*. Always returns a single *KeyVal* object, even if no *keysets* are found.

Changing contained values

```
$keyvals->addValue($key, $value, $useDefault, $noRebuild)
```

Adds the given *value* for *key* at the end of the given list of values and rebuilds all internal caches. If the *useDefault* flag is set, the specific value is ignored, and the default is set instead.

If this function is called multiple times the *noRebuild* option should be given to prevent constant rebuilding and the *rebuild* function should be called manually called.

```
$keyvals->setValue($key, $value, $useDefault)
```

Sets the value of *key* to *value*, optionally using the default if *useDefault* is set. Note that if *value* is a reference to an array, the key is inserted multiple times. If *value* is `undef`, the values is deleted.

```
$keyvals->rebuild($skip)
```

Rebuilds the internal caches of key-value mapping and list of pairs from from main list of tuples. If *skip* is given, all values for the given key are omitted, and the given key is deleted.

Parsing values from a gullet

```
$keyvals->readFrom($gullet, $until, %options)
```

Reads a set of *KeyVals* from *gullet*, up until the *until* token, and updates the state of this *KeyVals* object accordingly.

Furthermore, this methods supports several options.

When the *silenceMissing* option is set, missing keys will be completely ignored when reading keys, that is they do not get recorded into the *KeyVals* object and no warnings or errors will be thrown.

```
$keyvals->readKeywordFrom($gullet)
```

Reads a single keyword from *gullet*. Intended for internal use only.

KeyVals Accessors

```
my $value = $keyvals->getValue($key);
```

Return a value associated with *\$key*.

@values = \$keyvals->getValues(\$key);

Return the list of all values associated with \$key.

%keyvals = \$keyvals->getKeyVals;

Return the hash reference containing the keys and values bound in the \$keyval.
Each value in the hash may be a single value or a list if the key is repeated.

@keyvals = \$keyvals->getPairs;

Return the alternating keys and values bound in the \$keyval. Note that this may contain multiple entries for a given key, if they were repeated.

%hash = \$keyvals->getHash;

Return the hash reference containing the keys and values bound in the \$keyval.
Note that will only contain the last value for a given key, if they were repeated.

\$haskey = \$keyvals->hasKey(\$key);

Checks if the KeyVals object contains a value for \$key.

Value Related Reversion

\$expansion = \$keyvals->setKeysExpansion;

Expand this KeyVals into a set of tokens for digesting keys.

\$keyvals = \$keyvals->beDigested(\$stomach);

Return a new LaTeXML::Core::KeyVals object with both keys and values digested.

\$reversion = \$keyvals->revert();

Revert this object into a set of tokens representing the original sequence of Tokens that was used to be read it from the gullet.

\$str = \$keyvals->toString();

Turns this object into a key=value comma seperated string.

E.15 LaTeXML::Core::MuDimension

Representation of math dimensions; extends `LaTeXML::Common::Dimension`.

Exported functions

\$mudimension = MuDimension(\$dim);

Creates a MuDimension object; similar to Dimension.

E.16 LaTeXML::Core::MuGlue

Representation of math glue; extends `LaTeXML::Common::Glue`.

Exported functions

```
$glue = MuGlue($gluespec);
```

```
$glue = MuGlue($sp, $plus, $pfill, $minus, $mfill);
```

Creates a MuGlue object, similar to Glue.

E.17 LaTeXML::Core::Pair

Representation of pairs of numerical things

Description

represents pairs of numerical things, coordinates or such. Candidate for removal!

Exported functions

```
$pair = Pair($num1, $num2);
```

Creates an object representing a pair of numbers; Not a part of TeX, but useful for graphical objects. The two components can be any numerical object.

E.18 LaTeXML::Core::PairList

Representation of lists of pairs of numerical things

Description

represents lists of pairs of numerical things, coordinates or such. Candidate for removal!

Exported functions

```
$pair = PairList(@pairs);
```

Creates an object representing a list of pairs of numbers; Not a part of TeX, but useful for graphical objects.

E.19 LaTeXML::Core::Definition

Control sequence definitions.

Description

This abstract class represents the various executables corresponding to control sequences. See `LaTeXML::Package` for the most convenient means to create them.

It extends `LaTeXML::Common::Object`.

Methods

`$token = $defn->getCS;`

Returns the (main) token that is bound to this definition.

`$string = $defn->getCSName;`

Returns the string form of the token bound to this definition, taking into account any alias for this definition.

`$defn->readArguments($gullet);`

Reads the arguments for this `$defn` from the `$gullet`, returning a list of `LaTeXML::Core::Tokens`.

`$parameters = $defn->getParameters;`

Return the `LaTeXML::Core::Parameters` object representing the formal parameters of the definition.

`@tokens = $defn->invocation(@args);`

Return the tokens that would invoke the given definition with the provided arguments. This is used to recreate the TeX code (or its equivalent).

`$defn->invoke;`

Invoke the action of the `$defn`. For expandable definitions, this is done in the Gullet, and returns a list of `LaTeXML::Core::Tokens`. For primitives, it is carried out in the Stomach, and returns a list of `LaTeXML::Core::Boxes`. For a constructor, it is also carried out by the Stomach, and returns a `LaTeXML::Core::Whatsit`. That `whatsit` will be responsible for constructing the XML document fragment, when the `LaTeXML::Core::Document` invokes `$whatsit-beAbsorbed($document);>`.

Primitives and Constructors also support before and after daemons, lists of sub-routines that are executed before and after digestion. These can be useful for changing modes, etc.

See also

`LaTeXML::Core::Definition::Expandable`, `LaTeXML::Core::Definition::Conditional`, `LaTeXML::Core::Definition::Primitive`, `LaTeXML::Core::Definition::Register`, `LaTeXML::Core::Definition::CharDef` and `LaTeXML::Core::Definition::Constructor`.

E.20 `LaTeXML::Core::Definition::CharDef`

Control sequence definitions for chardefs.

Description

Representation as a further specialized Register for chardef. See `LaTeXML::Package` for the most convenient means to create them. It extends `LaTeXML::Core::Definition::Register`.

E.21 `LaTeXML::Core::Definition::Conditional`

Conditionals Control sequence definitions.

Description

These represent the control sequences for conditionals, as well as `\else`, `\or` and `\fi`. See `LaTeXML::Package` for the most convenient means to create them.

It extends `LaTeXML::Core::Definition::Expandable`.

E.22 `LaTeXML::Core::Definition::Constructor`

Control sequence definitions.

Description

This class represents control sequences that contribute arbitrary XML fragments to the document tree. During digestion, a `LaTeXML::Core::Definition::Constructor` records the arguments used in the invocation to produce a `LaTeXML::Core::Whatsit`. The resulting `LaTeXML::Core::Whatsit` (usually) generates an XML document fragment when absorbed by an instance of `LaTeXML::Core::Document`. Additionally, a `LaTeXML::Core::Definition::Constructor` may have `beforeDigest` and `afterDigest` daemons defined which are executed for side effect, or for adding additional boxes to the output.

It extends `LaTeXML::Core::Definition`.

More documentation needed, but see `LaTeXML::Package` for the main user access to these.

More about Constructors

A constructor has as it's replacement a subroutine or a string pattern representing the XML fragment it should generate. In the case of a string pattern, the pattern is compiled into a subroutine on first usage by the internal class `LaTeXML::Core::Definition::ConstructorCompiler`. Like primitives, constructors may have `beforeDigest` and `afterDigest`.

E.23 `LaTeXML::Core::Definition::Expandable`

Expandable Control sequence definitions.

Description

These represent macros and other expandable control sequences that are carried out in the Gullet during expansion. The results of invoking an `LaTeXML::Core::Definition::Expandable` should be a list of `LaTeXML::Core::Tokens`. See `LaTeXML::Package` for the most convenient means to create Expandables.

It extends `LaTeXML::Core::Definition`.

E.24 `LaTeXML::Core::Definition::Primitive`

Primitive Control sequence definitions.

Description

These represent primitive control sequences that are converted directly to Boxes or Lists containing basic Unicode content, rather than structured XML, or those executed for side effect during digestion in the `LaTeXML::Core::Stomach`, changing the `LaTeXML::Core::State`. The results of invoking a `LaTeXML::Core::Definition::Primitive`, if any, should be a list of digested items (`LaTeXML::Core::Box`, `LaTeXML::Core::List` or `LaTeXML::Core::Whatsit`).

It extends `LaTeXML::Core::Definition`.

Primitive definitions may have lists of daemon subroutines, `beforeDigest` and `afterDigest`, that are executed before (and before the arguments are read) and after digestion. These should either end with `return;`, `()`, or return a list of digested objects (`LaTeXML::Core::Box`, etc) that will be contributed to the current list.

E.25 `LaTeXML::Core::Definition::Register`

Control sequence definitions for Registers.

Description

These are set up as a specialized primitive with a getter and setter to access and store values in the Stomach. See `LaTeXML::Package` for the most convenient means to create them.

It extends `LaTeXML::Core::Definition::Primitive`.

Registers generally store some value in the current `LaTeXML::Core::State`, but are not required to. Like TeX's registers, when they are digested, they expect an optional `=`, and then a value of the appropriate type. Register definitions support these additional methods:

Methods

`$value = $register->valueOf(@args);`

Return the value associated with the register, by invoking its `getter` function. The additional `args` are used by some registers to index into a set, such as the index to `\count`.

`$register->setValue($value, @args);`

Assign a value to the register, by invoking its `setter` function.

E.26 `LaTeXML::Core::Parameter`

A formal parameter

Description

Provides a representation for a single formal parameter of `LaTeXML::Core::Definitions`. It extends `LaTeXML::Common::Object`.

See also

`LaTeXML::Core::Parameters`.

E.27 `LaTeXML::Core::Parameters`

Formal parameters.

Description

Provides a representation for the formal parameters of `LaTeXML::Core::Definitions`. It extends `LaTeXML::Common::Object`.

Methods

`@parameters = $parameters->getParameters;`

Return the list of `LaTeXML::Core::Parameter` contained in `$parameters`.

`@tokens = $parameters->revertArguments(@args);`

Return a list of `LaTeXML::Core::Token` that would represent the arguments such that they can be parsed by the Gullet.

`@args = $parameters->readArguments($gullet, $fordefn);`

Read the arguments according to this `$parameters` from the `$gullet`. This takes into account any special forms of arguments, such as optional, delimited, etc.


```
@args = $parameters->readArgumentsAndDigest ($stomach, $fordefn);
```

Reads and digests the arguments according to this `$parameters`, in sequence.
this method is used by Constructors.

See also

[LaTeXML::Core::Parameter](#).

Appendix F

Utility Module Documentation

F.1 LaTeXML::Util::Pathname

Portable pathname and file-system utilities

Description

This module combines the functionality *File::Spec* and *File::Basename* to give a consistent set of filename utilities for LaTeXML. A pathname is represented by a simple string.

Pathname Manipulations

`$path = pathname_make(%pieces);`

Constructs a pathname from the keywords in pieces `dir` : directory name : the filename (possibly with extension) `type` : the filename extension

`($dir,$name,$type) = pathname_split($path);`

Splits the pathname `$path` into the components: directory, name and type.

`$path = pathname_canonical($path);`

Canonicallizes the pathname `$path` by simplifying repeated slashes, dots representing the current or parent directory, etc.

`$dir = pathname_directory($path);`

Returns the directory component of the pathname `$path`.

`$name = pathname_name($path);`

Returns the name component of the pathname `$path`.

`$type = pathname_type($path);`

Returns the type component of the pathname `$path`.

\$path = pathname_concat (\$dir, \$file);

Returns the pathname resulting from concatenating the directory `$dir` and filename `$file`.

\$boole = pathname_is_absolute (\$path);

Returns whether the pathname `$path` appears to be an absolute pathname.

\$boole = pathname_is_url (\$path);

Returns whether the pathname `$path` appears to be a url, rather than local file.

\$rel = pathname_is_contained (\$path, \$base);

Checks whether `$path` is underneath the directory `$base`; if so it returns the pathname `$path` relative to `$base`; otherwise returns `undef`.

\$path = pathname_relative (\$path, \$base);

If `$path` is an absolute, non-URL pathname, returns the pathname relative to the directory `$base`, otherwise simply returns the canonical form of `$path`.

\$path = pathname_absolute (\$path, \$base);

Returns the absolute pathname resulting from interpreting `$path` relative to the directory `$base`. If `$path` is already absolute, it is returned unchanged.

File System Operations

\$modtime = pathname_timestamp (\$path);

Returns the modification time of the file named by `$path`, or `undef` if the file does not exist.

\$path = pathname_cwd ();

Returns the current working directory.

\$dir = pathname_mkdir (\$dir);

Creates the directory `$dir` and all missing ancestors. It returns `$dir` if successful, else `undef`.

\$dest = pathname_copy (\$source, \$dest);

Copies the file `$source` to `$dest` if needed; ie. if `$dest` is missing or older than `$source`. It preserves the timestamp of `$source`.

\$path = pathname_find (\$name, %options);

Finds the first file named `$name` that exists and that matches the specification in the keywords `%options`. An absolute pathname is returned.

If `$name` is not already an absolute pathname, then the option `paths` determines directories to recursively search. It should be a list of pathnames, any

relative paths are interpreted relative to the current directory. If `paths` is omitted, then the current directory is searched.

If the option `installation_subdir` is given, it indicates, in addition to the above, a directory relative to the LaTeXML installation directory to search. This allows files included with the distribution to be found.

The `types` option specifies a list of filetypes to search for. If not supplied, then the filename must match exactly. The type `*` matches any extension.

```
@paths = pathname_findall($name,%options);
```

Like `pathname_find`, but returns *all* matching (absolute) paths that exist.

F.2 LaTeXML::Util::WWW

Auxiliaries for web-scalability of LaTeXML's IO

Synopsis

```
my $response = auth_get($url,$authlist);
```

Description

Utilities for enabling general interaction with the World Wide Web in LaTeXML's Input/Output.

Still in development, more functionality is expected at a later stage.

Methods

```
my $response = auth_get($url,$authlist);
```

Given an authentication list, attempts a get request on a given URL (`$url`) and returns the `$response`.

If no authentication is possible automatically, the routine prompts the user for credentials.

F.3 LaTeXML::Util::Pack

Smart packing and unpacking of TeX archives

Description

This module provides an API and convenience methods for: 1. Unpacking Zip archives which contain a TeX manuscript. 2. Packing the files of a LaTeXML manuscript into a single archive 3. Extracting embeddable fragments, as well as single formulas from LaTeXML documents

All user-level methods are unconditionally exported by default.

Methods

```
$main.tex_source = unpack_source($archive, $extraction_directory);
```

Unpacks a given \$archive into the \$extraction_directory. Next, perform a heuristic analysis to determine, and return, the main file of the TeX manuscript. If the main file cannot be determined, the \$extraction_directory is removed and undef is returned.

In this regard, we implement a simplified form of the logic in TeX::AutoTeX and particularly arXiv::FileGuess

```
@packed_documents = pack_collection(collection=>\@documents, whatsout=>'math')
```

Packs a collection of documents using the packing method specified via the 'whatsout' option. If 'fragment' or 'math' are chosen, each input document is transformed into an embeddable fragment or a single formula, respectively. If 'archive' is chose, all input documents are written into an archive in the specified 'siteDirectory'. The name of the archive is provided by the 'destination' property of the first provided \$document object. Each document is expected to be a LaTeXML::Post::Document object.

Appendix G

Preprocessing Module Documentation

G.1 `LaTeXML::Pre::BibTeX`

Implements a BibTeX parser for LaTeXML.

Description

`LaTeXML::Pre::BibTeX` serves as a low-level parser of BibTeX database files. It parses and stores a `LaTeXML::Pre::BibTeX::Entry` for each entry into the current STATE. BibTeX `string` macros are substituted into the field values, but no other processing of the data is done. See `LaTeXML::Package::BibTeX.pool.ltxml` for how further processing is carried out, and can be customized.

Creating a BibTeX

```
my $bib = LaTeXML::Pre::BibTeX->newFromFile($bibname);
```

Creates a `LaTeXML::Pre::BibTeX` object representing a bibliography from a BibTeX database file.

```
my $bib = LaTeXML::Pre::BibTeX->newFromString($string);
```

Creates a `LaTeXML::Pre::BibTeX` object representing a bibliography from a string containing the BibTeX data.

Methods

```
$string = $bib->toTeX;
```

Returns a string containing the TeX code to be digested by a `LaTeXML` object to process the bibliography. The string contains all `@PREAMBLE`

data and invocations of `\\ProcessBibTeXEntry{$key}` for each bibliographic entry. The `$key` can be used to lookup the data from `$STATE` as `LookupValue('BIBITEM@'. $key)`. See `BibTeX.pool` for how the processing is carried out.

BibEntry objects

The representation of a BibTeX entry.

`$type = $bibentry->getType;`

Returns a string naming the entry type of the entry (No aliasing is done here).

`$key = $bibentry->getKey;`

Returns the bibliographic key for the entry.

`@fields = $bibentry->getFields;`

Returns a list of pairs [`$name`, `$value`] representing all fields, in the order defined, for the entry. Both the `$name` and `$value` are strings. Field names may be repeated, if they are in the bibliography.

`$value = $bibentry->getField($name);`

Returns the value (or `undef`) associated with the the given field name. If the field was repeated in the bibliography, only the last one is returned.

Appendix H

Postprocessing Module Documentation

H.1 `LaTeXML::Post`

Postprocessing driver.

Description

`LaTeXML::Post` is the driver for various postprocessing operations. It has a complicated set of options that I'll document shortly.

H.2 `LaTeXML::Post::MathML`

Post-Processing modules for converting math to MathML.

Synopsis

`LaTeXML::Post::MathML` is the abstract base class for the MathML Postprocessor; `LaTeXML::Post::MathML::Presentation` and `LaTeXML::Post::MathML::Content` convert XMath to either Presentation or Content MathML, or with that format as the principle branch for Parallel markup.

Description

The conversion is carried out primarily by a tree walk of the XMath expression; appropriate handlers are selected and called depending on the operators and forms encountered. Handlers can be defined on applications of operators, or on tokens; when a token is applied, it's application handler takes precedence over it's token handler

DefMathML(\$key, \$presentation, \$content) ;

Defines presentation and content handlers for \$key. \$key is of the form TYPE:ROLE:MEANING, where

```
TYPE      : is one either C<Token> or C<Apply> (or C<Hint> ?)
ROLE      : is a grammatical role (on XMath tokens)
MEANING   : is the meaning attribute (on XMath tokens)
```

Any of these can be ? to match any role or meaning; matches of both are preferred, then match of meaning or role, or neither.

The subroutine handlers for presentation and content are given by \$presentation and \$content, respectively. Either can be undef, in which case some other matching handler will be invoked.

For Token handlers, the arguments passed are the token node; for Apply handler, the arguments passed are the operator node and any arguments.

However, it looks like some TOKEN handlers are being defined to take \$content, %attributes being the string content of the token, and the token's attributes!

Presentation Conversion Utilities

\$mmlpost->pmml_top(\$node, \$style) ;

This is the top-level converter applied to an XMath node. It establishes a local context for font, style, size, etc. It generally does the bulk of the work for a PresentationMathML's translateNode, although the latter wraps the actual m:math element around it. (style is display or text).

pmml(\$node), pmml_smaller(\$node), pmml_scriptsize(\$node)

Converts the XMath \$node to Presentation MathML. The latter two are used when the context calls for smaller (eg. fraction parts) or scriptsize (eg sub or superscript) size or style, so that the size encoded within \$node will be properly accounted for.

pmml_mi(\$node, %attributes), pmml_mn(\$node, %attributes), pmml_mo(\$node, %attribut

These are Token handlers, to create m:mi, m:mn and m:mo elements, respectively. When called as a handler, they will be supplied only with an XMath node (typically an XMTok). For convenient reuse, these functions may also be called on a 'virtual' token: with \$node being a string (that would have been the text content of the XMTok), and the %attributes that would have been the token's attributes.

pmml_infix(\$op, @args), pmml_script(\$op, @args), pmml_bigop(\$op, @args)

These are Apply handlers, for handling general infix, sub or superscript, or bigop (eg. summations) constructs. They are called with the operator token, followed by the arguments; all are XMath elements.

pmml_row(@items)

This wraps an `m:mrow` around the already converted `@items` if needed; That is, if there is only a single item it is returned without the `m:mrow`.

pmml_unrow(\$pmml)

This perverse utility takes something that has already been converted to Presentation MathML. If the argument is an `m:mrow`, it returns a list of the `mathml` elements within that row, otherwise it returns a list containing the single element `$pmml`.

pmml_parenthesize(\$item, \$open, \$close)

This utility parenthesizes the (already converted MathML) `$item` with the string delimiters `$open` and `$close`. These are converted to an `m:mrow` with `m:mo` for the fences, unless the `usemfenced` switch is set, in which case `m:mfenced` is used.

pmml_punctuate(\$separators, @items)

This utility creates an `m:mrow` by interjecting the punctuation between successive items in the list of already converted `@items`. If there are more than one character in `$separators` the first is used between the first pair, the next between the next pair; if the separators is exhausted, the last is repeated between remaining pairs. `$separators` defaults to (repeated) comma.

Content Conversion Utilities**\$mm1post-cmml_top(\$node); >**

This is the top-level converter applied to an `XMath` node. It establishes a local context for font, style, size, etc (were it needed). It generally does the bulk of the work for a `ContentMathML`'s `translateNode`, although the latter wraps the actual `m:math` element around it.

cmml(\$node)

Converts the `XMath` `$node` to `Content MathML`.

cmml_ci(\$token)

Converts the `XMath` token to an `m:ci`. (This may evolve to generate a `m:csymbol`, under appropriate circumstances)

cmml_decoratedSymbol(\$item)

Similar to `cmml_ci`, but used when an operator is itself, apparently, an application. This converts `$item` to `Presentation MathML` to use for the content of the `m:ci`.

cmml_not(\$arg)

Construct the not of the argument `$arg`.

cmml_synth_not (\$op, @args)

Synthesize an operator by applying `m:not` to another operator (`$op`) applied to its `@args` (XMath elements that will be converted to Content MathML). This is useful to define a handler for, eg., `c<not-approximately-equals>` in terms of `c<m:approx>`.

cmml_synth_complement (\$op, @args)

Synthesize an operator by applying a complementary operator (`$op`) to the reverse of its `@args` (XMath elements that will be converted to Content MathML). This is useful to define a handler for, eg. `superset-of-or-equals` using `m:subset`.

cmml_or_compose (\$operators, @args)

Synthesize an operator that stands for the `or` of several other operators (eg. `c<less-than-or-similar-to-or-approximately-equals>`) by composing it of the `m:or` of applying each of `m:less` and `m:approx` to the arguments. The first operator is applied to the converted arguments, while the rest are applied to `m:share` elements referring to the previous ones.

cmml_share (\$node)

Converts the XMath `$node` to Content MathML, after assuring that it has an `id`, so that it can be shared.

cmml_shared (\$node)

Generates a `m:share` element referring to `$node`, which should have an `id` (such as after calling `cmml_share`).

Math Processors, Generally.

We should probably formalize the idea of a Math Processor as an abstract class, but let this description provide a starting overview. A `MathProcessor` follows the API of `LaTeXML::Post` processors, by handling `process`, which invokes `processNode` on all `Math` nodes; That latter inserts the result of either `translateNode` or `translateParallel`, applied to the XMath representation, into the `Math` node.

Parallel translation is done whenever additional `MathProcessors` have been specified, via the `setParallel` method; these are simply other `MathProcessors` following the same API.

Appendix I

L^AT_EX_ML Schema

The document type used by L^AT_EX_ML is modular in the sense that it is composed of several modules that define different sets of elements related to, eg., inline content, block content, math and high-level document structure. This allows the possibility of mixing models or extension by predefining certain parameter entities.

I.1 Module L^AT_EX_ML

Module `LaTeXML-common` included.

Module `LaTeXML-inline` included.

Module `LaTeXML-block` included.

Module `LaTeXML-misc` included.

Module `LaTeXML-meta` included.

Module `LaTeXML-para` included.

Module `LaTeXML-math` included.

Module `LaTeXML-tabular` included.

Module `LaTeXML-picture` included.

Module `LaTeXML-structure` included.

Module `LaTeXML-bib` included.

Pattern `Inline.model` Combined model for inline content.

Content: (`text` | `Inline.class` | `Misc.class` | `Meta.class`)*

Expansion: ((`text` | `Inline.class` | `Misc.class` | `Meta.class`)*)

Used by: *acknowledgements_model, acronym_model, anchor_model, bib-data_model, bib-date_model, bib-edition_model, bib-extract_model, bib-identifier_model, bib-key_model, bib-language_model, bib-links_model, bib-note_model, bib-organization_model, bib-part_model, bib-place_model, bib-publisher_model, bib-review_model, bib-status_model, bib-subtitle_model, bib-title_model, bib-type_model, bib-url_model, bibrefphrase_model, bibtag_model, block_model, cite_model, classification_model, constraint_model, contact_model, date_model, del_model, emph_model, givenname_model, glossarydefinition_model, glossaryphrase_model, glossaryref_model, indexphrase_model, indexrefs_model, indexsee_model, keywords_model, lineage_model, listingline_model, p_model, personname_model, ref_model, sub_model, subtitle_model, sup_model, surname_model, tag_model, text_model, verbatim_model, acknowledgements_model, acronym_model, anchor_model, bib-data_model, bib-date_model, bib-edition_model, bib-extract_model, bib-identifier_model, bib-key_model, bib-language_model, bib-links_model, bib-note_model, bib-organization_model, bib-part_model, bib-place_model, bib-publisher_model, bib-review_model, bib-status_model, bib-subtitle_model, bib-title_model, bib-type_model, bib-url_model, bibrefphrase_model, bibtag_model, block_model, cite_model, classification_model, constraint_model, contact_model, date_model, del_model, emph_model, givenname_model, glossarydefinition_model, glossaryphrase_model, glossaryref_model, indexphrase_model, indexrefs_model, indexsee_model, keywords_model, lineage_model, listingline_model, p_model, personname_model, ref_model, sub_model, subtitle_model, sup_model, surname_model, tag_model, text_model, verbatim_model*

Pattern Block.model Combined model for physical block-level content.

Content: *(Block.class | Misc.class | Meta.class)**

Expansion: *((Block.class | Misc.class | Meta.class)*)*

Used by: *abstract_model, figure_model, float_model, inline-block_model, para_model, quote_model, table_model, abstract_model, figure_model, float_model, inline-block_model, para_model, quote_model, table_model*

Pattern Flow.model Combined model for general flow containing both inline and block level content.

Content: *(text | Inline.class | Block.class | Misc.class | Meta.class)**

Expansion: *((text | Inline.class | Block.class | Misc.class | Meta.class)*)*

Used by: *bibblock_model, note_model, rdf_model, td_model, bibblock_model, note_model, rdf_model, td_model*

Pattern *Para.model* Combined model for logical block-level context.

Content: (*Para.class* | *Meta.class*)*

Expansion: ((*Para.class* | *Meta.class*)*)

Used by: *appendix.body.class, bibliography.body.class, chapter.body.class, document.body.class, glossary.body.class, index.body.class, inline-para_model, item_model, paragraph.body.class, part.body.class, proof_model, section.body.class, sidebar.body.class, slide.body.class, subparagraph.body.class, subsection.body.class, subsubsection.body.class, theorem_model, appendix.body.class, bibliography.body.class, chapter.body.class, document.body.class, glossary.body.class, index.body.class, inline-para_model, item_model, paragraph.body.class, part.body.class, proof_model, section.body.class, sidebar.body.class, slide.body.class, subparagraph.body.class, subsection.body.class, subsubsection.body.class, theorem_model*

Start == *document*

I.2 Module LaTeXML-common

Pattern *Inline.class* All strictly inline elements.

Expansion: (*combination* | *choice* | *combination* | *group* | *text* | *emph* | *del* | *sub* | *sup* | *glossaryref* | *acronym* | *rule* | *anchor* | *ref* | *cite* | *bibref* | *Math*)

Used by: *Flow.model, Inline.model, XMText_model, caption_model, clippath_model, g_model, inline-item_model, picture_model, title_model, tocaption_model, toctitle_model, Flow.model, Inline.model, XMText_model, caption_model, clippath_model, g_model, inline-item_model, picture_model, title_model, tocaption_model, toctitle_model*

Pattern *Block.class* All ‘physical’ block elements. A physical block is typically displayed as a block, but may not constitute a complete logical unit.

Expansion: (*combination* | *group* | *p* | *equation* | *equationgroup* | *quote* | *block* | *listing* | *itemize* | *enumerate* | *description* | *pagination*)

Used by: *Block.model, Flow.model, titlepage_model, Block.model, Flow.model, titlepage_model*

Pattern Misc.class Additional miscellaneous elements that can appear in both inline and block contexts.

Expansion: (combination | choice | combination | choice | combination | choice | combination | choice | combination | group | inline-itemize | inline-enumerate | inline-description | inline-block | verbatim | break | graphics | svg | rawhtml | rawliteral | inline-para | tabular | picture)

Used by: *Block.model, Flow.model, Inline.model, XMText.model, caption_model, clippath_model, creator_model, equation_model, g_model, inline-item_model, picture_model, title_model, toccaption_model, toctitle_model, Block.model, Flow.model, Inline.model, XMText.model, caption_model, clippath_model, creator_model, equation_model, g_model, inline-item_model, picture_model, title_model, toccaption_model, toctitle_model*

Pattern Para.class All logical block level elements. A logical block typically contains one or more physical block elements. For example, a common situation might be `p,equation,p`, where the entire sequence comprises a single sentence.

Expansion: (combination | choice | combination | group | para | theorem | proof | figure | table | float | pagination | TOC)

Used by: *BackMatter.class, Para.model, BackMatter.class, Para.model*

Pattern Meta.class All metadata elements, typically representing hidden data.

Expansion: (combination | group | note | indexmark | glossaryphrase | rdf | ERROR | resource | navigation)

Used by: *BackMatter.class, Block.model, Flow.model, Inline.model, Para.model, caption_model, clippath_model, document_model, equation_model, equationgroup_model, g_model, inline-item_model, picture_model, title_model, toccaption_model, toctitle_model, BackMatter.class, Block.model, Flow.model, Inline.model, Para.model, caption_model, clippath_model, document_model, equation_model, equationgroup_model, g_model, inline-item_model, picture_model, title_model, toccaption_model, toctitle_model*

Pattern Length.type The type for attributes specifying a length. Should be a number followed by a length, typically px. NOTE: To be narrowed later.

Content: *text*

Expansion: (*text*)

Used by: *Fontable.attributes, Positionable.attributes, Transformable.attributes, XMArray.attributes, equationgroup.attributes, item.attributes, tabular.attributes, td.attributes, Fontable.attributes, Positionable.attributes, Transformable.attributes, XMArray.attributes,*

equationgroup_attributes, item_attributes, tabular_attributes, td_attributes

Pattern Color.type The type for attributes specifying a color. NOTE: To be narrowed later.

Content: *text*

Expansion: (*text*)

Pattern Common.attributes Attributes shared by ALL elements.

Attributes: *RDF.attributes*

Attribute class = *NMTOKENS*

a space separated list of tokens, as in CSS. The **class** can be used to add differentiate different instances of elements without introducing new element declarations. However, this generally shouldn't be used for deep semantic distinctions. This attribute is carried over to HTML and can be used for CSS selection. [Note that the default XSLT stylesheets for html and xhtml add the latexml element names to the class of html elements for more convenience in using CSS.]

Attribute cssstyle = *text*

CSS styling rules. These will only be effective when the target system supports CSS.

Attribute xml:lang = *text*

Language attribute

Used by: *ERROR_attributes, MathBranch_attributes, MathFork_attributes, Math_attributes, Sectional_attributes, TOC_attributes, XMApp_attributes, XMArg_attributes, XMArray_attributes, XMCell_attributes, XMDual_attributes, XMHint_attributes, XMRef_attributes, XMRow_attributes, XMText_attributes, XMTok_attributes, XMWrap_attributes, XMath_attributes, abstract_attributes, acknowledgements_attributes, acronym_attributes, anchor_attributes, arc_attributes, bezier_attributes, bib-data_attributes, bib-date_attributes, bib-edition_attributes, bib-extract_attributes, bib-identifier_attributes, bib-key_attributes, bib-language_attributes, bib-links_attributes, bib-name_attributes, bib-note_attributes, bib-organization_attributes, bib-part_attributes, bib-place_attributes, bib-publisher_attributes, bib-related_attributes, bib-review_attributes, bib-status_attributes, bib-subtitle_attributes, bib-title_attributes, bib-type_attributes, bib-url_attributes, bibentry_attributes, bibitem_attributes, biblist_attributes, bibref_attributes, bibrefphrase_attributes, block_attributes, break_attributes, caption_attributes, circle_attributes, cite_attributes, classification_attributes, clip_attributes, clippath_attributes, contact_attributes,*

creator_attributes, curve_attributes, date_attributes, del_attributes, description_attributes, dots_attributes, ellipse_attributes, emph_attributes, enumerate_attributes, equation_attributes, equationgroup_attributes, figure_attributes, float_attributes, g_attributes, glossarydefinition_attributes, glossaryentry_attributes, glossarylist_attributes, glossaryphrase_attributes, glossaryref_attributes, graphics_attributes, grid_attributes, indexentry_attributes, indexlist_attributes, indexmark_attributes, indexphrase_attributes, indexrefs_attributes, indexsee_attributes, inline-block_attributes, inline-description_attributes, inline-enumerate_attributes, inline-item_attributes, inline-itemize_attributes, inline-para_attributes, item_attributes, itemize_attributes, keywords_attributes, line_attributes, listing_attributes, listingline_attributes, navigation_attributes, note_attributes, p_attributes, pagination_attributes, para_attributes, parabola_attributes, path_attributes, personname_attributes, picture_attributes, polygon_attributes, proof_attributes, quote_attributes, rdf_attributes, rect_attributes, ref_attributes, resource_attributes, rule_attributes, sub_attributes, subtitle_attributes, sup_attributes, table_attributes, tabular_attributes, tag_attributes, tbody_attributes, td_attributes, text_attributes, tfoot_attributes, thead_attributes, theorem_attributes, title_attributes, toccaption_attributes, tocentry_attributes, toclist_attributes, toctitle_attributes, tr_attributes, verbatim_attributes, wedge_attributes, ERROR_attributes, MathBranch_attributes, MathFork_attributes, Math_attributes, Sectional_attributes, TOC_attributes, XMAApp_attributes, XMArg_attributes, XMArray_attributes, XMCell_attributes, XMDual_attributes, XMHint_attributes, XMRef_attributes, XMRow_attributes, XMText_attributes, XMTok_attributes, XMWrap_attributes, XMath_attributes, abstract_attributes, acknowledgements_attributes, acronym_attributes, anchor_attributes, arc_attributes, bezier_attributes, bib-data_attributes, bib-date_attributes, bib-edition_attributes, bib-extract_attributes, bib-identifier_attributes, bib-key_attributes, bib-language_attributes, bib-links_attributes, bib-name_attributes, bib-note_attributes, bib-organization_attributes, bib-part_attributes, bib-place_attributes, bib-publisher_attributes, bib-related_attributes, bib-review_attributes, bib-status_attributes, bib-subtitle_attributes, bib-title_attributes, bib-type_attributes, bib-url_attributes, bibentry_attributes, bibitem_attributes, biblist_attributes, bibref_attributes, bibrefphrase_attributes, block_attributes, break_attributes, caption_attributes, circle_attributes, cite_attributes, classification_attributes, clip_attributes, clippath_attributes, contact_attributes, creator_attributes, curve_attributes, date_attributes, del_attributes, description_attributes, dots_attributes, ellipse_attributes,

emph_attributes, enumerate_attributes, equation_attributes, equationgroup_attributes, figure_attributes, float_attributes, g_attributes, glossarydefinition_attributes, glossaryentry_attributes, glossarylist_attributes, glossaryphrase_attributes, glossaryref_attributes, graphics_attributes, grid_attributes, indexentry_attributes, indexlist_attributes, indexmark_attributes, indexphrase_attributes, indexrefs_attributes, indexsee_attributes, inline-block_attributes, inline-description_attributes, inline-enumerate_attributes, inline-item_attributes, inline-itemize_attributes, inline-para_attributes, item_attributes, itemize_attributes, keywords_attributes, line_attributes, listing_attributes, listingline_attributes, navigation_attributes, note_attributes, p_attributes, pagination_attributes, para_attributes, parabola_attributes, path_attributes, personname_attributes, picture_attributes, polygon_attributes, proof_attributes, quote_attributes, rdf_attributes, rect_attributes, ref_attributes, resource_attributes, rule_attributes, sub_attributes, subtitle_attributes, sup_attributes, table_attributes, tabular_attributes, tag_attributes, tbody_attributes, td_attributes, text_attributes, tfoot_attributes, thead_attributes, theorem_attributes, title_attributes, toccaption_attributes, tocentry_attributes, toclist_attributes, toctitle_attributes, tr_attributes, verbatim_attributes, wedge_attributes

Pattern ID.attributes Attributes for elements that can be cross-referenced from inside or outside the document.

Attribute xml:id = *ID*

the unique identifier of the element, usually generated automatically by the latexml.

Attribute fragid = *text*

a "fragment identifier" derived from the xml:id relative to a page split from the complete document. This is used internally and may go away some day.

Used by: *ERROR_attributes, Labelled_attributes, Math_attributes, XMAApp_attributes, XMArg_attributes, XMArray_attributes, XMCell_attributes, XMDual_attributes, XMHint_attributes, XMRef_attributes, XMRow_attributes, XMText_attributes, XMTok_attributes, XMWrap_attributes, XMath_attributes, acronym_attributes, anchor_attributes, bibentry_attributes, bibitem_attributes, block_attributes, del_attributes, description_attributes, emph_attributes, enumerate_attributes, glossaryentry_attributes, glossarylist_attributes, graphics_attributes, indexentry_attributes, indexlist_attributes, inline-block_attributes, inline-description_attributes, inline-enumerate_attributes, inline-itemize_attributes, inline-para_attributes, itemize_attributes, p_attributes, para_attributes, picture_attributes, quote_attributes,*

sub_attributes, sup_attributes, tabular_attributes, td_attributes, text_attributes, tr_attributes, verbatim_attributes, ERROR_attributes, Labelled.attributes, Math_attributes, XMApp_attributes, XMArg_attributes, XMArray_attributes, XMCell_attributes, XMDual_attributes, XMHint_attributes, XMRef_attributes, XMRow_attributes, XMText_attributes, XMTok_attributes, XMWrap_attributes, XMath_attributes, acronym_attributes, anchor_attributes, bibentry_attributes, bibitem_attributes, block_attributes, del_attributes, description_attributes, emph_attributes, enumerate_attributes, glossaryentry_attributes, glossarylist_attributes, graphics_attributes, indexentry_attributes, indexlist_attributes, inline-block_attributes, inline-description_attributes, inline-enumerate_attributes, inline-itemize_attributes, inline-para_attributes, itemize_attributes, p_attributes, para_attributes, picture_attributes, quote_attributes, sub_attributes, sup_attributes, tabular_attributes, td_attributes, text_attributes, tr_attributes, verbatim_attributes

Pattern IDREF.attributes Attributes for elements that can cross-reference other elements.

Attribute idref = IDREF

the identifier of the referred-to element.

Used by: *Refable.attributes, XMRef_attributes, bibref_attributes, glossaryphrase_attributes, Refable.attributes, XMRef_attributes, bibref_attributes, glossaryphrase_attributes*

Pattern Labelled.attributes Attributes for elements that can be labelled from within LaTeX. These attributes deal with assigning a label and generating cross references. The label migrates to an xml:id and href and the element can serve as a hypertext target.

Attributes: *ID.attributes*

Attribute labels = text

Records the various labels that LaTeX uses for crossreferencing. (note that `\label` can associate more than one label with an object!) It consists of space separated labels for the element. The `\label` macro provides the label prefixed by LABEL:; Spaces in a label are replaced by underscore. Other mechanisms (like `acro?`) might use other prefixes (but ID: is reserved!)

Attribute refnum = text

the reference number (ie. section number, equation number, etc) of the object.

Attribute refnum = text

the formatted reference number of the object as it would appear when labelling the object, typically this is the refnum with the object type

prepended, such as "Chapter 2". This is what eg, `\labelenumi` or `\fnum@table` would produce. This attribute is only needed when different from `refnum`.

Attribute `rrefnum` = *text*

the referencing reference number of the object as it might appear when referencing the object, such as an equation number with parentheses. This is useful for generated references to clarify the type of object, but is not used with LaTeX's usual `\ref`. And, note that `\eqnref` puts its own parentheses. This attribute is only needed when different from both `rrefnum` and `refnum`.

Used by: *Sectional.attributes, equation_attributes, equationgroup_attributes, figure_attributes, float_attributes, inline-item_attributes, item_attributes, listing_attributes, listingline_attributes, note_attributes, proof_attributes, table_attributes, theorem_attributes, Sectional.attributes, equation_attributes, equationgroup_attributes, figure_attributes, float_attributes, inline-item_attributes, item_attributes, listing_attributes, listingline_attributes, note_attributes, proof_attributes, table_attributes, theorem_attributes*

Pattern `Refable.attributes` Attributes for elements that can be referred to from within LaTeX. Such elements may serve as the starting point of a hypertext link. The reference can be made using `label`, `xml:id` or `href`; these attributes will be converted, as needed, from the former to the latter.

Attributes: *IDREF.attributes*

Attribute `labelref` = *text*

reference to a LaTeX labelled object; See the `labels` attribute of *Labelled.attributes*.

Attribute `href` = *text*

reference to an arbitrary url.

Used by: *bib-identifier_attributes, bib-review_attributes, bib-url_attributes, contact_attributes, glossaryref_attributes, personname_attributes, ref_attributes, bib-identifier_attributes, bib-review_attributes, bib-url_attributes, contact_attributes, glossaryref_attributes, personname_attributes, ref_attributes*

Pattern `Fontable.attributes` Attributes for elements that contain (indirectly) text whose font can be specified.

Attribute `font` = *text*

Indicates the font to use. It consists of a space separated sequence of values representing the family (`serif`, `sansserif`, `math`, `typewriter`, `caligraphic`, `fraktur`, `script`, ...), `series` (`medium`, `bold`, ...), and `shape` (`upright`, `italic`, `slanted`,

`smallcaps, ...`). Only the values differing from the current context are given. Each component is open-ended, for extensibility; it is thus unclear whether unknown values specify family, series or shape. In postprocessing, these values are carried to the `class` attribute, and can thus be effected by CSS.

Attribute `fontsize` = *Length.type*

Indicates the text size to use, as a length, as in CSS. Normally, this should be a percentage value relative to the containing element.

Used by: *XMTok.attributes, caption.attributes, del.attributes, emph.attributes, glossaryref.attributes, ref.attributes, text.attributes, title.attributes, verbatim.attributes, XMTok.attributes, caption.attributes, del.attributes, emph.attributes, glossaryref.attributes, ref.attributes, text.attributes, title.attributes, verbatim.attributes*

Pattern `Colorable.attributes` Attributes for elements that draw something, text or otherwise, that can be colored.

Attribute `color` = *text*

the color to use (for foreground material); any CSS compatible color specification. In postprocessing, these values are carried to the `class` attribute, and can thus be effected by CSS.

Attribute `opacity` = *float*

the opacity of foreground material; a number between 0 and 1.

Used by: *XMAApp.attributes, XMTok.attributes, caption.attributes, del.attributes, emph.attributes, glossaryref.attributes, ref.attributes, rule.attributes, text.attributes, title.attributes, verbatim.attributes, XMAApp.attributes, XMTok.attributes, caption.attributes, del.attributes, emph.attributes, glossaryref.attributes, ref.attributes, rule.attributes, text.attributes, title.attributes, verbatim.attributes*

Pattern `Backgroundable.attributes` Attributes for elements that take up space and make sense to have a background color. This is independent of the colors of any things that it may draw.

Attribute `backgroundcolor` = *text*

the color to use for the background of the element; any CSS compatible color specification. In postprocessing, these values are carried to the `class` attribute, and can thus be effected by CSS; the background will presumably correspond to a bounding rectangle, but is determined by the CSS rendering engine.

Used by: *Math.attributes, Sectional.attributes, XMAApp.attributes, XMCell.attributes, XMRow.attributes, XMText.attributes, XMTok.attributes, XMWrap.attributes, block.attributes, caption.attributes, constraint.attributes, del.attributes,*

description_attributes, emph_attributes, enumerate_attributes, equation_attributes, equationgroup_attributes, figure_attributes, float_attributes, glossaryref_attributes, inline-block_attributes, inline-description_attributes, inline-enumerate_attributes, inline-item_attributes, inline-itemize_attributes, inline-para_attributes, item_attributes, itemize_attributes, listing_attributes, p_attributes, para_attributes, proof_attributes, quote_attributes, ref_attributes, table_attributes, tabular_attributes, tag_attributes, tbody_attributes, td_attributes, text_attributes, tfoot_attributes, thead_attributes, theorem_attributes, title_attributes, tr_attributes, verbatim_attributes, Math_attributes, Sectional_attributes, XMAApp_attributes, XMCell_attributes, XMRow_attributes, XMText_attributes, XMTok_attributes, XMWrap_attributes, block_attributes, caption_attributes, constraint_attributes, del_attributes, description_attributes, emph_attributes, enumerate_attributes, equation_attributes, equationgroup_attributes, figure_attributes, float_attributes, glossaryref_attributes, inline-block_attributes, inline-description_attributes, inline-enumerate_attributes, inline-item_attributes, inline-itemize_attributes, inline-para_attributes, item_attributes, itemize_attributes, listing_attributes, p_attributes, para_attributes, proof_attributes, quote_attributes, ref_attributes, table_attributes, tabular_attributes, tag_attributes, tbody_attributes, td_attributes, text_attributes, tfoot_attributes, thead_attributes, theorem_attributes, title_attributes, tr_attributes, verbatim_attributes

Pattern Positionable.attributes Attributes shared by low-level, generic inline and block elements that can be sized or shifted.

Attribute width = *Length.type*

the desired width of the box

Attribute height = *Length.type*

the desired height of the box

Attribute depth = *Length.type*

the desired depth of the box

Attribute xoffset = *Length.type*

horizontal shift the position of the box.

Attribute yoffset = *Length.type*

vertical shift the position of the box.

Attribute align = (left | center | right | justified)

alignment of material within the box.

Attribute vattach = (top | middle | bottom | baseline)

specifies which line of the box is aligned to the baseline of the containing object. The default is baseline.

Attribute float = (right | left | text)

the horizontal floating placement parameter that determines where the object is displayed.

Attribute framed = (rectangle | underline | text)

the kind of frame or outline for the box.

Attribute framecolor = text

the color of the frame or outline for the box.

Used by: *XMath.attributes, block_attributes, figure_attributes, float_attributes, inline-block_attributes, inline-para_attributes, listing_attributes, p_attributes, rule_attributes, table_attributes, text_attributes, XMath.attributes, block_attributes, figure_attributes, float_attributes, inline-block_attributes, inline-para_attributes, listing_attributes, p_attributes, rule_attributes, table_attributes, text_attributes*

Pattern Transformable.attributes Attributes shared by (hopefully few) elements that can be transformed. Such elements should also have Positionable.attributes. Transformation order of an individual element is assumed to be translate, scale, rotate; wrap elements to achieve different orders. Attributes innerwidth, innerheight and innerdepth describe the size of the contents of the element before transformation; The result size would be encoded in Positional.attributes.

Attribute xtranslate = *Length.type*

horizontal shift the position of the inner element.

Attribute ytranslate = *Length.type*

vertical shift the position of the inner element.

Attribute xscale = text

horizontal scaling of the inner element.

Attribute yscale = text

vertical scalign of the inner element.

Attribute angle = text

the rotation angle, counter-clockwise, in degrees.

Attribute innerwidth = *Length.type*

the expected width of the contents of the inner element

Attribute innerheight = *Length.type*

the expected height of the contents of the inner element

Attribute innerdepth = *Length.type*

the expected depth of the contents of the inner element

Used by: *figure_attributes, float_attributes, inline-block_attributes, table_attributes, figure_attributes, float_attributes, inline-block_attributes, table_attributes*

Pattern *Imageable.attributes* Attributes for elements that may be converted to image form during postprocessing, such as math, graphics, pictures, etc. Note that these attributes are generally not filled in until postprocessing, but that they could be init

Attribute *imagesrc* = *anyURI*
the file, possibly generated from other data.

Attribute *imagewidth* = *nonNegativeInteger*
the width in pixels of *imagesrc*.

Attribute *imageheight* = *nonNegativeInteger*
the height in pixels of *imagesrc*. Note that, unlike T_EX, this is the total height, including the depth (if any).

Attribute *imagedepth* = *integer*
the depth in pixels of *imagesrc*, being the location of the baseline of the content shown in the image. When displayed inline, an image with a positive *depth* should be shifted down relative to the baseline of neighboring material.

Attribute *description* = *text*
a description of the image

Used by: *Math.attributes*, *graphics.attributes*, *picture.attributes*,
Math.attributes, *graphics.attributes*, *picture.attributes*

Pattern *RDF.attributes* Attributes for RDFa (Resource Description Framework), following RDFa Core 1.1 <http://www.w3.org/TR/rdfa-syntax/>. The following descriptions give a short overview of the usage of the attributes, but see the specification for the complete details, which are sometimes complex.

Attribute *vocab* = *text*
indicates the default vocabulary (generally should be managed by LaTeXML and only appear on root node)

Attribute *prefix* = *text*
specifies a mapping between CURIE prefixes and IRI (URI). (generally should be managed by LaTeXML and only appear on root node)

Attribute *about* = *text*
indicates the subject for predicates appearing on the same or descendant nodes.

Attribute *aboutlabelref* = *text*
gives the label for the document element that serves as the subject; it will be converted to *aboutidref* and *about* during post-processing.

Attribute *aboutidref* = *text*
gives the id for the document element that serves as the subject; it will be converted to *about* during post-processing.

Attribute resource = *text*

indicates the subject for predicates appearing on descendant nodes, and also indicates the object for predicates when **property** appears on the same node, or when **rel** or **rev** appears on an ancestor.

Attribute resourcelabelref = *text*

gives the label for the document element that serves as the resource object; it will be converted to **resourceidref** and **resource** during post-processing.

Attribute resourceidref = *text*

gives the id for the document element that serves as the resource object; it will be converted to **resource** during post-processing.

Attribute property = *text*

indicates the predicate and asserts that the subject is related by that predicate to the object. The subject is determined by one of **about** on same node, **resource** or **typeof** on an ancestor node, or by the document root. The object is determined by one of **resource**, **href**, **content** or **typeof** on the same node, or by the text content of the node.

Attribute rel = *text*

indicates the predicate exactly as **property** except that it can assert multiple RDF triples where the objects are the nearest descendent resources.

Attribute rev = *text*

indicates the predicate exactly as **rel** except that it indicates the reverse relationship (with subject and object swapped).

Attribute typeof = *text*

indicates the type of the **resource** and thus implicitly asserts a relation that the object has the given type. Additionally, if no **resource** was given on the same node, indicates an anonymous subject and or object exactly as **resource**

Attribute datatype = *text*

indicates the datatype of the target resource;

Attribute content = *text*

indicates the content of the property to be used as the object, to be used instead of the content of the element itself;

Used by: [Common.attributes](#), [Common.attributes](#)

Pattern Data.attributes Attributes for raw data storage**Attribute data** = *text*

the data itself

Attribute datamimetype = *text*

the MIME type of the data

Attribute `dataencoding` = *text*

the encoding of the data (either empty, base64, or)

Used by: *figure_attributes, float_attributes, listing_attributes, proof_attributes, table_attributes, figure_attributes, float_attributes, listing_attributes, proof_attributes, table_attributes*

I.3 Module `LaTeXML-inline`

Add to `Inline.class` The inline module defines basic inline elements used throughout.

`|= (text | emph | del | sub | sup | glossaryref | acronym | rule | anchor | ref | cite | bibref)`

Element `text` General container for styled text. Attributes cover a variety of styling and position shifting properties.

Used by: *Inline.class, MathFork_model, equation_model, Inline.class, MathFork_model, equation_model*

Pattern `text_attributes` Attributes for `text`.

Attributes: *Common.attributes, ID.attributes, Positionable.attributes, Fontable.attributes, Colorable.attributes, Backgroundable.attributes*

Pattern `text_model` Content model for `text`.

Content: *Inline.model*

Expansion: *(Inline.model)*

Element `emph` Emphasized text.

Used by: *Inline.class, Inline.class*

Pattern `emph_attributes` Attributes for `emph`.

Attributes: *Common.attributes, ID.attributes, Fontable.attributes, Colorable.attributes, Backgroundable.attributes*

Pattern `emph_model` Content model for `emph`.

Content: *Inline.model*

Expansion: *(Inline.model)*

Element `del` Deleted text.

Used by: *Inline.class, Inline.class*

Pattern `del_attributes` Attributes for `del`.

Attributes: [Common.attributes](#), [ID.attributes](#), [Fontable.attributes](#),
[Colorable.attributes](#), [Backgroundable.attributes](#)

Pattern `del_model` Content model for `del`.

Content: [Inline.model](#)

Expansion: ([Inline.model](#))

Element `sub` Textual subscript text.

Used by: [Inline.class](#), [Inline.class](#)

Pattern `sub_attributes` Attributes for `sub`.

Attributes: [Common.attributes](#), [ID.attributes](#)

Pattern `sub_model` Content model for `sub`.

Content: [Inline.model](#)

Expansion: ([Inline.model](#))

Element `sup` Textual superscript text.

Used by: [Inline.class](#), [Inline.class](#)

Pattern `sup_attributes` Attributes for `sup`.

Attributes: [Common.attributes](#), [ID.attributes](#)

Pattern `sup_model` Content model for `sup`.

Content: [Inline.model](#)

Expansion: ([Inline.model](#))

Element `glossaryref` Represents the usage of a term from a glossary.

Used by: [Inline.class](#), [Inline.class](#)

Pattern `glossaryref_attributes` Attributes for `glossaryref`.

Attributes: [Common.attributes](#), [Refable.attributes](#), [Fontable.attributes](#),
[Colorable.attributes](#), [Backgroundable.attributes](#)

Attribute `key` = *text*

should be used to identifier used for the `glossaryref`.

Attribute `role` = *text*

The kind of `glossary` this mark belongs to.

Attribute `title` = *text*

gives a expanded form of the `glossaryref`,

Attribute show = *text*

a pattern encoding how the text content should be filled in during postprocessing, if it is empty. It consists of the words `type` (standing for the object type, eg. Ch.), `refnum` and `title` (including `type` and `refnum`) or `toctitle` (for the shortform of the title) mixed with arbitrary characters.

Pattern glossaryref_model Content model for [glossaryref](#).

Content: [Inline.model](#)

Expansion: ([Inline.model](#))

Element acronym Represents an acronym (OBSOLETE; see [glossaryref](#)).

Used by: [Inline.class](#), [Inline.class](#)

Pattern acronym_attributes Attributes for [acronym](#).

Attributes: [Common.attributes](#), [ID.attributes](#)

Attribute name = *text*

should be used to identifier used for the acronym.

Attribute title = *text*

gives a expanded form of the acronym,

Pattern acronym_model Content model for [acronym](#).

Content: [Inline.model](#)

Expansion: ([Inline.model](#))

Element rule A Rule.

Used by: [Inline.class](#), [Inline.class](#)

Pattern rule_attributes Attributes for [rule](#).

Attributes: [Common.attributes](#), [Positionable.attributes](#),
[Colorable.attributes](#)

Pattern rule_model Content model for [rule](#).

Content: *empty*

Expansion: ()

Element ref A hyperlink reference to some other object. When converted to HTML, the content would be the content of the anchor. The destination can be specified by one of the attributes `labelref`, `idref` or `href`; Missing fields will usually be filled in during postprocessing, based on data extracted from the document(s).

Used by: [Inline.class](#), [navigation_model](#), [tocentry_model](#), [Inline.class](#), [navigation_model](#), [tocentry_model](#)

Pattern [ref_attributes](#) Attributes for [ref](#).

Attributes: [Common.attributes](#), [Refable.attributes](#), [Fontable.attributes](#), [Colorable.attributes](#), [Backgroundable.attributes](#)

Attribute [show](#) = *text*

a pattern encoding how the text content should be filled in during postprocessing, if it is empty. It consists of the words `type` (standing for the object type, eg. Ch.), `refnum` and `title` (including type and refnum) or `toctitle` (for the shortform of the title) mixed with arbitrary characters.

Attribute [title](#) = *text*

gives a longer form description of the target, this would typically appear as a tooltip in HTML. Typically filled in by postprocessor.

Pattern [ref_model](#) Content model for [ref](#).

Content: [Inline.model](#)

Expansion: ([Inline.model](#))

Element [anchor](#) Inline anchor.

Used by: [Inline.class](#), [Inline.class](#)

Pattern [anchor_attributes](#) Attributes for [anchor](#).

Attributes: [Common.attributes](#), [ID.attributes](#)

Pattern [anchor_model](#) Content model for [anchor](#).

Content: [Inline.model](#)

Expansion: ([Inline.model](#))

Element [cite](#) A container for a bibliographic citation. The model is inline to allow arbitrary comments before and after the expected [bibref\(s\)](#) which are the specific citation.

Used by: [Inline.class](#), [Inline.class](#)

Pattern [cite_attributes](#) Attributes for [cite](#).

Attributes: [Common.attributes](#)

Pattern [cite_model](#) Content model for [cite](#).

Content: [Inline.model](#)

Expansion: ([Inline.model](#))

Element `bibref` A bibliographic citation referring to a specific bibliographic item. Postprocessing will turn this into an [ref](#) for the actual link.

Used by: [Inline.class](#), [Inline.class](#)

Pattern `bibref.attributes` Attributes for [bibref](#).

Attributes: [Common.attributes](#), [IDREF.attributes](#)

Attribute `bibrefs` = *text*

a comma separated list of bibliographic keys. (See the `key` attribute of [bibitem](#) and [bibentry](#))

Attribute `show` = *text*

a pattern encoding how the text content (of an empty `bibref`) will be filled in. Consists of strings `author`, `fullauthor`, `year`, `number` and `title` (to be replaced by data from the bibliographic item) mixed with arbitrary characters.

Attribute `separator` = *text*

separator between formatted references

Attribute `yyseparator` = *text*

separator between formatted years when duplicate authors are combined.

Pattern `bibref.model` Content model for [bibref](#).

Content: [bibrefphrase*](#)

Expansion: ([bibrefphrase*](#))

Element `bibrefphrase` A preceding or following phrase used in composing a bibliographic reference, such as listing pages or chapter.

Used by: [bibref.model](#), [bibref.model](#)

Pattern `bibrefphrase.attributes` Attributes for [bibrefphrase](#)

Attributes: [Common.attributes](#)

Pattern `bibrefphrase.model` Content model for [bibrefphrase](#)

Content: [Inline.model](#)

Expansion: ([Inline.model](#))

I.4 Module `LaTeXML-block`

Add to `Block.class` The block module defines the following ‘physical’ block elements.

= (p | [equation](#) | [equationgroup](#) | [quote](#) | [block](#) | [listing](#) | [itemize](#)
| [enumerate](#) | [description](#) | [pagination](#))

Add to *Misc.class* These are inline forms of logical lists (they are included in *Misc* since that has been the general strategy)

|= ([inline-itemize](#) | [inline-enumerate](#) | [inline-description](#))

Pattern *EquationMeta.class* Additional Metadata that can be present in equations.

Content: [constraint](#)

Expansion: ([constraint](#))

Used by: [equation_model](#), [equationgroup_model](#), [equation_model](#), [equationgroup_model](#)

Element *p* A physical paragraph.

Used by: [Block.class](#), [equationgroup_model](#), [Block.class](#), [equationgroup_model](#)

Pattern *p_attributes* Attributes for *p*.

Attributes: [Common.attributes](#), [ID.attributes](#), [Positionable.attributes](#), [Backgroundable.attributes](#)

Pattern *p_model* Content model for *p*.

Content: [Inline.model](#)

Expansion: ([Inline.model](#))

Element *constraint* A constraint upon an equation.

Used by: [EquationMeta.class](#), [EquationMeta.class](#)

Pattern *constraint_attributes* Attributes for [constraint](#).

Attributes: [Backgroundable.attributes](#)

Attribute *hidden* = *boolean*

Pattern *constraint_model* Content model for [constraint](#).

Content: [Inline.model](#)

Expansion: ([Inline.model](#))

Element *equation* An Equation. The model is just [Inline](#) which includes [Math](#), the main expected ingredient. However, other things can end up in [display math](#), too, so we use [Inline](#). Note that [tabular](#) is here only because it's a common, if misguided, idiom; the processor will lift such elements out of [math](#), when possible

Used by: [Block.class](#), [equationgroup_model](#), [Block.class](#), [equationgroup_model](#)

Pattern `equation_attributes` Attributes for `equation`.

Attributes: [Common.attributes](#), [Labelled.attributes](#),
[Backgroundable.attributes](#)

Pattern `equation_model` Content model for `equation`.

Content: `tag?`, (`Math` | `MathFork` | `text` | [Misc.class](#) | [Meta.class](#)
| [EquationMeta.class](#))*

Expansion: (`tag?`, (`Math` | `MathFork` | `text` | [Misc.class](#) | [Meta.class](#)
| [EquationMeta.class](#))*)

Element `equationgroup` A group of equations, perhaps aligned (Though this is nowhere recorded).

Used by: [Block.class](#), [equationgroup_model](#), [Block.class](#),
[equationgroup_model](#)

Pattern `equationgroup_attributes` Attributes for `equationgroup`.

Attributes: [Common.attributes](#), [Labelled.attributes](#),
[Backgroundable.attributes](#)

Attribute `rowsep` = [Length.type](#)

the spacing between rows (equations, intertext,...)

Pattern `equationgroup_model` Content model for `equationgroup`.

Content: (`equationgroup` | `equation` | `p` | [Meta.class](#)
| [EquationMeta.class](#))*

Expansion: ((`equationgroup` | `equation` | `p` | [Meta.class](#)
| [EquationMeta.class](#))*)

Element `MathFork` A wrapper for `Math` that provides alternative, but typically less semantically meaningful, formatted representations. The first child is the meaningful form, the extra children provide formatted forms, for example being table rows or cells arising from an `eqnarray`.

Used by: [equation_model](#), [equation_model](#)

Pattern `MathFork_attributes` Attributes for `MathFork`.

Attributes: [Common.attributes](#)

Pattern `MathFork_model` Content model for `MathFork`.

Content: (`Math` | `text`), [MathBranch](#)*

Expansion: ((`Math` | `text`), [MathBranch](#)*)

Element `MathBranch` A container for an alternatively formatted math representation.

Used by: [MathFork_model](#), [MathFork_model](#)

Pattern [MathBranch_attributes](#) Attributes for [MathBranch](#).

Attributes: [Common_attributes](#)

Attribute format = *text*

Pattern [MathBranch_model](#) Content model for [MathBranch](#).

Content: ([Math](#) | [tr](#) | [td](#))*

Expansion: (([Math](#) | [tr](#) | [td](#))*)

Element [quote](#) A quotation.

Used by: [Block.class](#), [Block.class](#)

Pattern [quote_attributes](#) Attributes for [quote](#).

Attributes: [Common_attributes](#), [ID_attributes](#), [Backgroundable_attributes](#)

Attribute role = *text*

The kind of quotation; could be something like verse, or translation

Pattern [quote_model](#) Content model for [quote](#).

Content: [Block_model](#)

Expansion: ([Block_model](#))

Element [block](#) A generic block (fallback).

Used by: [Block.class](#), [Block.class](#)

Pattern [block_attributes](#) Attributes for [block](#).

Attributes: [Common_attributes](#), [ID_attributes](#), [Positionable_attributes](#),
[Backgroundable_attributes](#)

Pattern [block_model](#) Content model for [block](#).

Content: [Inline_model](#)

Expansion: ([Inline_model](#))

Element [listing](#) An Listing, (without caption: see [float](#))

Used by: [Block.class](#), [Block.class](#)

Pattern [listing_attributes](#) Attributes for [listing](#).

Attributes: [Common_attributes](#), [Labelled_attributes](#),
[Positionable_attributes](#), [Backgroundable_attributes](#), [Data_attributes](#)

Pattern [listing_model](#) Content model for [listing](#).

Content: [listingline*](#)

Expansion: ([listingline*](#))

Element [listingline](#) a line in a listing

Used by: [listing_model](#), [listing_model](#)

Pattern [listingline_attributes](#) Attributes for [listingline](#)

Attributes: [Common.attributes](#), [Labelled.attributes](#)

Pattern [listingline_model](#) Content model for [listingline](#)

Content: [tag?](#), [Inline.model](#)

Expansion: ([tag?](#), [Inline.model](#))

Element [itemize](#) An itemized list.

Used by: [Block.class](#), [Block.class](#)

Pattern [itemize_attributes](#) Attributes for [itemize](#).

Attributes: [Common.attributes](#), [ID.attributes](#), [Backgroundable.attributes](#)

Pattern [itemize_model](#) Content model for [itemize](#).

Content: [item*](#)

Expansion: ([item*](#))

Element [enumerate](#) An enumerated list.

Used by: [Block.class](#), [Block.class](#)

Pattern [enumerate_attributes](#) Attributes for [enumerate](#).

Attributes: [Common.attributes](#), [ID.attributes](#), [Backgroundable.attributes](#)

Pattern [enumerate_model](#) Content model for [enumerate](#).

Content: [item*](#)

Expansion: ([item*](#))

Element [description](#) A description list. The [items](#) within are expected to have a [tag](#) which represents the term being described in each [item](#).

Used by: [Block.class](#), [Block.class](#)

Pattern [description_attributes](#) Attributes for [description](#).

Attributes: [Common.attributes](#), [ID.attributes](#), [Backgroundable.attributes](#)

Pattern [description_model](#) Content model for [description](#).

Content: [item](#)*

Expansion: ([item](#)*)

Element [item](#) An item within a list ([itemize](#), [enumerate](#) or [description](#)).

Used by: [description_model](#), [enumerate_model](#), [itemize_model](#),
[description_model](#), [enumerate_model](#), [itemize_model](#)

Pattern [item_attributes](#) Attributes for [item](#).

Attributes: [Common.attributes](#), [Labelled.attributes](#),
[Backgroundable.attributes](#)

Attribute [itemsep](#) = [Length.type](#)
the vertical spacing between items

Pattern [item_model](#) Content model for [item](#).

Content: [tag?](#), [Para.model](#)

Expansion: ([tag?](#), [Para.model](#))

Element [inline-itemize](#) An inline form of itemized list.

Used by: [Misc.class](#), [Misc.class](#)

Pattern [inline-itemize_attributes](#) Attributes for [inline-itemize](#).

Attributes: [Common.attributes](#), [ID.attributes](#), [Backgroundable.attributes](#)

Pattern [inline-itemize_model](#) Content model for [inline-itemize](#).

Content: [inline-item](#)*

Expansion: ([inline-item](#)*)

Element [inline-enumerate](#) An inline form of enumerated list.

Used by: [Misc.class](#), [Misc.class](#)

Pattern [inline-enumerate_attributes](#) Attributes for [inline-enumerate](#).

Attributes: [Common.attributes](#), [ID.attributes](#), [Backgroundable.attributes](#)

Pattern [inline-enumerate_model](#) Content model for [inline-enumerate](#).

Content: [inline-item](#)*

Expansion: ([inline-item](#)*)

Element [inline-description](#) An inline form of description list. The [inline-items](#) within are expected to have a [tag](#) which represents the term being described in each [inline-item](#).

Used by: [Misc.class](#), [Misc.class](#)

Pattern *inline-description_attributes* Attributes for *inline-description*.

Attributes: *Common.attributes*, *ID.attributes*, *Backgroundable.attributes*

Pattern *inline-description_model* Content model for *inline-description*.

Content: *inline-item**

Expansion: (*inline-item**)

Element *inline-item* An item within an inline list
(*inline-itemize*, *inline-enumerate* or *inline-description*).

Used by: *inline-description_model*, *inline-enumerate_model*,
inline-itemize_model, *inline-description_model*,
inline-enumerate_model, *inline-itemize_model*

Pattern *inline-item_attributes* Attributes for *item*.

Attributes: *Common.attributes*, *Labelled.attributes*,
Backgroundable.attributes

Pattern *inline-item_model* Content model for *inline-item*.

Content: *tag*?, (*Inline.class* | *Misc.class* | *Meta.class*)*

Expansion: (*tag*?, (*Inline.class* | *Misc.class* | *Meta.class*)*)

Element *tag* A tag within an item indicating the term or bullet for a given item.

Used by: *caption_model*, *equation_model*, *inline-item_model*, *item_model*,
listingline_model, *title_model*, *toccaption_model*, *toctitle_model*,
caption_model, *equation_model*, *inline-item_model*, *item_model*,
listingline_model, *title_model*, *toccaption_model*, *toctitle_model*

Pattern *tag_attributes* Attributes for *tag*.

Attributes: *Common.attributes*, *Backgroundable.attributes*

*Attribute **open*** = *text*

specifies an open delimiters used to display the tag.

*Attribute **close*** = *text*

specifies an close delimiters used to display the tag.

Pattern *tag_model* Content model for *tag*.

Content: *Inline.model*

Expansion: (*Inline.model*)

Element *pagination* A page break or related pagination information.

Used by: *Block.class*, *Para.class*, *Block.class*, *Para.class*

Pattern *pagination_attributes* Attributes for [pagination](#).

Attributes: [Common.attributes](#)

Attribute role = *text*
what kind of pagination

Pattern *pagination_model* Content model for [pagination](#).

Content: *empty*

Expansion: ()

I.5 Module **LaTeXML-misc**

Add to *Misc.class* Miscellaneous (Misc) elements are (typically) visible elements which don't have clear inline or block character; they can appear in both inline and block contexts.

|= ([inline-block](#) | [verbatim](#) | [break](#) | [graphics](#) | [svg](#) | [rawhtml](#)
| [rawliteral](#))

Element *inline-block* An inline block. Actually, can appear in inline or block mode, but typesets its contents as a block.

Used by: [Misc.class](#), [Misc.class](#)

Pattern *inline-block_attributes* Attributes for [inline-block](#).

Attributes: [Common.attributes](#), [ID.attributes](#), [Positionable.attributes](#),
[Transformable.attributes](#), [Backgroundable.attributes](#)

Pattern *inline-block_model* Content model for [inline-block](#).

Content: [Block.model](#)

Expansion: ([Block.model](#))

Element *verbatim* Verbatim content

Used by: [Misc.class](#), [Misc.class](#)

Pattern *verbatim_attributes* Attributes for [verbatim](#).

Attributes: [Common.attributes](#), [ID.attributes](#), [Fontable.attributes](#),
[Colorable.attributes](#), [Backgroundable.attributes](#)

Pattern *verbatim_model* Content model for [verbatim](#).

Content: [Inline.model](#)

Expansion: ([Inline.model](#))

Element *break* A forced line break.

Used by: [Misc.class](#), [Misc.class](#)

Pattern `break_attributes` Attributes for `break`.

Attributes: [Common.attributes](#)

Pattern `break_model` Content model for `break`.

Content: *empty*

Expansion: ()

Element `graphics` A graphical insertion of an external file.

Used by: [Misc.class](#), [Misc.class](#)

Pattern `graphics_attributes` Attributes for `graphics`.

Attributes: [Common.attributes](#), [ID.attributes](#), [Imageable.attributes](#)

Attribute `graphic` = *text*

the path to the graphics file. This is the (often minimally specified) path to a graphics file omitting the type extension. Once resolved to a specific image file, the `imagesrc` (from `Imageable.attributes`) is used.

Attribute `candidates` = *text*

a comma separated list of candidate graphics files that could be used to for `graphic`. A post-processor or application may choose from these, or may make its own selection or synthesis to implement the graphic for a given target.

Attribute `options` = *text*

an encoding of the scaling and positioning options to be used in processing the graphic.

Pattern `graphics_model` Content model for `graphics`.

Content: *empty*

Expansion: ()

Pattern `svg`

Content:

Module `svg:svg11 (overridden)` included.

Expansion: (

Module `svg:svg11 (overridden)` included.)

Used by: [Misc.class](#), [Picture.class](#), [Misc.class](#), [Picture.class](#)

Element `ANY`

Content: (

Attribute ANY = *text*
 | *text* | ANY)*

Used by: ANY, rawhtml

Element rawhtml A container for arbitrary markup in the xhtml namespace (not currently validated against any particular html schema)

Content: ANY*

Used by: Misc.class, Misc.class

Element rawliteral A container for even more arbitrary directives like jsp, php, etc Doesn't create an element, but an open angle bracket followed by **open** then the text content, followed by a close angle bracket followed by **close**.

Attribute open = *text*

Attribute close = *text*

Content: *text*

Used by: Misc.class, Misc.class

I.6 Module LaTeXML-meta

Add to Meta.class Meta elements are generally hidden; they can appear in both inline and block contexts.

= (note | indexmark | glossaryphrase | rdf | ERROR | resource
 | navigation)

Element note Metadata that covers several 'out of band' annotations. It's content allows both inline and block-level content.

Used by: Meta.class, Meta.class

Pattern note.attributes Attributes for note.

Attributes: Common.attributes, Labelled.attributes

Attribute mark = *text*

indicates the desired visible marker to be linked to the note.

Attribute role = (footnote | *text*)

indicates the kind of note

Pattern note.model Content model for note.

Content: Flow.model

Expansion: (Flow.model)

Element `indexmark` Metadata to record an indexing position. The content is a sequence of `indexphrase`, each representing a level in a multilevel indexing entry.

Used by: `Meta.class`, `Meta.class`

Pattern `indexmark_attributes` Attributes for `indexmark`.

Attributes: `Common.attributes`

Attribute `see_also` = text

a flattened form (like `key`) of another `indexmark`, used to crossreference.

Attribute `style` = text

NOTE: describe this.

Pattern `indexmark_model` Content model for `indexmark`.

Content: `indexphrase*`, `indexsee*`

Expansion: (`indexphrase*`, `indexsee*`)

Element `indexphrase` A phrase within an `indexmark`

Used by: `indexentry_model`, `indexmark_model`, `indexentry_model`, `indexmark_model`

Pattern `indexphrase_attributes` Attributes for `indexphrase`.

Attributes: `Common.attributes`

Attribute `key` = text

a flattened form of the phrase for generating an ID.

Pattern `indexphrase_model` Content model for `indexphrase`.

Content: `Inline.model`

Expansion: (`Inline.model`)

Element `indexsee` A see-also phrase within an `indexmark`

Used by: `indexmark_model`, `indexmark_model`

Pattern `indexsee_attributes` Attributes for `indexsee`.

Attributes: `Common.attributes`

Attribute `key` = text

a flattened form of the phrase for generating an ID.

Attribute `name` = text

a name for the see phrase, such as "see also".

Pattern `indexsee_model` Content model for `indexsee`.

Content: *Inline.model*

Expansion: (*Inline.model*)

Element glossaryphrase A phrase being clarified within an [glossaryentry](#)

Used by: *Meta.class*, *glossaryentry_model*, *Meta.class*,
glossaryentry_model

Pattern glossaryphrase_attributes Attributes for [glossaryphrase](#).

Attributes: *Common.attributes*, *IDREF.attributes*

Attribute role = *text*

The kind of [glossary](#) this mark belongs to.

Attribute key = *text*

a flattened form of the phrase for generating an ID.

Attribute show = *text*

a keyword naming the format of this phrase (to match [show](#) in [glossaryref](#)).

Pattern glossaryphrase_model Content model for [glossaryphrase](#).

Content: *Inline.model*

Expansion: (*Inline.model*)

Element glossarydefinition A definition within an [glossaryentry](#)

Used by: *glossaryentry_model*, *glossaryentry_model*

Pattern glossarydefinition_attributes Attributes for [glossarydefinition](#).

Attributes: *Common.attributes*

Attribute key = *text*

a flattened form of the definition for generating an ID.

Pattern glossarydefinition_model Content model for [glossarydefinition](#).

Content: *Inline.model*

Expansion: (*Inline.model*)

Element rdf A container for RDF annotations. (See document structure for [rdf-prefixes](#) attribute)

Used by: *Meta.class*, *Meta.class*

Pattern rdf_attributes Attributes for [rdf](#)

Attributes: *Common.attributes*

Pattern rdf_model Content model for [rdf](#)

Content: *Flow.model*

Expansion: (*Flow.model*)

Element ERROR error object for undefined control sequences, or whatever

Used by: *Meta.class, XMath.class, Meta.class, XMath.class*

Pattern ERROR_attributes Attributes for **ERROR**.

Attributes: *Common.attributes, ID.attributes*

Pattern ERROR_model Content model for **ERROR**.

Content: *text**

Expansion: (*text**)

Element resource a resource for use in further processing such as javascript or CSS

Used by: *Meta.class, Meta.class*

Pattern resource_attributes Attributes for **resource**.

Attributes: *Common.attributes*

Attribute src = *text*

the source url to the resource

Attribute type = *text*

the mime type of the resource

Attribute media = *text*

the media for which this resource is applicable (in the sense of CSS).

Pattern resource_model

Content: *text**

Expansion: (*text**)

Element navigation Records navigation cross-referencing information, or serves as a container for page navigational blocks.

Used by: *Meta.class, Meta.class*

Pattern navigation_attributes Attributes for **navigation**.

Attributes: *Common.attributes*

Pattern *navigation_model* Content model for [navigation](#). A [inline-para](#) child should have attribute `class` being one of `ltx_page_navbar`, `ltx_page_header` or `ltx_page_footer` and its contents will be used to create those components of webpages. Lacking those, a [TOC](#) requests a table of contents in the navigation bar. Page headers and footers will be synthesized from Links from the current page or document to related ones; these are represented by [ref](#) elements with `rel` being `up`, `down`, `previous`, `next`, and so forth. top-level elements, presumably block-level,

Content: ([ref](#) | [TOC](#) | [inline-para](#))*

Expansion: (([ref](#) | [TOC](#) | [inline-para](#))*)

I.7 Module `LaTeXML-para`

Add to *Para.class* This module defines the following ‘logical’ block elements.

|= ([para](#) | [theorem](#) | [proof](#) | [figure](#) | [table](#) | [float](#) | [pagination](#))

Add to *Misc.class* Additionally, it defines these miscellaneous elements that can appear in both inline and block contexts.

|= [inline-para](#)

Element *para* A Logical paragraph. It has an `id`, but not a `label`.

Used by: [Para.class](#), [Para.class](#)

Pattern *para_attributes* Attributes for [para](#).

Attributes: [Common.attributes](#), [ID.attributes](#), [Backgroundable.attributes](#)

Pattern *para_model* Content model for [para](#).

Content: [Block.model](#)

Expansion: ([Block.model](#))

Element *inline-para* An inline para. Actually, can appear in inline or block mode, but typesets its contents as `para`.

Used by: [Misc.class](#), [navigation_model](#), [Misc.class](#), [navigation_model](#)

Pattern *inline-para_attributes* Attributes for [inline-para](#).

Attributes: [Common.attributes](#), [ID.attributes](#), [Positionable.attributes](#), [Backgroundable.attributes](#)

Pattern *inline-para_model* Content model for [inline-para](#).

Content: [Para.model](#)

Expansion: ([Para.model](#))

Element theorem A theorem or similar object. The `class` attribute can be used to distinguish different kinds of theorem.

Used by: `Para.class`, `Para.class`

Pattern theorem.attributes Attributes for `theorem`.

Attributes: `Common.attributes`, `Labelled.attributes`,
`Backgroundable.attributes`

Pattern theorem.model Content model for `theorem`.

Content: `title?`, `Para.model`

Expansion: (`title?`, `Para.model`)

Element proof A proof or similar object. The `class` attribute can be used to distinguish different kinds of proof.

Used by: `Para.class`, `Para.class`

Pattern proof.attributes Attributes for `proof`.

Attributes: `Common.attributes`, `Labelled.attributes`,
`Backgroundable.attributes`, `Data.attributes`

Pattern proof.model Content model for `proof`.

Content: `title?`, `Para.model`

Expansion: (`title?`, `Para.model`)

Pattern Caption.class These are the additional elements representing figure and table captions. NOTE: Could title sensibly be reused here, instead? Or, should caption be used for theorem and proof?

Content: (`caption` | `toccaption`)

Expansion: ((`caption` | `toccaption`))

Used by: `figure_model`, `float_model`, `table_model`, `figure_model`,
`float_model`, `table_model`

Element figure A figure, possibly captioned.

Used by: `Para.class`, `figure_model`, `float_model`, `table_model`, `Para.class`,
`figure_model`, `float_model`, `table_model`

Pattern figure.attributes Attributes for `figure`.

Attributes: `Common.attributes`, `Labelled.attributes`,
`Positionable.attributes`, `Transformable.attributes`,
`Backgroundable.attributes`, `Data.attributes`

Attribute placement = *text*

the vertical floating placement parameter that determines where the object is displayed.

Pattern figure_model Content model for *figure*; allow nested figures, etc for "sub" floats.

Content: (*figure* | *table* | *float* | *Block.model* | *Caption.class*)*

Expansion: ((*figure* | *table* | *float* | *Block.model* | *Caption.class*)*)

Element table A Table, possibly captioned. This is not necessarily a *tabular*.

Used by: *Para.class*, *figure_model*, *float_model*, *table_model*, *Para.class*, *figure_model*, *float_model*, *table_model*

Pattern table_attributes Attributes for *table*.

Attributes: *Common.attributes*, *Labelled.attributes*, *Positionable.attributes*, *Transformable.attributes*, *Backgroundable.attributes*, *Data.attributes*

Attribute placement = *text*

the vertical floating placement parameter that determines where the object is displayed.

Pattern table_model Content model for *table*.

Content: (*table* | *figure* | *float* | *Block.model* | *Caption.class*)*

Expansion: ((*table* | *figure* | *float* | *Block.model* | *Caption.class*)*)

Element float A generic float, possibly captioned, something other than a table or figure

Used by: *Para.class*, *figure_model*, *float_model*, *table_model*, *Para.class*, *figure_model*, *float_model*, *table_model*

Pattern float_attributes Attributes for *float*.

Attributes: *Common.attributes*, *Labelled.attributes*, *Positionable.attributes*, *Transformable.attributes*, *Backgroundable.attributes*, *Data.attributes*

Attribute role = *text*

The kind of float; could be something like a listing, or some other thing

Attribute placement = *text*

the vertical floating placement parameter that determines where the object is displayed.

Pattern float_model Content model for *float*.

Content: (*float* | *figure* | *table* | *Block.model* | *Caption.class*)*

Expansion: ((float | figure | table | *Block.model* | *Caption.class*)*)

Element caption A caption for a table or figure.

Used by: *Caption.class*, *Caption.class*

Pattern caption_attributes Attributes for caption.

Attributes: *Common.attributes*, *Fontable.attributes*, *Colorable.attributes*, *Backgroundable.attributes*

Pattern caption_model Content model for caption, basically *Inline.model* with tag included (normally, but not necessarily, tag would come first).

Content: (tag | text | *Inline.class* | *Misc.class* | *Meta.class*)*

Expansion: ((tag | text | *Inline.class* | *Misc.class* | *Meta.class*)*)

Element toccaption A short form of table or figure caption, used for lists of figures or similar.

Used by: *Caption.class*, *Caption.class*

Pattern toccaption_attributes Attributes for toccaption.

Attributes: *Common.attributes*

Pattern toccaption_model Content model for toccaption.

Content: (text | *Inline.class* | *Misc.class* | *Meta.class* | tag)*

Expansion: ((text | *Inline.class* | *Misc.class* | *Meta.class* | tag)*)

I.8 Module LaTeXML-math

Add to *Inline.class* The math module defines LaTeXML's internal representation of mathematical content, including the basic math container *Math*. This element is considered inline, as it will be contained within some other block-level element, eg. *equation* for *display-math*.

|= *Math*

Pattern *Math.class* This class defines the content of the *Math* element. Additionally, it could contain MathML or OpenMath, after postprocessing.

Content: *XMath*

Expansion: (*XMath*)

Used by: *Math_model*, *Math_model*

Pattern *XMath.class* These elements comprise the internal math representation, being the content of the *XMath* element.

Content: (XMAp | XMTok | XMRef | XMHint | XMArg | XMWrap
| XMDual | XMText | XMArray | ERROR)

Expansion: ((XMAp | XMTok | XMRef | XMHint | XMArg | XMWrap
| XMDual | XMText | XMArray | ERROR))

Used by: *XMAp_model*, *XMArg_model*, *XMCell_model*, *XMDual_model*,
XMWrap_model, *XMath_model*, *XMAp_model*, *XMArg_model*,
XMCell_model, *XMDual_model*, *XMWrap_model*, *XMath_model*

Element Math Outer container for all math. This holds the internal *XMath* representation, as well as image data and other representations.

Used by: *Inline.class*, *MathBranch_model*, *MathFork_model*,
equation_model, *Inline.class*, *MathBranch_model*, *MathFork_model*,
equation_model

Pattern Math_attributes Attributes for *Math*.

Attributes: *Common.attributes*, *Imageable.attributes*, *ID.attributes*,
Backgroundable.attributes

Attribute mode = (display | inline)
display or inline mode.

Attribute tex = *text*
reconstruction of the $\text{T}_{\text{E}}\text{X}$ that generated the math.

Attribute content-tex = *text*
more semantic version of *tex*.

Attribute text = *text*
a textified representation of the math.

Pattern Math_model Content model for *Math*.

Content: *Math.class**

Expansion: (*Math.class**)

Pattern XMath_attributes Common attributes for the various *XMath* elements.

Attributes: *Positionable.attributes*

Attribute role = *text*
The role that this item plays in the Grammar.

Attribute enclose = *text*
an enclose style to enclose the object with legitimate values being those of
MathML's *menclase* notations;

Attribute lpadding = *text*
left, or leading, (presumably non-semantic) padding space.

Attribute rpadding = *text*

right, or trailing, (presumably non-semantic) padding space.

Attribute possibleFunction = *text*

an annotation placed by the parser when it suspects this token may be used as a function.

Used by: *XMAppl_attributes, XMArg_attributes, XMArray_attributes, XMDual_attributes, XMHint_attributes, XMRef_attributes, XMText_attributes, XMTok_attributes, XMWrap_attributes, XMAppl_attributes, XMArg_attributes, XMArray_attributes, XMDual_attributes, XMHint_attributes, XMRef_attributes, XMText_attributes, XMTok_attributes, XMWrap_attributes*

Element XMath Internal representation of mathematics.

Used by: *Math.class, Math.class*

Pattern XMath_attributes Attributes for XMath.

Attributes: *Common.attributes, ID.attributes*

Pattern XMath_model Content model for XMath.

Content: *XMath.class**

Expansion: *(XMath.class*)*

Element XMTok General mathematical token.

Used by: *XMath.class, XMath.class*

Pattern XMTok_attributes Attributes for XMTok.

Attributes: *Common.attributes, XMath.attributes, ID.attributes, Fontable.attributes, Colorable.attributes, Backgroundable.attributes*

Attribute name = *text*

The name of the token, typically the control sequence that created it.

Attribute meaning = *text*

A more semantic name corresponding to the intended meaning, such as the OpenMath name.

Attribute omcd = *text*

The OpenMath CD for which meaning is a symbol.

Attribute scriptpos = *text*

An encoding of the position of this token as a sub/superscript, used to handle aligned and nested scripts, both pre and post. It is a concatenation of (pre—mid—post), which indicates the horizontal positioning of the script with relation to its base, and a counter indicating the level. These are used to position the scripts, and to pair up aligned sub- and superscripts. NOTE: Clarify where this appears: token, base, script operator, apply?

Attribute thickness = *text*

A thickness used for drawing any lines which are part of presenting the token, such as the fraction line for the fraction operator.

Attribute stretchy = *boolean*

Whether or not the symbol should be stretchy. This shares MathML's ambiguity about horizontal versus vertical stretchiness. When not set, defaults to whatever MathML's operator dictionary says.

Attribute mathstyle = (*display* | *text* | *script* | *scriptscript*)

The math style used for displaying the application of this token when it represents some sort of fraction, variable-sized operator or stack of expressions (note that this applies to binomials or other stacks of expressions as well as fractions). Values of *display* or *text* correspond to T_EX's *displaystyle* or *textstyle*, while *inline* indicates the stack should be arranged horizontally (the layout may depend on the operator).

Pattern XMTok_model Content model for [XMTok](#).

Content: *text**

Expansion: (*text**)

Element XMApp Generalized application of a function, operator, whatever (the first child) to arguments (the remaining children). The attributes are a subset of those for [XMTok](#).

Used by: [XMath.class](#), [XMath.class](#)

Pattern XMApp_attributes Attributes for [XMApp](#).

Attributes: [Common.attributes](#), [XMath.attributes](#), [ID.attributes](#), [Colorable.attributes](#), [Backgroundable.attributes](#)

Attribute name = *text*

The name of the token, typically the control sequence that created it.

Attribute meaning = *text*

A more semantic name corresponding to the intended meaning, such as the OpenMath name.

Attribute scriptpos = *text*

An encoding of the position of this token as a sub/superscript, used to handle aligned and nested scripts, both pre and post. (See [XMTok](#) for details)

Pattern XMApp_model Content model for [XMApp](#).

Content: [XMath.class](#)*

Expansion: ([XMath.class](#)*)

Element XMDual Parallel markup of content (first child) and presentation (second child) of a mathematical object. Typically, the arguments are shared between the two branches: they appear in the content branch, with id's, and [XMRef](#) is used in the presentation branch

Used by: [XMath.class](#), [XMath.class](#)

Pattern XMDual_attributes Attributes for [XMDual](#).

Attributes: [Common.attributes](#), [XMath.attributes](#), [ID.attributes](#)

Pattern XMDual_model Content model for [XMDual](#).

Content: [XMath.class](#), [XMath.class](#)

Expansion: ([XMath.class](#), [XMath.class](#))

Element XMHint Various layout hints, usually spacing, generally ignored in parsing. The attributes are a subset of those for [XMTok](#).

Used by: [XMath.class](#), [XMath.class](#)

Pattern XMHint_attributes Attributes for [XMHint](#).

Attributes: [Common.attributes](#), [XMath.attributes](#), [ID.attributes](#)

Attribute name = *text*

The name of the kind of hint.

Pattern XMHint_model Content model for [XMHint](#).

Content: *empty*

Expansion: ()

Element XMText Text appearing within math.

Used by: [XMath.class](#), [XMath.class](#)

Pattern XMText_attributes Attributes for [XMText](#).

Attributes: [Common.attributes](#), [XMath.attributes](#),
[Backgroundable.attributes](#), [ID.attributes](#)

Attribute scriptpos = *text*

An encoding of the position of this token as a sub/superscript, used to handle aligned and nested scripts, both pre and post. (See [XMTok](#) for details)

Pattern XMText_model Content model for [XMText](#).

Content: (*text* | [Inline.class](#) | [Misc.class](#))*

Expansion: ((*text* | [Inline.class](#) | [Misc.class](#))*)

Element XMWrap Wrapper for a sequence of tokens used to assert the role of the contents in its parent. This element generally disappears after parsing. The attributes are a subset of those for [XMTok](#).

Used by: [XMath.class](#), [XMath.class](#)

Pattern XMWrap.attributes Attributes for [XMWrap](#).

Attributes: [Common.attributes](#), [XMath.attributes](#), [Backgroundable.attributes](#), [ID.attributes](#)

Attribute rule = *text*

The grammatical rule that should apply to the contained sequence

Attribute name = *text*

Attribute meaning = *text*

A more semantic name corresponding to the intended meaning, such as the OpenMath name.

Attribute style = *text*

Attribute scriptpos = *text*

An encoding of the position of this token as a sub/superscript, used to handle aligned and nested scripts, both pre and post. (See [XMTok](#) for details)

Pattern XMWrap.model Content model for [XMWrap](#).

Content: [XMath.class](#)*

Expansion: ([XMath.class](#)*)

Element XMArg Wrapper for an argument to a structured macro. It implies that its content can be parsed independently of its parent, and thus generally disappears after parsing.

Used by: [XMath.class](#), [XMath.class](#)

Pattern XMArg.attributes Attributes for [XMArg](#).

Attributes: [Common.attributes](#), [XMath.attributes](#), [ID.attributes](#)

Attribute rule = *text*

The grammatical rule that should apply to the contained sequence

Attribute scriptpos = *text*

An encoding of the position of this token as a sub/superscript, used to handle aligned and nested scripts, both pre and post. (See [XMTok](#) for details)

Pattern XMArg.model Content model for [XMArg](#).

Content: [XMath.class](#)*

Expansion: (*XMath.class**)

Element XMRref Structure sharing element typically used in the presentation branch of an *XMDual* to refer to the arguments present in the content branch.

Used by: *XMath.class*, *XMath.class*

Pattern XMRref_attributes Attributes for *XMRref*.

Attributes: *Common.attributes*, *XMath.attributes*, *ID.attributes*, *IDREF.attributes*

Pattern XMRref_model Content model for *XMRref*.

Content: *empty*

Expansion: ()

Element XMArray Math Array/Alignment structure.

Used by: *XMath.class*, *XMath.class*

Pattern XMArray_attributes Attributes for *XMArray*.

Attributes: *Common.attributes*, *XMath.attributes*, *ID.attributes*

Attribute name = *text*

The name of the object, typically the control sequence that created it.

Attribute meaning = *text*

A more semantic name corresponding to the intended meaning of the object, such as the OpenMath name.

Attribute omcd = *text*

The OpenMath CD for which meaning is a symbol.

Attribute rowsep = *Length.type*

the spacing between rows

Attribute colsep = *Length.type*

the spacing between columns

Pattern XMArray_model Content model for *XMArray*.

Content: *XMRow**

Expansion: (*XMRow**)

Element XMRow A row in a math alignment.

Used by: *XMArray_model*, *XMArray_model*

Pattern XMRow_attributes Attributes for *XMRow*.

Attributes: *Common.attributes*, *Backgroundable.attributes*, *ID.attributes*

Pattern *XMRow_model* Content model for *XMRow*.

Content: *XMCell**

Expansion: (*XMCell**)

Element *XMCell* A cell in a row of a math alignment.

Used by: *XMRow_model*, *XMRow_model*

Pattern *XMCell.attributes* Attributes for *XMCell*.

Attributes: *Common.attributes*, *Backgroundable.attributes*, *ID.attributes*

Attribute *colspan* = *nonNegativeInteger*

indicates how many columns this cell spans or covers.

Attribute *rowspan* = *nonNegativeInteger*

indicates how many rows this cell spans or covers.

Attribute *align* = *text*

specifies the alignment of the content.

Attribute *width* = *text*

specifies the desired width for the column.

Attribute *border* = *text*

records a sequence of t or tt, r or rr, b or bb and l or ll for borders or doubled borders on any side of the cell.

Attribute *thead* = (*column* | *column row* | *row*)

whether this cell corresponds to a table row or column heading or both

Pattern *XMCell_model* Content model for *XMCell*.

Content: *XMath.class**

Expansion: (*XMath.class**)

I.9 Module *LaTeXML-tabular*

Add to *Misc.class* This module defines the basic tabular, or alignment, structure. It is roughly parallel to the HTML model.

|= *tabular*

Element *tabular* An alignment structure corresponding to tabular or various similar forms. The model is basically a copy of HTML4's table.

Used by: *Misc.class*, *Misc.class*

Pattern *tabular.attributes* Attributes for *tabular*.

Attributes: *Common.attributes*, *Backgroundable.attributes*, *ID.attributes*

Attribute vattach = (top | middle | bottom)
which row's baseline aligns with the container's baseline.

Attribute width = *Length.type*
the desired width of the tabular.

Attribute rowsep = *Length.type*
the spacing between rows

Attribute colsep = *Length.type*
the spacing between columns

Pattern tabular_model Content model for `tabular`.

Content: (thead | tfoot | tbody | tr)*

Expansion: ((thead | tfoot | tbody | tr)*)

Element thead A container for a set of rows that correspond to the header of the tabular.

Used by: `tabular_model`, `tabular_model`

Pattern thead_attributes Attributes for `thead`.

Attributes: `Common.attributes`, `Backgroundable.attributes`

Pattern thead_model Content model for `thead`.

Content: tr*

Expansion: (tr*)

Element tfoot A container for a set of rows that correspond to the footer of the tabular.

Used by: `tabular_model`, `tabular_model`

Pattern tfoot_attributes Attributes for `tfoot`.

Attributes: `Common.attributes`, `Backgroundable.attributes`

Pattern tfoot_model Content model for `tfoot`.

Content: tr*

Expansion: (tr*)

Element tbody A container for a set of rows corresponding to the body of the tabular.

Used by: `tabular_model`, `tabular_model`

Pattern tbody_attributes Attributes for `tbody`.

Attributes: `Common.attributes`, `Backgroundable.attributes`

Pattern *tbody_model* Content model for *tbody*.

Content: *tr**

Expansion: (*tr**

Element *tr* A row of a tabular.

Used by: *MathBranch_model*, *tabular_model*, *tbody_model*, *tfoot_model*, *thead_model*, *MathBranch_model*, *tabular_model*, *tbody_model*, *tfoot_model*, *thead_model*

Pattern *tr_attributes* Attributes for *tr*.

Attributes: *Common.attributes*, *Backgroundable.attributes*, *ID.attributes*

Pattern *tr_model* Content model for *tr*.

Content: *td**

Expansion: (*td**

Element *td* A cell in a row of a tabular.

Used by: *MathBranch_model*, *tr_model*, *MathBranch_model*, *tr_model*

Pattern *td_attributes* Attributes for *td*.

Attributes: *Common.attributes*, *Backgroundable.attributes*, *ID.attributes*

Attribute *colspan* = *nonNegativeInteger*

indicates how many columns this cell spans or covers.

Attribute *rowspan* = *nonNegativeInteger*

indicates how many rows this cell spans or covers.

Attribute *align* = (*left* | *right* | *center* | *justify* | *text*)

specifies the horizontal alignment of the content. The allowed values are open-ended to accommodate *char*: . type alignments.

Attribute *width* = *Length.type*

specifies the desired width for the column.

Attribute *vattach* = (*top* | *middle* | *bottom*)

how the cell contents aligns with the row's baseline.

Attribute *border* = *text*

records a sequence of t or tt, r or rr, b or bb and l or ll for borders or doubled borders on any side of the cell.

Attribute *thead* = (*column* | *column row* | *row*)

whether this cell corresponds to a table row or column heading or both (whether in head or foot).

Pattern *td_model* Content model for *td*.

Content: *Flow.model*

Expansion: (*Flow.model*)

I.10 Module LaTeXML-picture

Add to *Misc.class* This module defines a picture environment, roughly a subset of SVG. NOTE: Eventually we will drop these subset elements and incorporate SVG itself.

|= `picture`

Pattern *Picture.class*

Content: (`g` | `rect` | `line` | `circle` | `path` | `arc` | `wedge` | `ellipse` | `polygon` | `bezier` | `parabola` | `curve` | `dots` | `grid` | `clip` | `svg`)

Expansion: ((`g` | `rect` | `line` | `circle` | `path` | `arc` | `wedge` | `ellipse` | `polygon` | `bezier` | `parabola` | `curve` | `dots` | `grid` | `clip` | `svg`))

Used by: `clippath_model`, `g_model`, `picture_model`, `clippath_model`, `g_model`, `picture_model`

Pattern *Picture.attributes* These attributes correspond roughly to SVG, but need documentation.

Attribute `x` = *text*

Attribute `y` = *text*

Attribute `r` = *text*

Attribute `rx` = *text*

Attribute `ry` = *text*

Attribute `width` = *text*

Attribute `height` = *text*

Attribute `fill` = *text*

Attribute `stroke` = *text*

Attribute `stroke-width` = *text*

Attribute `stroke-dasharray` = *text*

Attribute `transform` = *text*

Attribute `terminators` = *text*

Attribute `arrowlength` = *text*

Attribute `points` = *text*

Attribute `showpoints` = *text*

Attribute `displayedpoints` = *text*

Attribute `arc` = *text*

Attribute `angle1` = *text*

Attribute `angle2` = *text*

Attribute `arcsepA` = *text*

Attribute arcsepB = *text*

Attribute curvature = *text*

Used by: *arc_attributes, bezier_attributes, circle_attributes, clip_attributes, clippath_attributes, curve_attributes, dots_attributes, ellipse_attributes, g_attributes, grid_attributes, line_attributes, parabola_attributes, path_attributes, picture_attributes, polygon_attributes, rect_attributes, wedge_attributes, arc_attributes, bezier_attributes, circle_attributes, clip_attributes, clippath_attributes, curve_attributes, dots_attributes, ellipse_attributes, g_attributes, grid_attributes, line_attributes, parabola_attributes, path_attributes, picture_attributes, polygon_attributes, rect_attributes, wedge_attributes*

Pattern PictureGroup.attributes These attributes correspond roughly to SVG, but need documentation.

Attribute pos = *text*

Attribute framed = *boolean*

Attribute frametype = (*rect | circle | oval*)

Attribute fillframe = *boolean*

Attribute boxsep = *text*

Attribute shadowbox = *boolean*

Attribute doubleline = *boolean*

Used by: *g_attributes, g_attributes*

Element picture A picture environment.

Used by: *Misc.class, Misc.class*

Pattern picture.attributes Attributes for *picture*.

Attributes: *Common.attributes, ID.attributes, Picture.attributes, Imageable.attributes*

Attribute clip = *boolean*

Attribute baseline = *text*

Attribute unitlength = *text*

Attribute xunitlength = *text*

Attribute yunitlength = *text*

Attribute tex = *text*

Attribute content-tex = *text*

Pattern picture.model Content model for *picture*.

Content: (*Picture.class | Inline.class | Misc.class | Meta.class*)*

Expansion: ((*Picture.class* | *Inline.class* | *Misc.class* | *Meta.class*)*)

Element g A graphical grouping; the content is inherits by the transformations, positioning and other properties.

Used by: *Picture.class*, *Picture.class*

Pattern g_attributes Attributes for *g*.

Attributes: *Common.attributes*, *Picture.attributes*,
PictureGroup.attributes

Pattern g_model Content model for *g*.

Content: (*Picture.class* | *Inline.class* | *Misc.class* | *Meta.class*)*

Expansion: ((*Picture.class* | *Inline.class* | *Misc.class* | *Meta.class*)*)

Element rect A rectangle within a *picture*.

Used by: *Picture.class*, *Picture.class*

Pattern rect_attributes Attributes for *rect*.

Attributes: *Common.attributes*, *Picture.attributes*

Pattern rect_model Content model for *rect*.

Content: *empty*

Expansion: ()

Element line A line within a *picture*.

Used by: *Picture.class*, *Picture.class*

Pattern line_attributes Attributes for *line*.

Attributes: *Common.attributes*, *Picture.attributes*

Pattern line_model Content model for *line*.

Content: *empty*

Expansion: ()

Element polygon A polygon within a *picture*.

Used by: *Picture.class*, *Picture.class*

Pattern polygon_attributes Attributes for *polygon*.

Attributes: *Common.attributes*, *Picture.attributes*

Pattern polygon_model Content model for *polygon*.

Content: *empty*

Expansion: ()

Element wedge A wedge within a [picture](#).

Used by: [Picture.class](#), [Picture.class](#)

Pattern wedge_attributes Attributes for [wedge](#).

Attributes: [Common.attributes](#), [Picture.attributes](#)

Pattern wedge_model Content model for [wedge](#).

Content: *empty*

Expansion: ()

Element arc An arc within a [picture](#).

Used by: [Picture.class](#), [Picture.class](#)

Pattern arc_attributes Attributes for [arc](#).

Attributes: [Common.attributes](#), [Picture.attributes](#)

Pattern arc_model Content model for [arc](#).

Content: *empty*

Expansion: ()

Element circle A circle within a [picture](#).

Used by: [Picture.class](#), [Picture.class](#)

Pattern circle_attributes Attributes for [circle](#).

Attributes: [Common.attributes](#), [Picture.attributes](#)

Pattern circle_model Content model for [circle](#).

Content: *empty*

Expansion: ()

Element ellipse An ellipse within a [picture](#).

Used by: [Picture.class](#), [Picture.class](#)

Pattern ellipse_attributes Attributes for [ellipse](#).

Attributes: [Common.attributes](#), [Picture.attributes](#)

Pattern ellipse_model Content model for [ellipse](#).

Content: *empty*

Expansion: ()

Element path A path within a `picture`.

Used by: `Picture.class`, `Picture.class`

Pattern path_attributes Attributes for `path`.

Attributes: `Common.attributes`, `Picture.attributes`

Pattern path_model Content model for `path`.

Content: `empty`

Expansion: ()

Element bezier A bezier curve within a `picture`.

Used by: `Picture.class`, `Picture.class`

Pattern bezier_attributes Attributes for `bezier`.

Attributes: `Common.attributes`, `Picture.attributes`

Pattern bezier_model Content model for `bezier`.

Content: `empty`

Expansion: ()

Element curve A curve within a `picture`.

Used by: `Picture.class`, `Picture.class`

Pattern curve_attributes Attributes for `curve`.

Attributes: `Common.attributes`, `Picture.attributes`

Pattern curve_model Content model for `curve`.

Content: `empty`

Expansion: ()

Element parabola A parabola curve within a `picture`.

Used by: `Picture.class`, `Picture.class`

Pattern parabola_attributes Attributes for `parabola`.

Attributes: `Common.attributes`, `Picture.attributes`

Pattern parabola_model Content model for `parabola`.

Content: `empty`

Expansion: ()

Element dots A sequence of dots (?) within a [picture](#).

Used by: [Picture.class](#), [Picture.class](#)

Pattern dots_attributes Attributes for [dots](#).

Attributes: [Common.attributes](#), [Picture.attributes](#)

Attribute dotstyle = *text*

Attribute dotsize = *text*

Attribute dotscale = *text*

Pattern dots_model Content model for [dots](#).

Content: *empty*

Expansion: ()

Element grid A grid within a [picture](#).

Used by: [Picture.class](#), [Picture.class](#)

Pattern grid_attributes Attributes for [grid](#).

Attributes: [Common.attributes](#), [Picture.attributes](#)

Pattern grid_model Content model for [grid](#).

Content: *empty*

Expansion: ()

Element clip Establishes a clipping region within a [picture](#).

Used by: [Picture.class](#), [Picture.class](#)

Pattern clip_attributes Attributes for [clip](#).

Attributes: [Common.attributes](#), [Picture.attributes](#)

Pattern clip_model Content model for [clip](#).

Content: [clippath](#)*

Expansion: ([clippath](#)*)

Element clippath Establishes a clipping region within a [picture](#).

Used by: [clip_model](#), [clip_model](#)

Pattern clippath_attributes Attributes for [clippath](#).

Attributes: [Common.attributes](#), [Picture.attributes](#)

Pattern clippath_model Content model for [clippath](#).

Content: ([Picture.class](#) | [Inline.class](#) | [Misc.class](#) | [Meta.class](#))*

Expansion: (([Picture.class](#) | [Inline.class](#) | [Misc.class](#) | [Meta.class](#))*)

I.11 Module LaTeXML-structure

Element document The document root.

Pattern document.body.class The content allowable as the main body of the document.

Content: (*Para.model* | paragraph | subsection | subsection | section | chapter | part | slide | sidebar)

Expansion: ((*Para.model* | paragraph | subsection | subsection | section | chapter | part | slide | sidebar))

Used by: *document_model*, *document_model*

Pattern document.attributes Attributes for document.

Attributes: *Sectional.attributes*

Pattern document_model Content model for document.

Content: (*FrontMatter.class* | *SectionalFrontMatter.class* | *Meta.class* | *titlepage*)*, *document.body.class**, *BackMatter.class**

Expansion: ((*FrontMatter.class* | *SectionalFrontMatter.class* | *Meta.class* | *titlepage*)*, *document.body.class**, *BackMatter.class**)

Element part A part within a document.

Used by: *document.body.class*, *document.body.class*

Pattern part.body.class The content allowable as the main body of a part.

Content: (*Para.model* | chapter | slide | sidebar)

Expansion: ((*Para.model* | chapter | slide | sidebar))

Used by: *part_model*, *part_model*

Pattern part.attributes Attributes for part.

Attributes: *Sectional.attributes*

Pattern part_model Content model for part.

Content: *SectionalFrontMatter.class**, *part.body.class**

Expansion: (*SectionalFrontMatter.class**, *part.body.class**)

Element chapter A Chapter within a document.

Used by: *document.body.class*, *part.body.class*, *document.body.class*, *part.body.class*

- Pattern *chapter.body.class*** The content allowable as the main body of a chapter.
- Content:** (*Para.model* | subparagraph | paragraph | subsection | subsection | section | slide | sidebar)
- Expansion:** ((*Para.model* | subparagraph | paragraph | subsection | subsection | section | slide | sidebar))
- Used by:** *chapter_model*, *chapter_model*
- Pattern *chapter_attributes*** Attributes for *chapter*.
- Attributes:** *Sectional.attributes*
- Pattern *chapter_model*** Content model for *chapter*.
- Content:** *SectionalFrontMatter.class**, *chapter.body.class**
- Expansion:** (*SectionalFrontMatter.class**, *chapter.body.class**)
- Element *section*** A Section within a document.
- Used by:** *appendix.body.class*, *chapter.body.class*, *document.body.class*, *appendix.body.class*, *chapter.body.class*, *document.body.class*
- Pattern *section.body.class*** The content allowable as the main body of a section.
- Content:** (*Para.model* | subparagraph | paragraph | subsection | subsection | slide | sidebar)
- Expansion:** ((*Para.model* | subparagraph | paragraph | subsection | subsection | slide | sidebar))
- Used by:** *section_model*, *section_model*
- Pattern *section_attributes*** Attributes for *section*.
- Attributes:** *Sectional.attributes*
- Pattern *section_model*** Content model for *section*.
- Content:** *SectionalFrontMatter.class**, *section.body.class**
- Expansion:** (*SectionalFrontMatter.class**, *section.body.class**)
- Element *subsection*** A Subsection within a document.
- Used by:** *appendix.body.class*, *chapter.body.class*, *document.body.class*, *section.body.class*, *appendix.body.class*, *chapter.body.class*, *document.body.class*, *section.body.class*
- Pattern *subsection.body.class*** The content allowable as the main body of a subsection.

Content: (*Para.model* | subparagraph | paragraph | subsection | slide | sidebar)

Expansion: ((*Para.model* | subparagraph | paragraph | subsection | slide | sidebar))

Used by: *subsection_model, subsection_model*

Pattern *subsection_attributes* Attributes for *subsection*.

Attributes: *Sectional.attributes*

Pattern *subsection_model* Content model for *subsection*.

Content: *SectionalFrontMatter.class**, *subsection.body.class**

Expansion: (*SectionalFrontMatter.class**, *subsection.body.class**)

Element *subsubsection* A Subsubsection within a document.

Used by: *appendix.body.class, chapter.body.class, document.body.class, section.body.class, subsection.body.class, appendix.body.class, chapter.body.class, document.body.class, section.body.class, subsection.body.class*

Pattern *subsubsection.body.class* The content allowable as the main body of a subsubsection.

Content: (*Para.model* | subparagraph | paragraph | slide | sidebar)

Expansion: ((*Para.model* | subparagraph | paragraph | slide | sidebar))

Used by: *subsubsection_model, subsubsection_model*

Pattern *subsubsection_attributes* Attributes for *subsubsection*.

Attributes: *Sectional.attributes*

Pattern *subsubsection_model* Content model for *subsubsection*.

Content: *SectionalFrontMatter.class**, *subsubsection.body.class**

Expansion: (*SectionalFrontMatter.class**, *subsubsection.body.class**)

Element *paragraph* A Paragraph within a document. This corresponds to a ‘formal’ marked, possibly labelled LaTeX Paragraph, in distinction from an unlabelled logical paragraph.

Used by: *appendix.body.class, chapter.body.class, document.body.class, section.body.class, subsection.body.class, subsubsection.body.class, appendix.body.class, chapter.body.class, document.body.class, section.body.class, subsection.body.class, subsubsection.body.class*

- Pattern `paragraph.body.class`** The content allowable as the main body of a paragraph.
- Content:* (`Para.model` | subparagraph | slide | sidebar)
- Expansion:* ((`Para.model` | subparagraph | slide | sidebar))
- Used by:* `paragraph_model`, `paragraph_model`
- Pattern `paragraph_attributes`** Attributes for `paragraph`.
- Attributes:* `Sectional.attributes`
- Pattern `paragraph_model`** Content model for `paragraph`.
- Content:* `SectionalFrontMatter.class*`, `paragraph.body.class*`
- Expansion:* (`SectionalFrontMatter.class*`, `paragraph.body.class*`)
- Element `subparagraph`** A Subparagraph within a document.
- Used by:* `appendix.body.class`, `chapter.body.class`, `paragraph.body.class`, `section.body.class`, `subsection.body.class`, `subsubsection.body.class`, `appendix.body.class`, `chapter.body.class`, `paragraph.body.class`, `section.body.class`, `subsection.body.class`, `subsubsection.body.class`
- Pattern `subparagraph.body.class`** The content allowable as the main body of a subparagraph.
- Content:* (`Para.model` | slide | sidebar)
- Expansion:* ((`Para.model` | slide | sidebar))
- Used by:* `subparagraph_model`, `subparagraph_model`
- Pattern `subparagraph_attributes`** Attributes for `subparagraph`.
- Attributes:* `Sectional.attributes`
- Pattern `subparagraph_model`** Content model for `subparagraph`.
- Content:* `SectionalFrontMatter.class*`, `subparagraph.body.class*`
- Expansion:* (`SectionalFrontMatter.class*`, `subparagraph.body.class*`)
- Element `slide`** A Slide within a slideshow. The model currently doesn't enforce this, but the idea is that a slideshow document can contain section headings, but all real content should be confined to slides.
- Used by:* `appendix.body.class`, `chapter.body.class`, `document.body.class`, `paragraph.body.class`, `part.body.class`, `section.body.class`, `subparagraph.body.class`, `subsection.body.class`, `subsubsection.body.class`, `appendix.body.class`, `chapter.body.class`, `document.body.class`, `paragraph.body.class`, `part.body.class`, `section.body.class`, `subparagraph.body.class`, `subsection.body.class`, `subsubsection.body.class`

Pattern *slide.body.class* The content allowable as the main body of a [slide](#).

Content: [Para.model](#)

Expansion: ([Para.model](#))

Used by: [slide_model](#), [slide_model](#)

Pattern *slide.attributes* Attributes for [slide](#).

Attributes: [Sectional.attributes](#)

Pattern *slide_model* Content model for [slide](#).

Content: [SectionalFrontMatter.class*](#), [slide.body.class*](#)

Expansion: ([SectionalFrontMatter.class*](#), [slide.body.class*](#))

Element *sidebar* A Sidebar; a short section-like object that floats outside the main flow.

Used by: [appendix.body.class](#), [chapter.body.class](#), [document.body.class](#), [paragraph.body.class](#), [part.body.class](#), [section.body.class](#), [subparagraph.body.class](#), [subsection.body.class](#), [subsubsection.body.class](#), [appendix.body.class](#), [chapter.body.class](#), [document.body.class](#), [paragraph.body.class](#), [part.body.class](#), [section.body.class](#), [subparagraph.body.class](#), [subsection.body.class](#), [subsubsection.body.class](#)

Pattern *sidebar.body.class* The content allowable as the main body of a [sidebar](#).

Content: [Para.model](#)

Expansion: ([Para.model](#))

Used by: [sidebar_model](#), [sidebar_model](#)

Pattern *sidebar.attributes* Attributes for [sidebar](#).

Attributes: [Sectional.attributes](#)

Pattern *sidebar_model* Content model for [sidebar](#).

Content: ([FrontMatter.class](#) | [SectionalFrontMatter.class](#))*, [sidebar.body.class*](#)

Expansion: (([FrontMatter.class](#) | [SectionalFrontMatter.class](#))*, [sidebar.body.class*](#))

Element *appendix* An Appendix within a document.

Used by: [BackMatter.class](#), [BackMatter.class](#)

Pattern *appendix.body.class* The content allowable as the main body of a chapter.

Content: (*Para.model* | subparagraph | paragraph | subsection | subsubsection | section | slide | sidebar)

Expansion: ((*Para.model* | subparagraph | paragraph | subsection | subsubsection | section | slide | sidebar))

Used by: *appendix_model*, *appendix_model*

Pattern *appendix_attributes* Attributes for *appendix*.

Attributes: *Sectional.attributes*

Pattern *appendix_model* Content model for *appendix*.

Content: *SectionalFrontMatter.class**, *appendix.body.class**

Expansion: (*SectionalFrontMatter.class**, *appendix.body.class**)

Element *bibliography* A Bibliography within a document.

Used by: *BackMatter.class*, *BackMatter.class*

Pattern *bibliography.body.class* The content allowable as the main body of a chapter.

Content: (*Para.model* | *biblist*)

Expansion: ((*Para.model* | *biblist*))

Used by: *bibliography_model*, *bibliography_model*

Pattern *bibliography_attributes* Attributes for *bibliography*.

Attributes: *Sectional.attributes*

Attribute *files* = *text*

the list of bib files used to create the bibliography.

Attribute *bibstyle* = *text*

the bibliographic style to be used to format the bibliography (presumably a BibTeX bst file name)

Attribute *citestyle* = *text*

the citation style to be used when citing items from the bibliography

Attribute *sort* = *boolean*

whether the bibliographic items should be sorted or in order of citation.

Pattern *bibliography_model* Content model for *bibliography*.

Content: *FrontMatter.class**, *SectionalFrontMatter.class**, *bibliography.body.class**

Expansion: (*FrontMatter.class**, *SectionalFrontMatter.class**, *bibliography.body.class**)

Element *index* An Index within a document.

Used by: [BackMatter.class](#), [BackMatter.class](#)

Pattern `index.body.class` The content allowable as the main body of a chapter.

Content: ([Para.model](#) | [indexlist](#))

Expansion: (([Para.model](#) | [indexlist](#)))

Used by: [index_model](#), [index_model](#)

Pattern `index.attributes` Attributes for [index](#).

Attributes: [Sectional.attributes](#)

Attribute role = *text*

The kind of index

Pattern `index.model` Content model for [index](#).

Content: [SectionalFrontMatter.class*](#), [index.body.class*](#)

Expansion: ([SectionalFrontMatter.class*](#), [index.body.class*](#))

Element `indexlist` A hierarchical index structure typically generated during postprocessing from the collection of [indexmark](#) in the document (or document collection).

Used by: [index.body.class](#), [indexentry_model](#), [index.body.class](#), [indexentry_model](#)

Pattern `indexlist.attributes` Attributes for [indexlist](#).

Attributes: [Common.attributes](#), [ID.attributes](#)

Pattern `indexlist.model` Content model for [indexlist](#).

Content: [indexentry*](#)

Expansion: ([indexentry*](#))

Element `indexentry` An entry in an [indexlist](#) consisting of a phrase, references to points in the document where the phrase was found, and possibly a nested [indexlist](#) represented index levels below this one.

Used by: [indexlist_model](#), [indexlist_model](#)

Pattern `indexentry.attributes` Attributes for [indexentry](#).

Attributes: [Common.attributes](#), [ID.attributes](#)

Pattern `indexentry.model` Content model for [indexentry](#).

Content: [indexphrase](#), [indexrefs?](#), [indexlist?](#)

Expansion: ([indexphrase](#), [indexrefs?](#), [indexlist?](#))

Element indexrefs A container for the references ([ref](#)) to where an [indexphrase](#) was encountered in the document. The model is Inline to allow arbitrary text, in addition to the expected [ref](#)'s.

Used by: [glossaryentry_model](#), [indexentry_model](#), [glossaryentry_model](#), [indexentry_model](#)

Pattern indexrefs.attributes Attributes for [indexrefs](#).

Attributes: [Common.attributes](#)

Pattern indexrefs.model Content model for [indexrefs](#).

Content: [Inline.model](#)

Expansion: ([Inline.model](#))

Element glossary An Glossary within a document.

Used by: [BackMatter.class](#), [BackMatter.class](#)

Pattern glossary.body.class The content allowable as the main body of a chapter.

Content: ([Para.model](#) | [glossarylist](#))

Expansion: (([Para.model](#) | [glossarylist](#)))

Used by: [glossary_model](#), [glossary_model](#)

Pattern glossary.attributes Attributes for [glossary](#).

Attributes: [Sectional.attributes](#)

Attribute role = *text*

The kind of glossary

Pattern glossary_model Content model for [glossary](#).

Content: [SectionalFrontMatter.class*](#), [glossary.body.class*](#)

Expansion: ([SectionalFrontMatter.class*](#), [glossary.body.class*](#))

Element glossarylist A glossary list typically generated during postprocessing from the collection of [glossaryphrase](#)'s in the document (or document collection).

Used by: [glossary.body.class](#), [glossary.body.class](#)

Pattern glossarylist.attributes Attributes for [glossarylist](#).

Attributes: [Common.attributes](#), [ID.attributes](#)

Pattern glossarylist.model Content model for [glossarylist](#). The model allows loose [glossaryphrase](#)'s for data definitions, but they are not displayed as part of the list.

Content: [glossaryentry*](#)

Expansion: ([glossaryentry*](#))

Element [glossaryentry](#) An entry in an [glossarylist](#) consisting of a phrase, possibly definitions (one or more, presumably in increasing detail?), and references to points in the document where the phrase was found.

Used by: [glossarylist_model](#), [glossarylist_model](#)

Pattern [glossaryentry_attributes](#) Attributes for [glossaryentry](#).

Attributes: [Common.attributes](#), [ID.attributes](#)

Attribute [role](#) = *text*

The kind of glossary

Attribute [key](#) = *text*

a flattened form of the phrase for generating an ID.

Pattern [glossaryentry_model](#) Content model for [glossaryentry](#).

Content: [glossaryphrase](#), [glossarydefinition*](#), [indexrefs?](#)

Expansion: ([glossaryphrase](#), [glossarydefinition*](#), [indexrefs?](#))

Element [title](#) The title of a document, section or similar document structure container.

Used by: [SectionalFrontMatter.class](#), [proof_model](#), [theorem_model](#),
[SectionalFrontMatter.class](#), [proof_model](#), [theorem_model](#)

Pattern [title_attributes](#) Attributes for [title](#).

Attributes: [Common.attributes](#), [Fontable.attributes](#), [Colorable.attributes](#),
[Backgroundable.attributes](#)

Pattern [title_model](#) Content model for [title](#), basically [Inline.model](#) with tag included (normally, but not necessarily, tag would come first).

Content: ([tag](#) | *text* | [Inline.class](#) | [Misc.class](#) | [Meta.class](#))*

Expansion: (([tag](#) | *text* | [Inline.class](#) | [Misc.class](#) | [Meta.class](#))*)

Element [toctitle](#) The short form of a title, for use in tables of contents or similar.

Used by: [SectionalFrontMatter.class](#), [SectionalFrontMatter.class](#)

Pattern [toctitle_attributes](#) Attributes for [toctitle](#).

Attributes: [Common.attributes](#)

Pattern [toctitle_model](#) Content model for [toctitle](#).

Content: (*text* | [Inline.class](#) | [Misc.class](#) | [Meta.class](#) | [tag](#))*

Expansion: ((*text* | *Inline.class* | *Misc.class* | *Meta.class* | *tag*)*)

Element subtitle A subtitle, or secondary title.

Used by: *FrontMatter.class*, *FrontMatter.class*

Pattern subtitle_attributes Attributes for *subtitle*.

Attributes: *Common.attributes*

Pattern subtitle_model Content model for *subtitle*.

Content: *Inline.model*

Expansion: (*Inline.model*)

Element creator Generalized document creator.

Used by: *SectionalFrontMatter.class*, *SectionalFrontMatter.class*

Pattern Person.class The content allowed in authors, editors, etc.

Content: (*personname* | *contact*)

Expansion: ((*personname* | *contact*))

Used by: *creator_model*, *creator_model*

Pattern creator_attributes Attributes for *creator*.

Attributes: *Common.attributes*, *FrontMatter.attributes*

Attribute role = (*author* | *editor* | *translator* | *contributor* | *translator* | *text*)

indicates the role of the person in creating the document. Commonly useful values are specified, but is open-ended to support extension.

Attribute before = *text*

specifies opening text to display before this creator in a formatted titlepage. This would be typically appear outside the author information, like "and".

Attribute after = *text*

specifies closing text, punctuation or conjunction to display after this creator in a formatted titlepage.

Pattern creator_model Content model for *creator*.

Content: (*Person.class* | *Misc.class*)*

Expansion: ((*Person.class* | *Misc.class*)*)

Element personname A person's name.

Used by: *Person.class*, *Person.class*

Pattern `personname_attributes` Attributes for `personname`.

Attributes: [Common.attributes](#), [Refable.attributes](#)

Pattern `personname_model` Content model for `personname`.

Content: [Inline.model](#)

Expansion: ([Inline.model](#))

Element `contact` Generalized contact information for a document creator. Note that this element can be repeated to give different types of contact information (using `role`) for the same creator.

Used by: [Person.class](#), [Person.class](#)

Pattern `contact_attributes` Attributes for `contact`.

Attributes: [Common.attributes](#), [FrontMatter.attributes](#), [Refable.attributes](#)

Attribute `role` =(affiliation | address | current_address
| email | url | thanks | dedicatory | *text*)

indicates the type of contact information contained. Commonly useful values are specified, but is open-ended to support extension.

Pattern `contact_model` Content model for `contact`.

Content: [Inline.model](#)

Expansion: ([Inline.model](#))

Element `date` Generalized document date. Note that this element can be repeated to give the dates of different events (using `role`) for the same document.

Used by: [FrontMatter.class](#), [FrontMatter.class](#)

Pattern `date_attributes` Attributes for `date`.

Attributes: [Common.attributes](#), [FrontMatter.attributes](#)

Attribute `role` =(creation | conversion | posted | received
| revised | accepted | *text*)

indicates the relevance of the date to the document. Commonly useful values are specified, but is open-ended to support extension.

Pattern `date_model` Content model for `date`.

Content: [Inline.model](#)

Expansion: ([Inline.model](#))

Element `abstract` A document abstract.

Used by: [FrontMatter.class](#), [FrontMatter.class](#)

- Pattern *abstract.attributes*** Attributes for *abstract*.
Attributes: *Common.attributes*, *FrontMatter.attributes*
- Pattern *abstract.model*** Content model for *abstract*.
Content: *Block.model*
Expansion: (*Block.model*)
- Element *acknowledgements*** Acknowledgements for the document.
Used by: *BackMatter.class*, *FrontMatter.class*, *BackMatter.class*,
FrontMatter.class
- Pattern *acknowledgements.attributes*** Attributes for *acknowledgements*.
Attributes: *Common.attributes*, *FrontMatter.attributes*
- Pattern *acknowledgements.model*** Content model for *acknowledgements*.
Content: *Inline.model*
Expansion: (*Inline.model*)
- Element *keywords*** Keywords for the document. The content is freeform.
Used by: *FrontMatter.class*, *FrontMatter.class*
- Pattern *keywords.attributes*** Attributes for *keywords*.
Attributes: *Common.attributes*, *FrontMatter.attributes*
- Pattern *keywords.model*** Content model for *keywords*.
Content: *Inline.model*
Expansion: (*Inline.model*)
- Element *classification*** A classification of the document.
Used by: *FrontMatter.class*, *FrontMatter.class*
- Pattern *classification.attributes*** Attributes for *classification*.
Attributes: *Common.attributes*, *FrontMatter.attributes*
*Attribute **scheme*** = *text*
indicates what classification scheme was used.
- Pattern *classification.model*** Content model for *classification*.
Content: *Inline.model*
Expansion: (*Inline.model*)
- Element *titlepage*** block of random stuff marked as a titlepage

Used by: [document_model](#), [document_model](#)

Pattern `titlepage_attributes` Attributes for `titlepage`.

Attributes: [Sectional.attributes](#)

Pattern `titlepage_model` Content model for `titlepage`.

Content: ([FrontMatter.class](#) | [SectionalFrontMatter.class](#)
| [Block.class](#))*

Expansion: (([FrontMatter.class](#) | [SectionalFrontMatter.class](#)
| [Block.class](#))*)

Element `TOC` (Generalized) Table Of Contents, represents table of contents as well as list of figures, tables, and other such things. This will generally be placed by a `\tableofcontents` command and filled in by postprocessing.

Used by: [Para.class](#), [navigation_model](#), [Para.class](#), [navigation_model](#)

Pattern `TOC_attributes` Attributes for `TOC`.

Attributes: [Common.attributes](#), [FrontMatter.attributes](#)

Attribute `role` =(contents | figures | tables | text)
indicates the kind of list

Attribute `select` = text
indicates what kind of document elements to list, in the form of one or more tags such as `ltx:chapter` separated by | (suggestive of an xpath expression).

Attribute `scope` =(current | global | text)
indicates the scope set of elements to include: `current` (default) is all in current document; `global` indicates all in the document set; otherwise an `xml:id`

Attribute `format` =(normal | short | veryshort | text)
indicates how to format the listing

Pattern `TOC_model` Content model for `TOC`.

Content: `toclist?`

Expansion: (`toclist?`)

Element `toclist` The actual table of contents list, filled in.

Used by: [TOC_model](#), [tocentry_model](#), [TOC_model](#), [tocentry_model](#)

Pattern `toclist_attributes` Attributes for `toclist`.

Attributes: [Common.attributes](#)

Pattern *toclist_model* Content model for *toclist*.

Content: *tocentry**

Expansion: (*tocentry**)

Element *tocentry* An entry in a *toclist*.

Used by: *toclist_model*, *toclist_model*

Pattern *tocentry_attributes* Attributes for *tocentry*.

Attributes: *Common.attributes*

Pattern *tocentry_model* Content model for *tocentry*.

Content: (*ref* | *toclist*)*

Expansion: ((*ref* | *toclist*)*)

Pattern *Sectional.attributes* Attributes shared by all sectional elements

Attributes: *Common.attributes*, *Labelled.attributes*,
Backgroundable.attributes

Attribute *rdf-prefixes* = *text*

Stores RDFa prefixes as space separated pairs, with the pairs being prefix and url separated by a colon; this should only appear at the root element.

Used by: *appendix_attributes*, *bibliography_attributes*, *chapter_attributes*,
document_attributes, *glossary_attributes*, *index_attributes*,
paragraph_attributes, *part_attributes*, *section_attributes*,
sidebar_attributes, *slide_attributes*, *subparagraph_attributes*,
subsection_attributes, *subsubsection_attributes*, *titlepage_attributes*,
appendix_attributes, *bibliography_attributes*, *chapter_attributes*,
document_attributes, *glossary_attributes*, *index_attributes*,
paragraph_attributes, *part_attributes*, *section_attributes*,
sidebar_attributes, *slide_attributes*, *subparagraph_attributes*,
subsection_attributes, *subsubsection_attributes*, *titlepage_attributes*

Pattern *FrontMatter.attributes* Attributes for other elements that can be used in frontmatter.

Attribute *name* = *text*

Records the name of the type of object this is to be used when composing the presentation. The value of this attribute is often set by language localization packages.

Used by: *TOC_attributes*, *abstract_attributes*,
acknowledgements_attributes, *classification_attributes*,
contact_attributes, *creator_attributes*, *date_attributes*,
keywords_attributes, *TOC_attributes*, *abstract_attributes*,
acknowledgements_attributes, *classification_attributes*,

*contact_attributes, creator_attributes, date_attributes,
keywords_attributes*

Pattern SectionalFrontMatter.class The content allowed for the front matter of each sectional unit, and the document.

Content: (title | toctitle | creator)

Expansion: ((title | toctitle | creator))

Used by: *appendix_model, bibliography_model, chapter_model, document_model, glossary_model, index_model, paragraph_model, part_model, section_model, sidebar_model, slide_model, subparagraph_model, subsection_model, subsubsection_model, titlepage_model, appendix_model, bibliography_model, chapter_model, document_model, glossary_model, index_model, paragraph_model, part_model, section_model, sidebar_model, slide_model, subparagraph_model, subsection_model, subsubsection_model, titlepage_model*

Pattern FrontMatter.class The content allowed (in addition to *SectionalFrontMatter.class*) for the front matter of a document.

Content: (subtitle | date | abstract | acknowledgements | keywords | classification)

Expansion: ((subtitle | date | abstract | acknowledgements | keywords | classification))

Used by: *bibliography_model, document_model, sidebar_model, titlepage_model, bibliography_model, document_model, sidebar_model, titlepage_model*

Pattern BackMatter.class The content allowed at the end of a document. Note that this includes random trailing Block and Para material, to support articles with figures and similar data appearing ‘at end’.

Content: (bibliography | appendix | index | glossary | acknowledgements | *Para.class* | *Meta.class*)

Expansion: ((bibliography | appendix | index | glossary | acknowledgements | *Para.class* | *Meta.class*))

Used by: *document_model, document_model*

Add to Para.class

|= TOC

I.12 Module LaTeXML-bib

Element biblist A list of bibliographic [bibentry](#) or [bibitem](#).

Used by: [bibliography.body.class](#), [bibliography.body.class](#)

Pattern biblist_attributes Attributes for [biblist](#).

Attributes: [Common.attributes](#)

Pattern biblist_model Content model for [biblist](#).

Content: ([bibentry](#) | [bibitem](#))*

Expansion: (([bibentry](#) | [bibitem](#))*)

Element bibitem A formatted bibliographic item, typically as written explicit in a LaTeX article. This has generally lost most of the semantics present in the BibTeX data.

Used by: [biblist_model](#), [biblist_model](#)

Pattern bibitem_attributes Attributes for [bibitem](#).

Attributes: [Common.attributes](#), [ID.attributes](#)

Attribute key = *text*

The unique key for this object; this key is referenced by the [bibrefs](#) attribute of [bibref](#).

Pattern bibitem_model Content model for [bibitem](#).

Content: [bibtag*](#), [bibblock*](#)

Expansion: ([bibtag*](#), [bibblock*](#))

Element bibtag Various formatted tags for bibliographic items. Typically [@role](#) [refnum](#) is shown in the displayed bibliography, as the beginning of the item. Other roles (eg. [number](#), [authors](#), [fullauthors](#), [year](#), [title](#)) record formatted info to be used for filling in citations ([bibref](#)).

Used by: [bibitem_model](#), [bibitem_model](#)

Pattern bibtag_attributes Attributes for [bibtag](#).

Attribute role = ([number](#) | [authors](#) | [fullauthors](#) | [key](#) | [year](#) | [bibtype](#) | [title](#) | *text*)

Attribute open = *text*

A delimiter for formatting the [refnum](#) in the bibliography

Attribute close = *text*

A delimiter for formatting the [refnum](#) in the bibliography

Pattern `bibtag_model` Content model for `bibtag`.

Content: `Inline.model`

Expansion: (`Inline.model`)

Element `bibblock` A block of data appearing within a `bibitem`.

Used by: `bibitem_model`, `bibitem_model`

Pattern `bibblock_attributes` Attributes for `bibblock`.

Attributes: `empty`

Pattern `bibblock_model` Content model for `bibblock`.

Content: `Flow.model`

Expansion: (`Flow.model`)

Element `bibentry` Semantic representation of a bibliography entry, typically resulting from parsing BibTeX

Used by: `biblist_model`, `biblist_model`

Pattern `bibentry.type`

Content: (`article` | `book` | `booklet` | `conference` | `inbook`
| `incollection` | `inproceedings` | `manual`
| `mastersthesis` | `misc` | `phdthesis` | `proceedings`
| `techreport` | `unpublished` | `report` | `thesis` | `website`
| `software` | `periodical` | `collection`
| `collection.article` | `proceedings.article` | `text`)

Expansion: ((`article` | `book` | `booklet` | `conference` | `inbook`
| `incollection` | `inproceedings` | `manual`
| `mastersthesis` | `misc` | `phdthesis` | `proceedings`
| `techreport` | `unpublished` | `report` | `thesis` | `website`
| `software` | `periodical` | `collection`
| `collection.article` | `proceedings.article` | `text`))

Used by: `bib-related_attributes`, `bibentry_attributes`, `bib-related_attributes`,
`bibentry_attributes`

Pattern `bibentry_attributes` Attributes for `bibentry`.

Attributes: `Common.attributes`, `ID.attributes`

Attribute `key` = `text`

The unique key for this object; this key is referenced by the `bibrefs` attribute of `bibref`.

Attribute `type` = `bibentry.type`

The type of the referenced object. The values are a superset of those types recognized by BibTeX, but is also open-ended for extensibility.

Pattern *bibentry_model* Content model for *bibentry*.

Content: *Bibentry.class**

Expansion: (*Bibentry.class**)

Element *bib-name* Name of some participant in creating a bibliographic entry.

Used by: *Bibentry.class, Bibentry.class*

Pattern *bib-name_attributes* Attributes for *bib-name*.

Attributes: *Common.attributes*

Attribute role = (author | editor | translator | text)

The role that this participant played in creating the entry.

Pattern *bib-name_model* Content model for *bib-name*.

Content: *Bibname.model*

Expansion: (*Bibname.model*)

Pattern *Bibname.model* The content model of the bibliographic name fields (*bib-name*)

Content: surname, givenname?, lineage?

Expansion: (surname, givenname?, lineage?)

Used by: *bib-name_model, bib-name_model*

Element *surname* Surname of a participant (*bib-name*).

Used by: *Bibname.model, Bibname.model*

Pattern *surname_attributes* Attributes for *surname*.

Attributes: empty

Pattern *surname_model* Content model for *surname*.

Content: *Inline.model*

Expansion: (*Inline.model*)

Element *givenname* Given name of a participant (*bib-name*).

Used by: *Bibname.model, Bibname.model*

Pattern *givenname_attributes* Attributes for *givenname*.

Attributes: empty

Pattern *givenname_model* Content model for *givenname*.

Content: *Inline.model*

Expansion: (*Inline.model*)

Element lineage Lineage of a participant (*bib-name*), eg. Jr. or similar.

Used by: *Bibname.model*, *Bibname.model*

Pattern lineage_attributes Attributes for *lineage*.

Attributes: *empty*

Pattern lineage_model Content model for *lineage*.

Content: *Inline.model*

Expansion: (*Inline.model*)

Element bib-title Title of a bibliographic entry.

Used by: *Bibentry.class*, *Bibentry.class*

Pattern bib-title_attributes Attributes for *bib-title*.

Attributes: *Common.attributes*

Pattern bib-title_model Content model for *bib-title*.

Content: *Inline.model*

Expansion: (*Inline.model*)

Element bib-subtitle Subtitle of a bibliographic entry.

Used by: *Bibentry.class*, *Bibentry.class*

Pattern bib-subtitle_attributes Attributes for *bib-subtitle*.

Attributes: *Common.attributes*

Pattern bib-subtitle_model Content model for *bib-subtitle*.

Content: *Inline.model*

Expansion: (*Inline.model*)

Element bib-key Unique key of a bibliographic entry.

Used by: *Bibentry.class*, *Bibentry.class*

Pattern bib-key_attributes Attributes for *bib-key*.

Attributes: *Common.attributes*

Pattern bib-key_model Content model for *bib-key*.

Content: *Inline.model*

Expansion: (*Inline.model*)

Element `bib-type` Type of a bibliographic entry.

Used by: [Bibentry.class](#), [Bibentry.class](#)

Pattern `bib-type.attributes` Attributes for `bib-type`.

Attributes: [Common.attributes](#)

Pattern `bib-type.model` Content model for `bib-type`.

Content: [Inline.model](#)

Expansion: ([Inline.model](#))

Element `bib-date` Date of a bibliographic entry.

Used by: [Bibentry.class](#), [Bibentry.class](#)

Pattern `bib-date.attributes` Attributes for `bib-date`.

Attributes: [Common.attributes](#)

Attribute `role` = (publication | copyright | text)
characterizes what happened on the given date

Pattern `bib-date.model` Content model for `bib-date`.

Content: [Inline.model](#)

Expansion: ([Inline.model](#))

Element `bib-publisher` Publisher of a bibliographic entry.

Used by: [Bibentry.class](#), [Bibentry.class](#)

Pattern `bib-publisher.attributes` Attributes for `bib-publisher`.

Attributes: [Common.attributes](#)

Pattern `bib-publisher.model` Content model for `bib-publisher`.

Content: [Inline.model](#)

Expansion: ([Inline.model](#))

Element `bib-organization` Organization responsible for a bibliographic entry.

Used by: [Bibentry.class](#), [Bibentry.class](#)

Pattern `bib-organization.attributes` Attributes for `bib-organization`.

Attributes: [Common.attributes](#)

Pattern `bib-organization.model` Content model for `bib-organization`.

Content: [Inline.model](#)

Expansion: (*Inline.model*)

Element bib-place Location of publisher or event

Used by: *Bibentry.class*, *Bibentry.class*

Pattern bib-place_attributes Attributes for *bib-place*.

Attributes: *Common.attributes*

Pattern bib-place_model Content model for *bib-place*.

Content: *Inline.model*

Expansion: (*Inline.model*)

Element bib-related A Related bibliographic object, such as the book or journal that the current item is related to.

Used by: *Bibentry.class*, *Bibentry.class*

Pattern bib-related_attributes Attributes for *bib-related*.

Attributes: *Common.attributes*

Attribute type = *bibentry.type*

The type of this related entry.

Attribute role = (host | event | original | *text*)

How this object relates to the containing object. Particularly important is *host* which indicates that the outer object is a part of this object.

Attribute bibrefs = *text*

If the *bibrefs* attribute is given, it is the key of another object in the bibliography, and this element should be empty; otherwise the object should be described by the content of the element.

Pattern bib-related_model Content model for *bib-related*.

Content: *Bibentry.class**

Expansion: (*Bibentry.class**)

Element bib-part Describes how the current object is related to a related (*bib-related*) object, in particular page, part, volume numbers and similar.

Used by: *Bibentry.class*, *Bibentry.class*

Pattern bib-part_attributes Attributes for *bib-part*.

Attributes: *Common.attributes*

Attribute role = (pages | part | volume | issue | number | chapter | section | paragraph | *text*)

indicates how the value partitions the containing object.

Pattern *bib-part_model* Content model for *bib-part*.

Content: Inline.model

Expansion: (Inline.model)

Element *bib-edition* Edition of a bibliographic entry.

Used by: Bibentry.class, Bibentry.class

Pattern *bib-edition_attributes* Attributes for *bib-edition*.

Attributes: Common.attributes

Pattern *bib-edition_model* Content model for *bib-edition*.

Content: Inline.model

Expansion: (Inline.model)

Element *bib-status* Status of a bibliographic entry.

Used by: Bibentry.class, Bibentry.class

Pattern *bib-status_attributes* Attributes for *bib-status*.

Attributes: Common.attributes

Pattern *bib-status_model* Content model for *bib-status*.

Content: Inline.model

Expansion: (Inline.model)

Element *bib-identifier* Some form of document identifier. The content is descriptive.

Used by: Bibentry.class, Bibentry.class

Pattern *bib-identifier_attributes* Attributes for *bib-identifier*.

Attributes: Common.attributes, Refable.attributes

*Attribute **scheme** = (doi | issn | isbn | mr | text)*

indicates what sort of identifier it is; it is open-ended for extensibility.

*Attribute **id** = text*

the identifier.

Pattern *bib-identifier_model* Content model for *bib-identifier*.

Content: Inline.model

Expansion: (Inline.model)

Element *bib-review* Review of a bibliographic entry. The content is descriptive.

Used by: [Bibentry.class](#), [Bibentry.class](#)

Pattern `bib-review_attributes` Attributes for `bib-review`.

Attributes: [Common.attributes](#), [Refable.attributes](#)

Attribute `scheme` = (doi | issn | isbn | mr | text)

indicates what sort of identifier it is; it is open-ended for extensibility.

Attribute `id` = text

the identifier.

Pattern `bib-review_model` Content model for `bib-review`.

Content: [Inline.model](#)

Expansion: ([Inline.model](#))

Element `bib-links` Links to other things like preprints, source code, etc.

Used by: [Bibentry.class](#), [Bibentry.class](#)

Pattern `bib-links_attributes` Attributes for `bib-links`.

Attributes: [Common.attributes](#)

Pattern `bib-links_model` Content model for `bib-links`.

Content: [Inline.model](#)

Expansion: ([Inline.model](#))

Element `bib-language` Language of a bibliographic entry.

Used by: [Bibentry.class](#), [Bibentry.class](#)

Pattern `bib-language_attributes` Attributes for `bib-language`.

Attributes: [Common.attributes](#)

Pattern `bib-language_model` Content model for `bib-language`.

Content: [Inline.model](#)

Expansion: ([Inline.model](#))

Element `bib-url` A URL for a bibliographic entry. The content is descriptive

Used by: [Bibentry.class](#), [Bibentry.class](#)

Pattern `bib-url_attributes` Attributes for `bib-url`.

Attributes: [Common.attributes](#), [Refable.attributes](#)

Pattern `bib-url_model` Content model for `bib-url`.

Content: [Inline.model](#)

Expansion: (*Inline.model*)

Element bib-extract An extract from the referenced object.

Used by: *Bibentry.class, Bibentry.class*

Pattern bib-extract.attributes Attributes for *bib-extract*.

Attributes: *Common.attributes*

Attribute role = (keywords | abstract | contents | text)
Classify what kind of extract

Pattern bib-extract.model Content model for *bib-extract*.

Content: *Inline.model*

Expansion: (*Inline.model*)

Element bib-note Notes about a bibliographic entry.

Used by: *Bibentry.class, Bibentry.class*

Pattern bib-note.attributes Attributes for *bib-note*.

Attributes: *Common.attributes*

Attribute role = (annotation | publication | text)
Classify the kind of note

Pattern bib-note.model Content model for *bib-note*.

Content: *Inline.model*

Expansion: (*Inline.model*)

Element bib-data Random data, not necessarily even text. (future questions: should model be text or ANY? maybe should have encoding attribute?).

Used by: *Bibentry.class, Bibentry.class*

Pattern bib-data.attributes Attributes for *bib-data*.

Attributes: *Common.attributes*

Attribute role = text

Classify the relationship of the data to the entry.

Attribute type = text

Classify the type of the data.

Pattern bib-data.model Content model for *bib-data*.

Content: *Inline.model*

Expansion: (*Inline.model*)

Pattern *Bibentry.class*

Content: (bib-name | bib-title | bib-subtitle | bib-key | bib-type
| bib-date | bib-publisher | bib-organization | bib-place | bib-part
| bib-related | bib-edition | bib-status | bib-language | bib-url
| bib-note | bib-extract | bib-identifier | bib-review | bib-links
| bib-data)

Expansion: ((bib-name | bib-title | bib-subtitle | bib-key | bib-type
| bib-date | bib-publisher | bib-organization | bib-place | bib-part
| bib-related | bib-edition | bib-status | bib-language | bib-url
| bib-note | bib-extract | bib-identifier | bib-review | bib-links
| bib-data))

Used by: *bib-related_model*, *bibentry_model*, *bib-related_model*,
bibentry_model

Appendix J

Error Codes

Warning and Error messages are printed to `STDERR` during the execution of `latexml` and `latexmlpost`. As with `TEX`, it is not always possible to indicate where the real underlying mistake originated; sometimes it is only realized later on that some problem has occurred, such as a missing brace. Moreover, whereas error messages from `TEX` may be safely assumed to indicate errors with the source document, with `LATEXML` they may also indicate `LATEXML`'s inability to figure out what you wanted, or simply bugs in `LATEXML` or the librarys it uses.

Warnings are generally informative that the generated result may not be as good as it can be, but is most likely properly formed. A typical warning is that the math parser failed to recognize an expression.

Errors generally indicate a more serious problem that is likely to lead to a malformed result. A typical error would be an undefined control sequence. Generally, processing continues so that you can (hopefully) solve all errors at once.

Fatals are errors so serious as to make it unlikely that processing can continue; the system is likely to be out-of-sync, for example not knowing from which point in the input to continue reading. A fatal error is also generated when too many (typically 100 regular errors have been encountered).

Warning and Error messages are slightly structured to allow unattended processing of documents to classify the degree of success in processing. A typical message satisfies the following regular expression:

```
severity:category:object summary
  source locator
  description
  ...
  stack trace
```

the second and following lines are indented using a tab.

severity One of `Info`, `Warn`, `Error` or `Fatal`, indicating the severity of the problem;

category classifies the error or warning into an open-ended set of categories indicating whether something was expected, or undefined;

object indicates the offending object; what filename was missing, or which token was undefined;

summary gives a brief readable summary of the condition;

source locator indicates where in the source document the error occurred;

description gives one or more lines of more detailed information;

stack trace optionally gives a brief or long trace of the current execution stack.

The type is followed by one or more keywords separated by colons, then a space, and a human readable error message. Generally, this line is followed by one or more lines describing where in the source document the error occurred (or was detected). For example:

```
Error:undefined:\foo The control sequence \foo is undefined.
```

Some of the more common keywords following the message type are listed below, where we assume that *arg* is the second keyword (if any).

The following errors are generally due to malformed T_EX input, incomplete L^AT_EX_ML bindings, or bindings that do not properly account for the way T_EX, or the macros, are actually used.

undefined : The operation indicated by *arg*, typically a control sequence or other operation, is undefined.

ignore : Indicates that *arg* is being ignored; typically it is a duplicated definition, or a definition of something that cannot be redefined.

expected : A particular token, or other type of data object, indicated by *arg*, was expected in the input but was missing.

unexpected : *arg* was not expected to appear in the input.

not_parsed : A mathematical formula could not be successfully parsed.

missing_file : the file *arg* could not be found.

latex : An error or message generated from L^AT_EX code. and the corresponding L^AT_EX_ML code should be updated.

too_many_errors : Too many non-fatal errors were encountered, causing a Fatal error and program termination.

The following errors are more likely to be due to programming errors in the L^AT_EX_ML core, or in binding files, or in the document model.

misdefined : The operation indicated by *arg*, typically a control sequence or other operation, has not been defined properly.

deprecated : Indicates that *arg* is a deprecated usage.

malformed : The document is malformed, or will be made so by insert *arg* into it.

I/O : some problem with input/output of the file *arg*, such as it not being readable.
The exact error is reported in the additional details.

perl : A perl-level error or warning, not specifically recognized by LaTeXML, was encountered. *arg* will typically `die`, `interrupt` or `warn`.

internal : Something unexpected happened; most likely an internal coding error within LaTeXML.

Appendix K

CSS Classes

When the target format is in the HTML family (XHTML, HTML or HTML5), \LaTeX ML adds various classes to the generated html elements. This provides a trail back to the originating markup, and leverage to apply CSS styling to the results. Recall that the class attribute is a space-separated list of class names. This appendix describes the class names used.

The basic strategy is the following:

ltx.element with *element* being the \LaTeX ML element name that generated the html element. These elements reflect the original \TeX / \LaTeX markup, but are not identical. See Appendix I for details.

ltx.font.font where *font* can indicate any of the font characteristics:

family : serif, sansserif, typewriter, caligraphic, fraktur, script;

series : bold, medium;

shape : upright, italic, slanted, smallcaps;

These sets are open-ended.

ltx.align.alignment where *alignment* indicates the alignment of the contents within the element.

horizontally : left, right, center, justify;

vertically : top, bottom, baseline, middle.

ltx.border.edges indicates single or double borders on an element with *edges* being: t, r, b, l, tt, rr, bb, ll; these are typically used for table cells.

ltx.role.role reflects the distinct uses a particular \LaTeX ML elements serve which is indicated by the *role* attribute. Examples include **creator**, for ‘document creators’, where the *role* may be `author`, `editor`, `translator` or others. Thus, depending on your purposes and the expected markup, you might choose

to write CSS rules for `ltx_creator` or `ltx_role_author`. Similarly, `quote` is stretched to accommodate translation or verse.

`ltx.title_section` marks the titles of various sectional units. For example, a chapter's title will have two classes: `ltx_title` and `ltx_title_chapter`.

`ltx.theorem_type` marks various types of 'theorem-like' objects, where the *type* is whatever was used in `\newtheorem`.

`ltx.float_type` marks various types of floating objects, such as might be defined using the `float` package using `\newfloat`.

`ltx.lst_role` reflects the various roles of items within listings, such as those created using the `listings` package (whose containing element would have class `ltx_lstlisting`). Such classes include: `ltx_lst_language_lang`, `ltx_lst_keywordclass`, `ltx_lxt_line`, `ltx_lst_linenum`.

`ltx.bib_item` indicates various items in bibliographys, typically generated via `BIBTEX`; the items include `key`, `number`, `type`, `author`, `editor`, `year`, `title`, `author-year`, `edition`, `series`, `part`, `journal`, `volume`, `number`, `status`, `pages`, `language`, `publisher`, `place`, `status`, `crossref`, `external`, `cited` and *others*.

`ltx.toclist_type`, `ltx.tocentry_type` reflects the levels of Table of Contents lists: they carry the `ltx_toclist` class, from the element used to represent them, and also `ltx_toclist_section` naming the sectional unit for which this list applies to assist in styling. A nested TOC for a chapter might thus have `ul`'s carrying `ltx_toclist_chapter` and `ltx_toclist_section`. Additionally, `ltx_toc_compact` and `ltx_toc_verycompact` can be added to style compact and very compact styles (eg single line). Note that the generated `li` items will have class `ltx_tocentry` and `ltx_tocentry_type`, for the type of the entry.

`ltx.ref_item` hypertext links, whether within or across documents, whether created from `\ref` or `\href`, will get `ltx_ref` and, sometimes, extra classes applied. For example, a reference that ends up pointing to the current page is marked with `ltx_ref_self`. Cross-referencing material used to fill-in the contents of the reference is marked: a reference number gets `ltx_ref_tag`; a title `ltx_ref_title`.

`ltx.note_part` reflects the separate parts of notes; Note that the kind of note is generally reflected in the `role` attribute, such as `footnote`, `endnote`, etc. The parts are separated to facilitate formatting, hover effects, etc: `outer` contains the whole; `mark` for the mark, if any; `content` the actual contents of the note. `type` is for an extra span indicating the type of note if it is unusual.

`ltx.page_item` reflects page layout components created during the XSLT; *items* include: `main`, `content`, `header`, `footer`, `navbar logo`, `columns`, `column1`, `column2`.

ltx_eqn_item reflects different parts related to equation formatting: `pad` reflects padding to align equations on the page; `eqnarray` and `lefteqn` arise from L^AT_EX's `eqnarray` environment; `gather` and `align` arise from AMS environments; `intertext` arises from text injected between aligned equations.

Any other explicit use of the `addClass(class)` function or of the `\lxAddClass{class}` macro from the `latexml` package will add the given class as is, without any additional `ltx_` prefix.

Two oddball items that may get refactored away are: `ltx_phantom` and `ltx_centering`. The latter seems slightly distinct from `ltx_align_center`.

Index

- about
 - attribute, 177
- aboutidref
 - attribute, 177
- aboutlabelref
 - attribute, 177
- abstract
 - element, 225
- acknowledgements
 - element, 226
- acronym
 - element, 181
- after
 - attribute, 224
- align
 - attribute, 175, 206, 208
- Alignment (LaTeXML::Core::)
 - module, 143
 - Description, 143
- anchor
 - element, 182
- angle
 - attribute, 176
- angle1
 - attribute, 209
- angle2
 - attribute, 209
- ANY
 - attribute, 192
 - element, 191
- appendix
 - element, 219
- appendix.body.class*
 - schema pattern, 219
- arc
 - attribute, 209
 - element, 212
- arcsepA
 - attribute, 209
- arcsepB
 - attribute, 210
- arrowlength
 - attribute, 209
- AssignCatcode, 91
- AssignMapping, 91
- AssignValue, 90
- AtBeginDocument, 83
- Backgroundable.attributes*
 - schema pattern, 174
- backgroundcolor
 - attribute, 174
- BackMatter.class*
 - schema pattern, 229
- Balanced, 70
- BalancedParen, 70
- baseline
 - attribute, 210
- before
 - attribute, 224
- bezier
 - element, 213
- bib-data
 - element, 238
- bib-date
 - element, 234
- bib-edition
 - element, 236
- bib-extract
 - element, 238

- bib-identifier
 - element, 236
- bib-key
 - element, 233
- bib-language
 - element, 237
- bib-links
 - element, 237
- bib-name
 - element, 232
- bib-note
 - element, 238
- bib-organization
 - element, 234
- bib-part
 - element, 235
- bib-place
 - element, 235
- bib-publisher
 - element, 234
- bib-related
 - element, 235
- bib-review
 - element, 236
- bib-status
 - element, 236
- bib-subtitle
 - element, 233
- bib-title
 - element, 233
- bib-type
 - element, 234
- bib-url
 - element, 237
- bibblock
 - element, 231
- bibentry
 - element, 231
- Bibentry.class*
 - schema pattern, 239
- bibentry.type*
 - schema pattern, 231
- bibitem
 - element, 230
- bibliography
 - element, 220
- bibliography.body.class*
 - schema pattern, 220
- biblist
 - element, 230
- Bibname.model*
 - schema pattern, 232
- bibref
 - element, 183
- bibrefphrase
 - element, 183
- bibrefs
 - attribute, 183, 235
- bibstyle
 - attribute, 220
- bibtag
 - element, 230
- BibTeX (LaTeXML::Pre::)
 - module, 159
 - BibEntry objects, 160
 - Creating a BibTeX, 159
 - Description, 159
 - Methods, 159
- block
 - element, 186
- Block.class*
 - schema pattern, 167
- Block.model*
 - schema pattern, 166
- border
 - attribute, 206, 208
- Box (LaTeXML::)
 - architecture, 12
- Box (LaTeXML::Core::)
 - module, 140
 - Exported Functions, 141
 - Methods, 141
- boxsep
 - attribute, 210
- break
 - element, 190
- candidates
 - attribute, 191
- caption
 - element, 199
- Caption.class*

- schema pattern, 197
- chapter
 - element, 215
- chapter.body.class*
 - schema pattern, 216
- CharDef (LaTeXML::Core::Definition)
 - module, 150
 - Description, 150
- circle
 - element, 212
- cite
 - element, 182
- citestyle
 - attribute, 220
- class
 - attribute, 169
- classification
 - element, 226
- CleanID, 93
- CleanIndexKey, 93
- CleanLabel, 93
- CleanURL, 93
- clip
 - attribute, 210
 - element, 214
- clippath
 - element, 214
- close
 - attribute, 189, 192, 230
- cmY (LaTeXML::Common::Color::)
 - module, 114
- cmYk (LaTeXML::Common::Color::)
 - module, 114
- color
 - attribute, 174
- Color (LaTeXML::Common::)
 - module, 113
 - Exported functions, 113
 - Methods, 113
 - See also, 114
- Color.type*
 - schema pattern, 169
- Colorable.attributes*
 - schema pattern, 174
- colsep
 - attribute, 205, 207
- colspan
 - attribute, 206, 208
- Comment (LaTeXML::Core::)
 - module, 141
 - Description, 142
- Common.attributes**
 - schema pattern, 169
- Conditional (LaTeXML::Core::Definition::)
 - module, 150
 - Description, 150
- Config (LaTeXML::Common::)
 - module, 97
 - Daemon, Server and Client Options, 111
 - Description, 97
 - Format Options, 105
 - General Options, 102
 - Graphics Options, 110
 - Math Options, 109
 - Methods, 98
 - OPTION SYNOPSIS, 99
 - Options & Arguments, 102
 - Site & Crossreferencing Options, 107
 - Source Options, 103
 - SYNOPSIS, 97
 - TeX Conversion Options, 104
- constraint
 - element, 184
- Constructor (LaTeXML::)
 - architecture, 13
- Constructor (LaTeXML::Core::Definition::)
 - module, 150
 - Description, 150
 - More about Constructors, 150
- contact
 - element, 225
- content
 - attribute, 178
- content-tex
 - attribute, 200, 210
- CounterValue, 84
- creator
 - element, 224
- cssstyle
 - attribute, 169

- curvature
 - attribute, 210
- curve
 - element, 213
- data
 - attribute, 178
 - Data.attributes*
 - schema pattern, 178
- dataencoding
 - attribute, 179
- datamimetype
 - attribute, 178
- datatype
 - attribute, 178
- date
 - element, 225
- DeclareOption, 83
- DefColumnType, 90
- DefConditional, 72
- DefConditionalI, 73
- DefConstructor, 75
- DefConstructorI, 77
- DefEnvironment, 79
- DefEnvironmentI, 80
- Definition(LaTeXML::)
 - architecture, 12
- Definition(LaTeXML::Core::)
 - module, 148
 - Description, 149
 - Methods, 149
 - See also, 149
- DefLigature, 87
- DefMacro, 71
- DefMacroI, 72
- DefMath, 77
- DefMathI, 79
- DefMathLigature, 87
- DefMathRewrite, 88
- DefParameterType, 89
- DefPrimitive, 73
- DefPrimitiveI, 74
- DefRegister, 74
- DefRegisterI, 75
- DefRewrite, 88
- del
 - element, 179
- depth
 - attribute, 175
- Derived(LaTeXML::Common::Color::)
 - module, 115
 - Synopsis, 115
- description
 - attribute, 177
 - element, 187
- Digest, 88
- Digested, 71
- Dimension, 70
- Dimension(LaTeXML::Common::)
 - module, 116
 - Exported functions, 117
- displayedpoints
 - attribute, 209
- DocType, 87
- document
 - element, 215
- Document(LaTeXML::)
 - architecture, 13
- Document(LaTeXML::Core::)
 - module, 131
 - Accessors, 132
 - Construction Methods, 133
 - Description, 131
 - Document Modification, 137
 - Internal Insertion Methods, 135
- document.body.class*
 - schema pattern, 215
- dots
 - element, 214
- dotscale
 - attribute, 214
- dotsize
 - attribute, 214
- dotstyle
 - attribute, 214
- doubleline
 - attribute, 210
- DTD(LaTeXML::Common::Model::)
 - module, 119
- ellipse
 - element, 212

- emph
 - element, 179
- enclose
 - attribute, 200
- enumerate
 - element, 187
- equation
 - element, 184
- equationgroup
 - element, 185
- EquationMeta.class*
 - schema pattern, 184
- ERROR
 - element, 195
- Error (LaTeXML::Common::)
 - module, 120
 - Description, 120
 - Error Reporting, 120
 - Internal Functions, 121
- ExecuteOptions, 83
- Expand, 88
- Expandable (LaTeXML::)
 - architecture, 12
- Expandable (LaTeXML::Core::Definitions)
 - module, 151
 - Description, 151
- figure
 - element, 197
- files
 - attribute, 220
- fill
 - attribute, 209
- fillframe
 - attribute, 210
- FindFile, 80
- float
 - attribute, 176
 - element, 198
- Float (LaTeXML::Common::)
 - module, 116
 - Exported functions, 116
- Flow.model*
 - schema pattern, 166
- font
 - attribute, 173
- Font (LaTeXML::Common::)
 - module, 117
 - Description, 117
 - Methods, 118
- Fontable.attributes*
 - schema pattern, 173
- fontsize
 - attribute, 174
- format
 - attribute, 186, 227
- fragid
 - attribute, 171
- framecolor
 - attribute, 176
- framed
 - attribute, 176, 210
- frametype
 - attribute, 210
- frefnum
 - attribute, 172
- FrontMatter.attributes*
 - schema pattern, 228
- FrontMatter.class*
 - schema pattern, 229
- g
 - element, 211
- GenerateID, 85
- givenname
 - element, 232
- Global (LaTeXML::)
 - module, 66
 - Description, 67
 - Global state, 67
 - Synopsis, 67
- glossary
 - element, 222
- glossary.body.class*
 - schema pattern, 222
- glossarydefinition
 - element, 194
- glossaryentry
 - element, 223
- glossarylist
 - element, 222
- glossaryphrase

- element, 194
- glossaryref
 - element, 180
- Glue, 70
- Glue (LaTeXML::Common::)
 - module, 117
 - Exported functions, 117
- graphic
 - attribute, 191
- graphics
 - element, 191
- gray (LaTeXML::Common::Color::)
 - module, 114
- grid
 - element, 214
- Gullet (LaTeXML::)
 - architecture, 12
- Gullet (LaTeXML::Core::)
 - module, 127
 - Description, 127
 - High-level methods, 129
 - Low-level methods, 127
 - Managing Input, 127
 - Mid-level methods, 128
- height
 - attribute, 175, 209
- hidden
 - attribute, 184
- href
 - attribute, 173
- hsb (LaTeXML::Common::Color::)
 - module, 114
- id
 - attribute, 236, 237
- ID.attributes*
 - schema pattern, 171
- idref
 - attribute, 172
- IDREF.attributes*
 - schema pattern, 172
- IfCondition, 73
- Imageable.attributes*
 - schema pattern, 177
- imagedepth
 - attribute, 177
- imageheight
 - attribute, 177
- imagesrc
 - attribute, 177
- imagewidth
 - attribute, 177
- index
 - element, 220
 - index.body.class*
 - schema pattern, 221
- indexentry
 - element, 221
- indexlist
 - element, 221
- indexmark
 - element, 193
- indexphrase
 - element, 193
- indexrefs
 - element, 222
- indexsee
 - element, 193
- inline-block
 - element, 190
- inline-description
 - element, 188
- inline-enumerate
 - element, 188
- inline-item
 - element, 189
- inline-itemize
 - element, 188
- inline-para
 - element, 196
- Inline.class*
 - schema pattern, 167
- Inline.model*
 - schema pattern, 165
- innerdepth
 - attribute, 176
- innerheight
 - attribute, 176
- innerwidth
 - attribute, 176
- Input, 81

- InputContent, 81
- InputDefinitions, 81
- InstallDefinition, 91
- Invocation, 89
- item
 - element, 188
- itemize
 - element, 187
- itemsep
 - attribute, 188
- key
 - attribute, 180, 193, 194, 223, 230, 231
- KeyVals (LaTeXML::Core::)
 - module, 143
 - Accessors, 143
 - Changing contained values, 146
 - Constructors, 144
 - Description, 143
 - KeyVals Accessors, 146
 - KeyVals Accessors (intended for internal usage), 144
 - Parsing values from a gullet, 146
 - Resolution to KeySets, 145
 - Value Related Reversion, 147
- Keyword, 70
- keywords
 - element, 226
- Labelled.attributes*
 - schema pattern, 172
- labelref
 - attribute, 173
- labels
 - attribute, 172
- LaTeXML
 - architecture, 11
- LaTeXML
 - module, 65
 - Description, 65
 - INTERNAL ROUTINES, 66
 - Methods, 65
 - Synopsis, 65
- latexml
 - basic usage, 4
- latexml
 - command, 47
 - Options & Arguments, 48
 - See also, 50
 - Synopsis, 47
- latexmlmath
 - basic usage, 10
- latexmlmath
 - command, 58
 - BUGS, 62
 - Conversion Options, 60
 - Input notes, 59
 - Options & Arguments, 60
 - Other Options, 61
 - See also, 62
 - Synopsis, 59
- latexmlpost
 - basic usage, 5
 - site building, 10
 - split pages, 9
- latexmlpost
 - command, 50
 - Format Options, 53
 - General Options, 52
 - Graphics Options, 57
 - Math Options, 56
 - Options & Arguments, 52
 - See also, 58
 - Site & Crossreferencing Options, 54
 - Source Options, 52
 - Synopsis, 50
- Length.type*
 - schema pattern, 168
- Let, 89
- line
 - element, 211
- lineage
 - element, 233
- List (LaTeXML::)
 - architecture, 12
- List (LaTeXML::Core::)
 - module, 141
- listing
 - element, 186
- listingline

- element, 187
- LoadClass, 83
- LoadPool, 83
- LookupCatcode, 91
- LookupDefinition, 91
- LookupMapping, 91
- LookupMeaning, 91
- LookupValue, 90
- lpadding
 - attribute, 200
- mark
 - attribute, 192
- Match, 70
- Math
 - element, 200
- Math.class*
 - schema pattern, 199
- MathBranch
 - element, 185
- MathFork
 - element, 185
- MathML (LaTeXML::Post::)
 - module, 161
 - Content Conversion Utilities, 163
 - DefMathML(\$key,\$presentation,\$content), 162
 - Description, 161
 - Math Processors, Generally., 164
 - Presentation Conversion Utilities, 162
 - Synopsis, 161
- MathParser (LaTeXML::)
 - architecture, 14
- MathParser (LaTeXML::)
 - module, 94
 - Convenience functions, 94
 - Description, 94
 - Math Representation, 94
 - Possible Customizations, 94
- mathstyle
 - attribute, 202
- meaning
 - attribute, 201, 202, 204, 205
- media
 - attribute, 195
- MergeFont, 91
- Meta.class*
 - schema pattern, 168
- Misc.class*
 - schema pattern, 168
- mode
 - attribute, 200
- Model (LaTeXML::)
 - architecture, 13
- Model (LaTeXML::Common::)
 - module, 118
 - Description, 118
 - Document Type, 118
 - Model Creation, 118
 - Model queries, 119
 - Namespaces, 119
 - See also, 119
- Mouth (LaTeXML::)
 - architecture, 12
- Mouth (LaTeXML::Core::)
 - module, 126
 - Creating Mouths, 126
 - Description, 126
 - Methods, 126
- MuDimension (LaTeXML::Core::)
 - module, 147
 - Exported functions, 147
- MuGlue, 70
- MuGlue (LaTeXML::Core::)
 - module, 148
 - Exported functions, 148
- name
 - attribute, 181, 193, 201–205, 228
- navigation
 - element, 195
- NewCounter, 84
- note
 - element, 192
- Number, 70
- Number (LaTeXML::Common::)
 - module, 115
 - Exported functions, 115
 - Methods, 115
- Object (LaTeXML::Common::)

- module, 111
 - Description, 111
 - Generic functions, 111
 - Methods, 112
- omcd
 - attribute, 201, 205
- opacity
 - attribute, 174
- open
 - attribute, 189, 192, 230
- options
 - attribute, 191
- p
 - element, 184
- Pack (LaTeXML::Util::)
 - module, 157
 - Description, 157
 - Methods, 158
- Package (LaTeXML::)
 - module, 67
 - Access to State, 90
 - Argument Readers, 89
 - Class and Packages, 82
 - Color, 92
 - Common Options, 71
 - Conditionals, 72
 - Constructors, 75
 - Control Sequences, 69
 - Counters and IDs, 84
 - Description, 68
 - Document Model, 85
 - Document Rewriting, 87
 - Environments, 79
 - Fonts, 91
 - Inputing Content and Definitions, 80
 - Low-level Functions, 93
 - Macros, 71
 - Mid-Level support, 88
 - Primitives, 73
 - Prototypes, 69
 - Registers, 74
 - See also, 94
 - Synopsis, 67
- pagination
 - element, 189
- Pair (LaTeXML::Core::)
 - module, 148
 - Description, 148
 - Exported functions, 148
- PairList (LaTeXML::Core::)
 - module, 148
 - Description, 148
 - Exported functions, 148
- para
 - element, 196
- Para.class*
 - schema pattern, 168
- Para.model*
 - schema pattern, 167
- parabola
 - element, 213
- paragraph
 - element, 217
- paragraph.body.class*
 - schema pattern, 218
- Parameter (LaTeXML::Core::)
 - module, 152
 - Description, 152
 - See also, 152
- Parameters (LaTeXML::Core::)
 - module, 152
 - Description, 152
 - Methods, 152
 - See also, 153
- part
 - element, 215
- part.body.class*
 - schema pattern, 215
- PassOptions, 83
- path
 - element, 213
- Pathname (LaTeXML::Util::)
 - module, 155
 - Description, 155
 - File System Operations, 156
 - Pathname Manipulations, 155
- Person.class*
 - schema pattern, 224
- personname
 - element, 224

- picture
 - element, 210
- Picture.attributes*
 - schema pattern, 209
- Picture.class*
 - schema pattern, 209
- PictureGroup.attributes*
 - schema pattern, 210
- placement
 - attribute, 198
- Plain, 70
- points
 - attribute, 209
- polygon
 - element, 211
- PopValue, 90
- pos
 - attribute, 210
- Positionable.attributes*
 - schema pattern, 175
- possibleFunction
 - attribute, 201
- Post (LaTeXML::)
 - architecture, 14
- Post (LaTeXML::)
 - module, 161
 - Description, 161
- prefix
 - attribute, 177
- Primitive (LaTeXML::)
 - architecture, 12
- Primitive (LaTeXML::Core::Definition::)
 - module, 151
 - Description, 151
- ProcessOptions, 83
- proof
 - element, 197
- property
 - attribute, 178
- PushValue, 90
- quote
 - element, 186
- r
 - attribute, 209
- rawhtml
 - element, 192
- rawliteral
 - element, 192
- RawTeX, 89
- rdf
 - element, 194
- rdf-prefixes
 - attribute, 228
- RDF.attributes*
 - schema pattern, 177
- ReadParameters, 89
- rect
 - element, 211
- ref
 - element, 181
- Refable.attributes*
 - schema pattern, 173
- refnum
 - attribute, 172
- RefStepCounter, 84
- RefStepID, 84
- Register (LaTeXML::Core::Definition::)
 - module, 151
 - Description, 151
 - Methods, 152
- RegisterDocumentNamespace, 86
- RegisterNamespace, 86
- rel
 - attribute, 178
- RelaxNG (LaTeXML::Common::Model::)
 - module, 120
- RelaxNGSchema, 86
- RequirePackage, 82
- ResetCounter, 84
- resource
 - attribute, 178
 - element, 195
- resourceidref
 - attribute, 178
- resourceidref
 - attribute, 178
- rev
 - attribute, 178
- Rewrite (LaTeXML::)
 - architecture, 13

- Rewrite (LaTeXML::Core::)
 - module, 138
 - Description, 139
- rgb (LaTeXML::Common::Color::)
 - module, 114
- role
 - attribute, 180, 186, 190, 192, 194, 198, 200, 221–225, 227, 230, 232, 234, 235, 238
- Roman, 93
- roman, 93
- rowsep
 - attribute, 185, 205, 207
- rowspan
 - attribute, 206, 208
- rpadding
 - attribute, 201
- rrefnum
 - attribute, 173
- rule
 - attribute, 204
 - element, 181
- rx
 - attribute, 209
- ry
 - attribute, 209
- scheme
 - attribute, 226, 236, 237
- scope
 - attribute, 227
- scriptpos
 - attribute, 201–204
- section
 - element, 216
 - section.body.class*
 - schema pattern, 216
 - Sectional.attributes*
 - schema pattern, 228
 - SectionalFrontMatter.class*
 - schema pattern, 229
- See also, 94
- see_also
 - attribute, 193
- select
 - attribute, 227
- Semiverbatim, 70
- separator
 - attribute, 183
- shadowbox
 - attribute, 210
- ShiftValue, 91
- show
 - attribute, 181–183, 194
- showpoints
 - attribute, 209
- sidebar
 - element, 219
 - sidebar.body.class*
 - schema pattern, 219
- Skip1Space, 71
- SkipSpaces, 71
- slide
 - element, 218
 - slide.body.class*
 - schema pattern, 219
- sort
 - attribute, 220
- src
 - attribute, 195
- State (LaTeXML::Core::)
 - module, 123
 - Access to State and Processing, 123
 - Category Codes, 125
 - Definitions, 125
 - Description, 123
 - Named Scopes, 125
 - Scoping, 123
 - Values, 124
- StepCounter, 84
- Stomach (LaTeXML::)
 - architecture, 12
- Stomach (LaTeXML::Core::)
 - module, 129
 - Description, 130
 - Digestion, 130
 - Grouping, 131
 - Modes, 131
- stretchy
 - attribute, 202
- stroke

- attribute, 209
- stroke-dasharray
 - attribute, 209
- stroke-width
 - attribute, 209
- style
 - attribute, 193, 204
- sub
 - element, 180
- subparagraph
 - element, 218
- subparagraph.body.class*
 - schema pattern, 218
- subsection
 - element, 216
- subsection.body.class*
 - schema pattern, 216
- subsubsection
 - element, 217
- subsubsection.body.class*
 - schema pattern, 217
- subtitle
 - element, 224
- sup
 - element, 180
- surname
 - element, 232
- svg
 - schema pattern, 191
- table
 - element, 198
- tabular
 - element, 206
- Tag, 85
- tag
 - element, 189
- tbody
 - element, 207
- td
 - element, 208
- terminators
 - attribute, 209
- tex
 - attribute, 200, 210
- text
 - attribute, 200
 - element, 179
- tfoot
 - element, 207
- thead
 - attribute, 206, 208
 - element, 207
- theorem
 - element, 197
- thickness
 - attribute, 202
- title
 - attribute, 180–182
 - element, 223
- titlepage
 - element, 226
- TOC
 - element, 227
- toccaption
 - element, 199
- tocentry
 - element, 228
- toclist
 - element, 227
- toctitle
 - element, 223
- Token, 70
- Token (LaTeXML::)
 - architecture, 12
- Token (LaTeXML::Core::)
 - module, 139
 - Exported functions, 139
 - Methods, 140
- Tokens (LaTeXML::)
 - architecture, 12
- Tokens (LaTeXML::Core::)
 - module, 140
 - Exported functions, 140
 - Tokens methods, 140
- tr
 - element, 208
- transform
 - attribute, 209
- Transformable.attributes*
 - schema pattern, 176
- type

- attribute, 195, 231, 235, 238
- typeof
 - attribute, 178
- Undigested, 71
- unitlength
 - attribute, 210
- UnshiftValue, 90
- Until, 70
- UntilBrace, 70
- UTF, 93
- Variable, 71
- vattach
 - attribute, 175, 207, 208
- verbatim
 - element, 190
- vocab
 - attribute, 177
- wedge
 - element, 212
- Whatsit (LaTeXML::)
 - architecture, 12
- Whatsit (LaTeXML::Core::)
 - module, 142
 - Description, 142
 - Methods, 142
- width
 - attribute, 175, 206–209
- WWW (LaTeXML::Util::)
 - module, 157
 - Description, 157
 - Methods, 157
 - Synopsis, 157
- x
 - attribute, 209
- XMAApp
 - element, 202
- XMAArg
 - element, 204
- XMAArray
 - element, 205
- XMath
 - element, 201
- XMath.attributes
 - schema pattern, 200
- XMath.class
 - schema pattern, 199
- XMCell
 - element, 206
- XMDual
 - element, 203
- XMHint
 - element, 203
- xml:id
 - attribute, 171
- xml:lang
 - attribute, 169
- XMRef
 - element, 205
- XMRow
 - element, 205
- XMText
 - element, 203
- XMTok
 - element, 201
- XMWrap
 - element, 204
- xoffset
 - attribute, 175
- xscale
 - attribute, 176
- XToken, 70
- xtranslate
 - attribute, 176
- xunitlength
 - attribute, 210
- XUntil, 70
- y
 - attribute, 209
- yoffset
 - attribute, 175
- yscale
 - attribute, 176
- ytranslate
 - attribute, 176
- yunitlength
 - attribute, 210
- yyseparator

attribute, 183