A Markdown Interpreter for TEX

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Contents

List of Figures

1 Introduction

The Markdown package[1] converts CommonMark[2] markup to TEX commands. The functionality is provided both as a Lua module and as plain TEX, LATEX, and ConTEXt macro packages that can be used to directly typeset TEX documents containing markdown markup. Unlike other convertors, the Markdown package does not require any external programs, and makes it easy to redefine how each and every markdown element is rendered. Creative abuse of the markdown syntax is encouraged. 😉

This document is a technical documentation for the Markdown package. It consists of three sections. This section introduces the package and outlines its prerequisites. Section 2 describes the interfaces exposed by the package. Section 3 describes the implementation of the package. The technical documentation contains only a limited

[1] See https://ctan.org/pkg/markdown.
[2] See https://commonmark.org/.

number of tutorials and code examples. You can find more of these in the user manual.[3]

```
local metadata = {
    version   = "(((VERSION)))",
    comment   = "A module for the conversion from markdown to plain TeX",
    author    = "John MacFarlane, Hans Hagen, Vít Starý Novotný",
    copyright = {"2009-2016 John MacFarlane, Hans Hagen",
                 "2016-2023 Vít Starý Novotný"},
    license   = "LPPL 1.3c"
}

if not modules then modules = { } end
modules['markdown'] = metadata
```

1.1 Requirements

This section gives an overview of all resources required by the package.

1.1.1 Lua Requirements

The Lua part of the package requires that the following Lua modules are available from within the LuaTEX engine (though not necessarily in the LuaMetaTEX engine).

LPeg $\geqslant$ 0.10 A pattern-matching library for the writing of recursive descent parsers via the Parsing Expression Grammars (PEGs). It is used by the Lunamark library to parse the markdown input. LPeg $\geqslant$ 0.10 is included in LuaTEX $\geqslant$ 0.72.0 (TEX Live $\geqslant$ 2013).

```
local lpeg = require("lpeg")
```

Selene Unicode A library that provides support for the processing of wide strings. It is used by the Lunamark library to cast image, link, and note tags to the lower case. Selene Unicode is included in all releases of LuaTEX (TEXLive $\geqslant$ 2008).

```
local unicode = require("unicode")
```

MD5 A library that provides MD5 crypto functions. It is used by the Lunamark library to compute the digest of the input for caching purposes. MD5 is included in all releases of LuaTEX (TEX Live $\geqslant$ 2008).

```
local md5 = require("md5");
```

Kpathsea A package that implements the loading of third-party Lua libraries and looking up files in the TEX directory structure.

[3] See http://mirrors.ctan.org/macros/generic/markdown/markdown.html.

```
(function()
```

If Kpathsea has not been loaded before or if LuaTEX has not yet been initialized, configure Kpathsea on top of loading it. Since ConTEXt MkIV provides a `kpse` global that acts as a stub for Kpathsea and the lua-uni-case library expects that `kpse` is a reference to the full Kpathsea library, we load Kpathsea to the `kpse` global.

```
  local should_initialize = package.loaded.kpse == nil
                        or tex.initialize ~= nil
  kpse = require("kpse")
  if should_initialize then
    kpse.set_program_name("luatex")
  end
end)()
```

All the abovelisted modules are statically linked into the current version of the LuaTEX engine [1, Section 4.3]. Beside these, we also include the following third-party Lua libraries:

lua-uni-algos A package that implements Unicode case-folding in TEX Live ⩾ 2020.

```
local uni_algos = require("lua-uni-algos")
```

api7/lua-tinyyaml A library that provides a regex-based recursive descent YAML (subset) parser that is used to read YAML metadata when the `jekyllData` option is enabled. We carry a copy of the library in file `markdown-tinyyaml.lua` distributed together with the Markdown package.

1.1.2 Plain TEX Requirements

The plain TEX part of the package requires that the plain TEX format (or its superset) is loaded, all the Lua prerequisites (see Section 1.1.1), and the following packages:

expl3 A package that enables the expl3 language from the LATEX3 kernel in TEX Live ⩽ 2019. It is used to implement reflection capabilities that allow us to enumerate and inspect high-level concepts such as options, renderers, and renderer prototypes.

```
⟨/tex⟩
⟨*context⟩
\unprotect
⟨/context⟩
⟨*context, tex⟩
\ifx\ExplSyntaxOn\undefined
  \input expl3-generic
\fi
⟨/context, tex⟩
⟨*tex⟩
```

lt3luabridge A package that allows us to execute Lua code with LuaTeX as well as with other TeX engines that provide the *shell escape* capability, which allows them to execute code with the system's shell.

The plain TEX part of the package also requires the following Lua module:

Lua File System A library that provides access to the filesystem via OS-specific syscalls. It is used by the plain TEX code to create the cache directory specified by the `cacheDir` option before interfacing with the Lunamark library. Lua File System is included in all releases of LuaTEX (TEXLive $\geqslant$ 2008).

The plain TEX code makes use of the `isdir` method that was added to the Lua File System library by the LuaTEX engine developers [1, Section 4.2.4].

The Lua File System module is statically linked into the LuaTEX engine [1, Section 4.3].

Unless you convert markdown documents to TEX manually using the Lua command-line interface (see Section 2.1.7), the plain TEX part of the package will require that either the LuaTEX `\directlua` primitive or the shell access file stream 18 is available in your TEX engine. If only the shell access file stream is available in your TEX engine (as is the case with pdfTEX and XeTEX), then unless your TEX engine is globally configured to enable shell access, you will need to provide the `-shell-escape` parameter to your engine when typesetting a document.

1.1.3 LaTeX Requirements

The LaTeX part of the package requires that the LaTeX 2_ε format is loaded,

```
34 \NeedsTeXFormat{LaTeX2e}%
```

a TEX engine that extends ε-TEX, and all the plain TEX prerequisites (see Section 1.1.2):

The following packages are soft prerequisites. They are only used to provide default token renderer prototypes (see sections 2.2.6 and 3.3.4) or LaTeX themes (see Section 2.3.3) and will not be loaded if the option `plain` has been enabled (see Section 2.2.2.3):

url A package that provides the `\url` macro for the typesetting of links.

graphicx A package that provides the `\includegraphics` macro for the typesetting of images.

paralist A package that provides the `compactitem`, `compactenum`, and `compactdesc` macros for the typesetting of tight bulleted lists, ordered lists, and definition lists as well as the rendering of fancy lists.

ifthen A package that provides a concise syntax for the inspection of macro values. It is used in the `witiko/dot` LaTeX theme (see Section 2.3.3).

fancyvrb A package that provides the `\VerbatimInput` macros for the verbatim inclusion of files containing code.

csvsimple A package that provides the `\csvautotabular` macro for typesetting CSV files in the default renderer prototypes for iA Writer content blocks.

gobble A package that provides the `\@gobblethree` TeX command that is used in the default renderer prototype for citations. The package is included in TeXLive $\geqslant$ 2016.

amsmath and amssymb Packages that provide symbols used for drawing ticked and unticked boxes.

catchfile A package that catches the contents of a file and puts it in a macro. It is used in the `witiko/graphicx/http` LaTeX theme, see Section 2.3.3.

graphicx A package that builds upon the graphics package, which is part of the LaTeX 2_ε kernel. It provides a key-value interface that is used in the default renderer prototypes for image attribute contexts.

grffile A package that extends the name processing of the graphics package to support a larger range of file names in 2006 $\leqslant$ TeX Live $\leqslant$ 2019. Since TeX Live $\geqslant$ 2020, the functionality of the package has been integrated in the LaTeX 2_ε kernel. It is used in the `witiko/dot` and `witiko/graphicx/http` LaTeX themes, see Section 2.3.3.

etoolbox A package that is used to polyfill the general hook management system in the default renderer prototypes for YAML metadata, see Section 3.3.4.8, and also in the default renderer prototype for identifier attributes.

soulutf8 A package that is used in the default renderer prototype for strike-throughs and marked text.

ltxcmds A package that is used to detect whether the minted and listings packages are loaded in the default renderer prototype for fenced code blocks.

verse A package that is used in the default renderer prototypes for line blocks.

```
35 \RequirePackage{expl3}
```

1.1.4 ConTEXt Prerequisites

The ConTEXt part of the package requires that either the Mark II or the Mark IV format is loaded, all the plain TEX prerequisites (see Section 1.1.2), and the following ConTEXt modules:

m-database A module that provides the default token renderer prototype for iA Writer content blocks with the CSV filename extension (see Section 2.2.6).

1.2 Feedback

Please use the Markdown project page on GitHub[4] to report bugs and submit feature requests. If you do not want to report a bug or request a feature but are simply in need of assistance, you might want to consider posting your question to the TEX-LATEX Stack Exchange.[5] community question answering web site under the `markdown` tag.

1.3 Acknowledgements

The Lunamark Lua module provides speedy markdown parsing for the package. I would like to thank John Macfarlane, the creator of Lunamark, for releasing Lunamark under a permissive license, which enabled its use in the Markdown package.

Extensive user documentation for the Markdown package was kindly written by Lian Tze Lim and published by Overleaf.

Funding by the Faculty of Informatics at the Masaryk University in Brno [2] is gratefully acknowledged.

Support for content slicing (Lua options `shiftHeadings` and `slice`) and pipe tables (Lua options `pipeTables` and `tableCaptions`) was graciously sponsored by David Vins and Omedym.

The TEX implementation of the package draws inspiration from several sources including the source code of LATEX 2_ε, the minted package by Geoffrey M. Poore, which likewise tackles the issue of interfacing with an external interpreter from TEX, the filecontents package by Scott Pakin and others.

2 Interfaces

This part of the documentation describes the interfaces exposed by the package along with usage notes and examples. It is aimed at the user of the package.

Since neither TEX nor Lua provide interfaces as a language construct, the separation to interfaces and implementations is a *gentlemen's agreement*. It serves as a means of

[4] See `https://github.com/witiko/markdown/issues`.
[5] See `https://tex.stackexchange.com`.

structuring this documentation and as a promise to the user that if they only access the package through the interface, the future minor versions of the package should remain backwards compatible.

Figure 1 shows the high-level structure of the Markdown package: The translation from markdown to TEX *token renderers* is exposed by the Lua layer. The plain TEX layer exposes the conversion capabilities of Lua as TEX macros. The LATEX and ConTEXt layers provide syntactic sugar on top of plain TEX macros. The user can interface with any and all layers.

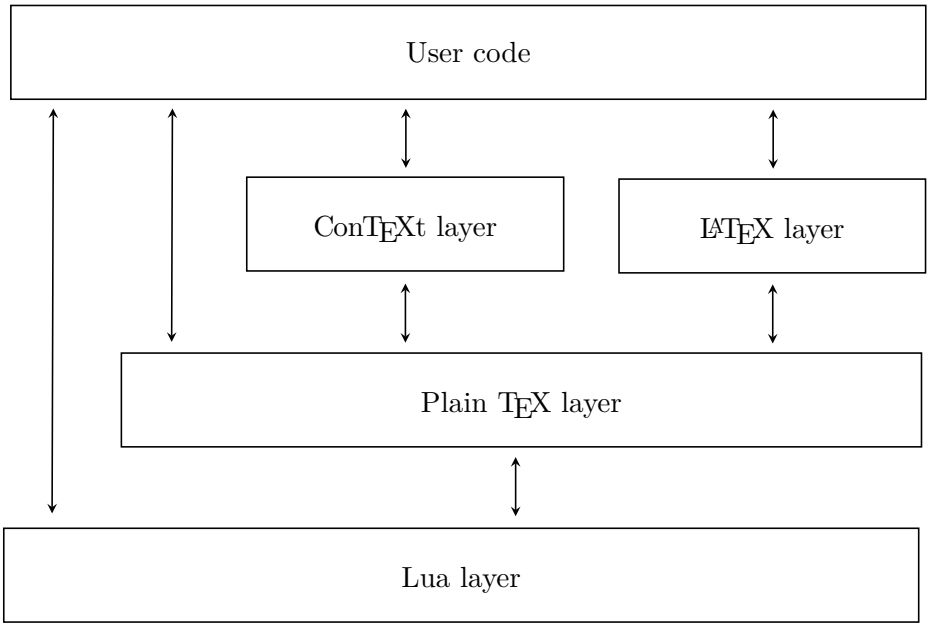

Figure 1: A block diagram of the Markdown package

2.1 Lua Interface

The Lua interface provides the conversion from UTF-8 encoded markdown to plain TEX. This interface is used by the plain TEX implementation (see Section 3.2) and will be of interest to the developers of other packages and Lua modules.

The Lua interface is implemented by the `markdown` Lua module.

```
36 local M = {metadata = metadata}
```

2.1.1 Conversion from Markdown to Plain TEX

The Lua interface exposes the `new(options)` function. This function returns a conversion function from markdown to plain TEX according to the table `options` that contains options recognized by the Lua interface (see Section 2.1.3). The

`options` parameter is optional; when unspecified, the behaviour will be the same as if `options` were an empty table.

The following example Lua code converts the markdown string `Hello *world*!` to a TEX output using the default options and prints the TEX output:

```
local md = require("markdown")
local convert = md.new()
print(convert("Hello *world*!"))
```

2.1.2 User-Defined Syntax Extensions

For the purpose of user-defined syntax extensions, the Lua interface also exposes the `reader` object, which performs the lexical and syntactic analysis of markdown text and which exposes the `reader->insert_pattern` and `reader->add_special_character` methods for extending the PEG grammar of markdown.

The read-only `walkable_syntax` hash table stores those rules of the PEG grammar of markdown that can be represented as an ordered choice of terminal symbols. These rules can be modified by user-defined syntax extensions.

```
local walkable_syntax = {
  Block = {
    "Blockquote",
    "Verbatim",
    "ThematicBreak",
    "BulletList",
    "OrderedList",
    "DisplayHtml",
    "Heading",
  },
  BlockOrParagraph = {
    "Block",
    "Paragraph",
    "Plain",
  },
  Inline = {
    "Str",
    "Space",
    "Endline",
    "EndlineBreak",
    "LinkAndEmph",
    "Code",
    "AutoLinkUrl",
    "AutoLinkEmail",
    "AutoLinkRelativeReference",
```

```
    "InlineHtml",
    "HtmlEntity",
    "EscapedChar",
    "Smart",
    "Symbol",
  },
}
```

The `reader->insert_pattern` method inserts a PEG pattern into the grammar of markdown. The method receives two mandatory arguments: a selector string in the form "⟨*left-hand side terminal symbol*⟩ ⟨*before*, *after*, *or instead of*⟩ ⟨*right-hand side terminal symbol*⟩" and a PEG pattern to insert, and an optional third argument with a name of the PEG pattern for debugging purposes (see the `debugExtensions` option). The name does not need to be unique and shall not be interpreted by the Markdown package; you can treat it as a comment.

For example. if we'd like to insert `pattern` into the grammar between the `Inline -> LinkAndEmph` and `Inline -> Code` rules, we would call `reader->insert_pattern` with `"Inline after LinkAndEmph"` (or `"Inline before Code"`) and `pattern` as the arguments.

The `reader->add_special_character` method adds a new character with special meaning to the grammar of markdown. The method receives the character as its only argument.

2.1.3 Options

The Lua interface recognizes the following options. When unspecified, the value of a key is taken from the `defaultOptions` table.

```
local defaultOptions = {}
```

To enable the enumeration of Lua options, we will maintain the `\g_@@_lua_options_seq` sequence.

```
\ExplSyntaxOn
\seq_new:N \g_@@_lua_options_seq
```

To enable the reflection of default Lua options and their types, we will maintain the `\g_@@_default_lua_options_prop` and `\g_@@_lua_option_types_prop` property lists, respectively.

```
\prop_new:N \g_@@_lua_option_types_prop
\prop_new:N \g_@@_default_lua_options_prop
\seq_new:N \g_@@_option_layers_seq
\tl_const:Nn \c_@@_option_layer_lua_tl { lua }
\seq_gput_right:NV \g_@@_option_layers_seq \c_@@_option_layer_lua_tl
\cs_new:Nn
  \@@_add_lua_option:nnn
  {
    \@@_add_option:Vnnn
```

```
      \c_@@_option_layer_lua_tl
      { #1 }
      { #2 }
      { #3 }
  }
\cs_new:Nn
  \@@_add_option:nnnn
  {
    \seq_gput_right:cn
      { g_@@_ #1 _options_seq }
      { #2 }
    \prop_gput:cnn
      { g_@@_ #1 _option_types_prop }
      { #2 }
      { #3 }
    \prop_gput:cnn
      { g_@@_default_ #1 _options_prop }
      { #2 }
      { #4 }
    \@@_typecheck_option:n
      { #2 }
  }
\cs_generate_variant:Nn
  \@@_add_option:nnnn
  { Vnnn }
\tl_const:Nn \c_@@_option_value_true_tl  { true  }
\tl_const:Nn \c_@@_option_value_false_tl { false }
\cs_new:Nn \@@_typecheck_option:n
  {
    \@@_get_option_type:nN
      { #1 }
      \l_tmpa_tl
    \str_case_e:Vn
      \l_tmpa_tl
      {
        { \c_@@_option_type_boolean_tl }
          {
            \@@_get_option_value:nN
              { #1 }
              \l_tmpa_tl
            \bool_if:nF
              {
                \str_if_eq_p:VV
                  \l_tmpa_tl
                  \c_@@_option_value_true_tl ||
                \str_if_eq_p:VV
                  \l_tmpa_tl
```

```
                \c_@@_option_value_false_tl
            }
            {
              \msg_error:nnnV
                { markdown }
                { failed-typecheck-for-boolean-option }
                { #1 }
                \l_tmpa_tl
            }
        }
    }
  }
\msg_new:nnn
  { markdown }
  { failed-typecheck-for-boolean-option }
  {
    Option~#1~has~value~#2,~
    but~a~boolean~(true~or~false)~was~expected.
  }
\cs_generate_variant:Nn
  \str_case_e:nn
  { Vn }
\cs_generate_variant:Nn
  \msg_error:nnnn
  { nnnV }
\seq_new:N \g_@@_option_types_seq
\tl_const:Nn \c_@@_option_type_clist_tl { clist }
\seq_gput_right:NV \g_@@_option_types_seq \c_@@_option_type_clist_tl
\tl_const:Nn \c_@@_option_type_counter_tl { counter }
\seq_gput_right:NV \g_@@_option_types_seq \c_@@_option_type_counter_tl
\tl_const:Nn \c_@@_option_type_boolean_tl { boolean }
\seq_gput_right:NV \g_@@_option_types_seq \c_@@_option_type_boolean_tl
\tl_const:Nn \c_@@_option_type_number_tl  { number  }
\seq_gput_right:NV \g_@@_option_types_seq \c_@@_option_type_number_tl
\tl_const:Nn \c_@@_option_type_path_tl    { path    }
\seq_gput_right:NV \g_@@_option_types_seq \c_@@_option_type_path_tl
\tl_const:Nn \c_@@_option_type_slice_tl   { slice   }
\seq_gput_right:NV \g_@@_option_types_seq \c_@@_option_type_slice_tl
\tl_const:Nn \c_@@_option_type_string_tl  { string  }
\seq_gput_right:NV \g_@@_option_types_seq \c_@@_option_type_string_tl
\cs_new:Nn
  \@@_get_option_type:nN
  {
    \bool_set_false:N
      \l_tmpa_bool
    \seq_map_inline:Nn
      \g_@@_option_layers_seq
```

```
      {
        \prop_get:cnNT
          { g_@@_ ##1 _option_types_prop }
          { #1 }
          \l_tmpa_tl
          {
            \bool_set_true:N
              \l_tmpa_bool
            \seq_map_break:
          }
      }
    \bool_if:nF
      \l_tmpa_bool
      {
        \msg_error:nnn
          { markdown }
          { undefined-option }
          { #1 }
      }
    \seq_if_in:NVF
      \g_@@_option_types_seq
      \l_tmpa_tl
      {
        \msg_error:nnnV
          { markdown }
          { unknown-option-type }
          { #1 }
          \l_tmpa_tl
      }
    \tl_set_eq:NN
      #2
      \l_tmpa_tl
  }
\msg_new:nnn
  { markdown }
  { unknown-option-type }
  {
    Option~#1~has~unknown~type~#2.
  }
\msg_new:nnn
  { markdown }
  { undefined-option }
  {
    Option~#1~is~undefined.
  }
\cs_new:Nn
  \@@_get_default_option_value:nN
```

```
  {
    \bool_set_false:N
      \l_tmpa_bool
    \seq_map_inline:Nn
      \g_@@_option_layers_seq
      {
        \prop_get:cnNT
          { g_@@_default_ ##1 _options_prop }
          { #1 }
          #2
          {
            \bool_set_true:N
              \l_tmpa_bool
            \seq_map_break:
          }
      }
    \bool_if:nF
      \l_tmpa_bool
      {
        \msg_error:nnn
          { markdown }
          { undefined-option }
          { #1 }
      }
  }
\cs_new:Nn
  \@@_get_option_value:nN
  {
    \@@_option_tl_to_csname:nN
      { #1 }
      \l_tmpa_tl
    \cs_if_free:cTF
      { \l_tmpa_tl }
      {
        \@@_get_default_option_value:nN
          { #1 }
          #2
      }
      {
        \@@_get_option_type:nN
          { #1 }
          \l_tmpa_tl
        \str_if_eq:NNTF
          \c_@@_option_type_counter_tl
          \l_tmpa_tl
          {
            \@@_option_tl_to_csname:nN
```

```
              { #1 }
              \l_tmpa_tl
            \tl_set:Nx
              #2
              { \the \cs:w \l_tmpa_tl \cs_end: }
          }
          {
            \@@_option_tl_to_csname:nN
              { #1 }
              \l_tmpa_tl
            \tl_set:Nv
              #2
              { \l_tmpa_tl }
          }
      }
  }
\cs_new:Nn \@@_option_tl_to_csname:nN
  {
    \tl_set:Nn
      \l_tmpa_tl
      { \str_uppercase:n { #1 } }
    \tl_set:Nx
      #2
      {
        markdownOption
        \tl_head:f { \l_tmpa_tl }
        \tl_tail:n { #1 }
      }
  }
```

To make it easier to support different coding styles in the interface, engines, we define the `\@@_with_various_cases:nn` function that allows us to generate different variants of a string using different cases.

```
\cs_new:Nn \@@_with_various_cases:nn
  {
    \seq_clear:N
      \l_tmpa_seq
    \seq_map_inline:Nn
      \g_@@_cases_seq
      {
        \tl_set:Nn
          \l_tmpa_tl
          { #1 }
        \use:c { ##1 }
          \l_tmpa_tl
        \seq_put_right:NV
          \l_tmpa_seq
```

```
          \l_tmpa_tl
      }
    \seq_map_inline:Nn
      \l_tmpa_seq
      { #2 }
  }
```

To interrupt the `\@@_with_various_cases:nn` function prematurely, use the `\@@_with_various_cases_break:` function.

```
\cs_new:Nn \@@_with_various_cases_break:
  {
    \seq_map_break:
  }
```

By default, camelCase and snake_case are supported. Additional cases can be added by adding functions to the `\g_@@_cases_seq` sequence.

```
\seq_new:N \g_@@_cases_seq
\cs_new:Nn \@@_camel_case:N
  {
    \regex_replace_all:nnN
      { _ ([a-z]) }
      { \c { str_uppercase:n } \cB\{ \1 \cE\} }
      #1
    \tl_set:Nx
      #1
      { #1 }
  }
\seq_gput_right:Nn \g_@@_cases_seq { @@_camel_case:N }
\cs_new:Nn \@@_snake_case:N
  {
    \regex_replace_all:nnN
      { ([a-z])([A-Z]) }
      { \1 _ \c { str_lowercase:n } \cB\{ \2 \cE\} }
      #1
    \tl_set:Nx
      #1
      { #1 }
  }
\seq_gput_right:Nn \g_@@_cases_seq { @@_snake_case:N }
```

2.1.4 General Behavior

`eagerCache`=`true`, `false` default: `false`

`true` Converted markdown documents will be cached in `cacheDir`. This can be useful for post-processing the converted documents and for recovering historical versions of the documents from the cache. However, it also

produces a large number of auxiliary files on the disk and obscures the output of the Lua command-line interface when it is used for plumbing.

This behavior will always be used if the `finalizeCache` option is enabled.

`false` Converted markdown documents will not be cached. This decreases the number of auxiliary files that we produce and makes it easier to use the Lua command-line interface for plumbing.

This behavior will only be used when the `finalizeCache` option is disabled.

```
\@@_add_lua_option:nnn
  { eagerCache }
  { boolean }
  { false }
defaultOptions.eagerCache = false
```

`singletonCache`=`true`, `false` default: `true`

`true` Conversion functions produced by the function `new(options)` will be cached in an LRU cache of size 1 keyed by `options`. This is more time- and space-efficient than always producing a new conversion function but may expose bugs related to the idempotence of conversion functions.

This has been the default behavior since version 3.0.0 of the Markdown package.

`false` Every call to the function `new(options)` will produce a new conversion function that will not be cached. This is slower than caching conversion functions and may expose bugs related to memory leaks in the creation of conversion functions, see also issue #226[6].

This was the default behavior until version 3.0.0 of the Markdown package.

```
\@@_add_lua_option:nnn
  { singletonCache }
  { boolean }
  { true }
defaultOptions.singletonCache = true
local singletonCache = {
  convert = nil,
  options = nil,
}
```

[6]See https://github.com/witiko/markdown/pull/226#issuecomment-1599641634.

`unicodeNormalization`=`true`, `false` default: `true`

`true` Markdown documents will be normalized using one of the four Unicode normalization forms[7] before conversion. The Unicode normalization norm used is determined by option `unicodeNormalizationForm`.

`false` Markdown documents will not be Unicode-normalized before conversion.

```
\@@_add_lua_option:nnn
  { unicodeNormalization }
  { boolean }
  { true }
defaultOptions.unicodeNormalization = true
```

`unicodeNormalizationForm`=`nfc`, `nfd`, `nfkc`, `nfkd`
default: `nfc`

`nfc` When option `unicodeNormalization` has been enabled, markdown documents will be normalized using Unicode Normalization Form C (NFC) before conversion.

`nfd` When option `unicodeNormalization` has been enabled, markdown documents will be normalized using Unicode Normalization Form D (NFD) before conversion.

`nfkc` When option `unicodeNormalization` has been enabled, markdown documents will be normalized using Unicode Normalization Form KC (NFKC) before conversion.

`nfkd` When option `unicodeNormalization` has been enabled, markdown documents will be normalized using Unicode Normalization Form KD (NFKD) before conversion.

```
\@@_add_lua_option:nnn
  { unicodeNormalizationForm }
  { string }
  { nfc }
defaultOptions.unicodeNormalizationForm = "nfc"
```

2.1.5 File and Directory Names

[7] See https://unicode.org/faq/normalization.html.

`cacheDir`=⟨*path*⟩ default: `.`

A path to the directory containing auxiliary cache files. If the last segment of the path does not exist, it will be created by the Lua command-line and plain TEX implementations. The Lua implementation expects that the entire path already exists.

When iteratively writing and typesetting a markdown document, the cache files are going to accumulate over time. You are advised to clean the cache directory every now and then, or to set it to a temporary filesystem (such as `/tmp` on UN*X systems), which gets periodically emptied.

```
\@@_add_lua_option:nnn
  { cacheDir }
  { path }
  { \markdownOptionOutputDir / _markdown_\jobname }
defaultOptions.cacheDir = "."
```

`contentBlocksLanguageMap`=⟨*filename*⟩
default: `markdown-languages.json`

The filename of the JSON file that maps filename extensions to programming language names in the iA Writer content blocks when the `contentBlocks` option is enabled. See Section 2.2.5.9 for more information.

```
\@@_add_lua_option:nnn
  { contentBlocksLanguageMap }
  { path }
  { markdown-languages.json }
defaultOptions.contentBlocksLanguageMap = "markdown-languages.json"
```

`debugExtensionsFileName`=⟨*filename*⟩ default: `debug-extensions.json`

The filename of the JSON file that will be produced when the `debugExtensions` option is enabled. This file will contain the extensible subset of the PEG grammar of markdown (see the `walkable_syntax` hash table) after built-in syntax extensions (see Section 3.1.7) and user-defined syntax extensions (see Section 2.1.2) have been applied.

```
\@@_add_lua_option:nnn
  { debugExtensionsFileName }
  { path }
  { \markdownOptionOutputDir / \jobname .debug-extensions.json }
defaultOptions.debugExtensionsFileName = "debug-extensions.json"
```

`frozenCacheFileName`=⟨*path*⟩ default: `frozenCache.tex`

A path to an output file (frozen cache) that will be created when the `finalizeCache` option is enabled and will contain a mapping between an enumeration of markdown documents and their auxiliary cache files.

The frozen cache makes it possible to later typeset a plain TEX document that contains markdown documents without invoking Lua using the `frozenCache` plain TEX option. As a result, the plain TEX document becomes more portable, but further changes in the order and the content of markdown documents will not be reflected.

```
\@@_add_lua_option:nnn
  { frozenCacheFileName }
  { path }
  { \markdownOptionCacheDir / frozenCache.tex }
defaultOptions.frozenCacheFileName = "frozenCache.tex"
```

2.1.6 Parser Options

`autoIdentifiers`=`true`, `false` default: `false`

`true` Enable the Pandoc auto identifiers syntax extension[8]:

```
The following heading received the identifier `sesame-street`:

# 123 Sesame Street
```

`false` Disable the Pandoc auto identifiers syntax extension.

See also the option `gfmAutoIdentifiers`.

```
\@@_add_lua_option:nnn
  { autoIdentifiers }
  { boolean }
  { false }
defaultOptions.autoIdentifiers = false
```

`blankBeforeBlockquote`=`true`, `false` default: `false`

`true` Require a blank line between a paragraph and the following blockquote.

`false` Do not require a blank line between a paragraph and the following blockquote.

[8] See https://pandoc.org/MANUAL.html#extension-auto_identifiers.

```
\@@_add_lua_option:nnn
  { blankBeforeBlockquote }
  { boolean }
  { false }
defaultOptions.blankBeforeBlockquote = false
```

`blankBeforeCodeFence`=`true`, `false` default: `false`

`true` Require a blank line between a paragraph and the following fenced code block.

`false` Do not require a blank line between a paragraph and the following fenced code block.

```
\@@_add_lua_option:nnn
  { blankBeforeCodeFence }
  { boolean }
  { false }
defaultOptions.blankBeforeCodeFence = false
```

`blankBeforeDivFence`=`true`, `false` default: `false`

`true` Require a blank line before the closing fence of a fenced div.

`false` Do not require a blank line before the closing fence of a fenced div.

```
\@@_add_lua_option:nnn
  { blankBeforeDivFence }
  { boolean }
  { false }
defaultOptions.blankBeforeDivFence = false
```

`blankBeforeHeading`=`true`, `false` default: `false`

`true` Require a blank line between a paragraph and the following header.

`false` Do not require a blank line between a paragraph and the following header.

```
\@@_add_lua_option:nnn
  { blankBeforeHeading }
  { boolean }
  { false }
defaultOptions.blankBeforeHeading = false
```

`blankBeforeList`=`true`, `false` default: `false`

`true` Require a blank line between a paragraph and the following list.

`false` Do not require a blank line between a paragraph and the following list.

```
\@@_add_lua_option:nnn
  { blankBeforeList }
  { boolean }
  { false }
defaultOptions.blankBeforeList = false
```

`bracketedSpans`=`true`, `false` default: `false`

`true` Enable the Pandoc bracketed span syntax extension[9]:

```
[This is *some text*]{.class key=val}
```

`false` Disable the Pandoc bracketed span syntax extension.

```
\@@_add_lua_option:nnn
  { bracketedSpans }
  { boolean }
  { false }
defaultOptions.bracketedSpans = false
```

`breakableBlockquotes`=`true`, `false` default: `true`

`true` A blank line separates block quotes.

`false` Blank lines in the middle of a block quote are ignored.

```
\@@_add_lua_option:nnn
  { breakableBlockquotes }
  { boolean }
  { true }
defaultOptions.breakableBlockquotes = true
```

[9]See https://pandoc.org/MANUAL.html#extension-bracketed_spans.

`citationNbsps`=true, false default: `false`

`true` Replace regular spaces with non-breaking spaces inside the prenotes and postnotes of citations produced via the pandoc citation syntax extension.

`false` Do not replace regular spaces with non-breaking spaces inside the prenotes and postnotes of citations produced via the pandoc citation syntax extension.

```
\@@_add_lua_option:nnn
  { citationNbsps }
  { boolean }
  { true }
defaultOptions.citationNbsps = true
```

`citations`=true, false default: `false`

`true` Enable the Pandoc citation syntax extension[10]:

```
Here is a simple parenthetical citation [@doe99] and here
is a string of several [see @doe99, pp. 33-35; also
@smith04, chap. 1].

A parenthetical citation can have a [prenote @doe99] and
a [@smith04 postnote]. The name of the author can be
suppressed by inserting a dash before the name of an
author as follows [-@smith04].

Here is a simple text citation @doe99 and here is
a string of several @doe99 [pp. 33-35; also @smith04,
chap. 1]. Here is one with the name of the author
suppressed -@doe99.
```

`false` Disable the Pandoc citation syntax extension.

```
\@@_add_lua_option:nnn
  { citations }
  { boolean }
  { false }
defaultOptions.citations = false
```

[10] See https://pandoc.org/MANUAL.html#extension-citations.

`codeSpans`=true, false default: `true`

`true` Enable the code span syntax:

```
Use the `printf()` function.
``There is a literal backtick (`) here.``
```

`false` Disable the code span syntax. This allows you to easily use the quotation mark ligatures in texts that do not contain code spans:

```
``This is a quote.''
```

```
\@@_add_lua_option:nnn
  { codeSpans }
  { boolean }
  { true }
defaultOptions.codeSpans = true
```

`contentBlocks`=true, false default: `false`

true

: Enable the iA Writer content blocks syntax extension [3]:

```
``` md
http://example.com/minard.jpg (Napoleon's
  disastrous Russian campaign of 1812)
/Flowchart.png "Engineering Flowchart"
/Savings Account.csv 'Recent Transactions'
/Example.swift
/Lorem Ipsum.txt
``````
```

`false` Disable the iA Writer content blocks syntax extension.

```
\@@_add_lua_option:nnn
  { contentBlocks }
  { boolean }
  { false }
defaultOptions.contentBlocks = false
```

`contentLevel`=`block`, `inline` default: `block`

`block` Treat content as a sequence of blocks.

```
- this is a list
- it contains two items
```

`inline` Treat all content as inline content.

```
- this is a text
- not a list
```

```
\@@_add_lua_option:nnn
  { contentLevel }
  { string }
  { block }
defaultOptions.contentLevel = "block"
```

`debugExtensions`=`true`, `false` default: `false`

`true` Produce a JSON file that will contain the extensible subset of the PEG grammar of markdown (see the `walkable_syntax` hash table) after built-in syntax extensions (see Section 3.1.7) and user-defined syntax extensions (see Section 2.1.2) have been applied. This helps you to see how the different extensions interact. The name of the produced JSON file is controlled by the `debugExtensionsFileName` option.

`false` Do not produce a JSON file with the PEG grammar of markdown.

```
\@@_add_lua_option:nnn
  { debugExtensions }
  { boolean }
  { false }
defaultOptions.debugExtensions = false
```

`definitionLists`=`true`, `false` default: `false`

`true` Enable the pandoc definition list syntax extension:

```
Term 1

:   Definition 1

Term 2 with *inline markup*
```

```
:   Definition 2

        { some code, part of Definition 2 }

    Third paragraph of definition 2.
```

`false` Disable the pandoc definition list syntax extension.

```
\@@_add_lua_option:nnn
  { definitionLists }
  { boolean }
  { false }
defaultOptions.definitionLists = false
```

`expectJekyllData`=true, `false` default: `false`

`false` When the `jekyllData` option is enabled, then a markdown document may begin with YAML metadata if and only if the metadata begin with the end-of-directives marker (`---`) and they end with either the end-of-directives or the end-of-document marker (`...`):

```
\documentclass{article}
\usepackage[jekyllData]{markdown}
\begin{document}
\begin{markdown}
---
- this
- is
- YAML
...
- followed
- by
- Markdown
\end{markdown}
\begin{markdown}
- this
- is
- Markdown
\end{markdown}
\end{document}
```

`true` When the `jekyllData` option is enabled, then a markdown document may begin directly with YAML metadata and may contain nothing but YAML metadata.

```
\documentclass{article}
\usepackage[jekyllData, expectJekyllData]{markdown}
\begin{document}
\begin{markdown}
- this
- is
- YAML
...
- followed
- by
- Markdown
\end{markdown}
\begin{markdown}
- this
- is
- YAML
\end{markdown}
\end{document}
```

```
\@@_add_lua_option:nnn
  { expectJekyllData }
  { boolean }
  { false }
defaultOptions.expectJekyllData = false
```

`extensions`=⟨*filenames*⟩

The filenames of user-defined syntax extensions that will be applied to the markdown reader. If the kpathsea library is available, files will be searched for not only in the current working directory but also in the TEX directory structure.

A user-defined syntax extension is a Lua file in the following format:

```
local strike_through = {
  api_version = 2,
  grammar_version = 4,
  finalize_grammar = function(reader)
    local nonspacechar = lpeg.P(1) - lpeg.S("\t ")
    local doubleslashes = lpeg.P("//")
```

```
    local function between(p, starter, ender)
      ender = lpeg.B(nonspacechar) * ender
      return (starter * #nonspacechar
             * lpeg.Ct(p * (p - ender)^0) * ender)
    end

    local read_strike_through = between(
      lpeg.V("Inline"), doubleslashes, doubleslashes
    ) / function(s) return {"\\st{", s, "}"} end

    reader.insert_pattern("Inline after LinkAndEmph", read_strike_through,
                          "StrikeThrough")
    reader.add_special_character("/")
  end
}

return strike_through
```

The `api_version` and `grammar_version` fields specify the version of the user-defined syntax extension API and the markdown grammar for which the extension was written. See the current API and grammar versions below:

```
metadata.user_extension_api_version = 2
metadata.grammar_version = 4
```

Any changes to the syntax extension API or grammar will cause the corresponding current version to be incremented. After Markdown 3.0.0, any changes to the API and the grammar will be either backwards-compatible or constitute a breaking change that will cause the major version of the Markdown package to increment (to 4.0.0).

The `finalize_grammar` field is a function that finalizes the grammar of markdown using the interface of a Lua `reader` object, such as the `reader->insert_pattern` and `reader->add_special_character` methods, see Section 2.1.2.

```
\cs_generate_variant:Nn
  \@@_add_lua_option:nnn
  { nnV }
\@@_add_lua_option:nnV
  { extensions }
  { clist }
  \c_empty_clist
```

```
defaultOptions.extensions = {}
```

`fancyLists`=`true`, `false` default: `false`

`true` Enable the Pandoc fancy list syntax extension[11]:

```
a) first item
b) second item
c) third item
```

`false` Disable the Pandoc fancy list syntax extension.

```
\@@_add_lua_option:nnn
  { fancyLists }
  { boolean }
  { false }
defaultOptions.fancyLists = false
```

`fencedCode`=`true`, `false` default: `true`

`true` Enable the commonmark fenced code block extension:

````
~~~ js
if (a > 3) {
    moveShip(5 * gravity, DOWN);
}
~~~~~~

  ``` html
  <pre>
    <code>
      // Some comments
      line 1 of code
      line 2 of code
      line 3 of code
    </code>
  </pre>
  ```
````

`false` Disable the commonmark fenced code block extension.

```
\@@_add_lua_option:nnn
  { fencedCode }
  { boolean }
  { true }
defaultOptions.fencedCode = true
```

[11] See https://pandoc.org/MANUAL.html#org-fancy-lists.

`fencedCodeAttributes`=true, false default: `false`

`true` Enable the Pandoc fenced code attribute syntax extension[12]:

```
~~~~ {#mycode .haskell .numberLines startFrom=100}
qsort []     = []
qsort (x:xs) = qsort (filter (< x) xs) ++ [x] ++
               qsort (filter (>= x) xs)
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
```

`false` Disable the Pandoc fenced code attribute syntax extension.

```
\@@_add_lua_option:nnn
  { fencedCodeAttributes }
  { boolean }
  { false }
defaultOptions.fencedCodeAttributes = false
```

`fencedDivs`=true, false default: `false`

`true` Enable the Pandoc fenced div syntax extension[13]:

```
::::: {#special .sidebar}
Here is a paragraph.

And another.
:::::
```

`false` Disable the Pandoc fenced div syntax extension.

```
\@@_add_lua_option:nnn
  { fencedDivs }
  { boolean }
  { false }
defaultOptions.fencedDivs = false
```

[12]See https://pandoc.org/MANUAL.html#extension-fenced_code_attributes.
[13]See https://pandoc.org/MANUAL.html#extension-fenced_divs.

`finalizeCache`=true, false default: `false`

Whether an output file specified with the `frozenCacheFileName` option (frozen cache) that contains a mapping between an enumeration of markdown documents and their auxiliary cache files will be created.

The frozen cache makes it possible to later typeset a plain TEX document that contains markdown documents without invoking Lua using the `frozenCache` plain TEX option. As a result, the plain TEX document becomes more portable, but further changes in the order and the content of markdown documents will not be reflected.

```
\@@_add_lua_option:nnn
  { finalizeCache }
  { boolean }
  { false }
defaultOptions.finalizeCache = false
```

`frozenCacheCounter`=⟨*number*⟩ default: `0`

The number of the current markdown document that will be stored in an output file (frozen cache) when the `finalizeCache` is enabled. When the document number is 0, then a new frozen cache will be created. Otherwise, the frozen cache will be appended.

Each frozen cache entry will define a TEX macro `\markdownFrozenCache`⟨*number*⟩ that will typeset markdown document number ⟨*number*⟩.

```
\@@_add_lua_option:nnn
  { frozenCacheCounter }
  { counter }
  { 0 }
defaultOptions.frozenCacheCounter = 0
```

`gfmAutoIdentifiers`=true, false default: `false`

`true` Enable the Pandoc GitHub-flavored auto identifiers syntax extension[14]:

```
The following heading received the identifier `123-sesame-street`:

# 123 Sesame Street
```

`false` Disable the Pandoc GitHub-flavored auto identifiers syntax extension.

[14] See https://pandoc.org/MANUAL.html#extension-gfm_auto_identifiers.

See also the option autoIdentifiers.

```
\@@_add_lua_option:nnn
  { gfmAutoIdentifiers }
  { boolean }
  { false }
defaultOptions.gfmAutoIdentifiers = false
```

hashEnumerators=true, false default: false

true Enable the use of hash symbols (#) as ordered item list markers:

```
#. Bird
#. McHale
#. Parish
```

false Disable the use of hash symbols (#) as ordered item list markers.

```
\@@_add_lua_option:nnn
  { hashEnumerators }
  { boolean }
  { false }
defaultOptions.hashEnumerators = false
```

headerAttributes=true, false default: false

true Enable the assignment of HTML attributes to headings:

```
# My first heading {#foo}

## My second heading ##    {#bar .baz}

Yet another heading   {key=value}
==================
```

false Disable the assignment of HTML attributes to headings.

```
\@@_add_lua_option:nnn
  { headerAttributes }
  { boolean }
  { false }
defaultOptions.headerAttributes = false
```

`html`=`true`, `false` default: `true`

`true` Enable the recognition of inline HTML tags, block HTML elements, HTML comments, HTML instructions, and entities in the input. Inline HTML tags, block HTML elements and HTML comments will be rendered, HTML instructions will be ignored, and HTML entities will be replaced with the corresponding Unicode codepoints.

`false` Disable the recognition of HTML markup. Any HTML markup in the input will be rendered as plain text.

```
\@@_add_lua_option:nnn
  { html }
  { boolean }
  { true }
defaultOptions.html = true
```

`hybrid`=`true`, `false` default: `false`

`true` Disable the escaping of special plain TEX characters, which makes it possible to intersperse your markdown markup with TEX code. The intended usage is in documents prepared manually by a human author. In such documents, it can often be desirable to mix TEX and markdown markup freely.

`false` Enable the escaping of special plain TEX characters outside verbatim environments, so that they are not interpretted by TEX. This is encouraged when typesetting automatically generated content or markdown documents that were not prepared with this package in mind.

```
\@@_add_lua_option:nnn
  { hybrid }
  { boolean }
  { false }
defaultOptions.hybrid = false
```

`inlineCodeAttributes`=`true`, `false` default: `false`

`true` Enable the Pandoc inline code span attribute extension[15]:

```
`<$>`{.haskell}
```

[15]See https://pandoc.org/MANUAL.html#extension-inline_code_attributes.

`false` Enable the Pandoc inline code span attribute extension.

```
\@@_add_lua_option:nnn
  { inlineCodeAttributes }
  { boolean }
  { false }
defaultOptions.inlineCodeAttributes = false
```

`inlineNotes`=`true`, `false` default: `false`

`true` Enable the Pandoc inline note syntax extension[16]:

```
Here is an inline note.^[Inlines notes are easier to
write, since you don't have to pick an identifier and
move down to type the note.]
```

`false` Disable the Pandoc inline note syntax extension.

```
\@@_add_lua_option:nnn
  { inlineNotes }
  { boolean }
  { false }
defaultOptions.inlineNotes = false
```

`jekyllData`=`true`, `false` default: `false`

`true` Enable the Pandoc YAML metadata block syntax extension[17] for entering metadata in YAML:

```
---
title:  'This is the title: it contains a colon'
author:
- Author One
- Author Two
keywords: [nothing, nothingness]
abstract: |
  This is the abstract.

  It consists of two paragraphs.
---
```

[16] See https://pandoc.org/MANUAL.html#extension-inline_notes.
[17] See https://pandoc.org/MANUAL.html#extension-yaml_metadata_block.

`false` Disable the Pandoc YAML metadata block syntax extension for entering metadata in YAML.

```
\@@_add_lua_option:nnn
  { jekyllData }
  { boolean }
  { false }
defaultOptions.jekyllData = false
```

`linkAttributes`=true, false default: `false`

`true` Enable the Pandoc link and image attribute syntax extension[18]:

```
An inline ![image](foo.jpg){#id .class width=30 height=20px}
and a reference ![image][ref] with attributes.

[ref]: foo.jpg "optional title" {#id .class key=val key2=val2}
```

`false` Enable the Pandoc link and image attribute syntax extension.

```
\@@_add_lua_option:nnn
  { linkAttributes }
  { boolean }
  { false }
defaultOptions.linkAttributes = false
```

`lineBlocks`=true, false default: `false`

`true` Enable the Pandoc line block syntax extension[19]:

```
| this is a line block that
| spans multiple
| even
  discontinuous
| lines
```

`false` Disable the Pandoc line block syntax extension.

```
\@@_add_lua_option:nnn
  { lineBlocks }
  { boolean }
  { false }
defaultOptions.lineBlocks = false
```

[18] See https://pandoc.org/MANUAL.html#extension-link_attributes.
[19] See https://pandoc.org/MANUAL.html#extension-line_blocks.

`mark`=true, false default: `false`

`true` Enable the Pandoc mark syntax extension[20]:

```
This ==is highlighted text.==
```

`false` Disable the Pandoc mark syntax extension.

```
\@@_add_lua_option:nnn
  { mark }
  { boolean }
  { false }
defaultOptions.mark = false
```

`notes`=true, false default: `false`

`true` Enable the Pandoc note syntax extension[21]:

```
Here is a note reference,[^1] and another.[^longnote]

[^1]: Here is the note.

[^longnote]: Here's one with multiple blocks.

    Subsequent paragraphs are indented to show that they
belong to the previous note.

        { some.code }

    The whole paragraph can be indented, or just the
    first line.  In this way, multi-paragraph notes
    work like multi-paragraph list items.

This paragraph won't be part of the note, because it
isn't indented.
```

`false` Disable the Pandoc note syntax extension.

```
\@@_add_lua_option:nnn
  { notes }
  { boolean }
  { false }
defaultOptions.notes = false
```

[20] See https://pandoc.org/MANUAL.html#extension-mark.
[21] See https://pandoc.org/MANUAL.html#extension-footnotes.

`pipeTables`=true, false default: `false`

`true` Enable the PHP Markdown pipe table syntax extension:

```
| Right | Left | Default | Center |
|------:|:-----|---------|:------:|
|   12  |  12  |    12   |    12  |
|  123  |  123 |   123   |   123  |
|    1  |    1 |     1   |     1  |
```

`false` Disable the PHP Markdown pipe table syntax extension.

```
\@@_add_lua_option:nnn
  { pipeTables }
  { boolean }
  { false }
defaultOptions.pipeTables = false
```

`preserveTabs`=true, false default: `true`

`true` Preserve tabs in code block and fenced code blocks.

`false` Convert any tabs in the input to spaces.

```
\@@_add_lua_option:nnn
  { preserveTabs }
  { boolean }
  { true }
defaultOptions.preserveTabs = true
```

`rawAttribute`=true, false default: `false`

`true` Enable the Pandoc raw attribute syntax extension[22]:

```
`$H_2 O$`{=tex} is a liquid.
```

To enable raw blocks, the `fencedCode` option must also be enabled:

```
Here is a mathematical formula:
``` {=tex}
\[distance[i] =
    \begin{dcases}
        a & b \\
```

[22] See https://pandoc.org/MANUAL.html#extension-raw_attribute.
```

```
        c & d
    \end{dcases}
\]
```

The `rawAttribute` option is a good alternative to the `hybrid` option. Unlike the `hybrid` option, which affects the entire document, the `rawAttribute` option allows you to isolate the parts of your documents that use TeX:

`false` Disable the Pandoc raw attribute syntax extension.

```
\@@_add_lua_option:nnn
  { rawAttribute }
  { boolean }
  { false }
defaultOptions.rawAttribute = false
```

`relativeReferences`=`true`, `false` default: `false`

`true` Enable relative references[23] in autolinks:

```
I conclude in Section <#conclusion>.

Conclusion {#conclusion}
==========
In this paper, we have discovered that most
grandmas would rather eat dinner with their
grandchildren than get eaten. Begone, wolf!
```

`false` Disable relative references in autolinks.

```
\@@_add_lua_option:nnn
  { relativeReferences }
  { boolean }
  { false }
defaultOptions.relativeReferences = false
```

[23] See https://datatracker.ietf.org/doc/html/rfc3986#section-4.2.

`shiftHeadings`=⟨*shift amount*⟩ default: `0`

All headings will be shifted by ⟨*shift amount*⟩, which can be both positive and negative. Headings will not be shifted beyond level 6 or below level 1. Instead, those headings will be shifted to level 6, when ⟨*shift amount*⟩ is positive, and to level 1, when ⟨*shift amount*⟩ is negative.

```
\@@_add_lua_option:nnn
  { shiftHeadings }
  { number }
  { 0 }
defaultOptions.shiftHeadings = 0
```

`slice`=⟨*the beginning and the end of a slice*⟩ default: `^ $`

Two space-separated selectors that specify the slice of a document that will be processed, whereas the remainder of the document will be ignored. The following selectors are recognized:

- The circumflex (`^`) selects the beginning of a document.
- The dollar sign (`$`) selects the end of a document.
- `^`⟨*identifier*⟩ selects the beginning of a section (see the `headerAttributes` option) or a fenced div (see the `fencedDivs` option) with the HTML attribute `#`⟨*identifier*⟩.
- `$`⟨*identifier*⟩ selects the end of a section with the HTML attribute `#`⟨*identifier*⟩.
- ⟨*identifier*⟩ corresponds to `^`⟨*identifier*⟩ for the first selector and to `$`⟨*identifier*⟩ for the second selector.

Specifying only a single selector, ⟨*identifier*⟩, is equivalent to specifying the two selectors ⟨*identifier*⟩ ⟨*identifier*⟩, which is equivalent to `^`⟨*identifier*⟩ `$`⟨*identifier*⟩, i.e. the entire section with the HTML attribute `#`⟨*identifier*⟩ will be selected.

```
\@@_add_lua_option:nnn
  { slice }
  { slice }
  { ^~$ }
defaultOptions.slice = "^ $"
```

`smartEllipses`=`true`, `false` default: `false`

`true` Convert any ellipses in the input to the `\markdownRendererEllipsis` TEX macro.

`false` Preserve all ellipses in the input.

```
\@@_add_lua_option:nnn
  { smartEllipses }
  { boolean }
  { false }
defaultOptions.smartEllipses = false
```

`startNumber`=`true`, `false` default: `true`

`true` Make the number in the first item of an ordered lists significant. The item numbers will be passed to the `\markdownRendererOlItemWithNumber` TEX macro.

`false` Ignore the numbers in the ordered list items. Each item will only produce a `\markdownRendererOlItem` TEX macro.

```
\@@_add_lua_option:nnn
  { startNumber }
  { boolean }
  { true }
defaultOptions.startNumber = true
```

`strikeThrough`=`true`, `false` default: `false`

`true` Enable the Pandoc strike-through syntax extension[24]:

```
This ~~is deleted text.~~
```

`false` Disable the Pandoc strike-through syntax extension.

```
\@@_add_lua_option:nnn
  { strikeThrough }
  { boolean }
  { false }
defaultOptions.strikeThrough = false
```

[24] See https://pandoc.org/MANUAL.html#extension-strikeout.

`stripIndent`=true, false default: `false`

`true` Strip the minimal indentation of non-blank lines from all lines in a markdown document. Requires that the `preserveTabs` Lua option is disabled:

```
\documentclass{article}
\usepackage[stripIndent]{markdown}
\begin{document}
    \begin{markdown}
        Hello *world*!
    \end{markdown}
\end{document}
```

`false` Do not strip any indentation from the lines in a markdown document.

```
\@@_add_lua_option:nnn
  { stripIndent }
  { boolean }
  { false }
defaultOptions.stripIndent = false
```

`subscripts`=true, false default: `false`

`true` Enable the Pandoc subscript syntax extension[25]:

```
H~2~O is a liquid.
```

`false` Disable the Pandoc subscript syntax extension.

```
\@@_add_lua_option:nnn
  { subscripts }
  { boolean }
  { false }
defaultOptions.subscripts = false
```

[25] See https://pandoc.org/MANUAL.html#extension-superscript-subscript.

`superscripts`=true, false default: `false`

`true` Enable the Pandoc superscript syntax extension[26]:

```
2^10^ is 1024.
```

`false` Disable the Pandoc superscript syntax extension.

```
\@@_add_lua_option:nnn
  { superscripts }
  { boolean }
  { false }
defaultOptions.superscripts = false
```

`tableAttributes`=true, false default: `false`

true

: Enable the assignment of HTML attributes to table captions (see the `tableCaptions` option).

```
``` md
| Right | Left | Default | Center |
|------:|:-----|---------|:------:|
|   12  |  12  |    12   |    12  |
|  123  |  123 |   123   |   123  |
|    1  |    1 |     1   |     1  |

  : Demonstration of pipe table syntax. {#example-table}
```
```

`false` Disable the assignment of HTML attributes to table captions.

```
\@@_add_lua_option:nnn
  { tableAttributes }
  { boolean }
  { false }
defaultOptions.tableAttributes = false
```

[26] See https://pandoc.org/MANUAL.html#extension-superscript-subscript.

`tableCaptions`=true, `false` default: `false`

true

: Enable the Pandoc table caption syntax extension[27] for pipe tables (see the `pipeTables` option).

```
``` md
| Right | Left | Default | Center |
|------:|:-----|---------|:------:|
|   12  |  12  |    12   |    12  |
|  123  |  123 |   123   |   123  |
|    1  |    1 |     1   |     1  |

  : Demonstration of pipe table syntax.
``````
```

`false` Disable the Pandoc table caption syntax extension.

```
\@@_add_lua_option:nnn
  { tableCaptions }
  { boolean }
  { false }
defaultOptions.tableCaptions = false
```

`taskLists`=true, `false` default: `false`

`true` Enable the Pandoc task list syntax extension[28]:

```
- [ ] an unticked task list item
- [/] a half-checked task list item
- [X] a ticked task list item
```

`false` Disable the Pandoc task list syntax extension.

```
\@@_add_lua_option:nnn
  { taskLists }
  { boolean }
  { false }
defaultOptions.taskLists = false
```

[27] See https://pandoc.org/MANUAL.html#extension-table_captions.
[28] See https://pandoc.org/MANUAL.html#extension-task_lists.

`texComments`=true, false default: `false`

`true` Strip TEX-style comments.

```
\documentclass{article}
\usepackage[texComments]{markdown}
\begin{document}
\begin{markdown}
Hello *world*!
\end{markdown}
\end{document}
```

Always enabled when `hybrid` is enabled.

`false` Do not strip TEX-style comments.

```
\@@_add_lua_option:nnn
  { texComments }
  { boolean }
  { false }
defaultOptions.texComments = false
```

`texMathDollars`=true, false default: `false`

`true` Enable the Pandoc dollar math syntax extension[29]:

```
inline math: $E=mc^2$

display math: $$E=mc^2$$
```

`false` Disable the Pandoc dollar math syntax extension.

```
\@@_add_lua_option:nnn
  { texMathDollars }
  { boolean }
  { false }
defaultOptions.texMathDollars = false
```

[29] See https://pandoc.org/MANUAL.html#extension-tex_math_dollars.

`texMathDoubleBackslash`=`true`, `false` default: `false`

`true` Enable the Pandoc double backslash math syntax extension[30]:

```
inline math: \\(E=mc^2\\)

display math: \\[E=mc^2\\]
```

`false` Disable the Pandoc double backslash math syntax extension.

```
\@@_add_lua_option:nnn
  { texMathDoubleBackslash }
  { boolean }
  { false }
defaultOptions.texMathDoubleBackslash = false
```

`texMathSingleBackslash`=`true`, `false` default: `false`

`true` Enable the Pandoc single backslash math syntax extension[31]:

```
inline math: \(E=mc^2\)

display math: \[E=mc^2\]
```

`false` Disable the Pandoc single backslash math syntax extension.

```
\@@_add_lua_option:nnn
  { texMathSingleBackslash }
  { boolean }
  { false }
defaultOptions.texMathSingleBackslash = false
```

`tightLists`=`true`, `false` default: `true`

`true` Unordered and ordered lists whose items do not consist of multiple paragraphs will be considered *tight*. Tight lists will produce tight renderers that may produce different output than lists that are not tight:

[30] See https://pandoc.org/MANUAL.html#extension-tex_math_double_backslash.
[31] See https://pandoc.org/MANUAL.html#extension-tex_math_single_backslash.

```
- This is
- a tight
- unordered list.

- This is

  not a tight

- unordered list.
```

`false` Unordered and ordered lists whose items consist of multiple paragraphs will be treated the same way as lists that consist of multiple paragraphs.

```
\@@_add_lua_option:nnn
  { tightLists }
  { boolean }
  { true }
defaultOptions.tightLists = true
```

`underscores`=`true`, `false` default: `true`

`true` Both underscores and asterisks can be used to denote emphasis and strong emphasis:

```
*single asterisks*
_single underscores_
**double asterisks**
__double underscores__
```

`false` Only asterisks can be used to denote emphasis and strong emphasis. This makes it easy to write math with the `hybrid` option without the need to constantly escape subscripts.

```
\@@_add_lua_option:nnn
  { underscores }
  { boolean }
  { true }
\ExplSyntaxOff
defaultOptions.underscores = true
```

2.1.7 Command-Line Interface

The high-level operation of the Markdown package involves the communication between several programming layers: the plain TEX layer hands markdown documents to the Lua layer. Lua converts the documents to TEX, and hands the converted documents back to plain TEX layer for typesetting, see Figure 2.

This procedure has the advantage of being fully automated. However, it also has several important disadvantages: The converted TEX documents are cached on the file system, taking up increasing amount of space. Unless the TEX engine includes a Lua interpreter, the package also requires shell access, which opens the door for a malicious actor to access the system. Last, but not least, the complexity of the procedure impedes debugging.

A solution to the above problems is to decouple the conversion from the typesetting. For this reason, a command-line Lua interface for converting a markdown document to TEX is also provided, see Figure 3.

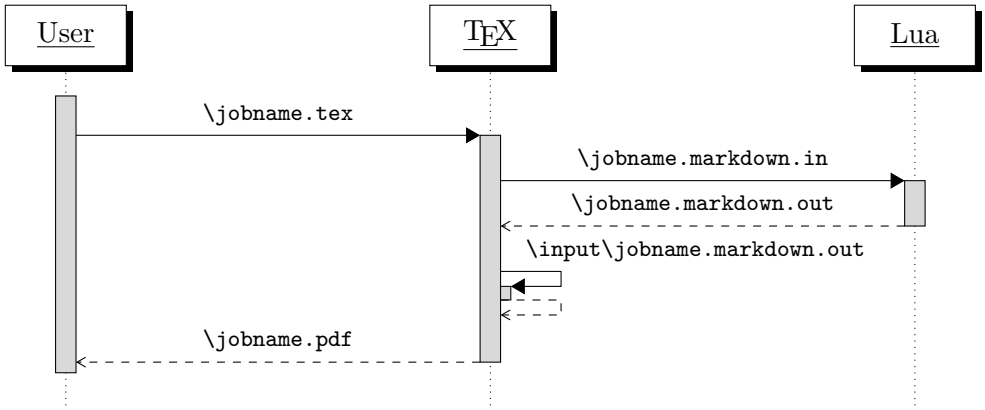

Figure 2: A sequence diagram of the Markdown package typesetting a markdown document using the TEX interface

```
675
676 local HELP_STRING = [[
677 Usage: texlua ]] .. arg[0] .. [[ [OPTIONS] -- [INPUT_FILE] [OUTPUT_FILE]
678 where OPTIONS are documented in the Lua interface section of the
679 technical Markdown package documentation.
680
681 When OUTPUT_FILE is unspecified, the result of the conversion will be
682 written to the standard output. When INPUT_FILE is also unspecified, the
683 result of the conversion will be read from the standard input.
684
685 Report bugs to: witiko@mail.muni.cz
686 Markdown package home page: <https://github.com/witiko/markdown>]]
687
```

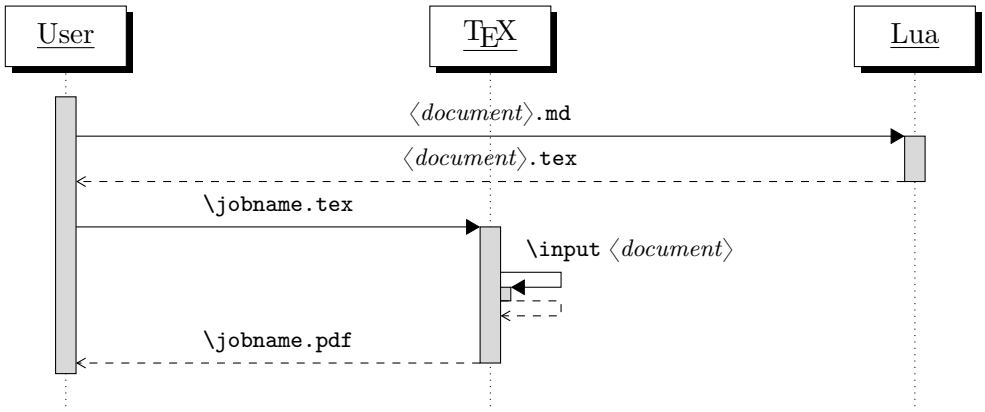

Figure 3: A sequence diagram of the Markdown package typesetting a markdown document using the Lua command-line interface

```
local VERSION_STRING = [[
markdown-cli.lua (Markdown) ]] .. metadata.version .. [[

Copyright (C) ]] .. table.concat(metadata.copyright,
                                 "\nCopyright (C) ") .. [[

License: ]] .. metadata.license

local function warn(s)
  io.stderr:write("Warning: " .. s .. "\n") end

local function error(s)
  io.stderr:write("Error: " .. s .. "\n")
  os.exit(1)
end
```

To make it easier to copy-and-paste options from Pandoc [4] such as `fancy_lists`, `header_attributes`, and `pipe_tables`, we accept snake_case in addition to camelCase variants of options. As a bonus, studies [5] also show that snake_case is faster to read than camelCase.

```
local function camel_case(option_name)
  local cased_option_name = option_name:gsub("_(%l)", function(match)
    return match:sub(2, 2):upper()
  end)
  return cased_option_name
end

local function snake_case(option_name)
  local cased_option_name = option_name:gsub("%l%u", function(match)
    return match:sub(1, 1) .. "_" .. match:sub(2, 2):lower()
```

```
  end)
  return cased_option_name
end

local cases = {camel_case, snake_case}
local various_case_options = {}
for option_name, _ in pairs(defaultOptions) do
  for _, case in ipairs(cases) do
    various_case_options[case(option_name)] = option_name
  end
end

local process_options = true
local options = {}
local input_filename
local output_filename
for i = 1, #arg do
  if process_options then
```

After the optional `--` argument has been specified, the remaining arguments are assumed to be input and output filenames. This argument is optional, but encouraged, because it helps resolve ambiguities when deciding whether an option or a filename has been specified.

```
    if arg[i] == "--" then
      process_options = false
      goto continue
```

Unless the `--` argument has been specified before, an argument containing the equals sign (`=`) is assumed to be an option specification in a ⟨*key*⟩`=`⟨*value*⟩ format. The available options are listed in Section 2.1.3.

```
    elseif arg[i]:match("=") then
      local key, value = arg[i]:match("(.-)=(.*)")
      if defaultOptions[key] == nil and
         various_case_options[key] ~= nil then
        key = various_case_options[key]
      end
```

The `defaultOptions` table is consulted to identify whether ⟨*value*⟩ should be parsed as a string, number, table, or boolean.

```
      local default_type = type(defaultOptions[key])
      if default_type == "boolean" then
        options[key] = (value == "true")
      elseif default_type == "number" then
        options[key] = tonumber(value)
      elseif default_type == "table" then
        options[key] = {}
        for item in value:gmatch("[^ ,]+") do
          table.insert(options[key], item)
```

```
        end
      else
        if default_type ~= "string" then
          if default_type == "nil" then
            warn('Option "' .. key .. '" not recognized.')
          else
            warn('Option "' .. key .. '" type not recognized, please file ' ..
                 'a report to the package maintainer.')
          end
          warn('Parsing the ' .. 'value "' .. value ..'" of option "' ..
               key .. '" as a string.')
        end
        options[key] = value
      end
      goto continue
```

Unless the `--` argument has been specified before, an argument `--help`, or `-h` causes a brief documentation for how to invoke the program to be printed to the standard output.

```
    elseif arg[i] == "--help" or arg[i] == "-h" then
      print(HELP_STRING)
      os.exit()
```

Unless the `--` argument has been specified before, an argument `--version`, or `-v` causes the program to print information about its name, version, origin and legal status, all on standard output.

```
    elseif arg[i] == "--version" or arg[i] == "-v" then
      print(VERSION_STRING)
      os.exit()
    end
  end
```

The first argument that matches none of the above patters is assumed to be the input filename. The input filename should correspond to the Markdown document that is going to be converted to a TEX document.

```
  if input_filename == nil then
    input_filename = arg[i]
```

The first argument that matches none of the above patters is assumed to be the output filename. The output filename should correspond to the TEX document that will result from the conversion.

```
  elseif output_filename == nil then
    output_filename = arg[i]
  else
    error('Unexpected argument: "' .. arg[i] .. '".')
  end
  ::continue::
end
```

The command-line Lua interface is implemented by the `markdown-cli.lua` file that can be invoked from the command line as follows:

```
texlua /path/to/markdown-cli.lua cacheDir=. -- hello.md hello.tex
```

to convert the Markdown document `hello.md` to a TEX document `hello.tex`. After the Markdown package for our TEX format has been loaded, the converted document can be typeset as follows:

```
\input hello
```

2.2 Plain TEX Interface

The plain TEX interface provides macros for the typesetting of markdown input from within plain TEX, for setting the Lua interface options (see Section 2.1.3) used during the conversion from markdown to plain TEX and for changing the way markdown the tokens are rendered.

```
\def\markdownLastModified{(((LASTMODIFIED)))}%
\def\markdownVersion{(((VERSION)))}%
```

The plain TEX interface is implemented by the `markdown.tex` file that can be loaded as follows:

```
\input markdown
```

It is expected that the special plain TEX characters have the expected category codes, when `\input`ting the file.

2.2.1 Typesetting Markdown

The interface exposes the `\markdownBegin`, `\markdownEnd`, `\markinline`, `\markdownInput`, and `\markdownEscape` macros.

The `\markdownBegin` macro marks the beginning of a markdown document fragment and the `\markdownEnd` macro marks its end.

```
\let\markdownBegin\relax
\let\markdownEnd\relax
```

You may prepend your own code to the `\markdownBegin` macro and redefine the `\markdownEnd` macro to produce special effects before and after the markdown block.

There are several limitations to the macros you need to be aware of. The first limitation concerns the `\markdownEnd` macro, which must be visible directly from the input line buffer (it may not be produced as a result of input expansion). Otherwise, it will not be recognized as the end of the markdown string. As a corrolary, the `\markdownEnd` string may not appear anywhere inside the markdown input.

Another limitation concerns spaces at the right end of an input line. In markdown, these are used to produce a forced line break. However, any such spaces are removed before the lines enter the input buffer of TEX [6, p. 46]. As a corrolary, the `\markdownBegin` macro also ignores them.

The `\markdownBegin` and `\markdownEnd` macros will also consume the rest of the lines at which they appear. In the following example plain TEX code, the characters `c`, `e`, and `f` will not appear in the output.

```
\input markdown
a
b \markdownBegin c
d
e \markdownEnd   f
g
\bye
```

Note that you may also not nest the `\markdownBegin` and `\markdownEnd` macros.

The following example plain TEX code showcases the usage of the `\markdownBegin` and `\markdownEnd` macros:

```
\input markdown
\markdownBegin
_Hello_ **world** ...
\markdownEnd
\bye
```

You can use the `\markinline` macro to input inline markdown content.

```
785 \let\markinline\relax
```

The following example plain TEX code showcases the usage of the `\markinline` macro:

```
\input markdown
\markinline{_Hello_ **world**}
\bye
```

The above code has the same effect as the below code:

```
\input markdown
\markdownSetup{contentLevel=inline}
\markdownBegin
_Hello_ **world** ...
```

```
\markdownEnd
\bye
```

The \markinline macro is subject to the same limitations as the \markdownBegin and \markdownEnd macros.

You can use the \markdownInput macro to include markdown documents, similarly to how you might use the \input TEX primitive to include TEX documents. The \markdownInput macro accepts a single parameter with the filename of a markdown document and expands to the result of the conversion of the input markdown document to plain TEX.

```
\let\markdownInput\relax
```

This macro is not subject to the limitations of the \markdownBegin and \markdownEnd macros.

The following example plain TEX code showcases the usage of the \markdownInput macro:

```
\input markdown
\markdownInput{hello.md}
\bye
```

The \markdownEscape macro accepts a single parameter with the filename of a TEX document and executes the TEX document in the middle of a markdown document fragment. Unlike the \input built-in of TEX, \markdownEscape guarantees that the standard catcode regime of your TEX format will be used.

```
\let\markdownEscape\relax
```

2.2.2 Options

The plain TEX options are represented by TEX commands. Some of them map directly to the options recognized by the Lua interface (see Section 2.1.3), while some of them are specific to the plain TEX interface.

To determine whether plain TEX is the top layer or if there are other layers above plain TEX, we take a look on whether the \c_@@_top_layer_tl token list has already been defined. If not, we will assume that plain TEX is the top layer.

```
\ExplSyntaxOn
\tl_const:Nn \c_@@_option_layer_plain_tex_tl { plain_tex }
\cs_generate_variant:Nn
  \tl_const:Nn
  { NV }
\tl_if_exist:NF
  \c_@@_top_layer_tl
  {
```

```
    \tl_const:NV
      \c_@@_top_layer_tl
      \c_@@_option_layer_plain_tex_tl
  }
```

To enable the enumeration of plain TEX options, we will maintain the `\g_@@_plain_tex_options_seq` sequence.

```
\seq_new:N \g_@@_plain_tex_options_seq
```

To enable the reflection of default plain TEX options and their types, we will maintain the `\g_@@_default_plain_tex_options_prop` and `\g_@@_plain_tex_option_types_prop` property lists, respectively.

```
\prop_new:N \g_@@_plain_tex_option_types_prop
\prop_new:N \g_@@_default_plain_tex_options_prop
\seq_gput_right:NV \g_@@_option_layers_seq \c_@@_option_layer_plain_tex_tl
\cs_new:Nn
  \@@_add_plain_tex_option:nnn
  {
    \@@_add_option:Vnnn
      \c_@@_option_layer_plain_tex_tl
      { #1 }
      { #2 }
      { #3 }
  }
```

The plain TEX options may be also be specified via the `\markdownSetup` macro. Here, the plain TEX options are represented by a comma-delimited list of ⟨*key*⟩`=`⟨*value*⟩ pairs. For boolean options, the `=`⟨*value*⟩ part is optional, and ⟨*key*⟩ will be interpreted as ⟨*key*⟩`=true` if the `=`⟨*value*⟩ part has been omitted. The `\markdownSetup` macro receives the options to set up as its only argument.

```
\cs_new:Nn
  \@@_setup:n
  {
    \keys_set:nn
      { markdown/options }
      { #1 }
  }
\cs_gset_eq:NN
  \markdownSetup
  \@@_setup:n
```

The `\markdownIfOption{`⟨*name*⟩`}{`⟨*iftrue*⟩`}{`⟨*iffalse*⟩`}` macro is provided for testing, whether the value of `\markdownOption`⟨*name*⟩ is `true`. If the value is `true`, then ⟨*iftrue*⟩ is expanded, otherwise ⟨*iffalse*⟩ is expanded.

```
\prg_new_conditional:Nnn
  \@@_if_option:n
  { TF, T, F }
  {
```

```
    \@@_get_option_type:nN
      { #1 }
      \l_tmpa_tl
    \str_if_eq:NNF
      \l_tmpa_tl
      \c_@@_option_type_boolean_tl
      {
        \msg_error:nnxx
          { markdown }
          { expected-boolean-option }
          { #1 }
          { \l_tmpa_tl }
      }
    \@@_get_option_value:nN
      { #1 }
      \l_tmpa_tl
    \str_if_eq:NNTF
      \l_tmpa_tl
      \c_@@_option_value_true_tl
      { \prg_return_true: }
      { \prg_return_false: }
  }
\msg_new:nnn
  { markdown }
  { expected-boolean-option }
  {
    Option~#1~has~type~#2,~
    but~a~boolean~was~expected.
  }
\let\markdownIfOption=\@@_if_option:nTF
```

2.2.2.1 Finalizing and Freezing the Cache

The `\markdownOptionFinalizeCache` option corresponds to the Lua interface `finalizeCache` option, which creates an output file `frozenCacheFileName` (frozen cache) that contains a mapping between an enumeration of the markdown documents in the plain TEX document and their auxiliary files cached in the `cacheDir` directory.

The `\markdownOptionFrozenCache` option uses the mapping previously created by the `finalizeCache` option, and uses it to typeset the plain TEX document without invoking Lua. As a result, the plain TEX document becomes more portable, but further changes in the order and the content of markdown documents will not be reflected. It defaults to `false`.

```
\@@_add_plain_tex_option:nnn
  { frozenCache }
  { boolean }
  { false }
```

The standard usage of the above two options is as follows:

1. Remove the `cacheDir` cache directory with stale auxiliary cache files.
2. Enable the `finalizeCache` option.
4. Typeset the plain TEX document to populate and finalize the cache.
5. Enable the `frozenCache` option.
6. Publish the source code of the plain TEX document and the `cacheDir` directory.

2.2.2.2 File and Directory Names

The `\markdownOptionInputTempFileName` macro sets the filename of the temporary input file that is created during the buffering of markdown text from a TEX source. It defaults to `\jobname.markdown.in`.

The expansion of this macro must not contain quotation marks (`"`) or backslash symbols (`\`). Mind that TEX engines tend to put quotation marks around `\jobname`, when it contains spaces.

```
\@@_add_plain_tex_option:nnn
  { inputTempFileName }
  { path }
  { \jobname.markdown.in }
```

The `\markdownOptionOutputDir` macro sets the path to the directory that will contain the auxiliary cache files produced by the Lua implementation and also the auxiliary files produced by the plain TEX implementation. The option defaults to `.` or, since TEX Live 2024, to the value of the `-output-directory` option of your TEX engine.

The path must be set to the same value as the `-output-directory` option of your TEX engine for the package to function correctly. We need this macro to make the Lua implementation aware where it should store the helper files. The same limitations apply here as in the case of the `inputTempFileName` macro.

The `\markdownOptionOutputDir` macro has been deprecated and will be removed in the next major version of the Markdown package.

```
\cs_generate_variant:Nn
  \@@_add_plain_tex_option:nnn
  { nnV }
```

Use the lt3luabridge library to determine the default value of the `\markdownOptionOutputDir` macro by using the environmental variable `TEXMF_OUTPUT_DIRECTORY` that is available since TeX Live 2024.

```
\ExplSyntaxOff
\input lt3luabridge.tex
\ExplSyntaxOn
\bool_if:nTF
  {
    \cs_if_exist_p:N
      \luabridge_tl_set:Nn &&
```

```
    (
      \int_compare_p:nNn
        { \g_luabridge_method_int }
        =
        { \c_luabridge_method_directlua_int } ||
      \sys_if_shell_unrestricted_p:
    )
  }
  {
    \luabridge_tl_set:Nn
      \l_tmpa_tl
      { print(os.getenv("TEXMF_OUTPUT_DIRECTORY") or ".") }
  }
  {
    \tl_set:Nn
      \l_tmpa_tl
      { . }
  }
\@@_add_plain_tex_option:nnV
  { outputDir }
  { path }
  \l_tmpa_tl
```

2.2.2.3 No default token renderer prototypes

The Markdown package provides default definitions for token renderer prototypes using the `witiko/markdown/defaults` theme (see Section `sec:#themes`). Although these default definitions provide a useful starting point for authors, they use extra resources, especially with higher-level TEX formats such as LATEX and ConTEXt. Furthermore, the default definitions may change at any time, which may pose a problem for maintainers of Markdown themes and templates who may require a stable output.

The `\markdownOptionPlain` macro specifies whether higher-level TEX formats should only use the plain TEX default definitions or whether they should also use the format-specific default definitions. Whereas plain TEX default definitions only provide definitions for simple elements such as emphasis, strong emphasis, and paragraph separators, format-specific default definitions add support for more complex elements such as lists, tables, and citations. On the flip side, plain TEX default definitions load no extra resources and are rather stable, whereas format-specific default definitions load extra resources and are subject to a more rapid change.

Here is how you would enable the macro in a LATEX document:

```
\usepackage[plain]{markdown}
```

Here is how you would enable the macro in a ConTEXt document:

```
\def\markdownOptionPlain{true}
\usemodule[t][markdown]
```

The macro must be set before or during the loading of the package. Setting the macro after loading the package has no effect.

```
\@@_add_plain_tex_option:nnn
  { plain }
  { boolean }
  { false }
```

The `\markdownOptionNoDefaults` macro specifies whether we should prevent the loading of default definitions or not. This is useful in contexts, where we want to have total control over how all elements are rendered.

Here is how you would enable the macro in a LaTeX document:

```
\usepackage[noDefaults]{markdown}
```

Here is how you would enable the macro in a ConTeXt document:

```
\def\markdownOptionNoDefaults{true}
\usemodule[t][markdown]
```

The macro must be set before or during the loading of the package. Setting the macro after loading the package has no effect.

```
\@@_add_plain_tex_option:nnn
  { noDefaults }
  { boolean }
  { false }
```

2.2.2.4 Miscellaneous Options

The `\markdownOptionStripPercentSigns` macro controls whether a percent sign (`%`) at the beginning of a line will be discarded when buffering Markdown input (see sections 3.2.5 and 3.2.6) or not. Notably, this enables the use of markdown when writing TeX package documentation using the Doc LaTeX package [7] or similar. The recognized values of the macro are `true` (discard) and `false` (retain). It defaults to `false`.

```
\seq_gput_right:Nn
  \g_@@_plain_tex_options_seq
  { stripPercentSigns }
\prop_gput:Nnn
  \g_@@_plain_tex_option_types_prop
```

```
  { stripPercentSigns }
  { boolean }
\prop_gput:Nnx
  \g_@@_default_plain_tex_options_prop
  { stripPercentSigns }
  { false }
```

2.2.2.5 Generating Plain TEX Option Macros and Key-Values

We define the command `\@@_define_option_commands_and_keyvals:` that defines plain TEX macros and the key-value interface of the `\markdownSetup` macro for the above plain TEX options.

The command also defines macros and key-values that map directly to the options recognized by the Lua interface, such as `\markdownOptionHybrid` for the `hybrid` Lua option (see Section 2.1.3), which are not processed by the plain TEX implementation, only passed along to Lua.

Furthermore, the command also defines options and key-values for subsequently loaded layers that correspond to higher-level TEX formats such as LATEX and ConTEXt.

For the macros that correspond to the non-boolean options recognized by the Lua interface, the same limitations apply here in the case of the `inputTempFileName` macro.

```
\cs_new:Nn
  \@@_define_option_commands_and_keyvals:
  {
    \seq_map_inline:Nn
      \g_@@_option_layers_seq
      {
        \seq_map_inline:cn
          { g_@@_ ##1 _options_seq }
          {
              \@@_define_option_command:n
                { ####1 }
```

To make it easier to copy-and-paste options from Pandoc [4] such as `fancy_lists`, `header_attributes`, and `pipe_tables`, we accept snake_case in addition to camelCase variants of options. As a bonus, studies [5] also show that snake_case is faster to read than camelCase.

```
              \@@_with_various_cases:nn
                { ####1 }
                {
                  \@@_define_option_keyval:nnn
                    { ##1 }
                    { ####1 }
                    { ########1 }
                }
          }
```

```
      }
  }
\cs_new:Nn
  \@@_define_option_command:n
  {
```

Do not override options defined before loading the package.

```
    \@@_option_tl_to_csname:nN
      { #1 }
      \l_tmpa_tl
    \cs_if_exist:cF
      { \l_tmpa_tl }
      {
        \@@_get_default_option_value:nN
          { #1 }
          \l_tmpa_tl
        \@@_set_option_value:nV
          { #1 }
          \l_tmpa_tl
      }
  }
\cs_new:Nn
  \@@_set_option_value:nn
  {
    \@@_define_option:n
      { #1 }
    \@@_get_option_type:nN
      { #1 }
      \l_tmpa_tl
    \str_if_eq:NNTF
      \c_@@_option_type_counter_tl
      \l_tmpa_tl
      {
        \@@_option_tl_to_csname:nN
          { #1 }
          \l_tmpa_tl
        \int_gset:cn
          { \l_tmpa_tl }
          { #2 }
      }
      {
        \@@_option_tl_to_csname:nN
          { #1 }
          \l_tmpa_tl
        \cs_set:cpn
          { \l_tmpa_tl }
          { #2 }
      }
```

```
  }
\cs_generate_variant:Nn
  \@@_set_option_value:nn
  { nV }
\cs_new:Nn
  \@@_define_option:n
  {
    \@@_option_tl_to_csname:nN
      { #1 }
      \l_tmpa_tl
    \cs_if_free:cT
      { \l_tmpa_tl }
      {
        \@@_get_option_type:nN
          { #1 }
          \l_tmpb_tl
        \str_if_eq:NNT
          \c_@@_option_type_counter_tl
          \l_tmpb_tl
          {
            \@@_option_tl_to_csname:nN
              { #1 }
              \l_tmpa_tl
            \int_new:c
              { \l_tmpa_tl }
          }
      }
  }
\cs_new:Nn
  \@@_define_option_keyval:nnn
  {
    \prop_get:cnN
      { g_@@_ #1 _option_types_prop }
      { #2 }
      \l_tmpa_tl
    \str_if_eq:VVTF
      \l_tmpa_tl
      \c_@@_option_type_boolean_tl
      {
        \keys_define:nn
          { markdown/options }
          {
```

For boolean options, we also accept `yes` as an alias for `true` and `no` as an alias for `false`.

```
            #3 .code:n = {
              \tl_set:Nx
```

```
                \l_tmpa_tl
                {
                  \str_case:nnF
                    { ##1 }
                    {
                      { yes } { true }
                      { no } { false }
                    }
                    { ##1 }
                }
              \@@_set_option_value:nV
                { #2 }
                \l_tmpa_tl
            },
            #3 .default:n = { true },
          }
      }
      {
        \keys_define:nn
          { markdown/options }
          {
            #3 .code:n = {
              \@@_set_option_value:nn
                { #2 }
                { ##1 }
            },
          }
      }
```

For options of type `clist`, we assume that ⟨*key*⟩ is a regular English noun in plural (such as `extensions`) and we also define the ⟨*singular key*⟩=⟨*value*⟩ interface, where ⟨*singular key*⟩ is ⟨*key*⟩ after stripping the trailing -s (such as `extension`). Rather than setting the option to ⟨*value*⟩, this interface appends ⟨*value*⟩ to the current value as the rightmost item in the list.

```
    \str_if_eq:VVT
      \l_tmpa_tl
      \c_@@_option_type_clist_tl
      {
        \tl_set:Nn
          \l_tmpa_tl
          { #3 }
        \tl_reverse:N
          \l_tmpa_tl
        \str_if_eq:enF
          {
            \tl_head:V
              \l_tmpa_tl
```

```
          }
          { s }
          {
            \msg_error:nnn
              { markdown }
              { malformed-name-for-clist-option }
              { #3 }
          }
        \tl_set:Nx
          \l_tmpa_tl
          {
            \tl_tail:V
              \l_tmpa_tl
          }
        \tl_reverse:N
          \l_tmpa_tl
        \tl_put_right:Nn
          \l_tmpa_tl
          {
            .code:n = {
              \@@_get_option_value:nN
                { #2 }
                \l_tmpa_tl
              \clist_set:NV
                \l_tmpa_clist
                { \l_tmpa_tl, { ##1 } }
              \@@_set_option_value:nV
                { #2 }
                \l_tmpa_clist
            }
          }
        \keys_define:nV
          { markdown/options }
          \l_tmpa_tl
      }
  }
\cs_generate_variant:Nn
  \clist_set:Nn
  { NV }
\cs_generate_variant:Nn
  \keys_define:nn
  { nV }
\cs_generate_variant:Nn
  \@@_set_option_value:nn
  { nV }
\prg_generate_conditional_variant:Nnn
  \str_if_eq:nn
```

```
    { en }
    { F }
\msg_new:nnn
    { markdown }
    { malformed-name-for-clist-option }
    {
      Clist~option~name~#1~does~not~end~with~-s.
    }
```

If plain TEX is the top layer, we use the `\@@_define_option_commands_and_keyvals:` macro to define plain TEX option macros and key-values immediately. Otherwise, we postpone the definition until the upper layers have been loaded.

```
\str_if_eq:VVT
  \c_@@_top_layer_tl
  \c_@@_option_layer_plain_tex_tl
  {
    \@@_define_option_commands_and_keyvals:
  }
\ExplSyntaxOff
```

2.2.3 Themes

User-defined themes for the Markdown package provide a domain-specific interpretation of Markdown tokens. Themes allow the authors to achieve a specific look and other high-level goals without low-level programming.

The key-values `theme`=⟨*theme name*⟩ and `import`=⟨*theme name*⟩ load a TEX document (further referred to as *a theme*) named `markdowntheme`⟨*munged theme name*⟩`.tex`, where the *munged theme name* is the *theme name* after the substitution of all forward slashes (`/`) for an underscore (`_`). The theme name is *qualified* and contains no underscores. A theme name is qualified if and only if it contains at least one forward slash. Themes are inspired by the Beamer LATEX package, which provides similar functionality with its `\usetheme` macro [8, Section 15.1].

Theme names must be qualified to minimize naming conflicts between different themes with a similar purpose. The preferred format of a theme name is ⟨*theme author*⟩`/`⟨*theme purpose*⟩`/`⟨*private naming scheme*⟩, where the *private naming scheme* may contain additional forward slashes. For example, a theme by a user `witiko` for the MU theme of the Beamer document class may have the name `witiko/beamer/MU`.

Theme names are munged to allow structure inside theme names without dictating where the themes should be located inside the TEX directory structure. For example, loading a theme named `witiko/beamer/MU` would load a TEX document package named `markdownthemewitiko_beamer_MU.tex`.

```
\ExplSyntaxOn
\keys_define:nn
  { markdown/options }
```

```
  {
    theme .code:n = {
      \@@_set_theme:n
        { #1 }
    },
    import .code:n = {
      \tl_set:Nn
        \l_tmpa_tl
        { #1 }
```

To ensure that keys containing forward slashes get passed correctly, we replace all forward slashes in the input with backslash tokens with category code letter and then undo the replacement. This means that if any unbraced backslash tokens with category code letter exist in the input, they will be replaced with forward slashes. However, this should be extremely rare.

```
      \tl_replace_all:NnV
        \l_tmpa_tl
        { / }
        \c_backslash_str
      \keys_set:nV
        { markdown/options/import }
        \l_tmpa_tl
    },
  }
```

To keep track of the current theme when themes are nested, we will maintain the `\g_@@_themes_seq` stack of theme names. For convenience, the name of the current theme is also available in the `\g_@@_current_theme_tl` macro.

```
\seq_new:N
  \g_@@_themes_seq
\tl_new:N
  \g_@@_current_theme_tl
\tl_gset:Nn
  \g_@@_current_theme_tl
  { }
\seq_gput_right:NV
  \g_@@_themes_seq
  \g_@@_current_theme_tl
\cs_new:Nn
  \@@_set_theme:n
  {
```

First, we validate the theme name.

```
    \str_if_in:nnF
      { #1 }
      { / }
      {
        \msg_error:nnn
```

```
          { markdown }
          { unqualified-theme-name }
          { #1 }
      }
    \str_if_in:nnT
      { #1 }
      { _ }
      {
        \msg_error:nnn
          { markdown }
          { underscores-in-theme-name }
          { #1 }
      }
```

Next, we munge the theme name.

```
    \str_set:Nn
      \l_tmpa_str
      { #1 }
    \str_replace_all:Nnn
      \l_tmpa_str
      { / }
      { _ }
```

Finally, we load the theme.

```
    \tl_gset:Nn
      \g_@@_current_theme_tl
      { #1 / }
    \seq_gput_right:NV
      \g_@@_themes_seq
      \g_@@_current_theme_tl
    \@@_load_theme:nV
      { #1 }
      \l_tmpa_str
    \seq_gpop_right:NN
      \g_@@_themes_seq
      \l_tmpa_tl
    \seq_get_right:NN
      \g_@@_themes_seq
      \l_tmpa_tl
    \tl_gset:NV
      \g_@@_current_theme_tl
      \l_tmpa_tl
  }
\msg_new:nnnn
  { markdown }
  { unqualified-theme-name }
  { Won't~load~theme~with~unqualified~name~#1 }
  { Theme~names~must~contain~at~least~one~forward~slash }
```

```
\msg_new:nnnn
  { markdown }
  { underscores-in-theme-name }
  { Won't~load~theme~with~an~underscore~in~its~name~#1 }
  { Theme~names~must~not~contain~underscores~in~their~names }
\cs_generate_variant:Nn
  \tl_replace_all:Nnn
  { NnV }
\ExplSyntaxOff
```

Built-in plain TEX themes provided with the Markdown package include:

witiko/tilde A theme that makes tilde (`~`) always typeset the non-breaking space even when the `hybrid` Lua option is disabled.

```
\input markdown
\markdownSetup{import=witiko/tilde}
\markdownBegin
Bartel~Leendert van~der~Waerden
\markdownEnd
\bye
```

Typesetting the above document produces the following text: "Bartel Leendert van der Waerden".

witiko/markdown/defaults A plain TEX theme with the default definitions of token renderer prototypes for plain TEX. This theme is loaded automatically together with the package and explicitly loading it has no effect.

Please, see Section 3.2.2 for implementation details of the built-in plain TEX themes.

2.2.4 Snippets

We may set up options as *snippets* using the `\markdownSetupSnippet` macro and invoke them later. The `\markdownSetupSnippet` macro receives two arguments: the name of the snippet and the options to store.

```
\ExplSyntaxOn
\prop_new:N
  \g_@@_snippets_prop
\cs_new:Nn
  \@@_setup_snippet:nn
  {
    \tl_if_empty:nT
      { #1 }
      {
```

```
        \msg_error:nnn
          { markdown }
          { empty-snippet-name }
          { #1 }
      }
    \tl_set:NV
      \l_tmpa_tl
      \g_@@_current_theme_tl
    \tl_put_right:Nn
      \l_tmpa_tl
      { #1 }
    \@@_if_snippet_exists:nT
      { #1 }
      {
        \msg_warning:nnV
          { markdown }
          { redefined-snippet }
          \l_tmpa_tl
      }
    \prop_gput:NVn
      \g_@@_snippets_prop
      \l_tmpa_tl
      { #2 }
  }
\cs_gset_eq:NN
  \markdownSetupSnippet
  \@@_setup_snippet:nn
\msg_new:nnnn
  { markdown }
  { empty-snippet-name }
  { Empty~snippet~name~#1 }
  { Pick~a~non-empty~name~for~your~snippet }
\msg_new:nnn
  { markdown }
  { redefined-snippet }
  { Redefined~snippet~#1 }
```

To decide whether a snippet exists, we can use the `\markdownIfSnippetExists` macro.

```
\prg_new_conditional:Nnn
  \@@_if_snippet_exists:n
  { TF, T, F }
  {
    \tl_set:NV
      \l_tmpa_tl
      \g_@@_current_theme_tl
    \tl_put_right:Nn
      \l_tmpa_tl
```

```
      { #1 }
    \prop_get:NVNTF
      \g_@@_snippets_prop
      \l_tmpa_tl
      \l_tmpb_tl
      { \prg_return_true: }
      { \prg_return_false: }
  }
\cs_gset_eq:NN
  \markdownIfSnippetExists
  \@@_if_snippet_exists:nTF
```

The option with key `snippet` invokes a snippet named ⟨*value*⟩.

```
\keys_define:nn
  { markdown/options }
  {
    snippet .code:n = {
      \tl_set:NV
        \l_tmpa_tl
        \g_@@_current_theme_tl
      \tl_put_right:Nn
        \l_tmpa_tl
        { #1 }
      \@@_if_snippet_exists:nTF
        { #1 }
        {
          \prop_get:NVN
            \g_@@_snippets_prop
            \l_tmpa_tl
            \l_tmpb_tl
          \@@_setup:V
            \l_tmpb_tl
        }
        {
          \msg_error:nnV
            { markdown }
            { undefined-snippet }
            \l_tmpa_tl
        }
    }
  }
\msg_new:nnn
  { markdown }
  { undefined-snippet }
  { Can't~invoke~undefined~snippet~#1 }
\cs_generate_variant:Nn
  \@@_setup:n
  { V }
```

```
\ExplSyntaxOff
```

Here is how we can use snippets to store options and invoke them later in LaTeX:

```
\markdownSetupSnippet{romanNumerals}{
  renderers = {
      olItemWithNumber = {\item[\romannumeral#1\relax.]},
  },
}
\begin{markdown}

The following ordered list will be preceded by arabic numerals:

1. wahid
2. aithnayn

\end{markdown}
\begin{markdown}[snippet=romanNumerals]

The following ordered list will be preceded by roman numerals:

3. tres
4. quattuor

\end{markdown}
```

If the `romanNumerals` snippet were defined in the `jdoe/lists` theme, we could import the `jdoe/lists` theme and use the qualified name `jdoe/lists/romanNumerals` to invoke the snippet:

```
\markdownSetup{import=jdoe/lists}
\begin{markdown}[snippet=jdoe/lists/romanNumerals]

The following ordered list will be preceded by roman numerals:

3. tres
4. quattuor

\end{markdown}
```

Alternatively, we can use the extended variant of the `import` LaTeX option that allows us to import the `romanNumerals` snippet to the current namespace for easier access:

```
\markdownSetup{
  import = {
    jdoe/lists = romanNumerals,
  },
}
\begin{markdown}[snippet=romanNumerals]

The following ordered list will be preceded by roman numerals:

3. tres
4. quattuor

\end{markdown}
```

Furthermore, we can also specify the name of the snippet in the current namespace, which can be different from the name of the snippet in the `jdoe/lists` theme. For example, we can make the snippet `jdoe/lists/romanNumerals` available under the name `roman`.

```
\markdownSetup{
  import = {
    jdoe/lists = romanNumerals as roman,
  },
}
\begin{markdown}[snippet=roman]

The following ordered list will be preceded by roman numerals:

3. tres
4. quattuor

\end{markdown}
```

Several themes and/or snippets can be loaded at once using the extended variant of the `import` LaTeX option:

```
\markdownSetup{
  import = {
    jdoe/longpackagename/lists = {
      arabic as arabic1,
```

```
      roman,
      alphabetic,
    },
    jdoe/anotherlongpackagename/lists = {
      arabic as arabic2,
    },
    jdoe/yetanotherlongpackagename,
  },
}
```

```
\ExplSyntaxOn
\tl_new:N
  \l_@@_import_current_theme_tl
\keys_define:nn
  { markdown/options/import }
  {
```

If a theme name is given without a list of snippets to import, we assume that an empty list was given.

```
    unknown .default:n = {},
    unknown .code:n = {
```

To ensure that keys containing forward slashes get passed correctly, we replace all forward slashes in the input with backslash tokens with category code letter and then undo the replacement. This means that if any unbraced backslash tokens with category code letter exist in the input, they will be replaced with forward slashes. However, this should be extremely rare.

```
      \tl_set_eq:NN
        \l_@@_import_current_theme_tl
        \l_keys_key_str
      \tl_replace_all:NVn
        \l_@@_import_current_theme_tl
        \c_backslash_str
        { / }
```

Here, we import the snippets.

```
      \clist_map_inline:nn
        { #1 }
        {
          \regex_extract_once:nnNTF
            { ^(.*?)\s+as\s+(.*?)$ }
            { ##1 }
            \l_tmpa_seq
            {
              \seq_pop:NN
                \l_tmpa_seq
```

```
                \l_tmpa_tl
              \seq_pop:NN
                \l_tmpa_seq
                \l_tmpa_tl
              \seq_pop:NN
                \l_tmpa_seq
                \l_tmpb_tl
            }
            {
              \tl_set:Nn
                \l_tmpa_tl
                { ##1 }
              \tl_set:Nn
                \l_tmpb_tl
                { ##1 }
            }
          \tl_put_left:Nn
            \l_tmpa_tl
            { / }
          \tl_put_left:NV
            \l_tmpa_tl
            \l_@@_import_current_theme_tl
          \@@_setup_snippet:Vx
            \l_tmpb_tl
            { snippet = { \l_tmpa_tl } }
        }
```

Here, we load the theme.

```
      \@@_set_theme:V
        \l_@@_import_current_theme_tl
    },
  }
\cs_generate_variant:Nn
  \tl_replace_all:Nnn
  { NVn }
\cs_generate_variant:Nn
  \@@_set_theme:n
  { V }
\cs_generate_variant:Nn
  \@@_setup_snippet:nn
  { Vx }
```

2.2.5 Token Renderers

The following TEX macros may occur inside the output of the converter functions exposed by the Lua interface (see Section 2.1.1) and represent the parsed markdown tokens. These macros are intended to be redefined by the user who is typesetting

a document. By default, they point to the corresponding prototypes (see Section 2.2.6).

To enable the enumeration of token renderers, we will maintain the `\g_@@_renderers_seq` sequence.

```
\ExplSyntaxOn
\seq_new:N \g_@@_renderers_seq
```

To enable the reflection of token renderers and their parameters, we will maintain the `\g_@@_renderer_arities_prop` property list.

```
\prop_new:N \g_@@_renderer_arities_prop
\ExplSyntaxOff
```

2.2.5.1 Attribute Renderers

The following macros are only produced, when at least one of the following options for markdown attributes on different elements is enabled:

- `autoIdentifiers`
- `fencedCodeAttributes`
- `gfmAutoIdentifiers`
- `headerAttributes`
- `inlineCodeAttributes`
- `linkAttributes`

`\markdownRendererAttributeIdentifier` represents the ⟨*identifier*⟩ of a markdown element (`id="`⟨*identifier*⟩`"` in HTML and `#`⟨*identifier*⟩ in markdown attributes). The macro receives a single attribute that corresponds to the ⟨*identifier*⟩.

`\markdownRendererAttributeClassName` represents the ⟨*class name*⟩ of a markdown element (`class="`⟨*class name*⟩ ...`"` in HTML and `.`⟨*class name*⟩ in markdown attributes). The macro receives a single attribute that corresponds to the ⟨*class name*⟩.

`\markdownRendererAttributeKeyValue` represents a HTML attribute in the form ⟨*key*⟩`=`⟨*value*⟩ that is neither an identifier nor a class name. The macro receives two attributes that correspond to the ⟨*key*⟩ and the ⟨*value*⟩, respectively.

```
\def\markdownRendererAttributeIdentifier{%
  \markdownRendererAttributeIdentifierPrototype}%
\ExplSyntaxOn
\seq_gput_right:Nn
  \g_@@_renderers_seq
  { attributeIdentifier }
\prop_gput:Nnn
  \g_@@_renderer_arities_prop
  { attributeIdentifier }
  { 1 }
\ExplSyntaxOff
\def\markdownRendererAttributeClassName{%
```

```
  \markdownRendererAttributeClassNamePrototype}%
\ExplSyntaxOn
\seq_gput_right:Nn
  \g_@@_renderers_seq
  { attributeClassName }
\prop_gput:Nnn
  \g_@@_renderer_arities_prop
  { attributeClassName }
  { 1 }
\ExplSyntaxOff
\def\markdownRendererAttributeKeyValue{%
  \markdownRendererAttributeKeyValuePrototype}%
\ExplSyntaxOn
\seq_gput_right:Nn
  \g_@@_renderers_seq
  { attributeKeyValue }
\prop_gput:Nnn
  \g_@@_renderer_arities_prop
  { attributeKeyValue }
  { 2 }
\ExplSyntaxOff
```

2.2.5.2 Block Quote Renderers

The `\markdownRendererBlockQuoteBegin` macro represents the beginning of a block quote. The macro receives no arguments.

```
\def\markdownRendererBlockQuoteBegin{%
  \markdownRendererBlockQuoteBeginPrototype}%
\ExplSyntaxOn
\seq_gput_right:Nn
  \g_@@_renderers_seq
  { blockQuoteBegin }
\prop_gput:Nnn
  \g_@@_renderer_arities_prop
  { blockQuoteBegin }
  { 0 }
\ExplSyntaxOff
```

The `\markdownRendererBlockQuoteEnd` macro represents the end of a block quote. The macro receives no arguments.

```
\def\markdownRendererBlockQuoteEnd{%
  \markdownRendererBlockQuoteEndPrototype}%
\ExplSyntaxOn
\seq_gput_right:Nn
  \g_@@_renderers_seq
  { blockQuoteEnd }
\prop_gput:Nnn
```

```
  \g_@@_renderer_arities_prop
  { blockQuoteEnd }
  { 0 }
\ExplSyntaxOff
```

2.2.5.3 Bracketed Spans Attribute Context Renderers

The following macros are only produced, when the `bracketedSpans` option is enabled.

The `\markdownRendererBracketedSpanAttributeContextBegin` and `\markdownRendererBrac` macros represent the beginning and the end of a context in which the attributes of an inline bracketed span apply. The macros receive no arguments.

```
\def\markdownRendererBracketedSpanAttributeContextBegin{%
  \markdownRendererBracketedSpanAttributeContextBeginPrototype}%
\ExplSyntaxOn
\seq_gput_right:Nn
  \g_@@_renderers_seq
  { bracketedSpanAttributeContextBegin }
\prop_gput:Nnn
  \g_@@_renderer_arities_prop
  { bracketedSpanAttributeContextBegin }
  { 0 }
\ExplSyntaxOff
\def\markdownRendererBracketedSpanAttributeContextEnd{%
  \markdownRendererBracketedSpanAttributeContextEndPrototype}%
\ExplSyntaxOn
\seq_gput_right:Nn
  \g_@@_renderers_seq
  { bracketedSpanAttributeContextEnd }
\prop_gput:Nnn
  \g_@@_renderer_arities_prop
  { bracketedSpanAttributeContextEnd }
  { 0 }
\ExplSyntaxOff
```

2.2.5.4 Bullet List Renderers

The `\markdownRendererUlBegin` macro represents the beginning of a bulleted list that contains an item with several paragraphs of text (the list is not tight). The macro receives no arguments.

```
\def\markdownRendererUlBegin{%
  \markdownRendererUlBeginPrototype}%
\ExplSyntaxOn
\seq_gput_right:Nn
  \g_@@_renderers_seq
  { ulBegin }
```

```
\prop_gput:Nnn
  \g_@@_renderer_arities_prop
  { ulBegin }
  { 0 }
\ExplSyntaxOff
```

The \markdownRendererUlBeginTight macro represents the beginning of a bulleted list that contains no item with several paragraphs of text (the list is tight). This macro will only be produced, when the tightLists option is disabled. The macro receives no arguments.

```
\def\markdownRendererUlBeginTight{%
  \markdownRendererUlBeginTightPrototype}%
\ExplSyntaxOn
\seq_gput_right:Nn
  \g_@@_renderers_seq
  { ulBeginTight }
\prop_gput:Nnn
  \g_@@_renderer_arities_prop
  { ulBeginTight }
  { 0 }
\ExplSyntaxOff
```

The \markdownRendererUlItem macro represents an item in a bulleted list. The macro receives no arguments.

```
\def\markdownRendererUlItem{%
  \markdownRendererUlItemPrototype}%
\ExplSyntaxOn
\seq_gput_right:Nn
  \g_@@_renderers_seq
  { ulItem }
\prop_gput:Nnn
  \g_@@_renderer_arities_prop
  { ulItem }
  { 0 }
\ExplSyntaxOff
```

The \markdownRendererUlItemEnd macro represents the end of an item in a bulleted list. The macro receives no arguments.

```
\def\markdownRendererUlItemEnd{%
  \markdownRendererUlItemEndPrototype}%
\ExplSyntaxOn
\seq_gput_right:Nn
  \g_@@_renderers_seq
  { ulItemEnd }
\prop_gput:Nnn
  \g_@@_renderer_arities_prop
```

```
  { ulItemEnd }
  { 0 }
\ExplSyntaxOff
```

The `\markdownRendererUlEnd` macro represents the end of a bulleted list that contains an item with several paragraphs of text (the list is not tight). The macro receives no arguments.

```
\def\markdownRendererUlEnd{%
  \markdownRendererUlEndPrototype}%
\ExplSyntaxOn
\seq_gput_right:Nn
  \g_@@_renderers_seq
  { ulEnd }
\prop_gput:Nnn
  \g_@@_renderer_arities_prop
  { ulEnd }
  { 0 }
\ExplSyntaxOff
```

The `\markdownRendererUlEndTight` macro represents the end of a bulleted list that contains no item with several paragraphs of text (the list is tight). This macro will only be produced, when the `tightLists` option is disabled. The macro receives no arguments.

```
\def\markdownRendererUlEndTight{%
  \markdownRendererUlEndTightPrototype}%
\ExplSyntaxOn
\seq_gput_right:Nn
  \g_@@_renderers_seq
  { ulEndTight }
\prop_gput:Nnn
  \g_@@_renderer_arities_prop
  { ulEndTight }
  { 0 }
\ExplSyntaxOff
```

2.2.5.5 Citation Renderers

The `\markdownRendererCite` macro represents a string of one or more parenthetical citations. This macro will only be produced, when the `citations` option is enabled. The macro receives the parameter `{`⟨*number of citations*⟩`}` followed by ⟨*suppress author*⟩ `{`⟨*prenote*⟩`}{`⟨*postnote*⟩`}{`⟨*name*⟩`}` repeated ⟨*number of citations*⟩ times. The ⟨*suppress author*⟩ parameter is either the token `-`, when the author's name is to be suppressed, or `+` otherwise.

```
\def\markdownRendererCite{%
  \markdownRendererCitePrototype}%
\ExplSyntaxOn
```

```
\seq_gput_right:Nn
  \g_@@_renderers_seq
  { cite }
\prop_gput:Nnn
  \g_@@_renderer_arities_prop
  { cite }
  { 1 }
\ExplSyntaxOff
```

The `\markdownRendererTextCite` macro represents a string of one or more text citations. This macro will only be produced, when the `citations` option is enabled. The macro receives parameters in the same format as the `\markdownRendererCite` macro.

```
\def\markdownRendererTextCite{%
  \markdownRendererTextCitePrototype}%
\ExplSyntaxOn
\seq_gput_right:Nn
  \g_@@_renderers_seq
  { textCite }
\prop_gput:Nnn
  \g_@@_renderer_arities_prop
  { textCite }
  { 1 }
\ExplSyntaxOff
```

2.2.5.6 Code Block Renderers

The `\markdownRendererInputVerbatim` macro represents a code block. The macro receives a single argument that corresponds to the filename of a file contaning the code block contents.

```
\def\markdownRendererInputVerbatim{%
  \markdownRendererInputVerbatimPrototype}%
\ExplSyntaxOn
\seq_gput_right:Nn
  \g_@@_renderers_seq
  { inputVerbatim }
\prop_gput:Nnn
  \g_@@_renderer_arities_prop
  { inputVerbatim }
  { 1 }
\ExplSyntaxOff
```

The `\markdownRendererInputFencedCode` macro represents a fenced code block. This macro will only be produced, when the `fencedCode` option is enabled. The macro receives three arguments that correspond to the filename of a file contaning

the code block contents, the fully escaped code fence infostring that can be directly typeset, and the raw code fence infostring that can be used outside typesetting.

```
\def\markdownRendererInputFencedCode{%
  \markdownRendererInputFencedCodePrototype}%
\ExplSyntaxOn
\seq_gput_right:Nn
  \g_@@_renderers_seq
  { inputFencedCode }
\prop_gput:Nnn
  \g_@@_renderer_arities_prop
  { inputFencedCode }
  { 3 }
\ExplSyntaxOff
```

2.2.5.7 Code Span Renderer

The `\markdownRendererCodeSpan` macro represents inline code span in the input text. It receives a single argument that corresponds to the inline code span.

```
\def\markdownRendererCodeSpan{%
  \markdownRendererCodeSpanPrototype}%
\ExplSyntaxOn
\seq_gput_right:Nn
  \g_@@_renderers_seq
  { codeSpan }
\prop_gput:Nnn
  \g_@@_renderer_arities_prop
  { codeSpan }
  { 1 }
\ExplSyntaxOff
```

2.2.5.8 Code Span Attribute Context Renderers

The following macros are only produced, when the `inlineCodeAttributes` option is enabled.

The `\markdownRendererCodeSpanAttributeContextBegin` and `\markdownRendererCodeSpanA` macros represent the beginning and the end of a context in which the attributes of an inline code span apply. The macros receive no arguments.

```
\def\markdownRendererCodeSpanAttributeContextBegin{%
  \markdownRendererCodeSpanAttributeContextBeginPrototype}%
\ExplSyntaxOn
\seq_gput_right:Nn
  \g_@@_renderers_seq
  { codeSpanAttributeContextBegin }
\prop_gput:Nnn
  \g_@@_renderer_arities_prop
  { codeSpanAttributeContextBegin }
```

```
  { 0 }
\ExplSyntaxOff
\def\markdownRendererCodeSpanAttributeContextEnd{%
  \markdownRendererCodeSpanAttributeContextEndPrototype}%
\ExplSyntaxOn
\seq_gput_right:Nn
  \g_@@_renderers_seq
  { codeSpanAttributeContextEnd }
\prop_gput:Nnn
  \g_@@_renderer_arities_prop
  { codeSpanAttributeContextEnd }
  { 0 }
\ExplSyntaxOff
```

2.2.5.9 Content Block Renderers

The `\markdownRendererContentBlock` macro represents an iA Writer content block. It receives four arguments: the local file or online image filename extension cast to the lower case, the fully escaped URI that can be directly typeset, the raw URI that can be used outside typesetting, and the title of the content block.

```
\def\markdownRendererContentBlock{%
  \markdownRendererContentBlockPrototype}%
\ExplSyntaxOn
\seq_gput_right:Nn
  \g_@@_renderers_seq
  { contentBlock }
\prop_gput:Nnn
  \g_@@_renderer_arities_prop
  { contentBlock }
  { 4 }
\ExplSyntaxOff
```

The `\markdownRendererContentBlockOnlineImage` macro represents an iA Writer online image content block. The macro receives the same arguments as `\markdownRendererContentBlock`.

```
\def\markdownRendererContentBlockOnlineImage{%
  \markdownRendererContentBlockOnlineImagePrototype}%
\ExplSyntaxOn
\seq_gput_right:Nn
  \g_@@_renderers_seq
  { contentBlockOnlineImage }
\prop_gput:Nnn
  \g_@@_renderer_arities_prop
  { contentBlockOnlineImage }
  { 4 }
\ExplSyntaxOff
```

The `\markdownRendererContentBlockCode` macro represents an iA Writer content block that was recognized as a file in a known programming language by its filename extension s. If any `markdown-languages.json` file found by kpathsea[32] contains a record (k, v), then a non-online-image content block with the filename extension s, `s:lower()` $= k$ is considered to be in a known programming language v. The macro receives five arguments: the local file name extension s cast to the lower case, the language v, the fully escaped URI that can be directly typeset, the raw URI that can be used outside typesetting, and the title of the content block.

Note that you will need to place place a `markdown-languages.json` file inside your working directory or inside your local TEX directory structure. In this file, you will define a mapping between filename extensions and the language names recognized by your favorite syntax highlighter; there may exist other creative uses beside syntax highlighting. The `Languages.json` file provided by Sotkov [3] is a good starting point.

```
\def\markdownRendererContentBlockCode{%
  \markdownRendererContentBlockCodePrototype}%
\ExplSyntaxOn
\seq_gput_right:Nn
  \g_@@_renderers_seq
  { contentBlockCode }
\prop_gput:Nnn
  \g_@@_renderer_arities_prop
  { contentBlockCode }
  { 5 }
\ExplSyntaxOff
```

2.2.5.10 Definition List Renderers

The following macros are only produced, when the `definitionLists` option is enabled.

The `\markdownRendererDlBegin` macro represents the beginning of a definition list that contains an item with several paragraphs of text (the list is not tight). The macro receives no arguments.

```
\def\markdownRendererDlBegin{%
  \markdownRendererDlBeginPrototype}%
\ExplSyntaxOn
\seq_gput_right:Nn
  \g_@@_renderers_seq
  { dlBegin }
\prop_gput:Nnn
  \g_@@_renderer_arities_prop
  { dlBegin }
```

[32] Filenames other than `markdown-languages.json` may be specified using the `contentBlocksLanguageMap` Lua option.

```
  { 0 }
\ExplSyntaxOff
```

The `\markdownRendererDlBeginTight` macro represents the beginning of a definition list that contains no item with several paragraphs of text (the list is tight). This macro will only be produced, when the `tightLists` option is disabled. The macro receives no arguments.

```
\def\markdownRendererDlBeginTight{%
  \markdownRendererDlBeginTightPrototype}%
\ExplSyntaxOn
\seq_gput_right:Nn
  \g_@@_renderers_seq
  { dlBeginTight }
\prop_gput:Nnn
  \g_@@_renderer_arities_prop
  { dlBeginTight }
  { 0 }
\ExplSyntaxOff
```

The `\markdownRendererDlItem` macro represents a term in a definition list. The macro receives a single argument that corresponds to the term being defined.

```
\def\markdownRendererDlItem{%
  \markdownRendererDlItemPrototype}%
\ExplSyntaxOn
\seq_gput_right:Nn
  \g_@@_renderers_seq
  { dlItem }
\prop_gput:Nnn
  \g_@@_renderer_arities_prop
  { dlItem }
  { 1 }
\ExplSyntaxOff
```

The `\markdownRendererDlItemEnd` macro represents the end of a list of definitions for a single term.

```
\def\markdownRendererDlItemEnd{%
  \markdownRendererDlItemEndPrototype}%
\ExplSyntaxOn
\seq_gput_right:Nn
  \g_@@_renderers_seq
  { dlItemEnd }
\prop_gput:Nnn
  \g_@@_renderer_arities_prop
  { dlItemEnd }
  { 0 }
\ExplSyntaxOff
```

The \markdownRendererDlDefinitionBegin macro represents the beginning of a definition in a definition list. There can be several definitions for a single term.

```
\def\markdownRendererDlDefinitionBegin{%
  \markdownRendererDlDefinitionBeginPrototype}%
\ExplSyntaxOn
\seq_gput_right:Nn
  \g_@@_renderers_seq
  { dlDefinitionBegin }
\prop_gput:Nnn
  \g_@@_renderer_arities_prop
  { dlDefinitionBegin }
  { 0 }
\ExplSyntaxOff
```

The \markdownRendererDlDefinitionEnd macro represents the end of a definition in a definition list. There can be several definitions for a single term.

```
\def\markdownRendererDlDefinitionEnd{%
  \markdownRendererDlDefinitionEndPrototype}%
\ExplSyntaxOn
\seq_gput_right:Nn
  \g_@@_renderers_seq
  { dlDefinitionEnd }
\prop_gput:Nnn
  \g_@@_renderer_arities_prop
  { dlDefinitionEnd }
  { 0 }
\ExplSyntaxOff
```

The \markdownRendererDlEnd macro represents the end of a definition list that contains an item with several paragraphs of text (the list is not tight). The macro receives no arguments.

```
\def\markdownRendererDlEnd{%
  \markdownRendererDlEndPrototype}%
\ExplSyntaxOn
\seq_gput_right:Nn
  \g_@@_renderers_seq
  { dlEnd }
\prop_gput:Nnn
  \g_@@_renderer_arities_prop
  { dlEnd }
  { 0 }
\ExplSyntaxOff
```

The \markdownRendererDlEndTight macro represents the end of a definition list that contains no item with several paragraphs of text (the list is tight). This macro

will only be produced, when the `tightLists` option is disabled. The macro receives no arguments.

```
\def\markdownRendererDlEndTight{%
  \markdownRendererDlEndTightPrototype}%
\ExplSyntaxOn
\seq_gput_right:Nn
  \g_@@_renderers_seq
  { dlEndTight }
\prop_gput:Nnn
  \g_@@_renderer_arities_prop
  { dlEndTight }
  { 0 }
\ExplSyntaxOff
```

2.2.5.11 Ellipsis Renderer

The `\markdownRendererEllipsis` macro replaces any occurance of ASCII ellipses in the input text. This macro will only be produced, when the `smartEllipses` option is enabled. The macro receives no arguments.

```
\def\markdownRendererEllipsis{%
  \markdownRendererEllipsisPrototype}%
\ExplSyntaxOn
\seq_gput_right:Nn
  \g_@@_renderers_seq
  { ellipsis }
\prop_gput:Nnn
  \g_@@_renderer_arities_prop
  { ellipsis }
  { 0 }
\ExplSyntaxOff
```

2.2.5.12 Emphasis Renderers

The `\markdownRendererEmphasis` macro represents an emphasized span of text. The macro receives a single argument that corresponds to the emphasized span of text.

```
\def\markdownRendererEmphasis{%
  \markdownRendererEmphasisPrototype}%
\ExplSyntaxOn
\seq_gput_right:Nn
  \g_@@_renderers_seq
  { emphasis }
\prop_gput:Nnn
  \g_@@_renderer_arities_prop
  { emphasis }
  { 1 }
```

```
\ExplSyntaxOff
```

The `\markdownRendererStrongEmphasis` macro represents a strongly emphasized span of text. The macro receives a single argument that corresponds to the emphasized span of text.

```
\def\markdownRendererStrongEmphasis{%
  \markdownRendererStrongEmphasisPrototype}%
\ExplSyntaxOn
\seq_gput_right:Nn
  \g_@@_renderers_seq
  { strongEmphasis }
\prop_gput:Nnn
  \g_@@_renderer_arities_prop
  { strongEmphasis }
  { 1 }
\ExplSyntaxOff
```

2.2.5.13 Fenced Code Attribute Context Renderers

The following macros are only produced, when the `fencedCode` option is enabled.

The `\markdownRendererFencedCodeAttributeContextBegin` and `\markdownRendererFencedC` macros represent the beginning and the end of a context in which the attributes of a fenced code apply. The macros receive no arguments.

```
\def\markdownRendererFencedCodeAttributeContextBegin{%
  \markdownRendererFencedCodeAttributeContextBeginPrototype}%
\ExplSyntaxOn
\seq_gput_right:Nn
  \g_@@_renderers_seq
  { fencedCodeAttributeContextBegin }
\prop_gput:Nnn
  \g_@@_renderer_arities_prop
  { fencedCodeAttributeContextBegin }
  { 0 }
\ExplSyntaxOff
\def\markdownRendererFencedCodeAttributeContextEnd{%
  \markdownRendererFencedCodeAttributeContextEndPrototype}%
\ExplSyntaxOn
\seq_gput_right:Nn
  \g_@@_renderers_seq
  { fencedCodeAttributeContextEnd }
\prop_gput:Nnn
  \g_@@_renderer_arities_prop
  { fencedCodeAttributeContextEnd }
  { 0 }
\ExplSyntaxOff
```

2.2.5.14 Fenced Div Attribute Context Renderers

The following macros are only produced, when the `fencedDiv` option is enabled.

The `\markdownRendererFencedDivAttributeContextBegin` and `\markdownRendererFencedDiv` macros represent the beginning and the end of a context in which the attributes of a div apply. The macros receive no arguments.

```
\def\markdownRendererFencedDivAttributeContextBegin{%
  \markdownRendererFencedDivAttributeContextBeginPrototype}%
\ExplSyntaxOn
\seq_gput_right:Nn
  \g_@@_renderers_seq
  { fencedDivAttributeContextBegin }
\prop_gput:Nnn
  \g_@@_renderer_arities_prop
  { fencedDivAttributeContextBegin }
  { 0 }
\ExplSyntaxOff
\def\markdownRendererFencedDivAttributeContextEnd{%
  \markdownRendererFencedDivAttributeContextEndPrototype}%
\ExplSyntaxOn
\seq_gput_right:Nn
  \g_@@_renderers_seq
  { fencedDivAttributeContextEnd }
\prop_gput:Nnn
  \g_@@_renderer_arities_prop
  { fencedDivAttributeContextEnd }
  { 0 }
\ExplSyntaxOff
```

2.2.5.15 Header Attribute Context Renderers

The following macros are only produced, when the `autoIdentifiers`, `gfmAutoIdentifiers`, or `headerAttributes` options are enabled.

The `\markdownRendererHeaderAttributeContextBegin` and `\markdownRendererHeaderAttri` macros represent the beginning and the end of a context in which the attributes of a heading apply. The macros receive no arguments.

```
\def\markdownRendererHeaderAttributeContextBegin{%
  \markdownRendererHeaderAttributeContextBeginPrototype}%
\ExplSyntaxOn
\seq_gput_right:Nn
  \g_@@_renderers_seq
  { headerAttributeContextBegin }
\prop_gput:Nnn
  \g_@@_renderer_arities_prop
  { headerAttributeContextBegin }
  { 0 }
\ExplSyntaxOff
```

```
\def\markdownRendererHeaderAttributeContextEnd{%
  \markdownRendererHeaderAttributeContextEndPrototype}%
\ExplSyntaxOn
\seq_gput_right:Nn
  \g_@@_renderers_seq
  { headerAttributeContextEnd }
\prop_gput:Nnn
  \g_@@_renderer_arities_prop
  { headerAttributeContextEnd }
  { 0 }
\ExplSyntaxOff
```

2.2.5.16 Heading Renderers

The \markdownRendererHeadingOne macro represents a first level heading. The macro receives a single argument that corresponds to the heading text.

```
\def\markdownRendererHeadingOne{%
  \markdownRendererHeadingOnePrototype}%
\ExplSyntaxOn
\seq_gput_right:Nn
  \g_@@_renderers_seq
  { headingOne }
\prop_gput:Nnn
  \g_@@_renderer_arities_prop
  { headingOne }
  { 1 }
\ExplSyntaxOff
```

The \markdownRendererHeadingTwo macro represents a second level heading. The macro receives a single argument that corresponds to the heading text.

```
\def\markdownRendererHeadingTwo{%
  \markdownRendererHeadingTwoPrototype}%
\ExplSyntaxOn
\seq_gput_right:Nn
  \g_@@_renderers_seq
  { headingTwo }
\prop_gput:Nnn
  \g_@@_renderer_arities_prop
  { headingTwo }
  { 1 }
\ExplSyntaxOff
```

The \markdownRendererHeadingThree macro represents a third level heading. The macro receives a single argument that corresponds to the heading text.

```
\def\markdownRendererHeadingThree{%
  \markdownRendererHeadingThreePrototype}%
\ExplSyntaxOn
```

```
\seq_gput_right:Nn
  \g_@@_renderers_seq
  { headingThree }
\prop_gput:Nnn
  \g_@@_renderer_arities_prop
  { headingThree }
  { 1 }
\ExplSyntaxOff
```

The \markdownRendererHeadingFour macro represents a fourth level heading. The macro receives a single argument that corresponds to the heading text.

```
\def\markdownRendererHeadingFour{%
  \markdownRendererHeadingFourPrototype}%
\ExplSyntaxOn
\seq_gput_right:Nn
  \g_@@_renderers_seq
  { headingFour }
\prop_gput:Nnn
  \g_@@_renderer_arities_prop
  { headingFour }
  { 1 }
\ExplSyntaxOff
```

The \markdownRendererHeadingFive macro represents a fifth level heading. The macro receives a single argument that corresponds to the heading text.

```
\def\markdownRendererHeadingFive{%
  \markdownRendererHeadingFivePrototype}%
\ExplSyntaxOn
\seq_gput_right:Nn
  \g_@@_renderers_seq
  { headingFive }
\prop_gput:Nnn
  \g_@@_renderer_arities_prop
  { headingFive }
  { 1 }
\ExplSyntaxOff
```

The \markdownRendererHeadingSix macro represents a sixth level heading. The macro receives a single argument that corresponds to the heading text.

```
\def\markdownRendererHeadingSix{%
  \markdownRendererHeadingSixPrototype}%
\ExplSyntaxOn
\seq_gput_right:Nn
  \g_@@_renderers_seq
  { headingSix }
\prop_gput:Nnn
  \g_@@_renderer_arities_prop
```

```
  { headingSix }
  { 1 }
\ExplSyntaxOff
```

2.2.5.17 Inline HTML Comment Renderer

The `\markdownRendererInlineHtmlComment` macro represents the contents of an inline HTML comment. This macro will only be produced, when the `html` option is enabled. The macro receives a single argument that corresponds to the contents of the HTML comment.

```
\def\markdownRendererInlineHtmlComment{%
  \markdownRendererInlineHtmlCommentPrototype}%
\ExplSyntaxOn
\seq_gput_right:Nn
  \g_@@_renderers_seq
  { inlineHtmlComment }
\prop_gput:Nnn
  \g_@@_renderer_arities_prop
  { inlineHtmlComment }
  { 1 }
\ExplSyntaxOff
```

2.2.5.18 HTML Tag and Element Renderers

The `\markdownRendererInlineHtmlTag` macro represents an opening, closing, or empty inline HTML tag. This macro will only be produced, when the `html` option is enabled. The macro receives a single argument that corresponds to the contents of the HTML tag.

The `\markdownRendererInputBlockHtmlElement` macro represents a block HTML element. This macro will only be produced, when the `html` option is enabled. The macro receives a single argument that filename of a file containing the contents of the HTML element.

```
\def\markdownRendererInlineHtmlTag{%
  \markdownRendererInlineHtmlTagPrototype}%
\ExplSyntaxOn
\seq_gput_right:Nn
  \g_@@_renderers_seq
  { inlineHtmlTag }
\prop_gput:Nnn
  \g_@@_renderer_arities_prop
  { inlineHtmlTag }
  { 1 }
\ExplSyntaxOff
\def\markdownRendererInputBlockHtmlElement{%
  \markdownRendererInputBlockHtmlElementPrototype}%
\ExplSyntaxOn
```

```
\seq_gput_right:Nn
  \g_@@_renderers_seq
  { inputBlockHtmlElement }
\prop_gput:Nnn
  \g_@@_renderer_arities_prop
  { inputBlockHtmlElement }
  { 1 }
\ExplSyntaxOff
```

2.2.5.19 Image Renderer

The `\markdownRendererImage` macro represents an image. It receives four arguments: the label, the fully escaped URI that can be directly typeset, the raw URI that can be used outside typesetting, and the title of the link.

```
\def\markdownRendererImage{%
  \markdownRendererImagePrototype}%
\ExplSyntaxOn
\seq_gput_right:Nn
  \g_@@_renderers_seq
  { image }
\prop_gput:Nnn
  \g_@@_renderer_arities_prop
  { image }
  { 4 }
\ExplSyntaxOff
```

2.2.5.20 Image Attribute Context Renderers

The following macros are only produced, when the `linkAttributes` option is enabled.

The `\markdownRendererImageAttributeContextBegin` and `\markdownRendererImageAttribu` macros represent the beginning and the end of a context in which the attributes of an image apply. The macros receive no arguments.

```
\def\markdownRendererImageAttributeContextBegin{%
  \markdownRendererImageAttributeContextBeginPrototype}%
\ExplSyntaxOn
\seq_gput_right:Nn
  \g_@@_renderers_seq
  { imageAttributeContextBegin }
\prop_gput:Nnn
  \g_@@_renderer_arities_prop
  { imageAttributeContextBegin }
  { 0 }
\ExplSyntaxOff
\def\markdownRendererImageAttributeContextEnd{%
  \markdownRendererImageAttributeContextEndPrototype}%
```

```
\ExplSyntaxOn
\seq_gput_right:Nn
  \g_@@_renderers_seq
  { imageAttributeContextEnd }
\prop_gput:Nnn
  \g_@@_renderer_arities_prop
  { imageAttributeContextEnd }
  { 0 }
\ExplSyntaxOff
```

2.2.5.21 Interblock Separator Renderers

The `\markdownRendererInterblockSeparator` macro represents an interblock separator between two markdown block elements. The macro receives no arguments.

```
\def\markdownRendererInterblockSeparator{%
  \markdownRendererInterblockSeparatorPrototype}%
\ExplSyntaxOn
\seq_gput_right:Nn
  \g_@@_renderers_seq
  { interblockSeparator }
\prop_gput:Nnn
  \g_@@_renderer_arities_prop
  { interblockSeparator }
  { 0 }
\ExplSyntaxOff
```

Users can use more than one blank line to delimit two block to indicate the end of a series of blocks that make up a logical paragraph. This produces a paragraph separator instead of an interblock separator. Between some blocks, such as markdown paragraphs, a paragraph separator is always produced.

The `\markdownRendererParagraphSeparator` macro represents a paragraph separator. The macro receives no arguments.

```
\def\markdownRendererParagraphSeparator{%
  \markdownRendererParagraphSeparatorPrototype}%
\ExplSyntaxOn
\seq_gput_right:Nn
  \g_@@_renderers_seq
  { paragraphSeparator }
\prop_gput:Nnn
  \g_@@_renderer_arities_prop
  { paragraphSeparator }
  { 0 }
\ExplSyntaxOff
```

2.2.5.22 Line Block Renderers

The following macros are only produced, when the `lineBlocks` option is enabled.

The \markdownRendererLineBlockBegin and \markdownRendererLineBlockEnd macros represent the beginning and the end of a line block. The macros receive no arguments.

```
\def\markdownRendererLineBlockBegin{%
  \markdownRendererLineBlockBeginPrototype}%
\ExplSyntaxOn
\seq_gput_right:Nn
  \g_@@_renderers_seq
  { lineBlockBegin }
\prop_gput:Nnn
  \g_@@_renderer_arities_prop
  { lineBlockBegin }
  { 0 }
\ExplSyntaxOff
\def\markdownRendererLineBlockEnd{%
  \markdownRendererLineBlockEndPrototype}%
\ExplSyntaxOn
\seq_gput_right:Nn
  \g_@@_renderers_seq
  { lineBlockEnd }
\prop_gput:Nnn
  \g_@@_renderer_arities_prop
  { lineBlockEnd }
  { 0 }
\ExplSyntaxOff
```

2.2.5.23 Line Break Renderers

The \markdownRendererSoftLineBreak macro represents a soft line break. The macro receives no arguments.

```
\def\markdownRendererSoftLineBreak{%
  \markdownRendererSoftLineBreakPrototype}%
\ExplSyntaxOn
\seq_gput_right:Nn
  \g_@@_renderers_seq
  { softLineBreak }
\prop_gput:Nnn
  \g_@@_renderer_arities_prop
  { softLineBreak }
  { 0 }
\ExplSyntaxOff
```

The \markdownRendererHardLineBreak macro represents a hard line break. The macro receives no arguments.

```
\def\markdownRendererHardLineBreak{%
  \markdownRendererHardLineBreakPrototype}%
```

```
\ExplSyntaxOn
\seq_gput_right:Nn
  \g_@@_renderers_seq
  { hardLineBreak }
\prop_gput:Nnn
  \g_@@_renderer_arities_prop
  { hardLineBreak }
  { 0 }
\ExplSyntaxOff
```

2.2.5.24 Link Renderer

The `\markdownRendererLink` macro represents a hyperlink. It receives four arguments: the label, the fully escaped URI that can be directly typeset, the raw URI that can be used outside typesetting, and the title of the link.

```
\def\markdownRendererLink{%
  \markdownRendererLinkPrototype}%
\ExplSyntaxOn
\seq_gput_right:Nn
  \g_@@_renderers_seq
  { link }
\prop_gput:Nnn
  \g_@@_renderer_arities_prop
  { link }
  { 4 }
\ExplSyntaxOff
```

2.2.5.25 Link Attribute Context Renderers

The following macros are only produced, when the `linkAttributes` option is enabled.

The `\markdownRendererLinkAttributeContextBegin` and `\markdownRendererLinkAttributeC` macros represent the beginning and the end of a context in which the attributes of a hyperlink apply. The macros receive no arguments.

```
\def\markdownRendererLinkAttributeContextBegin{%
  \markdownRendererLinkAttributeContextBeginPrototype}%
\ExplSyntaxOn
\seq_gput_right:Nn
  \g_@@_renderers_seq
  { linkAttributeContextBegin }
\prop_gput:Nnn
  \g_@@_renderer_arities_prop
  { linkAttributeContextBegin }
  { 0 }
\ExplSyntaxOff
\def\markdownRendererLinkAttributeContextEnd{%
```

```
  \markdownRendererLinkAttributeContextEndPrototype}%
\ExplSyntaxOn
\seq_gput_right:Nn
  \g_@@_renderers_seq
  { linkAttributeContextEnd }
\prop_gput:Nnn
  \g_@@_renderer_arities_prop
  { linkAttributeContextEnd }
  { 0 }
\ExplSyntaxOff
```

2.2.5.26 Marked Text Renderer

The following macro is only produced, when the `mark` option is enabled.

The `\markdownRendererMark` macro represents a span of marked or highlighted text. The macro receives a single argument that corresponds to the marked text.

```
\def\markdownRendererMark{%
  \markdownRendererMarkPrototype}%
\ExplSyntaxOn
\seq_gput_right:Nn
  \g_@@_renderers_seq
  { mark }
\prop_gput:Nnn
  \g_@@_renderer_arities_prop
  { mark }
  { 1 }
\ExplSyntaxOff
```

2.2.5.27 Markdown Document Renderers

The `\markdownRendererDocumentBegin` and `\markdownRendererDocumentEnd` macros represent the beginning and the end of a *markdown* document. The macros receive no arguments.

A TEX document may contain any number of markdown documents. Additionally, markdown documents may appear not only in a sequence, but several markdown documents may also be *nested*. Redefinitions of the macros should take this into account.

```
\def\markdownRendererDocumentBegin{%
  \markdownRendererDocumentBeginPrototype}%
\ExplSyntaxOn
\seq_gput_right:Nn
  \g_@@_renderers_seq
  { documentBegin }
\prop_gput:Nnn
  \g_@@_renderer_arities_prop
  { documentBegin }
```

```
  { 0 }
\ExplSyntaxOff
\def\markdownRendererDocumentEnd{%
  \markdownRendererDocumentEndPrototype}%
\ExplSyntaxOn
\seq_gput_right:Nn
  \g_@@_renderers_seq
  { documentEnd }
\prop_gput:Nnn
  \g_@@_renderer_arities_prop
  { documentEnd }
  { 0 }
\ExplSyntaxOff
```

2.2.5.28 Non-Breaking Space Renderer

The `\markdownRendererNbsp` macro represents a non-breaking space.

```
\def\markdownRendererNbsp{%
  \markdownRendererNbspPrototype}%
\ExplSyntaxOn
\seq_gput_right:Nn
  \g_@@_renderers_seq
  { nbsp }
\prop_gput:Nnn
  \g_@@_renderer_arities_prop
  { nbsp }
  { 0 }
\ExplSyntaxOff
```

2.2.5.29 Note Renderer

The `\markdownRendererNote` macro represents a note. This macro will only be produced, when the `notes` option is enabled. The macro receives a single argument that corresponds to the note text.

```
\def\markdownRendererNote{%
  \markdownRendererNotePrototype}%
\ExplSyntaxOn
\seq_gput_right:Nn
  \g_@@_renderers_seq
  { note }
\prop_gput:Nnn
  \g_@@_renderer_arities_prop
  { note }
  { 1 }
\ExplSyntaxOff
```

2.2.5.30 Ordered List Renderers

The `\markdownRendererOlBegin` macro represents the beginning of an ordered list that contains an item with several paragraphs of text (the list is not tight). This macro will only be produced, when the `fancyLists` option is disabled. The macro receives no arguments.

```
\def\markdownRendererOlBegin{%
  \markdownRendererOlBeginPrototype}%
\ExplSyntaxOn
\seq_gput_right:Nn
  \g_@@_renderers_seq
  { olBegin }
\prop_gput:Nnn
  \g_@@_renderer_arities_prop
  { olBegin }
  { 0 }
\ExplSyntaxOff
```

The `\markdownRendererOlBeginTight` macro represents the beginning of an ordered list that contains no item with several paragraphs of text (the list is tight). This macro will only be produced, when the `tightLists` option is enabled and the `fancyLists` option is disabled. The macro receives no arguments.

```
\def\markdownRendererOlBeginTight{%
  \markdownRendererOlBeginTightPrototype}%
\ExplSyntaxOn
\seq_gput_right:Nn
  \g_@@_renderers_seq
  { olBeginTight }
\prop_gput:Nnn
  \g_@@_renderer_arities_prop
  { olBeginTight }
  { 0 }
\ExplSyntaxOff
```

The `\markdownRendererFancyOlBegin` macro represents the beginning of a fancy ordered list that contains an item with several paragraphs of text (the list is not tight). This macro will only be produced, when the `fancyLists` option is enabled. The macro receives two arguments: the style of the list item labels (`Decimal`, `LowerRoman`, `UpperRoman`, `LowerAlpha`, and `UpperAlpha`), and the style of delimiters between list item labels and texts (`Default`, `OneParen`, and `Period`).

```
\def\markdownRendererFancyOlBegin{%
  \markdownRendererFancyOlBeginPrototype}%
\ExplSyntaxOn
\seq_gput_right:Nn
  \g_@@_renderers_seq
  { fancyOlBegin }
```

```
\prop_gput:Nnn
  \g_@@_renderer_arities_prop
  { fancyOlBegin }
  { 2 }
\ExplSyntaxOff
```

The \markdownRendererFancyOlBeginTight macro represents the beginning of a fancy ordered list that contains no item with several paragraphs of text (the list is tight). This macro will only be produced, when the fancyLists and tightLists options are enabled. The macro receives two arguments: the style of the list item labels, and the style of delimiters between list item labels and texts. See the \markdownRendererFancyOlBegin macro for the valid style values.

```
\def\markdownRendererFancyOlBeginTight{%
  \markdownRendererFancyOlBeginTightPrototype}%
\ExplSyntaxOn
\seq_gput_right:Nn
  \g_@@_renderers_seq
  { fancyOlBeginTight }
\prop_gput:Nnn
  \g_@@_renderer_arities_prop
  { fancyOlBeginTight }
  { 2 }
\ExplSyntaxOff
```

The \markdownRendererOlItem macro represents an item in an ordered list. This macro will only be produced, when the startNumber option is disabled and the fancyLists option is disabled. The macro receives no arguments.

```
\def\markdownRendererOlItem{%
  \markdownRendererOlItemPrototype}%
\ExplSyntaxOn
\seq_gput_right:Nn
  \g_@@_renderers_seq
  { olItem }
\prop_gput:Nnn
  \g_@@_renderer_arities_prop
  { olItem }
  { 0 }
\ExplSyntaxOff
```

The \markdownRendererOlItemEnd macro represents the end of an item in an ordered list. This macro will only be produced, when the fancyLists option is disabled. The macro receives no arguments.

```
\def\markdownRendererOlItemEnd{%
  \markdownRendererOlItemEndPrototype}%
\ExplSyntaxOn
\seq_gput_right:Nn
```

```
  \g_@@_renderers_seq
  { olItemEnd }
\prop_gput:Nnn
  \g_@@_renderer_arities_prop
  { olItemEnd }
  { 0 }
\ExplSyntaxOff
```

The `\markdownRendererOlItemWithNumber` macro represents an item in an ordered list. This macro will only be produced, when the `startNumber` option is enabled and the `fancyLists` option is disabled. The macro receives a single numeric argument that corresponds to the item number.

```
\def\markdownRendererOlItemWithNumber{%
  \markdownRendererOlItemWithNumberPrototype}%
\ExplSyntaxOn
\seq_gput_right:Nn
  \g_@@_renderers_seq
  { olItemWithNumber }
\prop_gput:Nnn
  \g_@@_renderer_arities_prop
  { olItemWithNumber }
  { 1 }
\ExplSyntaxOff
```

The `\markdownRendererFancyOlItem` macro represents an item in a fancy ordered list. This macro will only be produced, when the `startNumber` option is disabled and the `fancyLists` option is enabled. The macro receives no arguments.

```
\def\markdownRendererFancyOlItem{%
  \markdownRendererFancyOlItemPrototype}%
\ExplSyntaxOn
\seq_gput_right:Nn
  \g_@@_renderers_seq
  { fancyOlItem }
\prop_gput:Nnn
  \g_@@_renderer_arities_prop
  { fancyOlItem }
  { 0 }
\ExplSyntaxOff
```

The `\markdownRendererFancyOlItemEnd` macro represents the end of an item in a fancy ordered list. This macro will only be produced, when the `fancyLists` option is enabled. The macro receives no arguments.

```
\def\markdownRendererFancyOlItemEnd{%
  \markdownRendererFancyOlItemEndPrototype}%
\ExplSyntaxOn
\seq_gput_right:Nn
```

```
  \g_@@_renderers_seq
  { fancyOlItemEnd }
\prop_gput:Nnn
  \g_@@_renderer_arities_prop
  { fancyOlItemEnd }
  { 0 }
\ExplSyntaxOff
```

The `\markdownRendererFancyOlItemWithNumber` macro represents an item in a fancy ordered list. This macro will only be produced, when the `startNumber` and `fancyLists` options are enabled. The macro receives a single numeric argument that corresponds to the item number.

```
\def\markdownRendererFancyOlItemWithNumber{%
  \markdownRendererFancyOlItemWithNumberPrototype}%
\ExplSyntaxOn
\seq_gput_right:Nn
  \g_@@_renderers_seq
  { fancyOlItemWithNumber }
\prop_gput:Nnn
  \g_@@_renderer_arities_prop
  { fancyOlItemWithNumber }
  { 1 }
\ExplSyntaxOff
```

The `\markdownRendererOlEnd` macro represents the end of an ordered list that contains an item with several paragraphs of text (the list is not tight). This macro will only be produced, when the `fancyLists` option is disabled. The macro receives no arguments.

```
\def\markdownRendererOlEnd{%
  \markdownRendererOlEndPrototype}%
\ExplSyntaxOn
\seq_gput_right:Nn
  \g_@@_renderers_seq
  { olEnd }
\prop_gput:Nnn
  \g_@@_renderer_arities_prop
  { olEnd }
  { 0 }
\ExplSyntaxOff
```

The `\markdownRendererOlEndTight` macro represents the end of an ordered list that contains no item with several paragraphs of text (the list is tight). This macro will only be produced, when the `tightLists` option is enabled and the `fancyLists` option is disabled. The macro receives no arguments.

```
\def\markdownRendererOlEndTight{%
  \markdownRendererOlEndTightPrototype}%
```

```
\ExplSyntaxOn
\seq_gput_right:Nn
  \g_@@_renderers_seq
  { olEndTight }
\prop_gput:Nnn
  \g_@@_renderer_arities_prop
  { olEndTight }
  { 0 }
\ExplSyntaxOff
```

The `\markdownRendererFancyOlEnd` macro represents the end of a fancy ordered list that contains an item with several paragraphs of text (the list is not tight). This macro will only be produced, when the `fancyLists` option is enabled. The macro receives no arguments.

```
\def\markdownRendererFancyOlEnd{%
  \markdownRendererFancyOlEndPrototype}%
\ExplSyntaxOn
\seq_gput_right:Nn
  \g_@@_renderers_seq
  { fancyOlEnd }
\prop_gput:Nnn
  \g_@@_renderer_arities_prop
  { fancyOlEnd }
  { 0 }
\ExplSyntaxOff
```

The `\markdownRendererFancyOlEndTight` macro represents the end of a fancy ordered list that contains no item with several paragraphs of text (the list is tight). This macro will only be produced, when the `fancyLists` and `tightLists` options are enabled. The macro receives no arguments.

```
\def\markdownRendererFancyOlEndTight{%
  \markdownRendererFancyOlEndTightPrototype}%
\ExplSyntaxOn
\seq_gput_right:Nn
  \g_@@_renderers_seq
  { fancyOlEndTight }
\prop_gput:Nnn
  \g_@@_renderer_arities_prop
  { fancyOlEndTight }
  { 0 }
\ExplSyntaxOff
```

2.2.5.31 Raw Content Renderers

The `\markdownRendererInputRawInline` macro represents an inline raw span. The macro receives two arguments: the filename of a file contaning the inline raw

span contents and the raw attribute that designates the format of the inline raw span. This macro will only be produced, when the `rawAttribute` option is enabled.

```
\def\markdownRendererInputRawInline{%
  \markdownRendererInputRawInlinePrototype}%
\ExplSyntaxOn
\seq_gput_right:Nn
  \g_@@_renderers_seq
  { inputRawInline }
\prop_gput:Nnn
  \g_@@_renderer_arities_prop
  { inputRawInline }
  { 2 }
\ExplSyntaxOff
```

The `\markdownRendererInputRawBlock` macro represents a raw block. The macro receives two arguments: the filename of a file contaning the raw block and the raw attribute that designates the format of the raw block. This macro will only be produced, when the `rawAttribute` and `fencedCode` options are enabled.

```
\def\markdownRendererInputRawBlock{%
  \markdownRendererInputRawBlockPrototype}%
\ExplSyntaxOn
\seq_gput_right:Nn
  \g_@@_renderers_seq
  { inputRawBlock }
\prop_gput:Nnn
  \g_@@_renderer_arities_prop
  { inputRawBlock }
  { 2 }
\ExplSyntaxOff
```

2.2.5.32 Section Renderers

The `\markdownRendererSectionBegin` and `\markdownRendererSectionEnd` macros represent the beginning and the end of a section based on headings.

```
\def\markdownRendererSectionBegin{%
  \markdownRendererSectionBeginPrototype}%
\ExplSyntaxOn
\seq_gput_right:Nn
  \g_@@_renderers_seq
  { sectionBegin }
\prop_gput:Nnn
  \g_@@_renderer_arities_prop
  { sectionBegin }
  { 0 }
\ExplSyntaxOff
\def\markdownRendererSectionEnd{%
```

```
  \markdownRendererSectionEndPrototype}%
\ExplSyntaxOn
\seq_gput_right:Nn
  \g_@@_renderers_seq
  { sectionEnd }
\prop_gput:Nnn
  \g_@@_renderer_arities_prop
  { sectionEnd }
  { 0 }
\ExplSyntaxOff
```

2.2.5.33 Replacement Character Renderers

The `\markdownRendererReplacementCharacter` macro represents the U+0000 and U+FFFD Unicode characters. The macro receives no arguments.

```
\def\markdownRendererReplacementCharacter{%
  \markdownRendererReplacementCharacterPrototype}%
\ExplSyntaxOn
\seq_gput_right:Nn
  \g_@@_renderers_seq
  { replacementCharacter }
\prop_gput:Nnn
  \g_@@_renderer_arities_prop
  { replacementCharacter }
  { 0 }
\ExplSyntaxOff
```

2.2.5.34 Special Character Renderers

The following macros replace any special plain TEX characters, including the active pipe character (`|`) of ConTEXt, in the input text. These macros will only be produced, when the `hybrid` option is `false`.

```
\def\markdownRendererLeftBrace{%
  \markdownRendererLeftBracePrototype}%
\ExplSyntaxOn
\seq_gput_right:Nn
  \g_@@_renderers_seq
  { leftBrace }
\prop_gput:Nnn
  \g_@@_renderer_arities_prop
  { leftBrace }
  { 0 }
\ExplSyntaxOff
\def\markdownRendererRightBrace{%
  \markdownRendererRightBracePrototype}%
\ExplSyntaxOn
\seq_gput_right:Nn
```

```
  \g_@@_renderers_seq
  { rightBrace }
\prop_gput:Nnn
  \g_@@_renderer_arities_prop
  { rightBrace }
  { 0 }
\ExplSyntaxOff
\def\markdownRendererDollarSign{%
  \markdownRendererDollarSignPrototype}%
\ExplSyntaxOn
\seq_gput_right:Nn
  \g_@@_renderers_seq
  { dollarSign }
\prop_gput:Nnn
  \g_@@_renderer_arities_prop
  { dollarSign }
  { 0 }
\ExplSyntaxOff
\def\markdownRendererPercentSign{%
  \markdownRendererPercentSignPrototype}%
\ExplSyntaxOn
\seq_gput_right:Nn
  \g_@@_renderers_seq
  { percentSign }
\prop_gput:Nnn
  \g_@@_renderer_arities_prop
  { percentSign }
  { 0 }
\ExplSyntaxOff
\def\markdownRendererAmpersand{%
  \markdownRendererAmpersandPrototype}%
\ExplSyntaxOn
\seq_gput_right:Nn
  \g_@@_renderers_seq
  { ampersand }
\prop_gput:Nnn
  \g_@@_renderer_arities_prop
  { ampersand }
  { 0 }
\ExplSyntaxOff
\def\markdownRendererUnderscore{%
  \markdownRendererUnderscorePrototype}%
\ExplSyntaxOn
\seq_gput_right:Nn
  \g_@@_renderers_seq
  { underscore }
\prop_gput:Nnn
```

```
  \g_@@_renderer_arities_prop
  { underscore }
  { 0 }
\ExplSyntaxOff
\def\markdownRendererHash{%
  \markdownRendererHashPrototype}%
\ExplSyntaxOn
\seq_gput_right:Nn
  \g_@@_renderers_seq
  { hash }
\prop_gput:Nnn
  \g_@@_renderer_arities_prop
  { hash }
  { 0 }
\ExplSyntaxOff
\def\markdownRendererCircumflex{%
  \markdownRendererCircumflexPrototype}%
\ExplSyntaxOn
\seq_gput_right:Nn
  \g_@@_renderers_seq
  { circumflex }
\prop_gput:Nnn
  \g_@@_renderer_arities_prop
  { circumflex }
  { 0 }
\ExplSyntaxOff
\def\markdownRendererBackslash{%
  \markdownRendererBackslashPrototype}%
\ExplSyntaxOn
\seq_gput_right:Nn
  \g_@@_renderers_seq
  { backslash }
\prop_gput:Nnn
  \g_@@_renderer_arities_prop
  { backslash }
  { 0 }
\ExplSyntaxOff
\def\markdownRendererTilde{%
  \markdownRendererTildePrototype}%
\ExplSyntaxOn
\seq_gput_right:Nn
  \g_@@_renderers_seq
  { tilde }
\prop_gput:Nnn
  \g_@@_renderer_arities_prop
  { tilde }
  { 0 }
```

```
\ExplSyntaxOff
\def\markdownRendererPipe{%
  \markdownRendererPipePrototype}%
\ExplSyntaxOn
\seq_gput_right:Nn
  \g_@@_renderers_seq
  { pipe }
\prop_gput:Nnn
  \g_@@_renderer_arities_prop
  { pipe }
  { 0 }
\ExplSyntaxOff
```

2.2.5.35 Strike-Through Renderer

The `\markdownRendererStrikeThrough` macro represents a strike-through span of text. The macro receives a single argument that corresponds to the striked-out span of text. This macro will only be produced, when the `strikeThrough` option is enabled.

```
\def\markdownRendererStrikeThrough{%
  \markdownRendererStrikeThroughPrototype}%
\ExplSyntaxOn
\seq_gput_right:Nn
  \g_@@_renderers_seq
  { strikeThrough }
\prop_gput:Nnn
  \g_@@_renderer_arities_prop
  { strikeThrough }
  { 1 }
\ExplSyntaxOff
```

2.2.5.36 Subscript Renderer

The `\markdownRendererSubscript` macro represents a subscript span of text. The macro receives a single argument that corresponds to the subscript span of text. This macro will only be produced, when the `subscripts` option is enabled.

```
\def\markdownRendererSubscript{%
  \markdownRendererSubscriptPrototype}%
\ExplSyntaxOn
\seq_gput_right:Nn
  \g_@@_renderers_seq
  { subscript }
\prop_gput:Nnn
  \g_@@_renderer_arities_prop
  { subscript }
  { 1 }
```

2.2.5.37 Superscript Renderer

The `\markdownRendererSuperscript` macro represents a superscript span of text. The macro receives a single argument that corresponds to the superscript span of text. This macro will only be produced, when the `superscripts` option is enabled.

```
\def\markdownRendererSuperscript{%
  \markdownRendererSuperscriptPrototype}%
\ExplSyntaxOn
\seq_gput_right:Nn
  \g_@@_renderers_seq
  { superscript }
\prop_gput:Nnn
  \g_@@_renderer_arities_prop
  { superscript }
  { 1 }
\ExplSyntaxOff
```

2.2.5.38 Table Attribute Context Renderers

The following macros are only produced, when the `tableCaptions` and `tableAttributes` options are enabled.

The `\markdownRendererTableAttributeContextBegin` and `\markdownRendererTableAttribu` macros represent the beginning and the end of a context in which the attributes of a table apply. The macros receive no arguments.

```
\def\markdownRendererTableAttributeContextBegin{%
  \markdownRendererTableAttributeContextBeginPrototype}%
\ExplSyntaxOn
\seq_gput_right:Nn
  \g_@@_renderers_seq
  { tableAttributeContextBegin }
\prop_gput:Nnn
  \g_@@_renderer_arities_prop
  { tableAttributeContextBegin }
  { 0 }
\ExplSyntaxOff
\def\markdownRendererTableAttributeContextEnd{%
  \markdownRendererTableAttributeContextEndPrototype}%
\ExplSyntaxOn
\seq_gput_right:Nn
  \g_@@_renderers_seq
  { tableAttributeContextEnd }
\prop_gput:Nnn
  \g_@@_renderer_arities_prop
  { tableAttributeContextEnd }
  { 0 }
\ExplSyntaxOff
```

2.2.5.39 Table Renderer

The `\markdownRendererTable` macro represents a table. This macro will only be produced, when the `pipeTables` option is enabled. The macro receives the parameters `{`⟨*caption*⟩`}{`⟨*number of rows*⟩`}{`⟨*number of columns*⟩`}` followed by `{`⟨*alignments*⟩`}` and then by `{`⟨*row*⟩`}` repeated ⟨*number of rows*⟩ times, where ⟨*row*⟩ is `{`⟨*column*⟩`}` repeated ⟨*number of columns*⟩ times, ⟨*alignments*⟩ is ⟨*alignment*⟩ repeated ⟨*number of columns*⟩ times, and ⟨*alignment*⟩ is one of the following:

- `d` – The corresponding column has an unspecified (default) alignment.
- `l` – The corresponding column is left-aligned.
- `c` – The corresponding column is centered.
- `r` – The corresponding column is right-aligned.

```
\def\markdownRendererTable{%
  \markdownRendererTablePrototype}%
\ExplSyntaxOn
\seq_gput_right:Nn
  \g_@@_renderers_seq
  { table }
\prop_gput:Nnn
  \g_@@_renderer_arities_prop
  { table }
  { 3 }
\ExplSyntaxOff
```

2.2.5.40 TEX Math Renderers

The `\markdownRendererInlineMath` and `\markdownRendererDisplayMath` macros represent inline and display TEX math. Both macros receive a single argument that corresponds to the TEX math content. These macros will only be produced, when the `texMathDollars`, `texMathSingleBackslash`, or `texMathDoubleBackslash` option are enabled.

```
\def\markdownRendererInlineMath{%
  \markdownRendererInlineMathPrototype}%
\ExplSyntaxOn
\seq_gput_right:Nn
  \g_@@_renderers_seq
  { inlineMath }
\prop_gput:Nnn
  \g_@@_renderer_arities_prop
  { inlineMath }
  { 1 }
\ExplSyntaxOff
\def\markdownRendererDisplayMath{%
  \markdownRendererDisplayMathPrototype}%
```

```
\ExplSyntaxOn
\seq_gput_right:Nn
  \g_@@_renderers_seq
  { displayMath }
\prop_gput:Nnn
  \g_@@_renderer_arities_prop
  { displayMath }
  { 1 }
\ExplSyntaxOff
```

2.2.5.41 Thematic Break Renderer

The `\markdownRendererThematicBreak` macro represents a thematic break. The macro receives no arguments.

```
\def\markdownRendererThematicBreak{%
  \markdownRendererThematicBreakPrototype}%
\ExplSyntaxOn
\seq_gput_right:Nn
  \g_@@_renderers_seq
  { thematicBreak }
\prop_gput:Nnn
  \g_@@_renderer_arities_prop
  { thematicBreak }
  { 0 }
\ExplSyntaxOff
```

2.2.5.42 Tickbox Renderers

The macros named `\markdownRendererTickedBox`, `\markdownRendererHalfTickedBox`, and `\markdownRendererUntickedBox` represent ticked and unticked boxes, respectively. These macros will either be produced, when the `taskLists` option is enabled, or when the Ballot Box with X (☒, U+2612), Hourglass (⊡, U+231B) or Ballot Box (▫, U+2610) Unicode characters are encountered in the markdown input, respectively.

```
\def\markdownRendererTickedBox{%
  \markdownRendererTickedBoxPrototype}%
\ExplSyntaxOn
\seq_gput_right:Nn
  \g_@@_renderers_seq
  { tickedBox }
\prop_gput:Nnn
  \g_@@_renderer_arities_prop
  { tickedBox }
  { 0 }
\ExplSyntaxOff
\def\markdownRendererHalfTickedBox{%
  \markdownRendererHalfTickedBoxPrototype}%
```

```
\ExplSyntaxOn
\seq_gput_right:Nn
  \g_@@_renderers_seq
  { halfTickedBox }
\prop_gput:Nnn
  \g_@@_renderer_arities_prop
  { halfTickedBox }
  { 0 }
\ExplSyntaxOff
\def\markdownRendererUntickedBox{%
  \markdownRendererUntickedBoxPrototype}%
\ExplSyntaxOn
\seq_gput_right:Nn
  \g_@@_renderers_seq
  { untickedBox }
\prop_gput:Nnn
  \g_@@_renderer_arities_prop
  { untickedBox }
  { 0 }
\ExplSyntaxOff
```

2.2.5.43 YAML Metadata Renderers

The `\markdownRendererJekyllDataBegin` macro represents the beginning of a YAML document. This macro will only be produced when the `jekyllData` option is enabled. The macro receives no arguments.

```
\def\markdownRendererJekyllDataBegin{%
  \markdownRendererJekyllDataBeginPrototype}%
\ExplSyntaxOn
\seq_gput_right:Nn
  \g_@@_renderers_seq
  { jekyllDataBegin }
\prop_gput:Nnn
  \g_@@_renderer_arities_prop
  { jekyllDataBegin }
  { 0 }
\ExplSyntaxOff
```

The `\markdownRendererJekyllDataEnd` macro represents the end of a YAML document. This macro will only be produced when the `jekyllData` option is enabled. The macro receives no arguments.

```
\def\markdownRendererJekyllDataEnd{%
  \markdownRendererJekyllDataEndPrototype}%
\ExplSyntaxOn
\seq_gput_right:Nn
  \g_@@_renderers_seq
  { jekyllDataEnd }
```

```
\prop_gput:Nnn
  \g_@@_renderer_arities_prop
  { jekyllDataEnd }
  { 0 }
\ExplSyntaxOff
```

The \markdownRendererJekyllDataMappingBegin macro represents the beginning of a mapping in a YAML document. This macro will only be produced when the jekyllData option is enabled. The macro receives two arguments: the scalar key in the parent structure, cast to a string following YAML serialization rules, and the number of items in the mapping.

```
\def\markdownRendererJekyllDataMappingBegin{%
  \markdownRendererJekyllDataMappingBeginPrototype}%
\ExplSyntaxOn
\seq_gput_right:Nn
  \g_@@_renderers_seq
  { jekyllDataMappingBegin }
\prop_gput:Nnn
  \g_@@_renderer_arities_prop
  { jekyllDataMappingBegin }
  { 2 }
\ExplSyntaxOff
```

The \markdownRendererJekyllDataMappingEnd macro represents the end of a mapping in a YAML document. This macro will only be produced when the jekyllData option is enabled. The macro receives no arguments.

```
\def\markdownRendererJekyllDataMappingEnd{%
  \markdownRendererJekyllDataMappingEndPrototype}%
\ExplSyntaxOn
\seq_gput_right:Nn
  \g_@@_renderers_seq
  { jekyllDataMappingEnd }
\prop_gput:Nnn
  \g_@@_renderer_arities_prop
  { jekyllDataMappingEnd }
  { 0 }
\ExplSyntaxOff
```

The \markdownRendererJekyllDataSequenceBegin macro represents the beginning of a sequence in a YAML document. This macro will only be produced when the jekyllData option is enabled. The macro receives two arguments: the scalar key in the parent structure, cast to a string following YAML serialization rules, and the number of items in the sequence.

```
\def\markdownRendererJekyllDataSequenceBegin{%
  \markdownRendererJekyllDataSequenceBeginPrototype}%
\ExplSyntaxOn
```

```
\seq_gput_right:Nn
  \g_@@_renderers_seq
  { jekyllDataSequenceBegin }
\prop_gput:Nnn
  \g_@@_renderer_arities_prop
  { jekyllDataSequenceBegin }
  { 2 }
\ExplSyntaxOff
```

The \markdownRendererJekyllDataSequenceEnd macro represents the end of a sequence in a YAML document. This macro will only be produced when the jekyllData option is enabled. The macro receives no arguments.

```
\def\markdownRendererJekyllDataSequenceEnd{%
  \markdownRendererJekyllDataSequenceEndPrototype}%
\ExplSyntaxOn
\seq_gput_right:Nn
  \g_@@_renderers_seq
  { jekyllDataSequenceEnd }
\prop_gput:Nnn
  \g_@@_renderer_arities_prop
  { jekyllDataSequenceEnd }
  { 0 }
\ExplSyntaxOff
```

The \markdownRendererJekyllDataBoolean macro represents a boolean scalar value in a YAML document. This macro will only be produced when the jekyllData option is enabled. The macro receives two arguments: the scalar key in the parent structure, and the scalar value, both cast to a string following YAML serialization rules.

```
\def\markdownRendererJekyllDataBoolean{%
  \markdownRendererJekyllDataBooleanPrototype}%
\ExplSyntaxOn
\seq_gput_right:Nn
  \g_@@_renderers_seq
  { jekyllDataBoolean }
\prop_gput:Nnn
  \g_@@_renderer_arities_prop
  { jekyllDataBoolean }
  { 2 }
\ExplSyntaxOff
```

The \markdownRendererJekyllDataNumber macro represents a numeric scalar value in a YAML document. This macro will only be produced when the jekyllData option is enabled. The macro receives two arguments: the scalar key in the parent structure, and the scalar value, both cast to a string following YAML serialization rules.

```
\def\markdownRendererJekyllDataNumber{%
  \markdownRendererJekyllDataNumberPrototype}%
\ExplSyntaxOn
\seq_gput_right:Nn
  \g_@@_renderers_seq
  { jekyllDataNumber }
\prop_gput:Nnn
  \g_@@_renderer_arities_prop
  { jekyllDataNumber }
  { 2 }
\ExplSyntaxOff
```

The `\markdownRendererJekyllDataString` macro represents a string scalar value in a YAML document. This macro will only be produced when the `jekyllData` option is enabled. The macro receives two arguments: the scalar key in the parent structure, cast to a string following YAML serialization rules, and the scalar value.

```
\def\markdownRendererJekyllDataString{%
  \markdownRendererJekyllDataStringPrototype}%
\ExplSyntaxOn
\seq_gput_right:Nn
  \g_@@_renderers_seq
  { jekyllDataString }
\prop_gput:Nnn
  \g_@@_renderer_arities_prop
  { jekyllDataString }
  { 2 }
\ExplSyntaxOff
```

The `\markdownRendererJekyllDataEmpty` macro represents an empty scalar value in a YAML document. This macro will only be produced when the `jekyllData` option is enabled. The macro receives one argument: the scalar key in the parent structure, cast to a string following YAML serialization rules.

See also Section 2.2.6.1 for the description of the high-level expl3 interface that you can also use to react to YAML metadata.

```
\def\markdownRendererJekyllDataEmpty{%
  \markdownRendererJekyllDataEmptyPrototype}%
\ExplSyntaxOn
\seq_gput_right:Nn
  \g_@@_renderers_seq
  { jekyllDataEmpty }
\prop_gput:Nnn
  \g_@@_renderer_arities_prop
  { jekyllDataEmpty }
  { 1 }
\ExplSyntaxOff
```

2.2.5.44 Generating Plain TEX Token Renderer Macros and Key-Values

We define the command `\@@_define_renderers:` that defines plain TEX macros for token renderers. Futhermore, the `\markdownSetup` macro also accepts the `renderers` key, whose value must be a list of key-values, where the keys correspond to the markdown token renderer macros and the values are new definitions of these token renderers.

```
\ExplSyntaxOn
\cs_new:Nn \@@_define_renderers:
  {
    \seq_map_function:NN
      \g_@@_renderers_seq
      \@@_define_renderer:n
  }
\cs_new:Nn \@@_define_renderer:n
  {
    \@@_renderer_tl_to_csname:nN
      { #1 }
      \l_tmpa_tl
    \prop_get:NnN
      \g_@@_renderer_arities_prop
      { #1 }
      \l_tmpb_tl
    \@@_define_renderer:ncV
      { #1 }
      { \l_tmpa_tl }
      \l_tmpb_tl
  }
\cs_new:Nn \@@_renderer_tl_to_csname:nN
  {
    \tl_set:Nn
      \l_tmpa_tl
      { \str_uppercase:n { #1 } }
    \tl_set:Nx
      #2
      {
        markdownRenderer
        \tl_head:f { \l_tmpa_tl }
        \tl_tail:n { #1 }
      }
  }
\tl_new:N
  \l_@@_renderer_definition_tl
\bool_new:N
  \g_@@_appending_renderer_bool
\cs_new:Nn \@@_define_renderer:nNn
  {
```

```
    \keys_define:nn
      { markdown/options/renderers }
      {
        #1 .code:n = {
          \tl_set:Nn
            \l_@@_renderer_definition_tl
            { ##1 }
          \regex_replace_all:nnN
            { \cP\#0 }
            { #1 }
            \l_@@_renderer_definition_tl
          \bool_if:NT
            \g_@@_appending_renderer_bool
            {
              \@@_tl_set_from_cs:NNn
                \l_tmpa_tl
                #2
                { #3 }
              \tl_put_left:NV
                \l_@@_renderer_definition_tl
                \l_tmpa_tl
            }
          \cs_generate_from_arg_count:NNnV
            #2
            \cs_set:Npn
            { #3 }
            \l_@@_renderer_definition_tl
        },
      }
  }
```

We define the function `\@@_tl_set_from_cs:NNn` [9]. The function takes a token list, a control sequence with undelimited parameters, and the number of parameters the control sequence accepts, and locally assigns the replacement text of the control sequence to the token list.

```
\cs_new_protected:Nn
  \@@_tl_set_from_cs:NNn
  {
    \tl_set:Nn
      \l_tmpa_tl
      { #2 }
    \int_step_inline:nn
      { #3 }
      {
        \exp_args:NNc
          \tl_put_right:Nn
          \l_tmpa_tl
```

```
          { @@_tl_set_from_cs_parameter_ ##1 }
      }
    \exp_args:NNV
      \tl_set:No
      \l_tmpb_tl
      \l_tmpa_tl
    \regex_replace_all:nnN
      { \cP. }
      { \0\0 }
      \l_tmpb_tl
    \int_step_inline:nn
      { #3 }
      {
        \regex_replace_all:nnN
          { \c { @@_tl_set_from_cs_parameter_ ##1 } }
          { \cP\# ##1 }
          \l_tmpb_tl
      }
    \tl_set:NV
      #1
      \l_tmpb_tl
  }
\cs_generate_variant:Nn
  \@@_define_renderer:nNn
  { ncV }
\cs_generate_variant:Nn
  \cs_generate_from_arg_count:NNnn
  { NNnV }
\cs_generate_variant:Nn
  \tl_put_left:Nn
  { Nv }
\keys_define:nn
  { markdown/options }
  {
    renderers .code:n = {
      \keys_set:nn
        { markdown/options/renderers }
        { #1 }
    },
  }
```

The following example code showcases a possible configuration of the `\markdownRendererLink` and `\markdownRendererEmphasis` token renderer macros.

```
\markdownSetup{
  renderers = {
    link = {#4},                    % Render links as the link title.
```

```
    emphasis = {{\it #1}},   % Render emphasized text using italics.
  }
}
```

```
\tl_new:N
  \l_@@_renderer_glob_definition_tl
\seq_new:N
  \l_@@_renderer_glob_results_seq
\regex_const:Nn
  \c_@@_appending_key_regex
  { \s*+$ }
\keys_define:nn
  { markdown/options/renderers }
  {
    unknown .code:n = {
```

Besides defining renderers at once, we can also define them incrementally using the appending operator (`+=`). This can be especially useful in defining rules for processing different HTML class names and identifiers:

```
\markdownSetup{
  renderers = {
    % Start with empty renderers.
    headerAttributeContextBegin = {},
    attributeClassName = {},
    attributeIdentifier = {},
    % Define the processing of a single specific HTML class name.
    headerAttributeContextBegin += {
      \markdownSetup{
        renderers = {
          attributeClassName += {...},
        },
      }
    },
    % Define the processing of a single specific HTML identifier.
    headerAttributeContextBegin += {
      \markdownSetup{
        renderers = {
          attributeIdentifier += {...},
        },
      }
    },
  },
}
```

```
      \regex_match:NVTF
        \c_@@_appending_key_regex
        \l_keys_key_str
        {
          \bool_gset_true:N
            \g_@@_appending_renderer_bool
          \tl_set:NV
            \l_tmpa_tl
            \l_keys_key_str
          \regex_replace_once:NnN
            \c_@@_appending_key_regex
            { }
            \l_tmpa_tl
          \tl_set:Nx
            \l_tmpb_tl
            { { \l_tmpa_tl } = }
          \tl_put_right:Nn
            \l_tmpb_tl
            { { #1 } }
          \keys_set:nV
            { markdown/options/renderers }
            \l_tmpb_tl
          \bool_gset_false:N
            \g_@@_appending_renderer_bool
        }
```

In addition to exact token renderer names, we also support wildcards (`*`) and enumerations (`|`) that match multiple token renderer names:

```
\markdownSetup{
  renderers = {
    heading* = {{\bf #1}},    % Render headings using the bold face.
    jekyllData(String|Number) = {%  % Render YAML string and numbers
      {\it #2}%                                    % using italics.
    },
  }
}
```

Wildcards and enumerations can be combined:

```
\markdownSetup{
  renderers = {
    *lItem(|End) = {"},           % Quote ordered/bullet list items.
  }
}
```

To determine the current token renderer, you can use the pseudo-parameter `#0`:

```
\markdownSetup{
  renderers = {
    heading* = {#0: #1},      % Render headings as the renderer name
  }                                   % followed by the heading text.
}
```

```
        {
          \@@_glob_seq:VnN
            \l_keys_key_str
            { g_@@_renderers_seq }
            \l_@@_renderer_glob_results_seq
          \seq_if_empty:NTF
            \l_@@_renderer_glob_results_seq
            {
              \msg_error:nnV
                { markdown }
                { undefined-renderer }
                \l_keys_key_str
            }
            {
              \tl_set:Nn
                \l_@@_renderer_glob_definition_tl
                { \exp_not:n { #1 } }
              \seq_map_inline:Nn
                \l_@@_renderer_glob_results_seq
                {
                  \tl_set:Nn
                    \l_tmpa_tl
                    { { ##1 } = }
                  \tl_put_right:Nx
                    \l_tmpa_tl
                    { { \l_@@_renderer_glob_definition_tl } }
                  \keys_set:nV
                    { markdown/options/renderers }
                    \l_tmpa_tl
                }
            }
        }
    },
  }
\msg_new:nnn
  { markdown }
  { undefined-renderer }
  {
```

```
    Renderer~#1~is~undefined.
  }
\cs_generate_variant:Nn
  \@@_glob_seq:nnN
  { VnN }
\cs_generate_variant:Nn
  \cs_generate_from_arg_count:NNnn
  { cNVV }
\cs_generate_variant:Nn
  \msg_error:nnn
  { nnV }
\prg_generate_conditional_variant:Nnn
  \regex_match:Nn
  { NV }
  { TF }
\prop_new:N
  \g_@@_glob_cache_prop
\tl_new:N
  \l_@@_current_glob_tl
\cs_new:Nn
  \@@_glob_seq:nnN
  {
    \tl_set:Nn
      \l_@@_current_glob_tl
      { ^ #1 $ }
    \prop_get:NeNTF
      \g_@@_glob_cache_prop
      { #2 / \l_@@_current_glob_tl }
      \l_tmpa_clist
      {
        \seq_set_from_clist:NN
          #3
          \l_tmpa_clist
      }
      {
        \seq_clear:N
          #3
        \regex_replace_all:nnN
          { \* }
          { .* }
          \l_@@_current_glob_tl
        \regex_set:NV
          \l_tmpa_regex
          \l_@@_current_glob_tl
        \seq_map_inline:cn
          { #2 }
          {
```

```
            \regex_match:NnT
              \l_tmpa_regex
              { ##1 }
              {
                \seq_put_right:Nn
                  #3
                  { ##1 }
              }
          }
        \clist_set_from_seq:NN
          \l_tmpa_clist
          #3
        \prop_gput:NeV
          \g_@@_glob_cache_prop
          { #2 / \l_@@_current_glob_tl }
          \l_tmpa_clist
      }
  }
% TODO: Remove in TeX Live 2023.
\prg_generate_conditional_variant:Nnn
  \prop_get:NnN
  { NeN }
  { TF }
\cs_generate_variant:Nn
  \regex_set:Nn
  { NV }
\cs_generate_variant:Nn
  \prop_gput:Nnn
  { NeV }
```

If plain TEX is the top layer, we use the `\@@_define_renderers:` macro to define plain TEX token renderer macros and key-values immediately. Otherwise, we postpone the definition until the upper layers have been loaded.

```
\str_if_eq:VVT
  \c_@@_top_layer_tl
  \c_@@_option_layer_plain_tex_tl
  {
    \@@_define_renderers:
  }
\ExplSyntaxOff
```

2.2.6 Token Renderer Prototypes

2.2.6.1 YAML Metadata Renderer Prototypes

By default, the renderer prototypes for YAML metadata provide a high-level interface that can be programmed using the `markdown/jekyllData` key–values from the l3keys module of the LaTeX3 kernel.

```
\ExplSyntaxOn
\keys_define:nn
  { markdown/jekyllData }
  { }
\ExplSyntaxOff
```

The `jekyllDataRenderers` key can be used as a syntactic sugar for setting the `markdown/jekyllData` key–values without using the expl3 language.

```
\ExplSyntaxOn
\@@_with_various_cases:nn
  { jekyllDataRenderers }
  {
    \keys_define:nn
      { markdown/options }
      {
        #1 .code:n = {
          \tl_set:Nn
            \l_tmpa_tl
            { ##1 }
```

To ensure that keys containing forward slashes get passed correctly, we replace all forward slashes in the input with backslash tokens with category code letter and then undo the replacement. This means that if any unbraced backslash tokens with category code letter exist in the input, they will be replaced with forward slashes. However, this should be extremely rare.

```
          \tl_replace_all:NnV
            \l_tmpa_tl
            { / }
            \c_backslash_str
          \keys_set:nV
            { markdown/options/jekyll-data-renderers }
            \l_tmpa_tl
        },
      }
  }
\keys_define:nn
  { markdown/options/jekyll-data-renderers }
  {
    unknown .code:n = {
      \tl_set_eq:NN
        \l_tmpa_tl
        \l_keys_key_str
      \tl_replace_all:NVn
        \l_tmpa_tl
```

```
        \c_backslash_str
        { / }
      \tl_put_right:Nn
        \l_tmpa_tl
        {
          .code:n = { #1 }
        }
      \keys_define:nV
        { markdown/jekyllData }
        \l_tmpa_tl
    }
  }
\cs_generate_variant:Nn
  \keys_define:nn
  { nV }
\ExplSyntaxOff
```

2.2.6.2 Generating Plain TEX Token Renderer Prototype Macros and Key-Values

We define the command `\@@_define_renderer_prototypes:` that defines plain TEX macros for token renderer prototypes. Futhermore, the `\markdownSetup` macro also accepts the `rendererPrototype` key, whose value must be a list of key-values, where the keys correspond to the markdown token renderer prototype macros and the values are new definitions of these token renderer prototypes.

```
\ExplSyntaxOn
\cs_new:Nn \@@_define_renderer_prototypes:
  {
    \seq_map_function:NN
      \g_@@_renderers_seq
      \@@_define_renderer_prototype:n
  }
\cs_new:Nn \@@_define_renderer_prototype:n
  {
    \@@_renderer_prototype_tl_to_csname:nN
      { #1 }
      \l_tmpa_tl
    \prop_get:NnN
      \g_@@_renderer_arities_prop
      { #1 }
      \l_tmpb_tl
    \@@_define_renderer_prototype:ncV
      { #1 }
      { \l_tmpa_tl }
      \l_tmpb_tl
  }
\cs_new:Nn \@@_renderer_prototype_tl_to_csname:nN
```

```
  {
    \tl_set:Nn
      \l_tmpa_tl
      { \str_uppercase:n { #1 } }
    \tl_set:Nx
      #2
      {
        markdownRenderer
        \tl_head:f { \l_tmpa_tl }
        \tl_tail:n { #1 }
        Prototype
      }
  }
\tl_new:N
  \l_@@_renderer_prototype_definition_tl
\bool_new:N
  \g_@@_appending_renderer_prototype_bool
\cs_new:Nn \@@_define_renderer_prototype:nNn
  {
    \keys_define:nn
      { markdown/options/renderer-prototypes }
      {
        #1 .code:n = {
          \tl_set:Nn
            \l_@@_renderer_prototype_definition_tl
            { ##1 }
          \regex_replace_all:nnN
            { \cP\#0 }
            { #1 }
            \l_@@_renderer_prototype_definition_tl
          \bool_if:NT
            \g_@@_appending_renderer_prototype_bool
            {
              \@@_tl_set_from_cs:NNn
                \l_tmpa_tl
                #2
                { #3 }
              \tl_put_left:NV
                \l_@@_renderer_prototype_definition_tl
                \l_tmpa_tl
            }
          \cs_generate_from_arg_count:NNnV
            #2
            \cs_set:Npn
            { #3 }
            \l_@@_renderer_prototype_definition_tl
        },
```

```
      }
```

Unless the token renderer prototype macro has already been defined, we provide an empty definition.

```
    \cs_if_free:NT
      #2
      {
        \cs_generate_from_arg_count:NNnn
          #2
          \cs_set:Npn
          { #3 }
          { }
      }
  }
\cs_generate_variant:Nn
  \@@_define_renderer_prototype:nNn
  { ncV }
```

The following example code showcases a possible configuration of the `\markdownRendererImagePrototype` and `\markdownRendererCodeSpanPrototype` token renderer prototype macros.

```
\markdownSetup{
  rendererPrototypes = {
    image = {\pdfximage{#2}},    % Embed PDF images in the document.
    codeSpan = {{\tt #1}},     % Render inline code using monospace.
  }
}
```

```
\keys_define:nn
  { markdown/options/renderer-prototypes }
  {
    unknown .code:n = {
```

Besides defining renderer prototypes at once, we can also define them incrementally using the appending operator (`+=`). This can be especially useful in defining rules for processing different HTML class names and identifiers:

```
\markdownSetup{
  rendererPrototypes = {
    % Start with empty renderer prototypes.
    headerAttributeContextBegin = {},
    attributeClassName = {},
    attributeIdentifier = {},
    % Define the processing of a single specific HTML class name.
```

```
    headerAttributeContextBegin += {
      \markdownSetup{
        rendererPrototypes = {
          attributeClassName += {...},
        },
      }
    },
    % Define the processing of a single specific HTML identifier.
    headerAttributeContextBegin += {
      \markdownSetup{
        rendererPrototypes = {
          attributeIdentifier += {...},
        },
      }
    },
  },
}
```

```
3104        \regex_match:NVTF
3105          \c_@@_appending_key_regex
3106          \l_keys_key_str
3107          {
3108            \bool_gset_true:N
3109              \g_@@_appending_renderer_prototype_bool
3110            \tl_set:NV
3111              \l_tmpa_tl
3112              \l_keys_key_str
3113            \regex_replace_once:NnN
3114              \c_@@_appending_key_regex
3115              { }
3116              \l_tmpa_tl
3117            \tl_set:Nx
3118              \l_tmpb_tl
3119              { { \l_tmpa_tl } = }
3120            \tl_put_right:Nn
3121              \l_tmpb_tl
3122              { { #1 } }
3123            \keys_set:nV
3124              { markdown/options/renderer-prototypes }
3125              \l_tmpb_tl
3126            \bool_gset_false:N
3127              \g_@@_appending_renderer_prototype_bool
3128          }
```

In addition to exact token renderer prototype names, we also support wildcards (`*`) and enumerations (`|`) that match multiple token renderer prototype names:

```
\markdownSetup{
  rendererPrototypes = {
    heading* = {{\bf #1}},    % Render headings using the bold face.
    jekyllData(String|Number) = {   % Render YAML string and numbers
      {\it #2}%                                      % using italics.
    },
  }
}
```

Wildcards and enumerations can be combined:

```
\markdownSetup{
  rendererPrototypes = {
    *lItem(|End) = {"},           % Quote ordered/bullet list items.
  }
}
```

To determine the current token renderer prototype, you can use the pseudo-parameter `#0`:

```
\markdownSetup{
  rendererPrototypes = {
    heading* = {#0: #1}, % Render headings as the renderer prototype
  }                                % name followed by the heading text.
}
```

```
3129        {
3130          \@@_glob_seq:VnN
3131            \l_keys_key_str
3132            { g_@@_renderers_seq }
3133            \l_@@_renderer_glob_results_seq
3134          \seq_if_empty:NTF
3135            \l_@@_renderer_glob_results_seq
3136            {
3137              \msg_error:nnV
3138                { markdown }
3139                { undefined-renderer-prototype }
3140                \l_keys_key_str
3141            }
```

```
            {
              \tl_set:Nn
                \l_@@_renderer_glob_definition_tl
                { \exp_not:n { #1 } }
              \seq_map_inline:Nn
                \l_@@_renderer_glob_results_seq
                {
                  \tl_set:Nn
                    \l_tmpa_tl
                    { { ##1 } = }
                  \tl_put_right:Nx
                    \l_tmpa_tl
                    { { \l_@@_renderer_glob_definition_tl } }
                  \keys_set:nV
                    { markdown/options/renderer-prototypes }
                    \l_tmpa_tl
                }
            }
        }
    },
  }
\msg_new:nnn
  { markdown }
  { undefined-renderer-prototype }
  {
    Renderer~prototype~#1~is~undefined.
  }
\@@_with_various_cases:nn
  { rendererPrototypes }
  {
    \keys_define:nn
      { markdown/options }
      {
        #1 .code:n = {
          \keys_set:nn
            { markdown/options/renderer-prototypes }
            { ##1 }
        },
      }
  }
```

If plain TEX is the top layer, we use the `\@@_define_renderer_prototypes:` macro to define plain TEX token renderer prototype macros and key-values immediately. Otherwise, we postpone the definition until the upper layers have been loaded.

```
\str_if_eq:VVT
  \c_@@_top_layer_tl
  \c_@@_option_layer_plain_tex_tl
```

```
  {
    \@@_define_renderer_prototypes:
  }
\ExplSyntaxOff
```

2.2.7 Logging Facilities

The `\markdownInfo`, `\markdownWarning`, and `\markdownError` macros perform logging for the Markdown package. Their first argument specifies the text of the info, warning, or error message. The `\markdownError` macro receives a second argument that provides a help text. You may redefine these macros to redirect and process the info, warning, and error messages.

The `\markdownInfo`, `\markdownWarning`, and `\markdownError` macros have been deprecated and will be removed in the next major version of the Markdown package.

2.2.8 Miscellanea

The `\markdownMakeOther` macro is used by the package, when a TEX engine that does not support direct Lua access is starting to buffer a text. The plain TEX implementation changes the category code of plain TEX special characters to other, but there may be other active characters that may break the output. This macro should temporarily change the category of these to *other*.

```
\let\markdownMakeOther\relax
```

The `\markdownReadAndConvert` macro implements the `\markdownBegin` macro. The first argument specifies the token sequence that will terminate the markdown input (`\markdownEnd` in the instance of the `\markdownBegin` macro) when the plain TEX special characters have had their category changed to *other*. The second argument specifies the token sequence that will actually be inserted into the document, when the ending token sequence has been found.

```
\let\markdownReadAndConvert\relax
\begingroup
```

Locally swap the category code of the backslash symbol (`\`) with the pipe symbol (`|`). This is required in order that all the special symbols in the first argument of the `markdownReadAndConvert` macro have the category code *other*.

```
  \catcode`\|=0\catcode`\\=12%
  |gdef|markdownBegin{%
    |markdownReadAndConvert{\markdownEnd}%
                           {|markdownEnd}}%
|endgroup
```

The macro is exposed in the interface, so that users can create their own markdown environments. Due to the way the arguments are passed to Lua, the first argument may not contain the string `]]` (regardless of the category code of the bracket symbol).

The `code` key, which can be used to immediately expand and execute code.

```
\ExplSyntaxOn
\keys_define:nn
  { markdown/options }
  {
    code .code:n = { #1 },
  }
\ExplSyntaxOff
```

This can be especially useful in snippets.

2.3 LaTeX Interface

The LaTeX interface provides LaTeX environments for the typesetting of markdown input from within LaTeX, facilities for setting Lua, plain TeX, and LaTeX options used during the conversion from markdown to plain TeX, and facilities for changing the way markdown tokens are rendered. The rest of the interface is inherited from the plain TeX interface (see Section 2.2).

To determine whether LaTeX is the top layer or if there are other layers above LaTeX, we take a look on whether the `\c_@@_top_layer_tl` token list has already been defined. If not, we will assume that LaTeX is the top layer.

```
\ExplSyntaxOn
\tl_const:Nn \c_@@_option_layer_latex_tl { latex }
\cs_generate_variant:Nn
  \tl_const:Nn
  { NV }
\tl_if_exist:NF
  \c_@@_top_layer_tl
  {
    \tl_const:NV
      \c_@@_top_layer_tl
      \c_@@_option_layer_latex_tl
  }
\ExplSyntaxOff
\input markdown/markdown
```

The LaTeX interface is implemented by the `markdown.sty` file, which can be loaded from the LaTeX document preamble as follows:

```
\usepackage[⟨options⟩]{markdown}
```

where ⟨*options*⟩ are the LaTeX interface options (see Section 2.3.2). Note that ⟨*options*⟩ inside the `\usepackage` macro may not set the `markdownRenderers` (see Section 2.2.5.44) and `markdownRendererPrototypes` (see Section 2.2.6.2) keys. Furthermore, although the base variant of the `import` key that loads a single LaTeX theme (see Section 2.3.3) can be used, the extended variant that can load multiple

themes and import snippets from them (see Section 2.2.4) cannot. This limitation is due to the way LaTeX 2$_\varepsilon$ parses package options.

2.3.1 Typesetting Markdown

The interface exposes the `markdown` and `markdown*` LaTeX environments, and redefines the `\markinline` and `\markdownInput` commands.

The `markdown` and `markdown*` LaTeX environments are used to typeset markdown document fragments. Both LaTeX environments accept LaTeX interface options (see ection 2.3.2) as the only argument. This argument is optional for the `markdown` environment and mandatory for the `markdown*` environment.

The `markdown*` environment has been deprecated and will be removed in the next major version of the Markdown package.

```
3218 \newenvironment{markdown}\relax\relax
3219 \newenvironment{markdown*}[1]\relax\relax
```

You may prepend your own code to the `\markdown` macro and append your own code to the `\markdownEnd` macro to produce special effects before and after the `markdown` LaTeX environment (and likewise for the starred version).

Note that the `markdown` and `markdown*` LaTeX environments are subject to the same limitations as the `\markdownBegin` and `\markdownEnd` macros exposed by the plain TeX interface.

The following example LaTeX code showcases the usage of the `markdown` and `markdown*` environments:

```
\documentclass{article}
\usepackage{markdown}
\begin{document}
% ...
\begin{markdown}[smartEllipses]
_Hello_ **world** ...
\end{markdown}
% ...
\end{document}
```

```
\documentclass{article}
\usepackage{markdown}
\begin{document}
% ...
\begin{markdown*}{smartEllipses}
_Hello_ **world** ...
\end{markdown*}
% ...
\end{document}
```

The `\markinline` macro accepts a single mandatory parameter containing inline markdown content and expands to the result of the conversion of the input markdown document to plain TeX. Unlike the `\markinline` macro provided by the plain TeX interface, this macro also accepts LaTeX interface options (see Section 2.3.2) as its optional argument. These options will only influnce this markdown content.

The `\markdownInput` macro accepts a single mandatory parameter containing the filename of a markdown document and expands to the result of the conversion of the input markdown document to plain TeX. Unlike the `\markdownInput` macro

provided by the plain TEX interface, this macro also accepts LATEX interface options (see Section 2.3.2) as its optional argument. These options will only influnce this markdown document.

The following example LATEX code showcases the usage of the `\markdownInput` macro:

```
\documentclass{article}
\usepackage{markdown}
\begin{document}
\markdownInput[smartEllipses]{hello.md}
\end{document}
```

2.3.2 Options

The LATEX options are represented by a comma-delimited list of ⟨*key*⟩=⟨*value*⟩ pairs. For boolean options, the =⟨*value*⟩ part is optional, and ⟨*key*⟩ will be interpreted as ⟨*key*⟩=`true` if the =⟨*value*⟩ part has been omitted.

LATEX options map directly to the options recognized by the plain TEX interface (see Section 2.2.2) and to the markdown token renderers and their prototypes recognized by the plain TEX interface (see Sections 2.2.5 and 2.2.6).

The LATEX options may be specified when loading the LATEX package, when using the `markdown*` LATEX environment or the `\markdownInput` macro (see Section 2.3), or via the `\markdownSetup` macro.

2.3.2.1 Finalizing and Freezing the Cache

To ensure compatibility with the `minted` package [10, Section 5.1], which supports the `finalizecache` and `frozencache` package options with similar semantics to the `finalizeCache` and `frozenCache` plain TEX options, the Markdown package also recognizes these as aliases and accepts them as document class options. By passing `finalizecache` and `frozencache` as document class options, you may conveniently control the behavior of both packages at once:

```
\documentclass[frozencache]{article}
\usepackage{markdown,minted}
\begin{document}
\end{document}
```

We hope that other packages will support the `finalizecache` and `frozencache` package options in the future, so that they can become a standard interface for preparing LATEX document sources for distribution.

```
\DeclareOption{finalizecache}{\markdownSetup{finalizeCache}}
\DeclareOption{frozencache}{\markdownSetup{frozenCache}}
```

2.3.2.2 Generating Plain TEX Option, Token Renderer, and Token Renderer Prototype Macros and Key-Values

If LATEX is the top layer, we use the `\@@_define_option_commands_and_keyvals:`, `\@@_define_renderers:`, and `\@@_define_renderer_prototypes:` macro to define plain TEX option, token renderer, and token renderer prototype macros and key-values immediately. Otherwise, we postpone the definition until the upper layers have been loaded.

```
\ExplSyntaxOn
\str_if_eq:VVT
  \c_@@_top_layer_tl
  \c_@@_option_layer_latex_tl
  {
    \@@_define_option_commands_and_keyvals:
    \@@_define_renderers:
    \@@_define_renderer_prototypes:
  }
\ExplSyntaxOff
```

The following example LATEX code showcases a possible configuration of plain TEX interface options `hybrid`, `smartEllipses`, and `cacheDir`.

```
\markdownSetup{
  hybrid,
  smartEllipses,
  cacheDir = /tmp,
}
```

2.3.3 Themes

In Section 2.2.3, we described the concept of themes. In LATEX, we expand on the concept of themes by allowing a theme to be a full-blown LATEX package. Specifically, the key-values `theme`=⟨*theme name*⟩ and `import`=⟨*theme name*⟩ load a LATEX package named `markdowntheme`⟨*munged theme name*⟩`.sty` if it exists and a TEX document named `markdowntheme`⟨*munged theme name*⟩`.tex` otherwise.

Having the Markdown package automatically load either the generic `.tex` *theme file* or the LATEX-specific `.sty` theme file allows developers to have a single *theme file*, when the theme is small or the difference between TEX formats is unimportant, and scale up to separate theme files native to different TEX formats for large multi-format themes, where different code is needed for different TEX formats. To enable code reuse, developers can load the `.tex` theme file from the `.sty` theme file using the `\markdownLoadPlainTeXTheme` macro.

If the LATEX option with keys `theme` or `import` is (repeatedly) specified in the `\usepackage` macro, the loading of the theme(s) will be postponed in first-in-first-out order until after the Markdown LATEX package has been loaded. Otherwise,

the theme(s) will be loaded immediately. For example, there is a theme named `witiko/dot`, which typesets fenced code blocks with the `dot` infostring as images of directed graphs rendered by the Graphviz tools. The following code would first load the Markdown package, then the `markdownthemewitiko_beamer_MU.sty` LaTeX package, and finally the `markdownthemewitiko_dot.sty` LaTeX package:

```
\usepackage[
  import=witiko/beamer/MU,
  import=witiko/dot,
]{markdown}
```

```
\newif\ifmarkdownLaTeXLoaded
  \markdownLaTeXLoadedfalse
```

Due to limitations of LaTeX, themes may not be loaded after the beginning of a LaTeX document.

Built-in LaTeX themes provided with the Markdown package include:

witiko/dot A theme that typesets fenced code blocks with the `dot …` infostring as images of directed graphs rendered by the Graphviz tools. The right tail of the infostring is used as the image title.

```
\documentclass{article}
\usepackage[import=witiko/dot]{markdown}
\setkeys{Gin}{
  width = \columnwidth,
  height = 0.65\paperheight,
  keepaspectratio}
\begin{document}
\begin{markdown}
``` dot Various formats of mathematical formulae
digraph tree {
  margin = 0;
  rankdir = "LR";

  latex -> pmml;
  latex -> cmml;
  pmml -> slt;
  cmml -> opt;
  cmml -> prefix;
  cmml -> infix;
  pmml -> mterms [style=dashed];
  cmml -> mterms;
```
```

```
  latex [label = "LaTeX"];
  pmml [label = "Presentation MathML"];
  cmml [label = "Content MathML"];
  slt [label = "Symbol Layout Tree"];
  opt [label = "Operator Tree"];
  prefix [label = "Prefix"];
  infix [label = "Infix"];
  mterms [label = "M-Terms"];
}
```
```
\end{markdown}
\end{document}
```

Typesetting the above document produces the output shown in Figure 4.

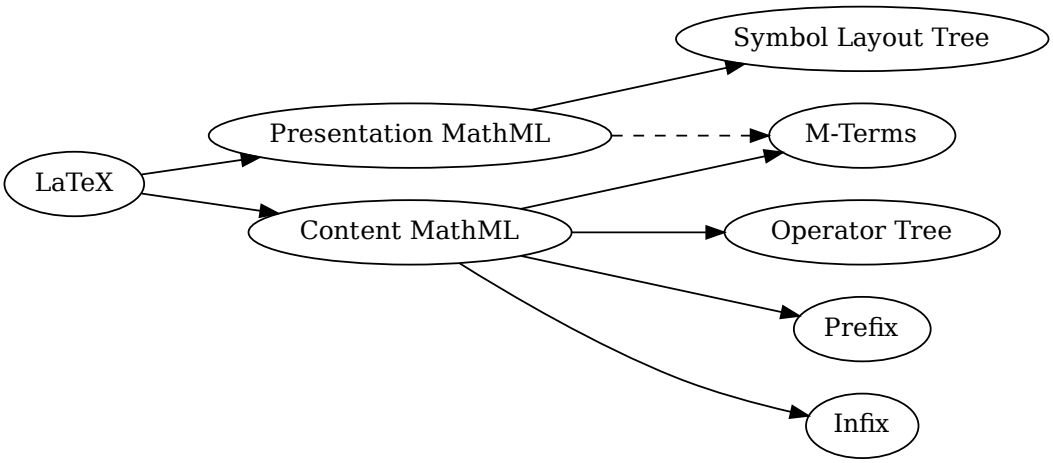

Figure 4: Various formats of mathematical formulae

The theme requires a Unix-like operating system with GNU Diffutils and Graphviz installed. The theme also requires shell access unless the `frozenCache` plain TEX option is enabled.

```
\ProvidesPackage{markdownthemewitiko_dot}[2021/03/09]%
```

witiko/graphicx/http A theme that adds support for downloading images whose URL has the http or https protocol.

```
\documentclass{article}
\usepackage[import=witiko/graphicx/http]{markdown}
```

```
\begin{document}
\begin{markdown}
![img](https://github.com/witiko/markdown/raw/main/markdown.png
       "The banner of the Markdown package")
\end{markdown}
\end{document}
```

Typesetting the above document produces the output shown in Figure 5. The

```
\documentclass{book}
\usepackage{markdown}
\markdownSetup{pipeTables,tableCaptions}
\begin{document}
\begin{markdown}
Introduction
============
## Section
### Subsection
Hello *Markdown*!

| Right | Left | Default | Center |
|------:|:-----|---------|:------:|
|   12  |  12  |    12   |    12  |
|  123  |  123 |   123   |   123  |
|    1  |    1 |     1   |     1  |

: Table
\end{markdown}
\end{document}
```

Chapter 1

Introduction

1.1 Section

1.1.1 Subsection

Hello *Markdown*!

Right	Left	Default	Center
12	12	12	12
123	123	123	123
1	1	1	1

Table 1.1: Table

Figure 5: The banner of the Markdown package

theme requires the catchfile LaTeX package and a Unix-like operating system with GNU Coreutils `md5sum` and either GNU Wget or cURL installed. The theme also requires shell access unless the `frozenCache` plain TeX option is enabled.

```
\ProvidesPackage{markdownthemewitiko_graphicx_http}[2021/03/22]%
```

witiko/markdown/defaults A LaTeX theme with the default definitions of token renderer prototypes for plain TeX. This theme is loaded automatically together with the package and explicitly loading it has no effect.

```
\AtEndOfPackage{
  \markdownLaTeXLoadedtrue
```

At the end of the LaTeX module, we load the witiko/markdown/defaults LaTeX theme (see Section 2.2.3) with the default definitions for token renderer prototypes unless the option noDefaults has been enabled (see Section 2.2.2.3).

```
  \markdownIfOption{noDefaults}{}{
    \markdownSetup{theme=witiko/markdown/defaults}
  }
}
\ProvidesPackage{markdownthemewitiko_markdown_defaults}[2024/01/03]%
```

Please, see Section 3.3.3 for implementation details of the built-in LaTeX themes.

2.4 ConTeXt Interface

To determine whether ConTeXt is the top layer or if there are other layers above ConTeXt, we take a look on whether the \c_@@_top_layer_tl token list has already been defined. If not, we will assume that ConTeXt is the top layer.

```
\ExplSyntaxOn
\tl_const:Nn \c_@@_option_layer_context_tl { context }
\cs_generate_variant:Nn
  \tl_const:Nn
  { NV }
\tl_if_exist:NF
  \c_@@_top_layer_tl
  {
    \tl_const:NV
      \c_@@_top_layer_tl
      \c_@@_option_layer_context_tl
  }
\ExplSyntaxOff
```

The ConTeXt interface provides a start-stop macro pair for the typesetting of markdown input from within ConTeXt and facilities for setting Lua, plain TeX, and ConTeXt options used during the conversion from markdown to plain TeX. The rest of the interface is inherited from the plain TeX interface (see Section 2.2).

```
\writestatus{loading}{ConTeXt User Module / markdown}%
\startmodule[markdown]
\def\dospecials{\do\ \do\\\do\{\do\}\do\$\do\&%
  \do\#\do\^\do\_\do\%\do\~}%
\input markdown/markdown
```

The ConTeXt interface is implemented by the t-markdown.tex ConTeXt module file that can be loaded as follows:

```
\usemodule[t][markdown]
```

It is expected that the special plain TeX characters have the expected category codes, when \inputting the file.

2.4.1 Typesetting Markdown

The interface exposes the `\startmarkdown` and `\stopmarkdown` macro pair for the typesetting of a markdown document fragment, and defines the `\inputmarkdown` macro.

```
\let\startmarkdown\relax
\let\stopmarkdown\relax
\let\inputmarkdown\relax
```

You may prepend your own code to the `\startmarkdown` macro and redefine the `\stopmarkdown` macro to produce special effects before and after the markdown block.

Note that the `\startmarkdown` and `\stopmarkdown` macros are subject to the same limitations as the `\markdownBegin` and `\markdownEnd` macros exposed by the plain TEX interface.

The following example ConTEXt code showcases the usage of the `\startmarkdown` and `\stopmarkdown` macros:

```
\usemodule[t][markdown]
\starttext
\startmarkdown
_Hello_ **world** ...
\stopmarkdown
\stoptext
```

The `\inputmarkdown` macro accepts a single mandatory parameter containing the filename of a markdown document and expands to the result of the conversion of the input markdown document to plain TEX. Unlike the `\markdownInput` macro provided by the plain TEX interface, this macro also accepts ConTEXt interface options (see Section 2.4.2) as its optional argument. These options will only influnce this markdown document.

The following example LATEX code showcases the usage of the `\markdownInput` macro:

```
\usemodule[t][markdown]
\starttext
\inputmarkdown[smartEllipses]{hello.md}
\stoptext
```

2.4.2 Options

The ConTEXt options are represented by a comma-delimited list of ⟨*key*⟩=⟨*value*⟩ pairs. For boolean options, the =⟨*value*⟩ part is optional, and ⟨*key*⟩ will be interpreted as ⟨*key*⟩=`true` (or, equivalently, ⟨*key*⟩=`yes`) if the =⟨*value*⟩ part has been omitted.

ConTEXt options map directly to the options recognized by the plain TEX interface (see Section 2.2.2).

The ConTEXt options may be specified when using the `\inputmarkdown` macro (see Section 2.4), via the `\markdownSetup` macro, or via the `\setupmarkdown[#1]` macro, which is an alias for `\markdownSetup{#1}`.

```
\ExplSyntaxOn
\cs_new:Npn
  \setupmarkdown
  [ #1 ]
  {
    \@@_setup:n
      { #1 }
  }
\ExplSyntaxOff
```

2.4.2.1 Generating Plain TEX Option Macros and Key-Values

Unlike plain TEX, we also accept caseless variants of options in line with the style of ConTEXt.

```
\ExplSyntaxOn
\cs_new:Nn \@@_caseless:N
  {
    \regex_replace_all:nnN
      { ([a-z])([A-Z]) }
      { \1 \c { str_lowercase:n } \cB\{ \2 \cE\} }
      #1
    \tl_set:Nx
      #1
      { #1 }
  }
\seq_gput_right:Nn \g_@@_cases_seq { @@_caseless:N }
```

If ConTEXt is the top layer, we use the `\@@_define_option_commands_and_keyvals:`, `\@@_define_renderers:`, and `\@@_define_renderer_prototypes:` macro to define plain TEX option, token renderer, and token renderer prototype macros and key-values immediately. Otherwise, we postpone the definition until the upper layers have been loaded.

```
\str_if_eq:VVT
  \c_@@_top_layer_tl
  \c_@@_option_layer_context_tl
  {
    \@@_define_option_commands_and_keyvals:
    \@@_define_renderers:
    \@@_define_renderer_prototypes:
  }
\ExplSyntaxOff
```

2.4.3 Themes

In Section 2.2.3, we described the concept of themes. In ConTEXt, we expand on the concept of themes by allowing a theme to be a full-blown ConTEXt module. Specifically, the key-values `theme`=⟨*theme name*⟩ and `import`=⟨*theme name*⟩ load a ConTEXt module named `t-markdowntheme`⟨*munged theme name*⟩`.tex` if it exists and a TEX document named `markdowntheme`⟨*munged theme name*⟩`.tex` otherwise.

Having the Markdown package automatically load either the generic `.tex` *theme file* or the ConTEXt-specific `t-*.tex` theme file allows developers to have a single *theme file*, when the theme is small or the difference between TEX formats is unimportant, and scale up to separate theme files native to different TEX formats for large multi-format themes, where different code is needed for different TEX formats. To enable code reuse, developers can load the `.tex` theme file from the `t-*.tex` theme file using the `\markdownLoadPlainTeXTheme` macro.

For example, to load a theme named `witiko/tilde` in your document:

```
\usemodule[t][markdown]
\setupmarkdown[import=witiko/tilde]
```

Built-in ConTEXt themes provided with the Markdown package include:

witiko/markdown/defaults A ConTEXt theme with the default definitions of token renderer prototypes for plain TEX. This theme is loaded automatically together with the package and explicitly loading it has no effect.

```
3294 \startmodule[markdownthemewitiko_markdown_defaults]
3295 \unprotect
```

Please, see Section 3.4.2 for implementation details of the built-in ConTEXt themes.

3 Implementation

This part of the documentation describes the implementation of the interfaces exposed by the package (see Section 2) and is aimed at the developers of the package, as well as the curious users.

Figure 1 shows the high-level structure of the Markdown package: The translation from markdown to TEX *token renderers* is performed by the Lua layer. The plain TEX layer provides default definitions for the token renderers. The LATEX and ConTEXt layers correct idiosyncrasies of the respective TEX formats, and provide format-specific default definitions for the token renderers.

3.1 Lua Implementation

The Lua implementation implements `writer` and `reader` objects, which provide the conversion from markdown to plain TEX, and `extensions` objects, which provide syntax extensions for the `writer` and `reader` objects.

The Lunamark Lua module implements writers for the conversion to various other formats, such as DocBook, Groff, or HTML. These were stripped from the module and the remaining markdown reader and plain TEX writer were hidden behind the converter functions exposed by the Lua interface (see Section 2.1).

```
3296 local upper, format, length =
3297   string.upper, string.format, string.len
3298 local P, R, S, V, C, Cg, Cb, Cmt, Cc, Ct, B, Cs, Cp, any =
3299   lpeg.P, lpeg.R, lpeg.S, lpeg.V, lpeg.C, lpeg.Cg, lpeg.Cb,
3300   lpeg.Cmt, lpeg.Cc, lpeg.Ct, lpeg.B, lpeg.Cs, lpeg.Cp, lpeg.P(1)
```

3.1.1 Utility Functions

This section documents the utility functions used by the plain TEX writer and the markdown reader. These functions are encapsulated in the `util` object. The functions were originally located in the `lunamark/util.lua` file in the Lunamark Lua module.

```
3301 local util = {}
```

The `util.err` method prints an error message `msg` and exits. If `exit_code` is provided, it specifies the exit code. Otherwise, the exit code will be 1.

```
3302 function util.err(msg, exit_code)
3303   io.stderr:write("markdown.lua: " .. msg .. "\n")
3304   os.exit(exit_code or 1)
3305 end
```

The `util.cache` method computes the digest of `string` and `salt`, adds the `suffix` and looks into the directory `dir`, whether a file with such a name exists. If it does not, it gets created with `transform(string)` as its content. The filename is then returned.

```
3306 function util.cache(dir, string, salt, transform, suffix)
3307   local digest = md5.sumhexa(string .. (salt or ""))
3308   local name = util.pathname(dir, digest .. suffix)
3309   local file = io.open(name, "r")
3310   if file == nil then -- If no cache entry exists, then create a new one.
3311     file = assert(io.open(name, "w"),
3312       [[Could not open file "]] .. name .. [[" for writing]])
3313     local result = string
3314     if transform ~= nil then
3315       result = transform(result)
3316     end
3317     assert(file:write(result))
```

```
3318      assert(file:close())
3319    end
3320    return name
3321  end
```

The `util.cache_verbatim` method strips whitespaces from the end of `string` and calls `util.cache` with `dir`, `string`, no salt or transformations, and the `.verbatim` suffix.

```
3322  function util.cache_verbatim(dir, string)
3323    local name = util.cache(dir, string, nil, nil, ".verbatim")
3324    return name
3325  end
```

The `util.table_copy` method creates a shallow copy of a table `t` and its metatable.

```
3326  function util.table_copy(t)
3327    local u = { }
3328    for k, v in pairs(t) do u[k] = v end
3329    return setmetatable(u, getmetatable(t))
3330  end
```

The `util.encode_json_string` method encodes a string `s` in JSON.

```
3331  function util.encode_json_string(s)
3332    s = s:gsub([[\]], [[\\]])
3333    s = s:gsub([["]], [[\"]])
3334    return [["]] .. s .. [["]]
3335  end
```

The `util.expand_tabs_in_line` expands tabs in string `s`. If `tabstop` is specified, it is used as the tab stop width. Otherwise, the tab stop width of 4 characters is used. The method is a copy of the tab expansion algorithm from Ierusalimschy [11, Chapter 21].

```
3336  function util.expand_tabs_in_line(s, tabstop)
3337    local tab = tabstop or 4
3338    local corr = 0
3339    return (s:gsub("()\t", function(p)
3340              local sp = tab - (p - 1 + corr) % tab
3341              corr = corr - 1 + sp
3342              return string.rep(" ", sp)
3343            end))
3344  end
```

The `util.walk` method walks a rope `t`, applying a function `f` to each leaf element in order. A rope is an array whose elements may be ropes, strings, numbers, or functions. If a leaf element is a function, call it and get the return value before proceeding.

```
3345  function util.walk(t, f)
3346    local typ = type(t)
3347    if typ == "string" then
```

```
3348      f(t)
3349    elseif typ == "table" then
3350      local i = 1
3351      local n
3352      n = t[i]
3353      while n do
3354        util.walk(n, f)
3355        i = i + 1
3356        n = t[i]
3357      end
3358    elseif typ == "function" then
3359      local ok, val = pcall(t)
3360      if ok then
3361        util.walk(val,f)
3362      end
3363    else
3364      f(tostring(t))
3365    end
3366  end
```

The `util.flatten` method flattens an array `ary` that does not contain cycles and returns the result.

```
3367  function util.flatten(ary)
3368    local new = {}
3369    for _,v in ipairs(ary) do
3370      if type(v) == "table" then
3371        for _,w in ipairs(util.flatten(v)) do
3372          new[#new + 1] = w
3373        end
3374      else
3375        new[#new + 1] = v
3376      end
3377    end
3378    return new
3379  end
```

The `util.rope_to_string` method converts a rope `rope` to a string and returns it. For the definition of a rope, see the definition of the `util.walk` method.

```
3380  function util.rope_to_string(rope)
3381    local buffer = {}
3382    util.walk(rope, function(x) buffer[#buffer + 1] = x end)
3383    return table.concat(buffer)
3384  end
```

The `util.rope_last` method retrieves the last item in a rope. For the definition of a rope, see the definition of the `util.walk` method.

```
3385  function util.rope_last(rope)
3386    if #rope == 0 then
```

```
3387      return nil
3388    else
3389      local l = rope[#rope]
3390      if type(l) == "table" then
3391        return util.rope_last(l)
3392      else
3393        return l
3394      end
3395    end
3396  end
```

Given an array `ary` and a string `x`, the `util.intersperse` method returns an array `new`, such that `ary[i] == new[2*(i-1)+1]` and `new[2*i] == x` for all $1 \leqslant$ `i` $\leqslant$ `#ary`.

```
3397  function util.intersperse(ary, x)
3398    local new = {}
3399    local l = #ary
3400    for i,v in ipairs(ary) do
3401      local n = #new
3402      new[n + 1] = v
3403      if i ~= l then
3404        new[n + 2] = x
3405      end
3406    end
3407    return new
3408  end
```

Given an array `ary` and a function `f`, the `util.map` method returns an array `new`, such that `new[i] == f(ary[i])` for all $1 \leqslant$ `i` $\leqslant$ `#ary`.

```
3409  function util.map(ary, f)
3410    local new = {}
3411    for i,v in ipairs(ary) do
3412      new[i] = f(v)
3413    end
3414    return new
3415  end
```

Given a table `char_escapes` mapping escapable characters to escaped strings and optionally a table `string_escapes` mapping escapable strings to escaped strings, the `util.escaper` method returns an escaper function that escapes all occurances of escapable strings and characters (in this order).

The method uses LPeg, which is faster than the Lua `string.gsub` built-in method.

```
3416  function util.escaper(char_escapes, string_escapes)
```

Build a string of escapable characters.

```
3417    local char_escapes_list = ""
3418    for i,_ in pairs(char_escapes) do
3419      char_escapes_list = char_escapes_list .. i
```

```
3420    end
```

Create an LPeg capture `escapable` that produces the escaped string corresponding to the matched escapable character.

```
3421    local escapable = S(char_escapes_list) / char_escapes
```

If `string_escapes` is provided, turn `escapable` into the

$$\sum_{\texttt{(k,v)}\in\texttt{string\_escapes}} \texttt{P(k) / v} + \texttt{escapable}$$

capture that replaces any occurance of the string `k` with the string `v` for each $(\texttt{k}, \texttt{v}) \in \texttt{string\_escapes}$. Note that the pattern summation is not commutative and its operands are inspected in the summation order during the matching. As a corrolary, the strings always take precedence over the characters.

```
3422    if string_escapes then
3423      for k,v in pairs(string_escapes) do
3424        escapable = P(k) / v + escapable
3425      end
3426    end
```

Create an LPeg capture `escape_string` that captures anything `escapable` does and matches any other unmatched characters.

```
3427    local escape_string = Cs((escapable + any)^0)
```

Return a function that matches the input string `s` against the `escape_string` capture.

```
3428    return function(s)
3429      return lpeg.match(escape_string, s)
3430    end
3431  end
```

The `util.pathname` method produces a pathname out of a directory name `dir` and a filename `file` and returns it.

```
3432  function util.pathname(dir, file)
3433    if #dir == 0 then
3434      return file
3435    else
3436      return dir .. "/" .. file
3437    end
3438  end
```

3.1.2 HTML Entities

This section documents the HTML entities recognized by the markdown reader. These functions are encapsulated in the `entities` object. The functions were originally located in the `lunamark/entities.lua` file in the Lunamark Lua module.

```
3439  local entities = {}
```

```
3440
3441 local character_entities = {
3442   ["Tab"] = 9,
3443   ["NewLine"] = 10,
3444   ["excl"] = 33,
3445   ["QUOT"] = 34,
3446   ["quot"] = 34,
3447   ["num"] = 35,
3448   ["dollar"] = 36,
3449   ["percnt"] = 37,
3450   ["AMP"] = 38,
3451   ["amp"] = 38,
3452   ["apos"] = 39,
3453   ["lpar"] = 40,
3454   ["rpar"] = 41,
3455   ["ast"] = 42,
3456   ["midast"] = 42,
3457   ["plus"] = 43,
3458   ["comma"] = 44,
3459   ["period"] = 46,
3460   ["sol"] = 47,
3461   ["colon"] = 58,
3462   ["semi"] = 59,
3463   ["LT"] = 60,
3464   ["lt"] = 60,
3465   ["nvlt"] = {60, 8402},
3466   ["bne"] = {61, 8421},
3467   ["equals"] = 61,
3468   ["GT"] = 62,
3469   ["gt"] = 62,
3470   ["nvgt"] = {62, 8402},
3471   ["quest"] = 63,
3472   ["commat"] = 64,
3473   ["lbrack"] = 91,
3474   ["lsqb"] = 91,
3475   ["bsol"] = 92,
3476   ["rbrack"] = 93,
3477   ["rsqb"] = 93,
3478   ["Hat"] = 94,
3479   ["UnderBar"] = 95,
3480   ["lowbar"] = 95,
3481   ["DiacriticalGrave"] = 96,
3482   ["grave"] = 96,
3483   ["fjlig"] = {102, 106},
3484   ["lbrace"] = 123,
3485   ["lcub"] = 123,
3486   ["VerticalLine"] = 124,
```

```
3487    ["verbar"] = 124,
3488    ["vert"] = 124,
3489    ["rbrace"] = 125,
3490    ["rcub"] = 125,
3491    ["NonBreakingSpace"] = 160,
3492    ["nbsp"] = 160,
3493    ["iexcl"] = 161,
3494    ["cent"] = 162,
3495    ["pound"] = 163,
3496    ["curren"] = 164,
3497    ["yen"] = 165,
3498    ["brvbar"] = 166,
3499    ["sect"] = 167,
3500    ["Dot"] = 168,
3501    ["DoubleDot"] = 168,
3502    ["die"] = 168,
3503    ["uml"] = 168,
3504    ["COPY"] = 169,
3505    ["copy"] = 169,
3506    ["ordf"] = 170,
3507    ["laquo"] = 171,
3508    ["not"] = 172,
3509    ["shy"] = 173,
3510    ["REG"] = 174,
3511    ["circledR"] = 174,
3512    ["reg"] = 174,
3513    ["macr"] = 175,
3514    ["strns"] = 175,
3515    ["deg"] = 176,
3516    ["PlusMinus"] = 177,
3517    ["plusmn"] = 177,
3518    ["pm"] = 177,
3519    ["sup2"] = 178,
3520    ["sup3"] = 179,
3521    ["DiacriticalAcute"] = 180,
3522    ["acute"] = 180,
3523    ["micro"] = 181,
3524    ["para"] = 182,
3525    ["CenterDot"] = 183,
3526    ["centerdot"] = 183,
3527    ["middot"] = 183,
3528    ["Cedilla"] = 184,
3529    ["cedil"] = 184,
3530    ["sup1"] = 185,
3531    ["ordm"] = 186,
3532    ["raquo"] = 187,
3533    ["frac14"] = 188,
```

```
3534    ["frac12"] = 189,
3535    ["half"] = 189,
3536    ["frac34"] = 190,
3537    ["iquest"] = 191,
3538    ["Agrave"] = 192,
3539    ["Aacute"] = 193,
3540    ["Acirc"] = 194,
3541    ["Atilde"] = 195,
3542    ["Auml"] = 196,
3543    ["Aring"] = 197,
3544    ["angst"] = 197,
3545    ["AElig"] = 198,
3546    ["Ccedil"] = 199,
3547    ["Egrave"] = 200,
3548    ["Eacute"] = 201,
3549    ["Ecirc"] = 202,
3550    ["Euml"] = 203,
3551    ["Igrave"] = 204,
3552    ["Iacute"] = 205,
3553    ["Icirc"] = 206,
3554    ["Iuml"] = 207,
3555    ["ETH"] = 208,
3556    ["Ntilde"] = 209,
3557    ["Ograve"] = 210,
3558    ["Oacute"] = 211,
3559    ["Ocirc"] = 212,
3560    ["Otilde"] = 213,
3561    ["Ouml"] = 214,
3562    ["times"] = 215,
3563    ["Oslash"] = 216,
3564    ["Ugrave"] = 217,
3565    ["Uacute"] = 218,
3566    ["Ucirc"] = 219,
3567    ["Uuml"] = 220,
3568    ["Yacute"] = 221,
3569    ["THORN"] = 222,
3570    ["szlig"] = 223,
3571    ["agrave"] = 224,
3572    ["aacute"] = 225,
3573    ["acirc"] = 226,
3574    ["atilde"] = 227,
3575    ["auml"] = 228,
3576    ["aring"] = 229,
3577    ["aelig"] = 230,
3578    ["ccedil"] = 231,
3579    ["egrave"] = 232,
3580    ["eacute"] = 233,
```

```
3581    ["ecirc"] = 234,
3582    ["euml"] = 235,
3583    ["igrave"] = 236,
3584    ["iacute"] = 237,
3585    ["icirc"] = 238,
3586    ["iuml"] = 239,
3587    ["eth"] = 240,
3588    ["ntilde"] = 241,
3589    ["ograve"] = 242,
3590    ["oacute"] = 243,
3591    ["ocirc"] = 244,
3592    ["otilde"] = 245,
3593    ["ouml"] = 246,
3594    ["div"] = 247,
3595    ["divide"] = 247,
3596    ["oslash"] = 248,
3597    ["ugrave"] = 249,
3598    ["uacute"] = 250,
3599    ["ucirc"] = 251,
3600    ["uuml"] = 252,
3601    ["yacute"] = 253,
3602    ["thorn"] = 254,
3603    ["yuml"] = 255,
3604    ["Amacr"] = 256,
3605    ["amacr"] = 257,
3606    ["Abreve"] = 258,
3607    ["abreve"] = 259,
3608    ["Aogon"] = 260,
3609    ["aogon"] = 261,
3610    ["Cacute"] = 262,
3611    ["cacute"] = 263,
3612    ["Ccirc"] = 264,
3613    ["ccirc"] = 265,
3614    ["Cdot"] = 266,
3615    ["cdot"] = 267,
3616    ["Ccaron"] = 268,
3617    ["ccaron"] = 269,
3618    ["Dcaron"] = 270,
3619    ["dcaron"] = 271,
3620    ["Dstrok"] = 272,
3621    ["dstrok"] = 273,
3622    ["Emacr"] = 274,
3623    ["emacr"] = 275,
3624    ["Edot"] = 278,
3625    ["edot"] = 279,
3626    ["Eogon"] = 280,
3627    ["eogon"] = 281,
```

```
3628   ["Ecaron"] = 282,
3629   ["ecaron"] = 283,
3630   ["Gcirc"] = 284,
3631   ["gcirc"] = 285,
3632   ["Gbreve"] = 286,
3633   ["gbreve"] = 287,
3634   ["Gdot"] = 288,
3635   ["gdot"] = 289,
3636   ["Gcedil"] = 290,
3637   ["Hcirc"] = 292,
3638   ["hcirc"] = 293,
3639   ["Hstrok"] = 294,
3640   ["hstrok"] = 295,
3641   ["Itilde"] = 296,
3642   ["itilde"] = 297,
3643   ["Imacr"] = 298,
3644   ["imacr"] = 299,
3645   ["Iogon"] = 302,
3646   ["iogon"] = 303,
3647   ["Idot"] = 304,
3648   ["imath"] = 305,
3649   ["inodot"] = 305,
3650   ["IJlig"] = 306,
3651   ["ijlig"] = 307,
3652   ["Jcirc"] = 308,
3653   ["jcirc"] = 309,
3654   ["Kcedil"] = 310,
3655   ["kcedil"] = 311,
3656   ["kgreen"] = 312,
3657   ["Lacute"] = 313,
3658   ["lacute"] = 314,
3659   ["Lcedil"] = 315,
3660   ["lcedil"] = 316,
3661   ["Lcaron"] = 317,
3662   ["lcaron"] = 318,
3663   ["Lmidot"] = 319,
3664   ["lmidot"] = 320,
3665   ["Lstrok"] = 321,
3666   ["lstrok"] = 322,
3667   ["Nacute"] = 323,
3668   ["nacute"] = 324,
3669   ["Ncedil"] = 325,
3670   ["ncedil"] = 326,
3671   ["Ncaron"] = 327,
3672   ["ncaron"] = 328,
3673   ["napos"] = 329,
3674   ["ENG"] = 330,
```

```
3675   ["eng"] = 331,
3676   ["Omacr"] = 332,
3677   ["omacr"] = 333,
3678   ["Odblac"] = 336,
3679   ["odblac"] = 337,
3680   ["OElig"] = 338,
3681   ["oelig"] = 339,
3682   ["Racute"] = 340,
3683   ["racute"] = 341,
3684   ["Rcedil"] = 342,
3685   ["rcedil"] = 343,
3686   ["Rcaron"] = 344,
3687   ["rcaron"] = 345,
3688   ["Sacute"] = 346,
3689   ["sacute"] = 347,
3690   ["Scirc"] = 348,
3691   ["scirc"] = 349,
3692   ["Scedil"] = 350,
3693   ["scedil"] = 351,
3694   ["Scaron"] = 352,
3695   ["scaron"] = 353,
3696   ["Tcedil"] = 354,
3697   ["tcedil"] = 355,
3698   ["Tcaron"] = 356,
3699   ["tcaron"] = 357,
3700   ["Tstrok"] = 358,
3701   ["tstrok"] = 359,
3702   ["Utilde"] = 360,
3703   ["utilde"] = 361,
3704   ["Umacr"] = 362,
3705   ["umacr"] = 363,
3706   ["Ubreve"] = 364,
3707   ["ubreve"] = 365,
3708   ["Uring"] = 366,
3709   ["uring"] = 367,
3710   ["Udblac"] = 368,
3711   ["udblac"] = 369,
3712   ["Uogon"] = 370,
3713   ["uogon"] = 371,
3714   ["Wcirc"] = 372,
3715   ["wcirc"] = 373,
3716   ["Ycirc"] = 374,
3717   ["ycirc"] = 375,
3718   ["Yuml"] = 376,
3719   ["Zacute"] = 377,
3720   ["zacute"] = 378,
3721   ["Zdot"] = 379,
```

```
3722   ["zdot"] = 380,
3723   ["Zcaron"] = 381,
3724   ["zcaron"] = 382,
3725   ["fnof"] = 402,
3726   ["imped"] = 437,
3727   ["gacute"] = 501,
3728   ["jmath"] = 567,
3729   ["circ"] = 710,
3730   ["Hacek"] = 711,
3731   ["caron"] = 711,
3732   ["Breve"] = 728,
3733   ["breve"] = 728,
3734   ["DiacriticalDot"] = 729,
3735   ["dot"] = 729,
3736   ["ring"] = 730,
3737   ["ogon"] = 731,
3738   ["DiacriticalTilde"] = 732,
3739   ["tilde"] = 732,
3740   ["DiacriticalDoubleAcute"] = 733,
3741   ["dblac"] = 733,
3742   ["DownBreve"] = 785,
3743   ["Alpha"] = 913,
3744   ["Beta"] = 914,
3745   ["Gamma"] = 915,
3746   ["Delta"] = 916,
3747   ["Epsilon"] = 917,
3748   ["Zeta"] = 918,
3749   ["Eta"] = 919,
3750   ["Theta"] = 920,
3751   ["Iota"] = 921,
3752   ["Kappa"] = 922,
3753   ["Lambda"] = 923,
3754   ["Mu"] = 924,
3755   ["Nu"] = 925,
3756   ["Xi"] = 926,
3757   ["Omicron"] = 927,
3758   ["Pi"] = 928,
3759   ["Rho"] = 929,
3760   ["Sigma"] = 931,
3761   ["Tau"] = 932,
3762   ["Upsilon"] = 933,
3763   ["Phi"] = 934,
3764   ["Chi"] = 935,
3765   ["Psi"] = 936,
3766   ["Omega"] = 937,
3767   ["ohm"] = 937,
3768   ["alpha"] = 945,
```

```
3769   ["beta"] = 946,
3770   ["gamma"] = 947,
3771   ["delta"] = 948,
3772   ["epsi"] = 949,
3773   ["epsilon"] = 949,
3774   ["zeta"] = 950,
3775   ["eta"] = 951,
3776   ["theta"] = 952,
3777   ["iota"] = 953,
3778   ["kappa"] = 954,
3779   ["lambda"] = 955,
3780   ["mu"] = 956,
3781   ["nu"] = 957,
3782   ["xi"] = 958,
3783   ["omicron"] = 959,
3784   ["pi"] = 960,
3785   ["rho"] = 961,
3786   ["sigmaf"] = 962,
3787   ["sigmav"] = 962,
3788   ["varsigma"] = 962,
3789   ["sigma"] = 963,
3790   ["tau"] = 964,
3791   ["upsi"] = 965,
3792   ["upsilon"] = 965,
3793   ["phi"] = 966,
3794   ["chi"] = 967,
3795   ["psi"] = 968,
3796   ["omega"] = 969,
3797   ["thetasym"] = 977,
3798   ["thetav"] = 977,
3799   ["vartheta"] = 977,
3800   ["Upsi"] = 978,
3801   ["upsih"] = 978,
3802   ["phiv"] = 981,
3803   ["straightphi"] = 981,
3804   ["varphi"] = 981,
3805   ["piv"] = 982,
3806   ["varpi"] = 982,
3807   ["Gammad"] = 988,
3808   ["digamma"] = 989,
3809   ["gammad"] = 989,
3810   ["kappav"] = 1008,
3811   ["varkappa"] = 1008,
3812   ["rhov"] = 1009,
3813   ["varrho"] = 1009,
3814   ["epsiv"] = 1013,
3815   ["straightepsilon"] = 1013,
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3879   ["ocy"] = 1086,
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3881   ["rcy"] = 1088,
3882   ["scy"] = 1089,
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3890   ["shchcy"] = 1097,
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3893   ["softcy"] = 1100,
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3896   ["yacy"] = 1103,
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3909   ["ubrcy"] = 1118,
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3919  ["VeryThinSpace"] = 8202,
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3921  ["NegativeMediumSpace"] = 8203,
3922  ["NegativeThickSpace"] = 8203,
3923  ["NegativeThinSpace"] = 8203,
3924  ["NegativeVeryThinSpace"] = 8203,
3925  ["ZeroWidthSpace"] = 8203,
3926  ["zwnj"] = 8204,
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3946  ["CloseCurlyDoubleQuote"] = 8221,
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3949  ["bdquo"] = 8222,
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3976   ["ThickSpace"] = {8287, 8202},
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3993   ["Hscr"] = 8459,
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["rightarrow"] = 8594,
["srarr"] = 8594,
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4125    ["rightsquigarrow"] = 8605,
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4129    ["Rarr"] = 8608,
4130    ["twoheadrightarrow"] = 8608,
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4135    ["rightarrowtail"] = 8611,
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4137    ["mapstoleft"] = 8612,
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4155  ["nharr"] = 8622,
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4173  ["leftharpoonup"] = 8636,
4174  ["lharu"] = 8636,
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4176  ["leftharpoondown"] = 8637,
4177  ["lhard"] = 8637,
4178  ["RightUpVector"] = 8638,
4179  ["uharr"] = 8638,
4180  ["upharpoonright"] = 8638,
4181  ["LeftUpVector"] = 8639,
4182  ["uharl"] = 8639,
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4184  ["RightVector"] = 8640,
4185  ["rharu"] = 8640,
4186  ["rightharpoonup"] = 8640,
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4203  ["lrarr"] = 8646,
4204  ["leftleftarrows"] = 8647,
4205  ["llarr"] = 8647,
4206  ["upuparrows"] = 8648,
4207  ["uuarr"] = 8648,
4208  ["rightrightarrows"] = 8649,
4209  ["rrarr"] = 8649,
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4215  ["Equilibrium"] = 8652,
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4217  ["rlhar"] = 8652,
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4225  ["Leftarrow"] = 8656,
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4229  ["uArr"] = 8657,
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4232  ["Rightarrow"] = 8658,
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4237  ["DoubleLeftRightArrow"] = 8660,
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4249    ["lAarr"] = 8666,
4250    ["Rrightarrow"] = 8667,
4251    ["rAarr"] = 8667,
4252    ["zigrarr"] = 8669,
4253    ["LeftArrowBar"] = 8676,
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4255    ["RightArrowBar"] = 8677,
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4329    ["VerticalBar"] = 8739,
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4344   ["nparallel"] = 8742,
4345   ["nshortparallel"] = 8742,
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4402  ["NotEqualTilde"] = {8770, 824},
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4405  ["nesim"] = {8770, 824},
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4411  ["nsimeq"] = 8772,
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4413  ["cong"] = 8773,
4414  ["simne"] = 8774,
4415  ["NotTildeFullEqual"] = 8775,
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4417  ["TildeTilde"] = 8776,
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4419  ["approx"] = 8776,
4420  ["asymp"] = 8776,
4421  ["thickapprox"] = 8776,
4422  ["thkap"] = 8776,
4423  ["NotTildeTilde"] = 8777,
4424  ["nap"] = 8777,
4425  ["napprox"] = 8777,
4426  ["ape"] = 8778,
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4475  ["NotCongruent"] = 8802,
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4479  ["nvle"] = {8804, 8402},
4480  ["GreaterEqual"] = 8805,
4481  ["ge"] = 8805,
4482  ["geq"] = 8805,
4483  ["nvge"] = {8805, 8402},
4484  ["LessFullEqual"] = 8806,
4485  ["lE"] = 8806,
4486  ["leqq"] = 8806,
4487  ["nlE"] = {8806, 824},
4488  ["nleqq"] = {8806, 824},
4489  ["GreaterFullEqual"] = 8807,
4490  ["NotGreaterFullEqual"] = {8807, 824},
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4492  ["geqq"] = 8807,
4493  ["ngE"] = {8807, 824},
4494  ["ngeqq"] = {8807, 824},
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4497  ["lvertneqq"] = {8808, 65024},
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4501  ["gvertneqq"] = {8809, 65024},
4502  ["gvnE"] = {8809, 65024},
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4504  ["NestedLessLess"] = 8810,
4505  ["NotLessLess"] = {8810, 824},
4506  ["ll"] = 8810,
4507  ["nLt"] = {8810, 8402},
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4509  ["Gt"] = 8811,
4510  ["NestedGreaterGreater"] = 8811,
4511  ["NotGreaterGreater"] = {8811, 824},
4512  ["gg"] = 8811,
4513  ["nGt"] = {8811, 8402},
4514  ["nGtv"] = {8811, 824},
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4518  ["NotLess"] = 8814,
4519  ["nless"] = 8814,
4520  ["nlt"] = 8814,
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["ntgl"] = 8825,
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["UpTee"] = 8869,
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4664  ["models"] = 8871,
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4666  ["vDash"] = 8872,
4667  ["Vdash"] = 8873,
4668  ["Vvdash"] = 8874,
4669  ["VDash"] = 8875,
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4672  ["nVdash"] = 8878,
4673  ["nVDash"] = 8879,
4674  ["prurel"] = 8880,
4675  ["LeftTriangle"] = 8882,
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4677  ["vltri"] = 8882,
4678  ["RightTriangle"] = 8883,
4679  ["vartriangleright"] = 8883,
4680  ["vrtri"] = 8883,
4681  ["LeftTriangleEqual"] = 8884,
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4685  ["RightTriangleEqual"] = 8885,
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4687  ["rtrie"] = 8885,
4688  ["trianglerighteq"] = 8885,
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4692  ["mumap"] = 8888,
4693  ["hercon"] = 8889,
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4695  ["intercal"] = 8890,
4696  ["veebar"] = 8891,
4697  ["barvee"] = 8893,
4698  ["angrtvb"] = 8894,
4699  ["lrtri"] = 8895,
4700  ["Wedge"] = 8896,
4701  ["bigwedge"] = 8896,
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4703  ["Vee"] = 8897,
4704  ["bigvee"] = 8897,
4705  ["xvee"] = 8897,
4706  ["Intersection"] = 8898,
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4713  ["diam"] = 8900,
4714  ["diamond"] = 8900,
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4716  ["Star"] = 8902,
4717  ["sstarf"] = 8902,
4718  ["divideontimes"] = 8903,
4719  ["divonx"] = 8903,
4720  ["bowtie"] = 8904,
4721  ["ltimes"] = 8905,
4722  ["rtimes"] = 8906,
4723  ["leftthreetimes"] = 8907,
4724  ["lthree"] = 8907,
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4726  ["rthree"] = 8908,
4727  ["backsimeq"] = 8909,
4728  ["bsime"] = 8909,
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4730  ["cuvee"] = 8910,
4731  ["curlywedge"] = 8911,
4732  ["cuwed"] = 8911,
4733  ["Sub"] = 8912,
4734  ["Subset"] = 8912,
4735  ["Sup"] = 8913,
4736  ["Supset"] = 8913,
4737  ["Cap"] = 8914,
4738  ["Cup"] = 8915,
4739  ["fork"] = 8916,
4740  ["pitchfork"] = 8916,
4741  ["epar"] = 8917,
4742  ["lessdot"] = 8918,
4743  ["ltdot"] = 8918,
4744  ["gtdot"] = 8919,
4745  ["gtrdot"] = 8919,
4746  ["Ll"] = 8920,
4747  ["nLl"] = {8920, 824},
4748  ["Gg"] = 8921,
4749  ["ggg"] = 8921,
4750  ["nGg"] = {8921, 824},
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4752  ["leg"] = 8922,
4753  ["lesg"] = {8922, 65024},
4754  ["lesseqgtr"] = 8922,
4755  ["GreaterEqualLess"] = 8923,
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4812   ["lceil"] = 8968,
4813   ["RightCeiling"] = 8969,
4814   ["rceil"] = 8969,
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4816   ["lfloor"] = 8970,
4817   ["RightFloor"] = 8971,
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4819   ["drcrop"] = 8972,
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4821   ["urcrop"] = 8974,
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4823   ["bnot"] = 8976,
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4825   ["profsurf"] = 8979,
4826   ["telrec"] = 8981,
4827   ["target"] = 8982,
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4836   ["frown"] = 8994,
4837   ["sfrown"] = 8994,
4838   ["smile"] = 8995,
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4840   ["cylcty"] = 9005,
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4842   ["topbot"] = 9014,
4843   ["ovbar"] = 9021,
4844   ["solbar"] = 9023,
4845   ["angzarr"] = 9084,
4846   ["lmoust"] = 9136,
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4848   ["rmoust"] = 9137,
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4855   ["OverParenthesis"] = 9180,
4856   ["UnderParenthesis"] = 9181,
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4858   ["UnderBrace"] = 9183,
4859   ["trpezium"] = 9186,
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4864   ["HorizontalLine"] = 9472,
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4873   ["boxhd"] = 9516,
4874   ["boxhu"] = 9524,
4875   ["boxvh"] = 9532,
4876   ["boxH"] = 9552,
4877   ["boxV"] = 9553,
4878   ["boxdR"] = 9554,
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4884   ["boxuR"] = 9560,
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4886   ["boxUR"] = 9562,
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4892   ["boxVR"] = 9568,
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4895   ["boxVL"] = 9571,
4896   ["boxHd"] = 9572,
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  ["blacktriangle"] = 9652,
  ["utrif"] = 9652,
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  ["triangleright"] = 9657,
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  ["triangleleft"] = 9667,
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4952  ["FilledSmallSquare"] = 9724,
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4958  ["male"] = 9794,
4959  ["spades"] = 9824,
4960  ["spadesuit"] = 9824,
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4962  ["clubsuit"] = 9827,
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4985  ["RightDoubleBracket"] = 10215,
4986  ["robrk"] = 10215,
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4988  ["lang"] = 10216,
4989  ["langle"] = 10216,
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4998  ["longleftarrow"] = 10229,
4999  ["xlarr"] = 10229,
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5004  ["longleftrightarrow"] = 10231,
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5007  ["Longleftarrow"] = 10232,
5008  ["xlArr"] = 10232,
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5010  ["Longrightarrow"] = 10233,
5011  ["xrArr"] = 10233,
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5013  ["Longleftrightarrow"] = 10234,
5014  ["xhArr"] = 10234,
5015  ["longmapsto"] = 10236,
5016  ["xmap"] = 10236,
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5027  ["rBarr"] = 10511,
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5030  ["DDotrahd"] = 10513,
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  ["swnwar"] = 10538,
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  ["Uarrocir"] = 10569,
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  ["DownRightVectorBar"] = 10583,
  ["LeftUpVectorBar"] = 10584,
  ["LeftDownVectorBar"] = 10585,
  ["LeftTeeVector"] = 10586,
  ["RightTeeVector"] = 10587,
  ["RightUpTeeVector"] = 10588,
  ["RightDownTeeVector"] = 10589,
  ["DownLeftTeeVector"] = 10590,
```

```
["DownRightTeeVector"] = 10591,
["LeftUpTeeVector"] = 10592,
["LeftDownTeeVector"] = 10593,
["lHar"] = 10594,
["uHar"] = 10595,
["rHar"] = 10596,
["dHar"] = 10597,
["luruhar"] = 10598,
["ldrdhar"] = 10599,
["ruluhar"] = 10600,
["rdldhar"] = 10601,
["lharul"] = 10602,
["llhard"] = 10603,
["rharul"] = 10604,
["lrhard"] = 10605,
["UpEquilibrium"] = 10606,
["udhar"] = 10606,
["ReverseUpEquilibrium"] = 10607,
["duhar"] = 10607,
["RoundImplies"] = 10608,
["erarr"] = 10609,
["simrarr"] = 10610,
["larrsim"] = 10611,
["rarrsim"] = 10612,
["rarrap"] = 10613,
["ltlarr"] = 10614,
["gtrarr"] = 10616,
["subrarr"] = 10617,
["suplarr"] = 10619,
["lfisht"] = 10620,
["rfisht"] = 10621,
["ufisht"] = 10622,
["dfisht"] = 10623,
["lopar"] = 10629,
["ropar"] = 10630,
["lbrke"] = 10635,
["rbrke"] = 10636,
["lbrkslu"] = 10637,
["rbrksld"] = 10638,
["lbrksld"] = 10639,
["rbrkslu"] = 10640,
["langd"] = 10641,
["rangd"] = 10642,
["lparlt"] = 10643,
["rpargt"] = 10644,
["gtlPar"] = 10645,
["ltrPar"] = 10646,
```

```
5132  ["vzigzag"] = 10650,
5133  ["vangrt"] = 10652,
5134  ["angrtvbd"] = 10653,
5135  ["ange"] = 10660,
5136  ["range"] = 10661,
5137  ["dwangle"] = 10662,
5138  ["uwangle"] = 10663,
5139  ["angmsdaa"] = 10664,
5140  ["angmsdab"] = 10665,
5141  ["angmsdac"] = 10666,
5142  ["angmsdad"] = 10667,
5143  ["angmsdae"] = 10668,
5144  ["angmsdaf"] = 10669,
5145  ["angmsdag"] = 10670,
5146  ["angmsdah"] = 10671,
5147  ["bemptyv"] = 10672,
5148  ["demptyv"] = 10673,
5149  ["cemptyv"] = 10674,
5150  ["raemptyv"] = 10675,
5151  ["laemptyv"] = 10676,
5152  ["ohbar"] = 10677,
5153  ["omid"] = 10678,
5154  ["opar"] = 10679,
5155  ["operp"] = 10681,
5156  ["olcross"] = 10683,
5157  ["odsold"] = 10684,
5158  ["olcir"] = 10686,
5159  ["ofcir"] = 10687,
5160  ["olt"] = 10688,
5161  ["ogt"] = 10689,
5162  ["cirscir"] = 10690,
5163  ["cirE"] = 10691,
5164  ["solb"] = 10692,
5165  ["bsolb"] = 10693,
5166  ["boxbox"] = 10697,
5167  ["trisb"] = 10701,
5168  ["rtriltri"] = 10702,
5169  ["LeftTriangleBar"] = 10703,
5170  ["NotLeftTriangleBar"] = {10703, 824},
5171  ["NotRightTriangleBar"] = {10704, 824},
5172  ["RightTriangleBar"] = 10704,
5173  ["iinfin"] = 10716,
5174  ["infintie"] = 10717,
5175  ["nvinfin"] = 10718,
5176  ["eparsl"] = 10723,
5177  ["smeparsl"] = 10724,
5178  ["eqvparsl"] = 10725,
```

```
5179   ["blacklozenge"] = 10731,
5180   ["lozf"] = 10731,
5181   ["RuleDelayed"] = 10740,
5182   ["dsol"] = 10742,
5183   ["bigodot"] = 10752,
5184   ["xodot"] = 10752,
5185   ["bigoplus"] = 10753,
5186   ["xoplus"] = 10753,
5187   ["bigotimes"] = 10754,
5188   ["xotime"] = 10754,
5189   ["biguplus"] = 10756,
5190   ["xuplus"] = 10756,
5191   ["bigsqcup"] = 10758,
5192   ["xsqcup"] = 10758,
5193   ["iiiint"] = 10764,
5194   ["qint"] = 10764,
5195   ["fpartint"] = 10765,
5196   ["cirfnint"] = 10768,
5197   ["awint"] = 10769,
5198   ["rppolint"] = 10770,
5199   ["scpolint"] = 10771,
5200   ["npolint"] = 10772,
5201   ["pointint"] = 10773,
5202   ["quatint"] = 10774,
5203   ["intlarhk"] = 10775,
5204   ["pluscir"] = 10786,
5205   ["plusacir"] = 10787,
5206   ["simplus"] = 10788,
5207   ["plusdu"] = 10789,
5208   ["plussim"] = 10790,
5209   ["plustwo"] = 10791,
5210   ["mcomma"] = 10793,
5211   ["minusdu"] = 10794,
5212   ["loplus"] = 10797,
5213   ["roplus"] = 10798,
5214   ["Cross"] = 10799,
5215   ["timesd"] = 10800,
5216   ["timesbar"] = 10801,
5217   ["smashp"] = 10803,
5218   ["lotimes"] = 10804,
5219   ["rotimes"] = 10805,
5220   ["otimesas"] = 10806,
5221   ["Otimes"] = 10807,
5222   ["odiv"] = 10808,
5223   ["triplus"] = 10809,
5224   ["triminus"] = 10810,
5225   ["tritime"] = 10811,
```

```
5226   ["intprod"] = 10812,
5227   ["iprod"] = 10812,
5228   ["amalg"] = 10815,
5229   ["capdot"] = 10816,
5230   ["ncup"] = 10818,
5231   ["ncap"] = 10819,
5232   ["capand"] = 10820,
5233   ["cupor"] = 10821,
5234   ["cupcap"] = 10822,
5235   ["capcup"] = 10823,
5236   ["cupbrcap"] = 10824,
5237   ["capbrcup"] = 10825,
5238   ["cupcup"] = 10826,
5239   ["capcap"] = 10827,
5240   ["ccups"] = 10828,
5241   ["ccaps"] = 10829,
5242   ["ccupssm"] = 10832,
5243   ["And"] = 10835,
5244   ["Or"] = 10836,
5245   ["andand"] = 10837,
5246   ["oror"] = 10838,
5247   ["orslope"] = 10839,
5248   ["andslope"] = 10840,
5249   ["andv"] = 10842,
5250   ["orv"] = 10843,
5251   ["andd"] = 10844,
5252   ["ord"] = 10845,
5253   ["wedbar"] = 10847,
5254   ["sdote"] = 10854,
5255   ["simdot"] = 10858,
5256   ["congdot"] = 10861,
5257   ["ncongdot"] = {10861, 824},
5258   ["easter"] = 10862,
5259   ["apacir"] = 10863,
5260   ["apE"] = 10864,
5261   ["napE"] = {10864, 824},
5262   ["eplus"] = 10865,
5263   ["pluse"] = 10866,
5264   ["Esim"] = 10867,
5265   ["Colone"] = 10868,
5266   ["Equal"] = 10869,
5267   ["ddotseq"] = 10871,
5268   ["eDDot"] = 10871,
5269   ["equivDD"] = 10872,
5270   ["ltcir"] = 10873,
5271   ["gtcir"] = 10874,
5272   ["ltquest"] = 10875,
```

```
5273   ["gtquest"] = 10876,
5274   ["LessSlantEqual"] = 10877,
5275   ["NotLessSlantEqual"] = {10877, 824},
5276   ["leqslant"] = 10877,
5277   ["les"] = 10877,
5278   ["nleqslant"] = {10877, 824},
5279   ["nles"] = {10877, 824},
5280   ["GreaterSlantEqual"] = 10878,
5281   ["NotGreaterSlantEqual"] = {10878, 824},
5282   ["geqslant"] = 10878,
5283   ["ges"] = 10878,
5284   ["ngeqslant"] = {10878, 824},
5285   ["nges"] = {10878, 824},
5286   ["lesdot"] = 10879,
5287   ["gesdot"] = 10880,
5288   ["lesdoto"] = 10881,
5289   ["gesdoto"] = 10882,
5290   ["lesdotor"] = 10883,
5291   ["gesdotol"] = 10884,
5292   ["lap"] = 10885,
5293   ["lessapprox"] = 10885,
5294   ["gap"] = 10886,
5295   ["gtrapprox"] = 10886,
5296   ["lne"] = 10887,
5297   ["lneq"] = 10887,
5298   ["gne"] = 10888,
5299   ["gneq"] = 10888,
5300   ["lnap"] = 10889,
5301   ["lnapprox"] = 10889,
5302   ["gnap"] = 10890,
5303   ["gnapprox"] = 10890,
5304   ["lEg"] = 10891,
5305   ["lesseqqgtr"] = 10891,
5306   ["gEl"] = 10892,
5307   ["gtreqqless"] = 10892,
5308   ["lsime"] = 10893,
5309   ["gsime"] = 10894,
5310   ["lsimg"] = 10895,
5311   ["gsiml"] = 10896,
5312   ["lgE"] = 10897,
5313   ["glE"] = 10898,
5314   ["lesges"] = 10899,
5315   ["gesles"] = 10900,
5316   ["els"] = 10901,
5317   ["eqslantless"] = 10901,
5318   ["egs"] = 10902,
5319   ["eqslantgtr"] = 10902,
```

```
["elsdot"] = 10903,
["egsdot"] = 10904,
["el"] = 10905,
["eg"] = 10906,
["siml"] = 10909,
["simg"] = 10910,
["simlE"] = 10911,
["simgE"] = 10912,
["LessLess"] = 10913,
["NotNestedLessLess"] = {10913, 824},
["GreaterGreater"] = 10914,
["NotNestedGreaterGreater"] = {10914, 824},
["glj"] = 10916,
["gla"] = 10917,
["ltcc"] = 10918,
["gtcc"] = 10919,
["lescc"] = 10920,
["gescc"] = 10921,
["smt"] = 10922,
["lat"] = 10923,
["smte"] = 10924,
["smtes"] = {10924, 65024},
["late"] = 10925,
["lates"] = {10925, 65024},
["bumpE"] = 10926,
["NotPrecedesEqual"] = {10927, 824},
["PrecedesEqual"] = 10927,
["npre"] = {10927, 824},
["npreceq"] = {10927, 824},
["pre"] = 10927,
["preceq"] = 10927,
["NotSucceedsEqual"] = {10928, 824},
["SucceedsEqual"] = 10928,
["nsce"] = {10928, 824},
["nsucceq"] = {10928, 824},
["sce"] = 10928,
["succeq"] = 10928,
["prE"] = 10931,
["scE"] = 10932,
["precneqq"] = 10933,
["prnE"] = 10933,
["scnE"] = 10934,
["succneqq"] = 10934,
["prap"] = 10935,
["precapprox"] = 10935,
["scap"] = 10936,
["succapprox"] = 10936,
```

```
5367  ["precnapprox"] = 10937,
5368  ["prnap"] = 10937,
5369  ["scnap"] = 10938,
5370  ["succnapprox"] = 10938,
5371  ["Pr"] = 10939,
5372  ["Sc"] = 10940,
5373  ["subdot"] = 10941,
5374  ["supdot"] = 10942,
5375  ["subplus"] = 10943,
5376  ["supplus"] = 10944,
5377  ["submult"] = 10945,
5378  ["supmult"] = 10946,
5379  ["subedot"] = 10947,
5380  ["supedot"] = 10948,
5381  ["nsubE"] = {10949, 824},
5382  ["nsubseteqq"] = {10949, 824},
5383  ["subE"] = 10949,
5384  ["subseteqq"] = 10949,
5385  ["nsupE"] = {10950, 824},
5386  ["nsupseteqq"] = {10950, 824},
5387  ["supE"] = 10950,
5388  ["supseteqq"] = 10950,
5389  ["subsim"] = 10951,
5390  ["supsim"] = 10952,
5391  ["subnE"] = 10955,
5392  ["subsetneqq"] = 10955,
5393  ["varsubsetneqq"] = {10955, 65024},
5394  ["vsubnE"] = {10955, 65024},
5395  ["supnE"] = 10956,
5396  ["supsetneqq"] = 10956,
5397  ["varsupsetneqq"] = {10956, 65024},
5398  ["vsupnE"] = {10956, 65024},
5399  ["csub"] = 10959,
5400  ["csup"] = 10960,
5401  ["csube"] = 10961,
5402  ["csupe"] = 10962,
5403  ["subsup"] = 10963,
5404  ["supsub"] = 10964,
5405  ["subsub"] = 10965,
5406  ["supsup"] = 10966,
5407  ["suphsub"] = 10967,
5408  ["supdsub"] = 10968,
5409  ["forkv"] = 10969,
5410  ["topfork"] = 10970,
5411  ["mlcp"] = 10971,
5412  ["Dashv"] = 10980,
5413  ["DoubleLeftTee"] = 10980,
```

```
  ["Vdashl"] = 10982,
  ["Barv"] = 10983,
  ["vBar"] = 10984,
  ["vBarv"] = 10985,
  ["Vbar"] = 10987,
  ["Not"] = 10988,
  ["bNot"] = 10989,
  ["rnmid"] = 10990,
  ["cirmid"] = 10991,
  ["midcir"] = 10992,
  ["topcir"] = 10993,
  ["nhpar"] = 10994,
  ["parsim"] = 10995,
  ["nparsl"] = {11005, 8421},
  ["parsl"] = 11005,
  ["fflig"] = 64256,
  ["filig"] = 64257,
  ["fllig"] = 64258,
  ["ffilig"] = 64259,
  ["ffllig"] = 64260,
  ["Ascr"] = 119964,
  ["Cscr"] = 119966,
  ["Dscr"] = 119967,
  ["Gscr"] = 119970,
  ["Jscr"] = 119973,
  ["Kscr"] = 119974,
  ["Nscr"] = 119977,
  ["Oscr"] = 119978,
  ["Pscr"] = 119979,
  ["Qscr"] = 119980,
  ["Sscr"] = 119982,
  ["Tscr"] = 119983,
  ["Uscr"] = 119984,
  ["Vscr"] = 119985,
  ["Wscr"] = 119986,
  ["Xscr"] = 119987,
  ["Yscr"] = 119988,
  ["Zscr"] = 119989,
  ["ascr"] = 119990,
  ["bscr"] = 119991,
  ["cscr"] = 119992,
  ["dscr"] = 119993,
  ["fscr"] = 119995,
  ["hscr"] = 119997,
  ["iscr"] = 119998,
  ["jscr"] = 119999,
  ["kscr"] = 120000,
```

```
5461   ["lscr"] = 120001,
5462   ["mscr"] = 120002,
5463   ["nscr"] = 120003,
5464   ["pscr"] = 120005,
5465   ["qscr"] = 120006,
5466   ["rscr"] = 120007,
5467   ["sscr"] = 120008,
5468   ["tscr"] = 120009,
5469   ["uscr"] = 120010,
5470   ["vscr"] = 120011,
5471   ["wscr"] = 120012,
5472   ["xscr"] = 120013,
5473   ["yscr"] = 120014,
5474   ["zscr"] = 120015,
5475   ["Afr"] = 120068,
5476   ["Bfr"] = 120069,
5477   ["Dfr"] = 120071,
5478   ["Efr"] = 120072,
5479   ["Ffr"] = 120073,
5480   ["Gfr"] = 120074,
5481   ["Jfr"] = 120077,
5482   ["Kfr"] = 120078,
5483   ["Lfr"] = 120079,
5484   ["Mfr"] = 120080,
5485   ["Nfr"] = 120081,
5486   ["Ofr"] = 120082,
5487   ["Pfr"] = 120083,
5488   ["Qfr"] = 120084,
5489   ["Sfr"] = 120086,
5490   ["Tfr"] = 120087,
5491   ["Ufr"] = 120088,
5492   ["Vfr"] = 120089,
5493   ["Wfr"] = 120090,
5494   ["Xfr"] = 120091,
5495   ["Yfr"] = 120092,
5496   ["afr"] = 120094,
5497   ["bfr"] = 120095,
5498   ["cfr"] = 120096,
5499   ["dfr"] = 120097,
5500   ["efr"] = 120098,
5501   ["ffr"] = 120099,
5502   ["gfr"] = 120100,
5503   ["hfr"] = 120101,
5504   ["ifr"] = 120102,
5505   ["jfr"] = 120103,
5506   ["kfr"] = 120104,
5507   ["lfr"] = 120105,
```

```
  ["mfr"] = 120106,
  ["nfr"] = 120107,
  ["ofr"] = 120108,
  ["pfr"] = 120109,
  ["qfr"] = 120110,
  ["rfr"] = 120111,
  ["sfr"] = 120112,
  ["tfr"] = 120113,
  ["ufr"] = 120114,
  ["vfr"] = 120115,
  ["wfr"] = 120116,
  ["xfr"] = 120117,
  ["yfr"] = 120118,
  ["zfr"] = 120119,
  ["Aopf"] = 120120,
  ["Bopf"] = 120121,
  ["Dopf"] = 120123,
  ["Eopf"] = 120124,
  ["Fopf"] = 120125,
  ["Gopf"] = 120126,
  ["Iopf"] = 120128,
  ["Jopf"] = 120129,
  ["Kopf"] = 120130,
  ["Lopf"] = 120131,
  ["Mopf"] = 120132,
  ["Oopf"] = 120134,
  ["Sopf"] = 120138,
  ["Topf"] = 120139,
  ["Uopf"] = 120140,
  ["Vopf"] = 120141,
  ["Wopf"] = 120142,
  ["Xopf"] = 120143,
  ["Yopf"] = 120144,
  ["aopf"] = 120146,
  ["bopf"] = 120147,
  ["copf"] = 120148,
  ["dopf"] = 120149,
  ["eopf"] = 120150,
  ["fopf"] = 120151,
  ["gopf"] = 120152,
  ["hopf"] = 120153,
  ["iopf"] = 120154,
  ["jopf"] = 120155,
  ["kopf"] = 120156,
  ["lopf"] = 120157,
  ["mopf"] = 120158,
  ["nopf"] = 120159,
```

```
  ["oopf"] = 120160,
  ["popf"] = 120161,
  ["qopf"] = 120162,
  ["ropf"] = 120163,
  ["sopf"] = 120164,
  ["topf"] = 120165,
  ["uopf"] = 120166,
  ["vopf"] = 120167,
  ["wopf"] = 120168,
  ["xopf"] = 120169,
  ["yopf"] = 120170,
  ["zopf"] = 120171,
}
```

Given a string `s` of decimal digits, the `entities.dec_entity` returns the corresponding UTF8-encoded Unicode codepoint.

```
function entities.dec_entity(s)
  local n = tonumber(s)
  if n == nil then
    return "&#" .. s .. ";"  -- fallback for unknown entities
  end
  return unicode.utf8.char(n)
end
```

Given a string `s` of hexadecimal digits, the `entities.hex_entity` returns the corresponding UTF8-encoded Unicode codepoint.

```
function entities.hex_entity(s)
  local n = tonumber("0x"..s)
  if n == nil then
    return "&#x" .. s .. ";"  -- fallback for unknown entities
  end
  return unicode.utf8.char(n)
end
```

Given a captured character `x` and a string `s` of hexadecimal digits, the `entities.hex_entity_with_x_char` returns the corresponding UTF8-encoded Unicode codepoint or fallback with the `x` character.

```
function entities.hex_entity_with_x_char(x, s)
  local n = tonumber("0x"..s)
  if n == nil then
    return "&#" .. x .. s .. ";"  -- fallback for unknown entities
  end
  return unicode.utf8.char(n)
end
```

Given a character entity name `s` (like `ouml`), the `entities.char_entity` returns the corresponding UTF8-encoded Unicode codepoint.

```
function entities.char_entity(s)
```

```
5590   local code_points = character_entities[s]
5591   if code_points == nil then
5592     return "&" .. s .. ";"
5593   end
5594   if type(code_points) ~= 'table' then
5595     code_points = {code_points}
5596   end
5597   local char_table = {}
5598     for _, code_point in ipairs(code_points) do
5599       table.insert(char_table, unicode.utf8.char(code_point))
5600     end
5601   return table.concat(char_table)
5602 end
```

3.1.3 Plain TEX Writer

This section documents the `writer` object, which implements the routines for producing the TEX output. The object is an amalgamate of the generic, TEX, LATEX writer objects that were located in the `lunamark/writer/generic.lua`, `lunamark/writer/tex.lua`, and `lunamark/writer/latex.lua` files in the Lunamark Lua module.

Although not specified in the Lua interface (see Section 2.1), the `writer` object is exported, so that the curious user could easily tinker with the methods of the objects produced by the `writer.new` method described below. The user should be aware, however, that the implementation may change in a future revision.

```
5603 M.writer = {}
```

The `writer.new` method creates and returns a new TEX writer object associated with the Lua interface options (see Section 2.1.3) `options`. When `options` are unspecified, it is assumed that an empty table was passed to the method.

The objects produced by the `writer.new` method expose instance methods and variables of their own. As a convention, I will refer to these ⟨*member*⟩s as `writer->`⟨*member*⟩. All member variables are immutable unless explicitly stated otherwise.

```
5604 function M.writer.new(options)
5605   local self = {}
```

Make `options` available as `writer->options`, so that it is accessible from extensions.

```
5606   self.options = options
```

Define `writer->flatten_inlines`, which indicates whether or not the writer should produce raw text rather than text in the output format for inline elements. The `writer->flatten_inlines` member variable is mutable.

```
5607   self.flatten_inlines = false
```

Parse the `slice` option and define `writer->slice_begin`, `writer->slice_end`, and `writer->is_writing`. The `writer->is_writing` member variable is mutable.

```
local slice_specifiers = {}
for specifier in options.slice:gmatch("[^%s]+") do
  table.insert(slice_specifiers, specifier)
end

if #slice_specifiers == 2 then
  self.slice_begin, self.slice_end = table.unpack(slice_specifiers)
  local slice_begin_type = self.slice_begin:sub(1, 1)
  if slice_begin_type ~= "^" and slice_begin_type ~= "$" then
    self.slice_begin = "^" .. self.slice_begin
  end
  local slice_end_type = self.slice_end:sub(1, 1)
  if slice_end_type ~= "^" and slice_end_type ~= "$" then
    self.slice_end = "$" .. self.slice_end
  end
elseif #slice_specifiers == 1 then
  self.slice_begin = "^" .. slice_specifiers[1]
  self.slice_end = "$" .. slice_specifiers[1]
end

self.slice_begin_type = self.slice_begin:sub(1, 1)
self.slice_begin_identifier = self.slice_begin:sub(2) or ""
self.slice_end_type = self.slice_end:sub(1, 1)
self.slice_end_identifier = self.slice_end:sub(2) or ""

if self.slice_begin == "^" and self.slice_end ~= "^" then
  self.is_writing = true
else
  self.is_writing = false
end
```

Define `writer->suffix` as the suffix of the produced cache files.

```
self.suffix = ".tex"
```

Define `writer->space` as the output format of a space character.

```
self.space = " "
```

Define `writer->nbsp` as the output format of a non-breaking space character.

```
self.nbsp = "\\markdownRendererNbsp{}"
```

Define `writer->plain` as a function that will transform an input plain text block `s` to the output format.

```
function self.plain(s)
  return s
end
```

Define `writer->paragraph` as a function that will transform an input paragraph `s` to the output format.

```
function self.paragraph(s)
  if not self.is_writing then return "" end
  return s
end
```

Define `writer->pack` as a function that will take the filename `name` of the output file prepared by the reader and transform it to the output format.

```
function self.pack(name)
  return [[\input{]] .. name .. [[}\relax]]
end
```

Define `writer->interblocksep` as the output format of a block element separator.

```
self.interblocksep_text = "\\markdownRendererInterblockSeparator\n{}"
function self.interblocksep()
  if not self.is_writing then return "" end
  return self.interblocksep_text
end
```

Define `writer->paragraphsep` as the output format of a paragraph separator. Users can use more than one blank line to delimit two blocks to indicate the end of a series of blocks that make up a paragraph. This produces a paragraph separator instead of an interblock separator.

```
self.paragraphsep_text = "\\markdownRendererParagraphSeparator\n{}"
function self.paragraphsep()
  if not self.is_writing then return "" end
  return self.paragraphsep_text
end
```

Define `writer->undosep` as a function that will remove the output produced by an immediately preceding block element / paragraph separator.

```
self.undosep_text = "\\markdownRendererUndoSeparator\n{}"
function self.undosep()
  if not self.is_writing then return "" end
  return self.undosep_text
end
```

Define `writer->soft_line_break` as the output format of a soft line break.

```
self.soft_line_break = function()
  if self.flatten_inlines then return "\n" end
  return "\\markdownRendererSoftLineBreak\n{}"
end
```

Define `writer->hard_line_break` as the output format of a hard line break.

```
self.hard_line_break = function()
  if self.flatten_inlines then return "\n" end
  return "\\markdownRendererHardLineBreak\n{}"
end
```

Define `writer->ellipsis` as the output format of an ellipsis.

```
self.ellipsis = "\\markdownRendererEllipsis{}"
```

Define `writer->thematic_break` as the output format of a thematic break.

```
function self.thematic_break()
  if not self.is_writing then return "" end
  return "\\markdownRendererThematicBreak{}"
end
```

Define tables `writer->escaped_uri_chars` and `writer->escaped_minimal_strings` containing the mapping from special plain characters and character strings that always need to be escaped.

```
self.escaped_uri_chars = {
  ["{"] = "\\markdownRendererLeftBrace{}",
  ["}"] = "\\markdownRendererRightBrace{}",
  ["\\"] = "\\markdownRendererBackslash{}",
}
self.escaped_minimal_strings = {
  ["^^"] = "\\markdownRendererCircumflex\\markdownRendererCircumflex ",
  ["☒"] = "\\markdownRendererTickedBox{}",
  ["⊡"] = "\\markdownRendererHalfTickedBox{}",
  ["▫"] = "\\markdownRendererUntickedBox{}",
  [entities.hex_entity('FFFD')] = "\\markdownRendererReplacementCharacter{}",
}
```

Define table `writer->escaped_strings` containing the mapping from character strings that need to be escaped in typeset content.

```
self.escaped_strings = util.table_copy(self.escaped_minimal_strings)
self.escaped_strings[entities.hex_entity('00A0')] = self.nbsp
```

Define a table `writer->escaped_chars` containing the mapping from special plain TEX characters (including the active pipe character (`|`) of ConTEXt) that need to be escaped in typeset content.

```
self.escaped_chars = {
  ["{"] = "\\markdownRendererLeftBrace{}",
  ["}"] = "\\markdownRendererRightBrace{}",
  ["%"] = "\\markdownRendererPercentSign{}",
  ["\\"] = "\\markdownRendererBackslash{}",
  ["#"] = "\\markdownRendererHash{}",
  ["$"] = "\\markdownRendererDollarSign{}",
  ["&"] = "\\markdownRendererAmpersand{}",
  ["_"] = "\\markdownRendererUnderscore{}",
  ["^"] = "\\markdownRendererCircumflex{}",
  ["~"] = "\\markdownRendererTilde{}",
  ["|"] = "\\markdownRendererPipe{}",
  [entities.hex_entity('0000')] = "\\markdownRendererReplacementCharacter{}",
}
```

Use the writer->escaped_chars, writer->escaped_uri_chars, and writer->escaped_minima tables to create the writer->escape_typographic_text, writer->escape_programmatic_text, and writer->escape_minimal escaper functions.

```
local function create_escaper(char_escapes, string_escapes)
  local escape = util.escaper(char_escapes, string_escapes)
  return function(s)
    if self.flatten_inlines then return s end
    return escape(s)
  end
end
local escape_typographic_text = create_escaper(
  self.escaped_chars, self.escaped_strings)
local escape_programmatic_text = create_escaper(
  self.escaped_uri_chars, self.escaped_minimal_strings)
local escape_minimal = create_escaper(
  {}, self.escaped_minimal_strings)
```

Define the following semantic aliases for the escaper functions:

- writer->escape transforms a text string that should always be made printable.
- writer->string transforms a text string that should be made printable only when the hybrid Lua option is disabled. When hybrid is enabled, the text string should be kept as-is.
- writer->math transforms a math span.
- writer->identifier transforms an input programmatic identifier.
- writer->uri transforms an input URI.
- writer->infostring transforms a fence code infostring.

```
self.escape = escape_typographic_text
self.math = escape_minimal
if options.hybrid then
  self.identifier = escape_minimal
  self.string = escape_minimal
  self.uri = escape_minimal
  self.infostring = escape_minimal
else
  self.identifier = escape_programmatic_text
  self.string = escape_typographic_text
  self.uri = escape_programmatic_text
  self.infostring = escape_programmatic_text
end
```

Define writer->code as a function that will transform an input inline code span s with optional attributes attributes to the output format.

```
function self.code(s, attributes)
  if self.flatten_inlines then return s end
```

```
5735    local buf = {}
5736    if attributes ~= nil then
5737      table.insert(buf,
5738                   "\\markdownRendererCodeSpanAttributeContextBegin\n")
5739      table.insert(buf, self.attributes(attributes))
5740    end
5741    table.insert(buf,
5742                 {"\\markdownRendererCodeSpan{", self.escape(s), "}"})
5743    if attributes ~= nil then
5744      table.insert(buf,
5745                   "\\markdownRendererCodeSpanAttributeContextEnd{}")
5746    end
5747    return buf
5748  end
```

Define `writer->link` as a function that will transform an input hyperlink to the output format, where `lab` corresponds to the label, `src` to URI, `tit` to the title of the link, and `attributes` to optional attributes.

```
5749  function self.link(lab, src, tit, attributes)
5750    if self.flatten_inlines then return lab end
5751    local buf = {}
5752    if attributes ~= nil then
5753      table.insert(buf,
5754                   "\\markdownRendererLinkAttributeContextBegin\n")
5755      table.insert(buf, self.attributes(attributes))
5756    end
5757    table.insert(buf, {"\\markdownRendererLink{",lab,"}",
5758                       "{",self.escape(src),"}",
5759                       "{",self.uri(src),"}",
5760                       "{",self.string(tit or ""),"}"})
5761    if attributes ~= nil then
5762      table.insert(buf,
5763                   "\\markdownRendererLinkAttributeContextEnd{}")
5764    end
5765    return buf
5766  end
```

Define `writer->image` as a function that will transform an input image to the output format, where `lab` corresponds to the label, `src` to the URL, `tit` to the title of the image, and `attributes` to optional attributes.

```
5767  function self.image(lab, src, tit, attributes)
5768    if self.flatten_inlines then return lab end
5769    local buf = {}
5770    if attributes ~= nil then
5771      table.insert(buf,
5772                   "\\markdownRendererImageAttributeContextBegin\n")
5773      table.insert(buf, self.attributes(attributes))
```

```
5774      end
5775      table.insert(buf, {"\\markdownRendererImage{",lab,"}",
5776                         "{",self.string(src),"}",
5777                         "{",self.uri(src),"}",
5778                         "{",self.string(tit or ""),"}"})
5779      if attributes ~= nil then
5780        table.insert(buf,
5781                     "\\markdownRendererImageAttributeContextEnd{}")
5782      end
5783      return buf
5784    end
```

Define `writer->bulletlist` as a function that will transform an input bulleted list to the output format, where `items` is an array of the list items and `tight` specifies, whether the list is tight or not.

```
5785    function self.bulletlist(items,tight)
5786      if not self.is_writing then return "" end
5787      local buffer = {}
5788      for _,item in ipairs(items) do
5789        if item ~= "" then
5790          buffer[#buffer + 1] = self.bulletitem(item)
5791        end
5792      end
5793      local contents = util.intersperse(buffer,"\n")
5794      if tight and options.tightLists then
5795        return {"\\markdownRendererUlBeginTight\n",contents,
5796          "\n\\markdownRendererUlEndTight "}
5797      else
5798        return {"\\markdownRendererUlBegin\n",contents,
5799          "\n\\markdownRendererUlEnd "}
5800      end
5801    end
```

Define `writer->bulletitem` as a function that will transform an input bulleted list item to the output format, where `s` is the text of the list item.

```
5802    function self.bulletitem(s)
5803      return {"\\markdownRendererUlItem ",s,
5804              "\\markdownRendererUlItemEnd "}
5805    end
```

Define `writer->orderedlist` as a function that will transform an input ordered list to the output format, where `items` is an array of the list items and `tight` specifies, whether the list is tight or not. If the optional parameter `startnum` is present, it is the number of the first list item.

```
5806    function self.orderedlist(items,tight,startnum)
5807      if not self.is_writing then return "" end
5808      local buffer = {}
5809      local num = startnum
```

```
5810      for _,item in ipairs(items) do
5811        if item ~= "" then
5812          buffer[#buffer + 1] = self.ordereditem(item,num)
5813        end
5814        if num ~= nil and item ~= "" then
5815          num = num + 1
5816        end
5817      end
5818      local contents = util.intersperse(buffer,"\n")
5819      if tight and options.tightLists then
5820        return {"\\markdownRendererOlBeginTight\n",contents,
5821                "\n\\markdownRendererOlEndTight "}
5822      else
5823        return {"\\markdownRendererOlBegin\n",contents,
5824                "\n\\markdownRendererOlEnd "}
5825      end
5826    end
```

Define `writer->ordereditem` as a function that will transform an input ordered list item to the output format, where `s` is the text of the list item. If the optional parameter `num` is present, it is the number of the list item.

```
5827    function self.ordereditem(s,num)
5828      if num ~= nil then
5829        return {"\\markdownRendererOlItemWithNumber{",num,"}",s,
5830                "\\markdownRendererOlItemEnd "}
5831      else
5832        return {"\\markdownRendererOlItem ",s,
5833                "\\markdownRendererOlItemEnd "}
5834      end
5835    end
```

Define `writer->inline_html_comment` as a function that will transform the contents of an inline HTML comment, to the output format, where `contents` are the contents of the HTML comment.

```
5836    function self.inline_html_comment(contents)
5837      if self.flatten_inlines then return contents end
5838      return {"\\markdownRendererInlineHtmlComment{",contents,"}"}
5839    end
```

Define `writer->inline_html_tag` as a function that will transform the contents of an opening, closing, or empty inline HTML tag to the output format, where `contents` are the contents of the HTML tag.

```
5840    function self.inline_html_tag(contents)
5841      if self.flatten_inlines then return contents end
5842      return {"\\markdownRendererInlineHtmlTag{",self.string(contents),"}"}
5843    end
```

Define `writer->block_html_element` as a function that will transform the contents of a block HTML element to the output format, where `s` are the contents of the HTML element.

```
function self.block_html_element(s)
  if not self.is_writing then return "" end
  local name = util.cache(options.cacheDir, s, nil, nil, ".verbatim")
  return {"\\markdownRendererInputBlockHtmlElement{",name,"}"}
end
```

Define `writer->emphasis` as a function that will transform an emphasized span `s` of input text to the output format.

```
function self.emphasis(s)
  if self.flatten_inlines then return s end
  return {"\\markdownRendererEmphasis{",s,"}"}
end
```

Define `writer->tickbox` as a function that will transform a number `f` to the output format.

```
function self.tickbox(f)
  if f == 1.0 then
    return "☒ "
  elseif f == 0.0 then
    return "☐ "
  else
    return "☐ "
  end
end
```

Define `writer->strong` as a function that will transform a strongly emphasized span `s` of input text to the output format.

```
function self.strong(s)
  if self.flatten_inlines then return s end
  return {"\\markdownRendererStrongEmphasis{",s,"}"}
end
```

Define `writer->blockquote` as a function that will transform an input block quote `s` to the output format.

```
function self.blockquote(s)
  if not self.is_writing then return "" end
  return {"\\markdownRendererBlockQuoteBegin\n",s,
    "\\markdownRendererBlockQuoteEnd "}
end
```

Define `writer->verbatim` as a function that will transform an input code block `s` to the output format.

```
function self.verbatim(s)
  if not self.is_writing then return "" end
  s = s:gsub("\n$", "")
```

```
5874      local name = util.cache_verbatim(options.cacheDir, s)
5875      return {"\\markdownRendererInputVerbatim{",name,"}"}
5876    end
```

Define `writer->document` as a function that will transform a document `d` to the output format.

```
5877    function self.document(d)
5878      local buf = {"\\markdownRendererDocumentBegin\n", d}
5879
5880      -- pop all attributes
5881      table.insert(buf, self.pop_attributes())
5882
5883      table.insert(buf, "\\markdownRendererDocumentEnd")
5884
5885      return buf
5886    end
```

Define `writer->attributes` as a function that will transform input attributes `attrs` to the output format.

```
5887    local seen_identifiers = {}
5888    local key_value_regex = "([^= ]+)%s*=%s*(.*)"
5889    local function normalize_attributes(attributes, auto_identifiers)
5890      -- normalize attributes
5891      local normalized_attributes = {}
5892      local has_explicit_identifiers = false
5893      local key, value
5894      for _, attribute in ipairs(attributes or {}) do
5895        if attribute:sub(1, 1) == "#" then
5896          table.insert(normalized_attributes, attribute)
5897          has_explicit_identifiers = true
5898          seen_identifiers[attribute:sub(2)] = true
5899        elseif attribute:sub(1, 1) == "." then
5900          table.insert(normalized_attributes, attribute)
5901        else
5902          key, value = attribute:match(key_value_regex)
5903          if key:lower() == "id" then
5904            table.insert(normalized_attributes, "#" .. value)
5905          elseif key:lower() == "class" then
5906            local classes = {}
5907            for class in value:gmatch("%S+") do
5908              table.insert(classes, class)
5909            end
5910            table.sort(classes)
5911            for _, class in ipairs(classes) do
5912              table.insert(normalized_attributes, "." .. class)
5913            end
5914          else
5915            table.insert(normalized_attributes, attribute)
```

```
      end
    end
  end

  -- if no explicit identifiers exist, add auto identifiers
  if not has_explicit_identifiers and auto_identifiers ~= nil then
    local seen_auto_identifiers = {}
    for _, auto_identifier in ipairs(auto_identifiers) do
      if seen_auto_identifiers[auto_identifier] == nil then
        seen_auto_identifiers[auto_identifier] = true
        if seen_identifiers[auto_identifier] == nil then
          seen_identifiers[auto_identifier] = true
          table.insert(normalized_attributes,
                       "#" .. auto_identifier)
        else
          local auto_identifier_number = 1
          while true do
            local numbered_auto_identifier = auto_identifier .. "-"
                                             .. auto_identifier_number
            if seen_identifiers[numbered_auto_identifier] == nil then
              seen_identifiers[numbered_auto_identifier] = true
              table.insert(normalized_attributes,
                           "#" .. numbered_auto_identifier)
              break
            end
            auto_identifier_number = auto_identifier_number + 1
          end
        end
      end
    end
  end

  -- sort and deduplicate normalized attributes
  table.sort(normalized_attributes)
  local seen_normalized_attributes = {}
  local deduplicated_normalized_attributes = {}
  for _, attribute in ipairs(normalized_attributes) do
    if seen_normalized_attributes[attribute] == nil then
      seen_normalized_attributes[attribute] = true
      table.insert(deduplicated_normalized_attributes, attribute)
    end
  end

  return deduplicated_normalized_attributes
end

function self.attributes(attributes, should_normalize_attributes)
```

```
    local normalized_attributes
    if should_normalize_attributes == false then
      normalized_attributes = attributes
    else
      normalized_attributes = normalize_attributes(attributes)
    end

    local buf = {}
    local key, value
    for _, attribute in ipairs(normalized_attributes) do
      if attribute:sub(1, 1) == "#" then
        table.insert(buf, {"\\markdownRendererAttributeIdentifier{",
                           attribute:sub(2), "}"})
      elseif attribute:sub(1, 1) == "." then
        table.insert(buf, {"\\markdownRendererAttributeClassName{",
                           attribute:sub(2), "}"})
      else
        key, value = attribute:match(key_value_regex)
        table.insert(buf, {"\\markdownRendererAttributeKeyValue{",
                           key, "}{", value, "}"})
      end
    end

    return buf
  end
```

Define `writer->active_attributes` as a stack of block-level attributes that are currently active. The `writer->active_attributes` member variable is mutable.

```
  self.active_attributes = {}
```

Define `writer->attribute_type_levels` as a hash table that maps attribute types to the number of attributes of said type in `writer->active_attributes`.

```
  self.attribute_type_levels = {}
  setmetatable(self.attribute_type_levels,
               { __index = function() return 0 end })
```

Define `writer->push_attributes` and `writer->pop_attributes` as functions that will add a new set of active block-level attributes or remove the most current attributes from `writer->active_attributes`.

```
  local function apply_attributes()
    local buf = {}
    for i = 1, #self.active_attributes do
      local start_output = self.active_attributes[i][3]
      if start_output ~= nil then
        table.insert(buf, start_output)
      end
    end
    return buf
```

```
6001    end
6002
6003    local function tear_down_attributes()
6004      local buf = {}
6005      for i = #self.active_attributes, 1, -1 do
6006        local end_output = self.active_attributes[i][4]
6007        if end_output ~= nil then
6008          table.insert(buf, end_output)
6009        end
6010      end
6011      return buf
6012    end
```

The `writer->push_attributes` method adds `attributes` of type `attribute_type` to `writer->active_attributes`. The `start_output` string is used to construct a rope that will be returned by this function, together with output produced as a result of slicing (see `slice`). The `end_output` string is stored together with `attributes` and is used to construct the return value of the `writer->pop_attributes` method.

```
6013    function self.push_attributes(attribute_type, attributes,
6014                                  start_output, end_output)
6015      local attribute_type_level = self.attribute_type_levels[attribute_type]
6016      self.attribute_type_levels[attribute_type] = attribute_type_level + 1
6017
6018      -- index attributes in a hash table for easy lookup
6019      attributes = attributes or {}
6020      for i = 1, #attributes do
6021        attributes[attributes[i]] = true
6022      end
6023
6024      local buf = {}
6025      -- handle slicing
6026      if attributes["#" .. self.slice_end_identifier] ~= nil and
6027         self.slice_end_type == "^" then
6028        if self.is_writing then
6029          table.insert(buf, self.undosep())
6030          table.insert(buf, tear_down_attributes())
6031        end
6032        self.is_writing = false
6033      end
6034      if attributes["#" .. self.slice_begin_identifier] ~= nil and
6035         self.slice_begin_type == "^" then
6036        table.insert(buf, apply_attributes())
6037        self.is_writing = true
6038      end
6039      if self.is_writing and start_output ~= nil then
6040        table.insert(buf, start_output)
6041      end
```

```
6042    table.insert(self.active_attributes,
6043                 {attribute_type, attributes,
6044                  start_output, end_output})
6045    return buf
6046  end
6047
```

The `writer->pop_attributes` method removes the most current of active block-level attributes from `writer->active_attributes` until attributes of type `attribute_type` have been removed. The method returns a rope constructed from the `end_output` string specified in the calls of `writer->push_attributes` that produced the most current attributes, and also from output produced as a result of slicing (see `slice`).

```
6048  function self.pop_attributes(attribute_type)
6049    local buf = {}
6050    -- pop attributes until we find attributes of correct type
6051    -- or until no attributes remain
6052    local current_attribute_type = false
6053    while current_attribute_type ~= attribute_type and
6054          #self.active_attributes > 0 do
6055      local attributes, _, end_output
6056      current_attribute_type, attributes, _, end_output = table.unpack(
6057        self.active_attributes[#self.active_attributes])
6058      local attribute_type_level = self.attribute_type_levels[current_attribute_type]
6059      self.attribute_type_levels[current_attribute_type] = attribute_type_level - 1
6060      if self.is_writing and end_output ~= nil then
6061        table.insert(buf, end_output)
6062      end
6063      table.remove(self.active_attributes, #self.active_attributes)
6064      -- handle slicing
6065      if attributes["#" .. self.slice_end_identifier] ~= nil
6066         and self.slice_end_type == "$" then
6067        if self.is_writing then
6068          table.insert(buf, self.undosep())
6069          table.insert(buf, tear_down_attributes())
6070        end
6071        self.is_writing = false
6072      end
6073      if attributes["#" .. self.slice_begin_identifier] ~= nil and
6074         self.slice_begin_type == "$" then
6075        self.is_writing = true
6076        table.insert(buf, apply_attributes())
6077      end
6078    end
6079    return buf
6080  end
```

Create an auto identifier string by stripping and converting characters from string `s`.

```
local function create_auto_identifier(s)
  local buffer = {}
  local prev_space = false
  local letter_found = false
  local normalized_s = s
  if not options.unicodeNormalization or options.unicodeNormalizationForm ~= "nfc"
    normalized_s = uni_algos.normalize.NFC(normalized_s)
  end

  for _, code in utf8.codes(normalized_s) do
    local char = utf8.char(code)

    -- Remove everything up to the first letter.
    if not letter_found then
      local is_letter = unicode.utf8.match(char, "%a")
      if is_letter then
        letter_found = true
      else
        goto continue
      end
    end

    -- Remove all non-alphanumeric characters, except underscores, hyphens, and per
    if not unicode.utf8.match(char, "[%w_%-%.%s]") then
      goto continue
    end

    -- Replace all spaces and newlines with hyphens.
    if unicode.utf8.match(char, "[%s\n]") then
      char = "-"
      if prev_space then
        goto continue
      else
        prev_space = true
      end
    else
      -- Convert all alphabetic characters to lowercase.
      char = unicode.utf8.lower(char)
      prev_space = false
    end

    table.insert(buffer, char)

    ::continue::
  end

```

```
    if prev_space then
      table.remove(buffer)
    end

    local identifier = #buffer == 0 and "section" or table.concat(buffer, "")
    return identifier
  end
```

Create an GitHub-flavored auto identifier string by stripping and converting characters from string `s`.

```
  local function create_gfm_auto_identifier(s)
    local buffer = {}
    local prev_space = false
    local letter_found = false
    local normalized_s = s
    if not options.unicodeNormalization or options.unicodeNormalizationForm ~= "nfc"
      normalized_s = uni_algos.normalize.NFC(normalized_s)
    end

    for _, code in utf8.codes(normalized_s) do
      local char = utf8.char(code)

      -- Remove everything up to the first non-space.
      if not letter_found then
        local is_letter = unicode.utf8.match(char, "%S")
        if is_letter then
          letter_found = true
        else
          goto continue
        end
      end

      -- Remove all non-alphanumeric characters, except underscores and hyphens.
      if not unicode.utf8.match(char, "[%w_%-%s]") then
        prev_space = false
        goto continue
      end

      -- Replace all spaces and newlines with hyphens.
      if unicode.utf8.match(char, "[%s\n]") then
        char = "-"
        if prev_space then
          goto continue
        else
          prev_space = true
        end
      else
```

```
        -- Convert all alphabetic characters to lowercase.
        char = unicode.utf8.lower(char)
        prev_space = false
      end

      table.insert(buffer, char)

      ::continue::
    end

    if prev_space then
      table.remove(buffer)
    end

    local identifier = #buffer == 0 and "section" or table.concat(buffer, "")
    return identifier
  end
```

Define `writer->heading` as a function that will transform an input heading `s` at level `level` with attributes `attributes` to the output format.

```
  self.secbegin_text = "\\markdownRendererSectionBegin\n"
  self.secend_text = "\n\\markdownRendererSectionEnd "
  function self.heading(s, level, attributes)
    local buf = {}
    local flat_text, inlines = table.unpack(s)

    -- push empty attributes for implied sections
    while self.attribute_type_levels["heading"] < level - 1 do
      table.insert(buf,
                   self.push_attributes("heading",
                                        nil,
                                        self.secbegin_text,
                                        self.secend_text))
    end

    -- pop attributes for sections that have ended
    while self.attribute_type_levels["heading"] >= level do
      table.insert(buf, self.pop_attributes("heading"))
    end

    -- construct attributes for the new section
    local auto_identifiers = {}
    if self.options.autoIdentifiers then
      table.insert(auto_identifiers, create_auto_identifier(flat_text))
    end
    if self.options.gfmAutoIdentifiers then
      table.insert(auto_identifiers, create_gfm_auto_identifier(flat_text))
```

```
6215      end
6216      local normalized_attributes = normalize_attributes(attributes, auto_identifiers)
6217
6218      -- push attributes for the new section
6219      local start_output = {}
6220      local end_output = {}
6221      table.insert(start_output, self.secbegin_text)
6222      table.insert(end_output, self.secend_text)
6223
6224      table.insert(buf, self.push_attributes("heading",
6225                                             normalized_attributes,
6226                                             start_output,
6227                                             end_output))
6228      assert(self.attribute_type_levels["heading"] == level)
6229
6230      -- render the heading and its attributes
6231      if self.is_writing and #normalized_attributes > 0 then
6232        table.insert(buf, "\\markdownRendererHeaderAttributeContextBegin\n")
6233        table.insert(buf, self.attributes(normalized_attributes, false))
6234      end
6235
6236      local cmd
6237      level = level + options.shiftHeadings
6238      if level <= 1 then
6239        cmd = "\\markdownRendererHeadingOne"
6240      elseif level == 2 then
6241        cmd = "\\markdownRendererHeadingTwo"
6242      elseif level == 3 then
6243        cmd = "\\markdownRendererHeadingThree"
6244      elseif level == 4 then
6245        cmd = "\\markdownRendererHeadingFour"
6246      elseif level == 5 then
6247        cmd = "\\markdownRendererHeadingFive"
6248      elseif level >= 6 then
6249        cmd = "\\markdownRendererHeadingSix"
6250      else
6251        cmd = ""
6252      end
6253      if self.is_writing then
6254        table.insert(buf, {cmd, "{", inlines, "}"})
6255      end
6256
6257      if self.is_writing and #normalized_attributes > 0 then
6258        table.insert(buf, "\\markdownRendererHeaderAttributeContextEnd{}")
6259      end
6260
6261      return buf
```

```
6262   end
```

Define `writer->get_state` as a function that returns the current state of the writer, where the state of a writer are its mutable member variables.

```
6263   function self.get_state()
6264     return {
6265       is_writing=self.is_writing,
6266       flatten_inlines=self.flatten_inlines,
6267       active_attributes={table.unpack(self.active_attributes)},
6268     }
6269   end
```

Define `writer->set_state` as a function that restores the input state `s` and returns the previous state of the writer.

```
6270   function self.set_state(s)
6271     local previous_state = self.get_state()
6272     for key, value in pairs(s) do
6273       self[key] = value
6274     end
6275     return previous_state
6276   end
```

Define `writer->defer_call` as a function that will encapsulate the input function `f`, so that `f` is called with the state of the writer at the time of calling `writer->defer_call`.

```
6277   function self.defer_call(f)
6278     local previous_state = self.get_state()
6279     return function(...)
6280       local state = self.set_state(previous_state)
6281       local return_value = f(...)
6282       self.set_state(state)
6283       return return_value
6284     end
6285   end
6286
6287   return self
6288 end
```

3.1.4 Parsers

The `parsers` hash table stores PEG patterns that are static and can be reused between different `reader` objects.

```
6289 local parsers                 = {}
```

3.1.4.1 Basic Parsers

```
6290 parsers.percent               = P("%")
6291 parsers.at                    = P("@")
```

```
parsers.comma               = P(",")
parsers.asterisk            = P("*")
parsers.dash                = P("-")
parsers.plus                = P("+")
parsers.underscore          = P("_")
parsers.period              = P(".")
parsers.hash                = P("#")
parsers.dollar              = P("$")
parsers.ampersand           = P("&")
parsers.backtick            = P("`")
parsers.less                = P("<")
parsers.more                = P(">")
parsers.space               = P(" ")
parsers.squote              = P("'")
parsers.dquote              = P('"')
parsers.lparent             = P("(")
parsers.rparent             = P(")")
parsers.lbracket            = P("[")
parsers.rbracket            = P("]")
parsers.lbrace              = P("{")
parsers.rbrace              = P("}")
parsers.circumflex          = P("^")
parsers.slash               = P("/")
parsers.equal               = P("=")
parsers.colon               = P(":")
parsers.semicolon           = P(";")
parsers.exclamation         = P("!")
parsers.pipe                = P("|")
parsers.tilde               = P("~")
parsers.backslash           = P("\\")
parsers.tab                 = P("\t")
parsers.newline             = P("\n")

parsers.digit               = R("09")
parsers.hexdigit            = R("09","af","AF")
parsers.letter              = R("AZ","az")
parsers.alphanumeric        = R("AZ","az","09")
parsers.keyword             = parsers.letter
                            * (parsers.alphanumeric + parsers.dash)^0

parsers.doubleasterisks     = P("**")
parsers.doubleunderscores   = P("__")
parsers.doubletildes        = P("~~")
parsers.fourspaces          = P("    ")

parsers.any                 = P(1)
parsers.succeed             = P(true)
```

```
parsers.fail                    = P(false)

parsers.internal_punctuation    = S(":;,.?")
parsers.ascii_punctuation       = S("!\"#$%&'()*+,-./:;<=>?@[\\]^_`{|}~")
```

3.1.5 Unicode punctuation

This section documents the Unicode punctuation[33] recognized by the markdown reader. The punctuation is organized in the `parsers.punctuation` table according to the number of bytes occupied after conversion to UTF8.

(CommonMark Spec, Version 0.31.2 (2024-01-28))

```
parsers.punctuation             = {}
(function()
  local pathname = kpse.lookup("UnicodeData.txt")
  local file = assert(io.open(pathname, "r"),
    [[Could not open file "UnicodeData.txt"]])
  for line in file:lines() do
    local codepoint, major_category = line:match("^(%x+);[^;]*;(%a)")
    if major_category == "P" or major_category == "S" then
      local code = unicode.utf8.char(tonumber(codepoint, 16))
      if parsers.punctuation[#code] == nil then
        parsers.punctuation[#code] = parsers.fail
      end
      local code_parser = parsers.succeed
      for i = 1, #code do
        local byte = code:sub(i, i)
        local byte_parser = S(byte)
        code_parser = code_parser
                    * byte_parser
      end
      parsers.punctuation[#code] = parsers.punctuation[#code]
                                 + code_parser
    end
  end
  assert(file:close())
end)()

parsers.escapable               = parsers.ascii_punctuation
parsers.anyescaped              = parsers.backslash / "" * parsers.escapable
                                + parsers.any

parsers.spacechar               = S("\t ")
```

[33] See https://spec.commonmark.org/0.31.2/#unicode-punctuation-character.

```
parsers.spacing                = S(" \n\r\t")
parsers.nonspacechar           = parsers.any - parsers.spacing
parsers.optionalspace          = parsers.spacechar^0

parsers.normalchar             = parsers.any - (V("SpecialChar")
                                               + parsers.spacing)
parsers.eof                    = -parsers.any
parsers.nonindentspace         = parsers.space^-3 * - parsers.spacechar
parsers.indent                 = parsers.space^-3 * parsers.tab
                               + parsers.fourspaces / ""
parsers.linechar               = P(1 - parsers.newline)

parsers.blankline              = parsers.optionalspace
                               * parsers.newline / "\n"
parsers.blanklines             = parsers.blankline^0
parsers.skipblanklines         = (parsers.optionalspace * parsers.newline)^0
parsers.indentedline           = parsers.indent    /""
                               * C(parsers.linechar^1 * parsers.newline^-
1)
parsers.optionallyindentedline = parsers.indent^-1 /""
                               * C(parsers.linechar^1 * parsers.newline^-
1)
parsers.sp                     = parsers.spacing^0
parsers.spnl                   = parsers.optionalspace
                               * (parsers.newline * parsers.optionalspace)^-
1
parsers.line                   = parsers.linechar^0 * parsers.newline
parsers.nonemptyline           = parsers.line - parsers.blankline
```

3.1.5.1 Parsers Used for Indentation

```

parsers.leader      = parsers.space^-3

```

Check if a trail exists and is non-empty in the indent table `indent_table`.

```
local function has_trail(indent_table)
  return indent_table ~= nil and
    indent_table.trail ~= nil and
    next(indent_table.trail) ~= nil
end

```

Check if indent table `indent_table` has any indents.

```
local function has_indents(indent_table)
  return indent_table ~= nil and
    indent_table.indents ~= nil and
    next(indent_table.indents) ~= nil
```

```
6412 end
6413
```

Add a trail `trail_info` to the indent table `indent_table`.

```
6414 local function add_trail(indent_table, trail_info)
6415   indent_table.trail = trail_info
6416   return indent_table
6417 end
6418
```

Remove a trail `trail_info` from the indent table `indent_table`.

```
6419 local function remove_trail(indent_table)
6420   indent_table.trail = nil
6421   return indent_table
6422 end
6423
```

Update the indent table `indent_table` by adding or removing a new indent `add`.

```
6424 local function update_indent_table(indent_table, new_indent, add)
6425   indent_table = remove_trail(indent_table)
6426
6427   if not has_indents(indent_table) then
6428     indent_table.indents = {}
6429   end
6430
6431
6432   if add then
6433     indent_table.indents[#indent_table.indents + 1] = new_indent
6434   else
6435     if indent_table.indents[#indent_table.indents].name == new_indent.name then
6436       indent_table.indents[#indent_table.indents] = nil
6437     end
6438   end
6439
6440   return indent_table
6441 end
6442
```

Remove an indent by its name `name`.

```
6443 local function remove_indent(name)
6444   local function remove_indent_level(s, i, indent_table) -- luacheck: ignore s i
6445     indent_table = update_indent_table(indent_table, {name=name}, false)
6446     return true, indent_table
6447   end
6448
6449   return Cg(Cmt(Cb("indent_info"), remove_indent_level), "indent_info")
6450 end
6451
```

Process the spacing of a string of spaces and tabs `spacing` with preceding indent width from the start of the line `indent` and strip up to `left_strip_length` spaces. Return the remainder `remainder` and whether there is enough spaces to produce a code `is_code`. Return how many spaces were stripped, as well as if the minimum was met `is_minimum` and what remainder it left `minimum_remainder`.

```
local function process_starter_spacing(indent, spacing, minimum, left_strip_length)
  left_strip_length = left_strip_length or 0

  local count = 0
  local tab_value = 4 - (indent) % 4

  local code_started, minimum_found = false, false
  local code_start, minimum_remainder = "", ""

  local left_total_stripped = 0
  local full_remainder = ""

  if spacing ~= nil then
    for i = 1, #spacing do
      local character = spacing:sub(i, i)

      if character == "\t" then
        count = count + tab_value
        tab_value = 4
      elseif character == " " then
        count = count + 1
        tab_value = 4 - (1 - tab_value) % 4
      end

      if (left_strip_length ~= 0) then
        local possible_to_strip = math.min(count, left_strip_length)
        count = count - possible_to_strip
        left_strip_length = left_strip_length - possible_to_strip
        left_total_stripped = left_total_stripped + possible_to_strip
      else
        full_remainder =  full_remainder .. character
      end

      if (minimum_found) then
        minimum_remainder = minimum_remainder .. character
      elseif (count >= minimum) then
        minimum_found = true
        minimum_remainder = minimum_remainder .. string.rep(" ", count - minimum)
      end

      if (code_started) then
```

```
        code_start = code_start .. character
      elseif (count >= minimum + 4) then
        code_started = true
        code_start = code_start .. string.rep(" ", count - (minimum + 4))
      end
    end
  end

  local remainder
  if (code_started) then
    remainder = code_start
  else
    remainder = string.rep(" ", count - minimum)
  end

  local is_minimum = count >= minimum
  return {
    is_code = code_started,
    remainder = remainder,
    left_total_stripped = left_total_stripped,
    is_minimum = is_minimum,
    minimum_remainder = minimum_remainder,
    total_length = count,
    full_remainder = full_remainder
  }
end

```

Count the total width of all indents in the indent table `indent_table`.

```
local function count_indent_tab_level(indent_table)
  local count = 0
  if not has_indents(indent_table) then
    return count
  end

  for i=1, #indent_table.indents do
    count = count + indent_table.indents[i].length
  end
  return count
end

```

Count the total width of a delimiter `delimiter`.

```
local function total_delimiter_length(delimiter)
  local count = 0
  if type(delimiter) == "string" then return #delimiter end
  for _, value in pairs(delimiter) do
    count = count + total_delimiter_length(value)
```

```
  end
  return count
end
```

Process the container starter `starter` of a type `indent_type`. Adjust the width of the indent if the delimiter is followed only by whitespaces `is_blank`.

```
local function process_starter_indent(_, _, indent_table, starter, is_blank, indent_t
  local last_trail = starter[1]
  local delimiter = starter[2]
  local raw_new_trail = starter[3]

  if indent_type == "bq" and not breakable then
    indent_table.ignore_blockquote_blank = true
  end

  if has_trail(indent_table) then
    local trail = indent_table.trail
    if trail.is_code then
      return false
    end
    last_trail = trail.remainder
  else
    local sp = process_starter_spacing(0, last_trail, 0, 0)

    if sp.is_code then
      return false
    end
    last_trail = sp.remainder
  end

  local preceding_indentation = count_indent_tab_level(indent_table) % 4
  local last_trail_length = #last_trail
  local delimiter_length = total_delimiter_length(delimiter)

  local total_indent_level = preceding_indentation + last_trail_length + delimiter_le

  local sp = {}
  if not is_blank then
    sp = process_starter_spacing(total_indent_level, raw_new_trail, 0, 1)
  end

  local del_trail_length = sp.left_total_stripped
  if is_blank then
    del_trail_length = 1
  elseif not sp.is_code then
    del_trail_length = del_trail_length + #sp.remainder
```

```
  end

  local indent_length = last_trail_length + delimiter_length + del_trail_length
  local new_indent_info = {name=indent_type, length=indent_length}

  indent_table = update_indent_table(indent_table, new_indent_info, true)
  indent_table = add_trail(indent_table, {is_code=sp.is_code, remainder=sp.remainder,
                                          full_remainder=sp.full_remainder})

  return true, indent_table
end

```

Return the pattern corresponding with the indent name `name`.

```
local function decode_pattern(name)
  local delimeter = parsers.succeed
  if name == "bq" then
    delimeter = parsers.more
  end

  return C(parsers.optionalspace) * C(delimeter) * C(parsers.optionalspace) * Cp()
end

```

Find the first blank-only indent of the indent table `indent_table` followed by blank-only indents.

```
local function left_blank_starter(indent_table)
  local blank_starter_index

  if not has_indents(indent_table) then
    return
  end

  for i = #indent_table.indents,1,-1 do
    local value = indent_table.indents[i]
    if value.name == "li" then
      blank_starter_index = i
    else
      break
    end
  end

  return blank_starter_index
end

```

Apply the patterns decoded from the indents of the indent table `indent_table` iteratively starting at position `index` of the string `s`. If the `is_optional` mode is

selected, match as many patterns as possible, else match all or fail. With the option is_blank, the parsing behaves as optional after the position of a blank-only indent has been surpassed.

```
local function traverse_indent(s, i, indent_table, is_optional, is_blank, current_lin
  local new_index = i

  local preceding_indentation = 0
  local current_trail = {}

  local blank_starter = left_blank_starter(indent_table)

  if current_line_indents == nil then
    current_line_indents = {}
  end

  for index = 1,#indent_table.indents do
    local value = indent_table.indents[index]
    local pattern = decode_pattern(value.name)

    -- match decoded pattern
    local new_indent_info = lpeg.match(Ct(pattern), s, new_index)
    if new_indent_info == nil then
      local blankline_end = lpeg.match(Ct(parsers.blankline * Cg(Cp(), "pos")), s, ne
      if is_optional or not indent_table.ignore_blockquote_blank or not blankline_end
        return is_optional, new_index, current_trail, current_line_indents
      end

      return traverse_indent(s, tonumber(blankline_end.pos), indent_table, is_optiona
    end

    local raw_last_trail = new_indent_info[1]
    local delimiter = new_indent_info[2]
    local raw_new_trail = new_indent_info[3]
    local next_index = new_indent_info[4]

    local space_only = delimiter == ""

    -- check previous trail
    if not space_only and next(current_trail) == nil then
      local sp = process_starter_spacing(0, raw_last_trail, 0, 0)
      current_trail = {is_code=sp.is_code, remainder=sp.remainder, total_length=sp.to
                       full_remainder=sp.full_remainder}
    end

    if next(current_trail) ~= nil then
      if not space_only and current_trail.is_code then
        return is_optional, new_index, current_trail, current_line_indents
```

```
      end
      if current_trail.internal_remainder ~= nil then
        raw_last_trail = current_trail.internal_remainder
      end
    end

    local raw_last_trail_length = 0
    local delimiter_length = 0

    if not space_only then
      delimiter_length = #delimiter
      raw_last_trail_length = #raw_last_trail
    end

    local total_indent_level = preceding_indentation + raw_last_trail_length + delimi

    local spacing_to_process
    local minimum = 0
    local left_strip_length = 0

    if not space_only then
      spacing_to_process = raw_new_trail
      left_strip_length = 1
    else
      spacing_to_process = raw_last_trail
      minimum = value.length
    end

    local sp = process_starter_spacing(total_indent_level, spacing_to_process, minimu

    if space_only and not sp.is_minimum then
      return is_optional or (is_blank and blank_starter <= index), new_index, current
    end

    local indent_length = raw_last_trail_length + delimiter_length + sp.left_total_st

    -- update info for the next pattern
    if not space_only then
      preceding_indentation = preceding_indentation + indent_length
    else
      preceding_indentation = preceding_indentation + value.length
    end

    current_trail = {is_code=sp.is_code, remainder=sp.remainder, internal_remainder=s
                     total_length=sp.total_length, full_remainder=sp.full_remainder}

    current_line_indents[#current_line_indents + 1] = new_indent_info
```

```
    new_index = next_index
  end

  return true, new_index, current_trail, current_line_indents
end

```

Check if a code trail is expected.

```
local function check_trail(expect_code, is_code)
  return (expect_code and is_code) or (not expect_code and not is_code)
end

```

Check if the current trail of the `indent_table` would produce code if it is expected `expect_code` or it would not if it is not. If there is no trail, process and check the current spacing `spacing`.

```
local function check_trail_joined(s, i, indent_table, spacing, expect_code, omit_rema
  local is_code
  local remainder

  if has_trail(indent_table) then
    local trail = indent_table.trail
    is_code = trail.is_code
    if is_code then
      remainder = trail.remainder
    else
      remainder = trail.full_remainder
    end
  else
    local sp = process_starter_spacing(0, spacing, 0, 0)
    is_code = sp.is_code
    if is_code then
      remainder = sp.remainder
    else
      remainder = sp.full_remainder
    end
  end

  local result = check_trail(expect_code, is_code)
  if omit_remainder then
    return result
  end
  return result, remainder
end

```

Check if the current trail of the `indent_table` is of length between `min` and `max`.

```
local function check_trail_length(s, i, indent_table, spacing, min, max) -- luacheck:
```

```
  local trail

  if has_trail(indent_table) then
    trail = indent_table.trail
  else
    trail = process_starter_spacing(0, spacing, 0, 0)
  end

  local total_length = trail.total_length
  if total_length == nil then
    return false
  end

  return min <= total_length and total_length <= max
end

```

Check the indentation of the continuation line, optionally with the mode `is_optional` selected. Check blank line exclusively with `is_blank`.

```
local function check_continuation_indentation(s, i, indent_table, is_optional, is_bla
  if not has_indents(indent_table) then
    return true
  end

  local passes, new_index, current_trail, current_line_indents =
    traverse_indent(s, i, indent_table, is_optional, is_blank)

  if passes then
    indent_table.current_line_indents = current_line_indents
    indent_table = add_trail(indent_table, current_trail)
    return new_index, indent_table
  end
  return false
end

```

Get name of the last indent from the `indent_table`.

```
local function get_last_indent_name(indent_table)
  if has_indents(indent_table) then
    return indent_table.indents[#indent_table.indents].name
  end
end

```

Remove the remainder altogether if the last indent from the `indent_table` is blank-only.

```
local function remove_remainder_if_blank(indent_table, remainder)
  if get_last_indent_name(indent_table) == "li" then
```

```
6792      return ""
6793    end
6794    return remainder
6795  end
6796
```

Take the trail `trail` or create a new one from `spacing` and compare it with the expected `trail_type`. On success return the index `i` and the remainder of the trail.

```
6797  local function check_trail_type(s, i, trail, spacing, trail_type) -- luacheck: ignore
6798    if trail == nil then
6799      trail = process_starter_spacing(0, spacing, 0, 0)
6800    end
6801
6802    if trail_type == "non-code" then
6803      return check_trail(false, trail.is_code)
6804    end
6805    if trail_type == "code" then
6806      return check_trail(true, trail.is_code)
6807    end
6808    if trail_type == "full-code" then
6809      if (trail.is_code) then
6810        return i, trail.remainder
6811      end
6812      return i, ""
6813    end
6814    if trail_type == "full-any" then
6815      return i, trail.internal_remainder
6816    end
6817  end
6818
```

Stores or restores an `is_freezing` trail from indent table `indent_table`.

```
6819  local function trail_freezing(s, i, indent_table, is_freezing) -- luacheck: ignore s
6820    if is_freezing then
6821      if indent_table.is_trail_frozen then
6822        indent_table.trail = indent_table.frozen_trail
6823      else
6824        indent_table.frozen_trail = indent_table.trail
6825        indent_table.is_trail_frozen = true
6826      end
6827    else
6828      indent_table.frozen_trail = nil
6829      indent_table.is_trail_frozen = false
6830    end
6831    return true, indent_table
6832  end
6833
```

Check the indentation of the continuation line, optionally with the mode `is_optional` selected. Check blank line specifically with `is_blank`. Additionally, also directly check the new trail with a type `trail_type`.

```
6834 local function check_continuation_indentation_and_trail(s, i, indent_table, is_option
6835                                                          reset_rem, omit_remainder)
6836   if not has_indents(indent_table) then
6837     local spacing, new_index = lpeg.match(C(parsers.spacechar^0) * Cp(), s, i)
6838     local result, remainder = check_trail_type(s, i, indent_table.trail, spacing, tra
6839     if remainder == nil then
6840       if result then
6841         return new_index
6842       end
6843       return false
6844     end
6845     if result then
6846       return new_index, remainder
6847     end
6848     return false
6849   end
6850
6851   local passes, new_index, current_trail = traverse_indent(s, i, indent_table, is_opt
6852
6853   if passes then
6854     local spacing
6855     if current_trail == nil then
6856       local newer_spacing, newer_index = lpeg.match(C(parsers.spacechar^0) * Cp(), s,
6857       current_trail = process_starter_spacing(0, newer_spacing, 0, 0)
6858       new_index = newer_index
6859       spacing = newer_spacing
6860     else
6861       spacing = current_trail.remainder
6862     end
6863     local result, remainder = check_trail_type(s, new_index, current_trail, spacing,
6864     if remainder == nil or omit_remainder then
6865       if result then
6866         return new_index
6867       end
6868       return false
6869     end
6870
6871     if is_blank and reset_rem then
6872       remainder = remove_remainder_if_blank(indent_table, remainder)
6873     end
6874     if result then
6875       return new_index, remainder
6876     end
6877     return false
```

```
  end
  return false
end

```

The following patterns check whitespace indentation at the start of a block.

```
parsers.check_trail = Cmt(Cb("indent_info") * C(parsers.spacechar^0) * Cc(false), che

parsers.check_trail_no_rem = Cmt(Cb("indent_info") * C(parsers.spacechar^0) * Cc(fals

parsers.check_code_trail  = Cmt(Cb("indent_info") * C(parsers.spacechar^0) * Cc(true)

parsers.check_trail_length_range  = function(min, max)
  return Cmt(Cb("indent_info") * C(parsers.spacechar^0) * Cc(min) * Cc(max), check_tr
end

parsers.check_trail_length = function(n)
  return parsers.check_trail_length_range(n, n)
end

```

The following patterns handle trail backup, to prevent a failing pattern to modify it before passing it to the next.

```
parsers.freeze_trail = Cg(Cmt(Cb("indent_info") * Cc(true), trail_freezing), "indent_

parsers.unfreeze_trail = Cg(Cmt(Cb("indent_info") * Cc(false), trail_freezing), "inde

```

The following patterns check indentation in continuation lines as defined by the container start.

```
parsers.check_minimal_indent = Cmt(Cb("indent_info") * Cc(false), check_continuation_

parsers.check_optional_indent = Cmt(Cb("indent_info") * Cc(true), check_continuation_

parsers.check_minimal_blank_indent = Cmt(Cb("indent_info") * Cc(false) * Cc(true), ch

```

The following patterns check indentation in continuation lines as defined by the container start. Additionally the subsequent trail is also directly checked.

```

parsers.check_minimal_indent_and_trail = Cmt( Cb("indent_info")
                                            * Cc(false) * Cc(false) * Cc("non-
code") * Cc(true),
                                            check_continuation_indentation_and_trail)

parsers.check_minimal_indent_and_code_trail = Cmt( Cb("indent_info")
                                                 * Cc(false) * Cc(false) * Cc("code")
                                                 check_continuation_indentation_and_t
```

```
6914
6915 parsers.check_minimal_blank_indent_and_full_code_trail = Cmt( Cb("indent_info")
6916                                                             * Cc(false) * Cc(true) *
     code") * Cc(true),
6917                                                             check_continuation_indent
6918
6919 parsers.check_minimal_indent_and_any_trail = Cmt( Cb("indent_info")
6920                                                 * Cc(false) * Cc(false) * Cc("full-
     any") * Cc(true) * Cc(false),
6921                                                 check_continuation_indentation_and_tr
6922
6923 parsers.check_minimal_blank_indent_and_any_trail = Cmt( Cb("indent_info")
6924                                                       * Cc(false) * Cc(true) * Cc("fu
     any") * Cc(true) * Cc(false),
6925                                                        check_continuation_indentation
6926
6927 parsers.check_minimal_blank_indent_and_any_trail_no_rem = Cmt( Cb("indent_info")
6928                                                          * Cc(false) * Cc(true) * Cc("
     any") * Cc(true) * Cc(true),
6929                                                          check_continuation_indentatio
6930
6931 parsers.check_optional_indent_and_any_trail = Cmt( Cb("indent_info")
6932                                                 * Cc(true) * Cc(false) * Cc("full-
     any") * Cc(true) * Cc(false),
6933                                                 check_continuation_indentation_and_tr
6934
6935 parsers.check_optional_blank_indent_and_any_trail = Cmt( Cb("indent_info")
6936                                                       * Cc(true) * Cc(true) * Cc("ful
     any") * Cc(true) * Cc(false),
6937                                                        check_continuation_indentation
6938
```

The following patterns specify behaviour around newlines.

```
6939
6940 parsers.spnlc_noexc = parsers.optionalspace
6941                     * (parsers.newline * parsers.check_minimal_indent_and_any_trail)^
     1
6942
6943 parsers.spnlc = parsers.optionalspace
6944               * (V("EndlineNoSub"))^-1
6945
6946 parsers.spnlc_sep  = parsers.optionalspace * V("EndlineNoSub")
6947                    + parsers.spacechar^1
6948
6949 parsers.only_blank = parsers.spacechar^0 * (parsers.newline + parsers.eof)
6950
6951 %   \end{macrocode}
6952 % \begin{figure}
```

```
% \hspace*{-0.1\textwidth}
% \begin{minipage}{1.2\textwidth}
% \centering
% \begin{tikzpicture}[shorten >=1pt, line width=0.1mm, >={Stealth[length=2mm]}, node
% \node[state, initial by diamond, accepting] (noop) {initial};
% \node[state] (odd_backslash) [above right=of noop] {odd backslash};
% \node[state] (even_backslash) [below right=of odd_backslash] {even backslash};
% \node[state] (comment) [below=of noop] {comment};
% \node[state] (leading_spaces) [below=of even_backslash, align=center] {leading tabs
% \node[state] (blank_line) [below right=of comment] {blank line};
% \path[->]
% (noop) edge [in=150, out=180, loop] node [align=center, yshift=-0.75cm] {match [$^\
%        edge [bend right=10] node [below right=-0.2cm] {match \textbackslash} (odd_b
%        edge [bend left=30] node [left, align=center] {match \%\\capture \textbacksl
% (comment) edge [in=305, out=325, loop] node [xshift=-1.2cm] {match [$^\wedge$$\drsh
%           edge [bend left=10] node {match $\drsh$} (leading_spaces)
% (leading_spaces) edge [loop below] node {match [\textvisiblespace$\rightleftarrows$
%                  edge [bend right=90] node [right] {match \textbackslash} (odd_back
%                  edge [bend left=10] node {match \%} (comment)
%                  edge [bend right=10] node {$\epsilon$} (blank_line)
%                  edge [bend left=10] node [align=center, right=0.3cm] {match [$^\we
% (blank_line) edge [loop below] node {match [\textvisiblespace$\rightleftarrows$]} (
%              edge [bend left=90] node [align=center, below=1.2cm] {match $\drsh$\\
% (odd_backslash) edge [bend right=10] node [align=center, xshift=-0.3cm, yshift=0.2c
%                 edge [bend right=10] node [align=center, above left=-
0.3cm, xshift=0.1cm] {match [$^\wedge$\textbackslash]\\for \%, capture \textbackslash
% (even_backslash) edge [bend left=10] node {$\epsilon$} (noop);
% \end{tikzpicture}
% \caption{A pushdown automaton that recognizes \TeX{} comments}
% \label{fig:commented_line}
% \end{minipage}
% \end{figure}
% \begin{markdown}
%
% The \luamdef{parsers.commented_line}`^1` parser recognizes the regular
% language of \TeX{} comments, see an equivalent finite automaton in Figure
% <#fig:commented_line>.
%
% \end{markdown}
%  \begin{macrocode}
parsers.commented_line_letter  = parsers.linechar
                               + parsers.newline
                               - parsers.backslash
                               - parsers.percent
parsers.commented_line         = Cg(Cc(""), "backslashes")
                               * ((#(parsers.commented_line_letter
                                    - parsers.newline)
```

```
                                  * Cb("backslashes")
                                  * Cs(parsers.commented_line_letter
                                    - parsers.newline)^1  -- initial
                                  * Cg(Cc(""), "backslashes"))
                                + #(parsers.backslash * parsers.backslash)
                                * Cg((parsers.backslash  -- even backslash
                                     * parsers.backslash)^1, "backslashes")
                                + (parsers.backslash
                                  * (#parsers.percent
                                    * Cb("backslashes")
                                    / function(backslashes)
                                      return string.rep("\\", #backslashes / 2)
                                    end
                                    * C(parsers.percent)
                                    + #parsers.commented_line_letter
                                    * Cb("backslashes")
                                    * Cc("\\")
                                    * C(parsers.commented_line_letter))
                                  * Cg(Cc(""), "backslashes")))^0
                              * (#parsers.percent
                                * Cb("backslashes")
                                / function(backslashes)
                                  return string.rep("\\", #backslashes / 2)
                                end
                                * ((parsers.percent  -- comment
                                   * parsers.line
                                   * #parsers.blankline) -- blank line
                                  / "\n"
                                  + parsers.percent  -- comment
                                  * parsers.line
                                  * parsers.optionalspace)  -- leading tabs and spac
                                + #(parsers.newline)
                                * Cb("backslashes")
                                * C(parsers.newline))

parsers.chunk                 = parsers.line * (parsers.optionallyindentedline
                                                - parsers.blankline)^0

parsers.attribute_key_char    = parsers.alphanumeric + S("-_:.")
parsers.attribute_raw_char    = parsers.alphanumeric + S("-_")
parsers.attribute_key         = (parsers.attribute_key_char
                                 - parsers.dash - parsers.digit)
                              * parsers.attribute_key_char^0
parsers.attribute_value       = ( (parsers.dquote / "")
                                  * (parsers.anyescaped - parsers.dquote)^0
                                  * (parsers.dquote / ""))
                              + ( (parsers.squote / "")
```

```
                                  * (parsers.anyescaped - parsers.squote)^0
                                  * (parsers.squote / ""))
                                + ( parsers.anyescaped - parsers.dquote - parsers.rbra
                                  - parsers.space)^0
parsers.attribute_identifier   = parsers.attribute_key_char^1
parsers.attribute_classname    = parsers.letter
                               * parsers.attribute_key_char^0
parsers.attribute_raw          = parsers.attribute_raw_char^1

parsers.attribute = (parsers.dash * Cc(".unnumbered"))
                  + C( parsers.hash
                     * parsers.attribute_identifier)
                  + C( parsers.period
                     * parsers.attribute_classname)
                  + Cs( parsers.attribute_key
                      * parsers.optionalspace * parsers.equal * parsers.optionalspace
                      * parsers.attribute_value)
parsers.attributes = parsers.lbrace
                   * parsers.optionalspace
                   * parsers.attribute
                   * (parsers.spacechar^1
                     * parsers.attribute)^0
                   * parsers.optionalspace
                   * parsers.rbrace


parsers.raw_attribute = parsers.lbrace
                      * parsers.optionalspace
                      * parsers.equal
                      * C(parsers.attribute_raw)
                      * parsers.optionalspace
                      * parsers.rbrace

-- block followed by 0 or more optionally
-- indented blocks with first line indented.
parsers.indented_blocks = function(bl)
  return Cs( bl
         * (parsers.blankline^1 * parsers.indent * -parsers.blankline * bl)^0
         * (parsers.blankline^1 + parsers.eof) )
end
```

3.1.5.2 Parsers Used for HTML Entities

```
local function repeat_between(pattern, min, max)
  return -pattern^(max + 1) * pattern^min
end

```

```
parsers.hexentity = parsers.ampersand * parsers.hash * C(S("Xx"))
                  * C(repeat_between(parsers.hexdigit, 1, 6)) * parsers.semicolon
parsers.decentity = parsers.ampersand * parsers.hash
                  * C(repeat_between(parsers.digit, 1, 7)) * parsers.semicolon
parsers.tagentity = parsers.ampersand * C(parsers.alphanumeric^1)
                  * parsers.semicolon

parsers.html_entities = parsers.hexentity / entities.hex_entity_with_x_char
                      + parsers.decentity / entities.dec_entity
                      + parsers.tagentity / entities.char_entity
```

3.1.5.3 Parsers Used for Markdown Lists

```
parsers.bullet = function(bullet_char, interrupting)
  local allowed_end
  if interrupting then
    allowed_end = C(parsers.spacechar^1) * #parsers.linechar
  else
    allowed_end = C(parsers.spacechar^1) + #(parsers.newline + parsers.eof)
  end
  return parsers.check_trail
        * Ct(C(bullet_char) * Cc(""))
        * allowed_end
end

local function tickbox(interior)
  return parsers.optionalspace * parsers.lbracket
       * interior * parsers.rbracket * parsers.spacechar^1
end

parsers.ticked_box = tickbox(S("xX")) * Cc(1.0)
parsers.halfticked_box = tickbox(S("./")) * Cc(0.5)
parsers.unticked_box = tickbox(parsers.spacechar^1) * Cc(0.0)

```

3.1.5.4 Parsers Used for Markdown Code Spans

```
parsers.openticks   = Cg(parsers.backtick^1, "ticks")

local function captures_equal_length(_,i,a,b)
  return #a == #b and i
end

parsers.closeticks  = Cmt(C(parsers.backtick^1)
                          * Cb("ticks"), captures_equal_length)

parsers.intickschar = (parsers.any - S("\n\r`"))
                    + V("NoSoftLineBreakEndline")
```

```
                    + (parsers.backtick^1 - parsers.closeticks)

local function process_inticks(s)
  s = s:gsub("\n", " ")
  s = s:gsub("^ (.*) $", "%1")
  return s
end

parsers.inticks = parsers.openticks
                * C(parsers.space^0)
                * parsers.closeticks
                + parsers.openticks
                * Cs(Cs(parsers.intickschar^0) / process_inticks)
                * parsers.closeticks

```

3.1.5.5 Parsers Used for HTML

```
-- case-insensitive match (we assume s is lowercase). must be single byte encoding
parsers.keyword_exact = function(s)
  local parser = P(0)
  for i=1,#s do
    local c = s:sub(i,i)
    local m = c .. upper(c)
    parser = parser * S(m)
  end
  return parser
end

parsers.special_block_keyword =
    parsers.keyword_exact("pre") +
    parsers.keyword_exact("script") +
    parsers.keyword_exact("style") +
    parsers.keyword_exact("textarea")

parsers.block_keyword =
    parsers.keyword_exact("address") +
    parsers.keyword_exact("article") +
    parsers.keyword_exact("aside") +
    parsers.keyword_exact("base") +
    parsers.keyword_exact("basefont") +
    parsers.keyword_exact("blockquote") +
    parsers.keyword_exact("body") +
    parsers.keyword_exact("caption") +
    parsers.keyword_exact("center") +
    parsers.keyword_exact("col") +
    parsers.keyword_exact("colgroup") +
```

```
    parsers.keyword_exact("dd") +
    parsers.keyword_exact("details") +
    parsers.keyword_exact("dialog") +
    parsers.keyword_exact("dir") +
    parsers.keyword_exact("div") +
    parsers.keyword_exact("dl") +
    parsers.keyword_exact("dt") +
    parsers.keyword_exact("fieldset") +
    parsers.keyword_exact("figcaption") +
    parsers.keyword_exact("figure") +
    parsers.keyword_exact("footer") +
    parsers.keyword_exact("form") +
    parsers.keyword_exact("frame") +
    parsers.keyword_exact("frameset") +
    parsers.keyword_exact("h1") +
    parsers.keyword_exact("h2") +
    parsers.keyword_exact("h3") +
    parsers.keyword_exact("h4") +
    parsers.keyword_exact("h5") +
    parsers.keyword_exact("h6") +
    parsers.keyword_exact("head") +
    parsers.keyword_exact("header") +
    parsers.keyword_exact("hr") +
    parsers.keyword_exact("html") +
    parsers.keyword_exact("iframe") +
    parsers.keyword_exact("legend") +
    parsers.keyword_exact("li") +
    parsers.keyword_exact("link") +
    parsers.keyword_exact("main") +
    parsers.keyword_exact("menu") +
    parsers.keyword_exact("menuitem") +
    parsers.keyword_exact("nav") +
    parsers.keyword_exact("noframes") +
    parsers.keyword_exact("ol") +
    parsers.keyword_exact("optgroup") +
    parsers.keyword_exact("option") +
    parsers.keyword_exact("p") +
    parsers.keyword_exact("param") +
    parsers.keyword_exact("section") +
    parsers.keyword_exact("source") +
    parsers.keyword_exact("summary") +
    parsers.keyword_exact("table") +
    parsers.keyword_exact("tbody") +
    parsers.keyword_exact("td") +
    parsers.keyword_exact("tfoot") +
    parsers.keyword_exact("th") +
    parsers.keyword_exact("thead") +
```

```
    parsers.keyword_exact("title") +
    parsers.keyword_exact("tr") +
    parsers.keyword_exact("track") +
    parsers.keyword_exact("ul")

-- end conditions
parsers.html_blankline_end_condition  = parsers.linechar^0
                                      * ( parsers.newline
                                        * (parsers.check_minimal_blank_indent_and_any
                                          * #parsers.blankline
                                          + parsers.check_minimal_indent_and_any_trai
                                        * parsers.linechar^1)^0
                                      * (parsers.newline^-1 / "")

local function remove_trailing_blank_lines(s)
  return s:gsub("[\n\r]+%s*$", "")
end

parsers.html_until_end = function(end_marker)
  return Cs(Cs((parsers.newline
          * (parsers.check_minimal_blank_indent_and_any_trail
            * #parsers.blankline
            + parsers.check_minimal_indent_and_any_trail)
          + parsers.linechar - end_marker)^0
          * parsers.linechar^0 * parsers.newline^-1)
         / remove_trailing_blank_lines)
end

-- attributes
parsers.html_attribute_spacing  = parsers.optionalspace
                                * V("NoSoftLineBreakEndline")
                                * parsers.optionalspace
                                + parsers.spacechar^1

parsers.html_attribute_name = (parsers.letter + parsers.colon + parsers.underscore)
                            * (parsers.alphanumeric + parsers.colon + parsers.undersc
                            + parsers.period + parsers.dash)^0

parsers.html_attribute_value  = parsers.squote
                              * (parsers.linechar - parsers.squote)^0
                              * parsers.squote
                              + parsers.dquote
                              * (parsers.linechar - parsers.dquote)^0
                              * parsers.dquote
                              + ( parsers.any - parsers.spacechar - parsers.newline
                                - parsers.dquote - parsers.squote - parsers.backtick
                                - parsers.equal - parsers.less - parsers.more)^1
```

```
7270
7271 parsers.html_inline_attribute_value = parsers.squote
7272                                     * (V("NoSoftLineBreakEndline")
7273                                       + parsers.any
7274                                       - parsers.blankline^2
7275                                       - parsers.squote)^0
7276                                     * parsers.squote
7277                                     + parsers.dquote
7278                                     * (V("NoSoftLineBreakEndline")
7279                                       + parsers.any
7280                                       - parsers.blankline^2
7281                                       - parsers.dquote)^0
7282                                     * parsers.dquote
7283                                     + (parsers.any - parsers.spacechar - parsers.newl
7284                                       - parsers.dquote - parsers.squote - parsers.bac
7285                                       - parsers.equal - parsers.less - parsers.more)^
7286
7287 parsers.html_attribute_value_specification  = parsers.optionalspace
7288                                             * parsers.equal
7289                                             * parsers.optionalspace
7290                                             * parsers.html_attribute_value
7291
7292 parsers.html_spnl = parsers.optionalspace
7293                   * (V("NoSoftLineBreakEndline") * parsers.optionalspace)^-
    1
7294
7295 parsers.html_inline_attribute_value_specification = parsers.html_spnl
7296                                                   * parsers.equal
7297                                                   * parsers.html_spnl
7298                                                   * parsers.html_inline_attribute_val
7299
7300 parsers.html_attribute  = parsers.html_attribute_spacing
7301                         * parsers.html_attribute_name
7302                         * parsers.html_inline_attribute_value_specification^-
    1
7303
7304 parsers.html_non_newline_attribute  = parsers.spacechar^1
7305                                     * parsers.html_attribute_name
7306                                     * parsers.html_attribute_value_specification^-
    1
7307
7308 parsers.nested_breaking_blank = parsers.newline
7309                               * parsers.check_minimal_blank_indent
7310                               * parsers.blankline
7311
7312 parsers.html_comment_start = P("<!--")
7313
```

```
parsers.html_comment_end = P("-->")

parsers.html_comment = Cs( parsers.html_comment_start
                         * parsers.html_until_end(parsers.html_comment_end))

parsers.html_inline_comment = (parsers.html_comment_start / "")
                            * -P(">") * -P("->")
                            * Cs((V("NoSoftLineBreakEndline") + parsers.any
                                - parsers.nested_breaking_blank - parsers.html_commen
                            * (parsers.html_comment_end / "")

parsers.html_cdatasection_start = P("<![CDATA[")

parsers.html_cdatasection_end = P("]]>")

parsers.html_cdatasection = Cs( parsers.html_cdatasection_start
                              * parsers.html_until_end(parsers.html_cdatasection_end)

parsers.html_inline_cdatasection  = parsers.html_cdatasection_start
                                  * Cs(V("NoSoftLineBreakEndline") + parsers.any
                                      - parsers.nested_breaking_blank - parsers.html_
                                  * parsers.html_cdatasection_end

parsers.html_declaration_start = P("<!") * parsers.letter

parsers.html_declaration_end = P(">")

parsers.html_declaration  = Cs( parsers.html_declaration_start
                              * parsers.html_until_end(parsers.html_declaration_end))

parsers.html_inline_declaration = parsers.html_declaration_start
                                * Cs(V("NoSoftLineBreakEndline") + parsers.any
                                    - parsers.nested_breaking_blank - parsers.html_de
                                * parsers.html_declaration_end

parsers.html_instruction_start = P("<?")

parsers.html_instruction_end = P("?>")

parsers.html_instruction  = Cs( parsers.html_instruction_start
                              * parsers.html_until_end(parsers.html_instruction_end))

parsers.html_inline_instruction = parsers.html_instruction_start
                                * Cs(V("NoSoftLineBreakEndline") + parsers.any
                                    - parsers.nested_breaking_blank - parsers.html_in
                                * parsers.html_instruction_end

```

```
7361 parsers.html_blankline  = parsers.newline
7362                         * parsers.optionalspace
7363                         * parsers.newline
7364
7365 parsers.html_tag_start = parsers.less
7366
7367 parsers.html_tag_closing_start  = parsers.less
7368                                 * parsers.slash
7369
7370 parsers.html_tag_end  = parsers.html_spnl
7371                       * parsers.more
7372
7373 parsers.html_empty_tag_end  = parsers.html_spnl
7374                             * parsers.slash
7375                             * parsers.more
7376
7377 -- opening tags
7378 parsers.html_any_open_inline_tag  = parsers.html_tag_start
7379                                   * parsers.keyword
7380                                   * parsers.html_attribute^0
7381                                   * parsers.html_tag_end
7382
7383 parsers.html_any_open_tag = parsers.html_tag_start
7384                           * parsers.keyword
7385                           * parsers.html_non_newline_attribute^0
7386                           * parsers.html_tag_end
7387
7388 parsers.html_open_tag = parsers.html_tag_start
7389                       * parsers.block_keyword
7390                       * parsers.html_attribute^0
7391                       * parsers.html_tag_end
7392
7393 parsers.html_open_special_tag = parsers.html_tag_start
7394                               * parsers.special_block_keyword
7395                               * parsers.html_attribute^0
7396                               * parsers.html_tag_end
7397
7398 -- incomplete tags
7399 parsers.incomplete_tag_following  = parsers.spacechar
7400                                   + parsers.more
7401                                   + parsers.slash * parsers.more
7402                                   + #(parsers.newline + parsers.eof)
7403
7404 parsers.incomplete_special_tag_following  = parsers.spacechar
7405                                           + parsers.more
7406                                           + #(parsers.newline + parsers.eof)
7407
```

```
parsers.html_incomplete_open_tag  = parsers.html_tag_start
                                  * parsers.block_keyword
                                  * parsers.incomplete_tag_following

parsers.html_incomplete_open_special_tag  = parsers.html_tag_start
                                          * parsers.special_block_keyword
                                          * parsers.incomplete_special_tag_following

parsers.html_incomplete_close_tag = parsers.html_tag_closing_start
                                  * parsers.block_keyword
                                  * parsers.incomplete_tag_following

parsers.html_incomplete_close_special_tag = parsers.html_tag_closing_start
                                          * parsers.special_block_keyword
                                          * parsers.incomplete_tag_following

-- closing tags
parsers.html_close_tag  = parsers.html_tag_closing_start
                        * parsers.block_keyword
                        * parsers.html_tag_end

parsers.html_any_close_tag  = parsers.html_tag_closing_start
                            * parsers.keyword
                            * parsers.html_tag_end

parsers.html_close_special_tag = parsers.html_tag_closing_start
                               * parsers.special_block_keyword
                               * parsers.html_tag_end

-- empty tags
parsers.html_any_empty_inline_tag = parsers.html_tag_start
                                  * parsers.keyword
                                  * parsers.html_attribute^0
                                  * parsers.html_empty_tag_end

parsers.html_any_empty_tag  = parsers.html_tag_start
                            * parsers.keyword
                            * parsers.html_non_newline_attribute^0
                            * parsers.optionalspace
                            * parsers.slash
                            * parsers.more

parsers.html_empty_tag  = parsers.html_tag_start
                        * parsers.block_keyword
                        * parsers.html_attribute^0
                        * parsers.html_empty_tag_end
```

```
parsers.html_empty_special_tag  = parsers.html_tag_start
                                * parsers.special_block_keyword
                                * parsers.html_attribute^0
                                * parsers.html_empty_tag_end

parsers.html_incomplete_blocks  = parsers.html_incomplete_open_tag
                                + parsers.html_incomplete_open_special_tag
                                + parsers.html_incomplete_close_tag

-- parse special html blocks
parsers.html_blankline_ending_special_block_opening = (parsers.html_close_special_tag
                                                     + parsers.html_empty_special_ta
                                                   * #(parsers.optionalspace
                                                      * (parsers.newline + parsers.e

parsers.html_blankline_ending_special_block = parsers.html_blankline_ending_special_b
                                            * parsers.html_blankline_end_condition

parsers.html_special_block_opening  = parsers.html_incomplete_open_special_tag
                                    - parsers.html_empty_special_tag

parsers.html_closing_special_block  = parsers.html_special_block_opening
                                    * parsers.html_until_end(parsers.html_close_speci

parsers.html_special_block  = parsers.html_blankline_ending_special_block
                            + parsers.html_closing_special_block

-- parse html blocks
parsers.html_block_opening  = parsers.html_incomplete_open_tag
                            + parsers.html_incomplete_close_tag

parsers.html_block  = parsers.html_block_opening
                    * parsers.html_blankline_end_condition

-- parse any html blocks
parsers.html_any_block_opening  = (parsers.html_any_open_tag
                                + parsers.html_any_close_tag
                                + parsers.html_any_empty_tag)
                                * #(parsers.optionalspace * (parsers.newline + parser

parsers.html_any_block  = parsers.html_any_block_opening
                        * parsers.html_blankline_end_condition

parsers.html_inline_comment_full  = parsers.html_comment_start
                                  * -P(">") * -P("->")
                                  * Cs((V("NoSoftLineBreakEndline") + parsers.any - P
")
```

```
                                      - parsers.nested_breaking_blank - parsers.html_
                                   * parsers.html_comment_end

parsers.html_inline_tags  = parsers.html_inline_comment_full
                          + parsers.html_any_empty_inline_tag
                          + parsers.html_inline_instruction
                          + parsers.html_inline_cdatasection
                          + parsers.html_inline_declaration
                          + parsers.html_any_open_inline_tag
                          + parsers.html_any_close_tag

```

3.1.5.6 Parsers Used for Markdown Tags and Links

```
parsers.urlchar = parsers.anyescaped
                - parsers.newline
                - parsers.more

parsers.auto_link_scheme_part = parsers.alphanumeric
                              + parsers.plus
                              + parsers.period
                              + parsers.dash

parsers.auto_link_scheme  = parsers.letter
                          * parsers.auto_link_scheme_part
                          * parsers.auto_link_scheme_part^-30

parsers.absolute_uri  = parsers.auto_link_scheme * parsers.colon
                      * (parsers.any - parsers.spacing - parsers.less - parsers.more)

parsers.printable_characters = S(".!#$%&'*+/=?^_`{|}~-")

parsers.email_address_local_part_char = parsers.alphanumeric
                                      + parsers.printable_characters

parsers.email_address_local_part = parsers.email_address_local_part_char^1

parsers.email_address_dns_label = parsers.alphanumeric
                                * (parsers.alphanumeric + parsers.dash)^-
62
                                * B(parsers.alphanumeric)

parsers.email_address_domain  = parsers.email_address_dns_label
                              * (parsers.period * parsers.email_address_dns_label)^0

parsers.email_address = parsers.email_address_local_part
                      * parsers.at
```

```
                      * parsers.email_address_domain

parsers.auto_link_url = parsers.less
                      * C(parsers.absolute_uri)
                      * parsers.more

parsers.auto_link_email = parsers.less
                        * C(parsers.email_address)
                        * parsers.more

parsers.auto_link_relative_reference = parsers.less
                                     * C(parsers.urlchar^1)
                                     * parsers.more

parsers.autolink  = parsers.auto_link_url
                  + parsers.auto_link_email

-- content in balanced brackets, parentheses, or quotes:
parsers.bracketed   = P{ parsers.lbracket
                       * (( parsers.backslash / "" * parsers.rbracket
                          + parsers.any - (parsers.lbracket
                                         + parsers.rbracket
                                         + parsers.blankline^2)
                         ) + V(1))^0
                       * parsers.rbracket }

parsers.inparens    = P{ parsers.lparent
                       * ((parsers.anyescaped - (parsers.lparent
                                               + parsers.rparent
                                               + parsers.blankline^2)
                         ) + V(1))^0
                       * parsers.rparent }

parsers.squoted     = P{ parsers.squote * parsers.alphanumeric
                       * ((parsers.anyescaped - (parsers.squote
                                               + parsers.blankline^2)
                         ) + V(1))^0
                       * parsers.squote }

parsers.dquoted     = P{ parsers.dquote * parsers.alphanumeric
                       * ((parsers.anyescaped - (parsers.dquote
                                               + parsers.blankline^2)
                         ) + V(1))^0
                       * parsers.dquote }

parsers.link_text  = parsers.lbracket
                   * Cs((parsers.alphanumeric^1
```

```
                        + parsers.bracketed
                        + parsers.inticks
                        + parsers.autolink
                        + V("InlineHtml")
                        + ( parsers.backslash * parsers.backslash)
                        + ( parsers.backslash * (parsers.lbracket + parsers.rbracket)
                          + V("NoSoftLineBreakSpace")
                          + V("NoSoftLineBreakEndline")
                          + (parsers.any
                            - (parsers.newline + parsers.lbracket + parsers.rbracket
                    * parsers.rbracket

parsers.link_label_body = -#(parsers.sp * parsers.rbracket)
                        * #((parsers.any - parsers.rbracket)^-999 * parsers.rbracket)
                        * Cs((parsers.alphanumeric^1
                            + parsers.inticks
                            + parsers.autolink
                            + V("InlineHtml")
                            + ( parsers.backslash * parsers.backslash)
                            + ( parsers.backslash * (parsers.lbracket + parsers.rbrac
                              + V("NoSoftLineBreakSpace")
                              + V("NoSoftLineBreakEndline")
                              + (parsers.any
                                - (parsers.newline + parsers.lbracket + parsers.rbrac

parsers.link_label  = parsers.lbracket
                    * parsers.link_label_body
                    * parsers.rbracket

parsers.inparens_url  = P{ parsers.lparent
                         * ((parsers.anyescaped - (parsers.lparent
                                                 + parsers.rparent
                                                 + parsers.spacing)
                            ) + V(1))^0
                         * parsers.rparent }

-- url for markdown links, allowing nested brackets:
parsers.url         = parsers.less * Cs((parsers.anyescaped
                                       - parsers.newline
                                       - parsers.less
                                       - parsers.more)^0)
                                   * parsers.more
                    + -parsers.less
                    * Cs((parsers.inparens_url + (parsers.anyescaped
                                                - parsers.spacing
                                                - parsers.lparent
                                                - parsers.rparent))^1)
```

```
7638
7639 -- quoted text:
7640 parsers.title_s     = parsers.squote
7641                     * Cs((parsers.html_entities
7642                         + V("NoSoftLineBreakSpace")
7643                         + V("NoSoftLineBreakEndline")
7644                         + (parsers.anyescaped - parsers.newline - parsers.squote - p
7645                     * parsers.squote
7646
7647 parsers.title_d     = parsers.dquote
7648                     * Cs((parsers.html_entities
7649                         + V("NoSoftLineBreakSpace")
7650                         + V("NoSoftLineBreakEndline")
7651                         + (parsers.anyescaped - parsers.newline - parsers.dquote - p
7652                     * parsers.dquote
7653
7654 parsers.title_p     = parsers.lparent
7655                     * Cs((parsers.html_entities
7656                         + V("NoSoftLineBreakSpace")
7657                         + V("NoSoftLineBreakEndline")
7658                         + (parsers.anyescaped - parsers.newline - parsers.lparent -
7659                           - parsers.blankline^2))^0)
7660                     * parsers.rparent
7661
7662 parsers.title       = parsers.title_d + parsers.title_s + parsers.title_p
7663
7664 parsers.optionaltitle
7665                     = parsers.spnlc * parsers.title * parsers.spacechar^0
7666                     + Cc("")
7667
```

3.1.5.7 Helpers for Links and Link Reference Definitions

```
7668 -- parse a reference definition:  [foo]: /bar "title"
7669 parsers.define_reference_parser = (parsers.check_trail / "") * parsers.link_label * p
7670                                 * parsers.spnlc * parsers.url
7671                                 * ( parsers.spnlc_sep * parsers.title * parsers.only_
7672                                   + Cc("") * parsers.only_blank)
```

3.1.5.8 Inline Elements

```
7673 parsers.Inline         = V("Inline")
7674
7675 -- parse many p between starter and ender
7676 parsers.between = function(p, starter, ender)
7677   local ender2 = B(parsers.nonspacechar) * ender
7678   return (starter * #parsers.nonspacechar * Ct(p * (p - ender2)^0) * ender2)
7679 end
```

```
7680
```

3.1.5.9 Block Elements

```
7681 parsers.lineof = function(c)
7682     return (parsers.check_trail_no_rem * (P(c) * parsers.optionalspace)^3
7683             * (parsers.newline + parsers.eof))
7684 end
7685
7686 parsers.thematic_break_lines = parsers.lineof(parsers.asterisk)
7687                              + parsers.lineof(parsers.dash)
7688                              + parsers.lineof(parsers.underscore)
```

3.1.5.10 Headings

```
7689 -- parse Atx heading start and return level
7690 parsers.heading_start = #parsers.hash * C(parsers.hash^-6)
7691                       * -parsers.hash / length
7692
7693 -- parse setext header ending and return level
7694 parsers.heading_level = parsers.nonindentspace * parsers.equal^1 * parsers.optionalsp
7695                       + parsers.nonindentspace * parsers.dash^1 * parsers.optionalspa
7696
7697 local function strip_atx_end(s)
7698   return s:gsub("%s+#*%s*\n$","")
7699 end
7700
7701 parsers.atx_heading = parsers.check_trail_no_rem
7702                     * Cg(parsers.heading_start, "level")
7703                     * (C( parsers.optionalspace
7704                         * parsers.hash^0
7705                         * parsers.optionalspace
7706                         * parsers.newline)
7707                       + parsers.spacechar^1
7708                       * C(parsers.line))
```

3.1.6 Markdown Reader

This section documents the `reader` object, which implements the routines for parsing the markdown input. The object corresponds to the markdown reader object that was located in the `lunamark/reader/markdown.lua` file in the Lunamark Lua module.

The `reader.new` method creates and returns a new TEX reader object associated with the Lua interface options (see Section 2.1.3) `options` and with a writer object `writer`. When `options` are unspecified, it is assumed that an empty table was passed to the method.

The objects produced by the `reader.new` method expose instance methods and variables of their own. As a convention, I will refer to these ⟨*member*⟩s as `reader->`⟨*member*⟩.

```
M.reader = {}
function M.reader.new(writer, options)
  local self = {}
```

Make the `writer` and `options` parameters available as `reader->writer` and `reader->options`, respectively, so that they are accessible from extensions.

```
  self.writer = writer
  self.options = options
```

Create a `reader->parsers` hash table that stores PEG patterns that depend on the received `options`. Make `reader->parsers` inherit from the global `parsers` table.

```
  self.parsers = {}
  (function(parsers)
    setmetatable(self.parsers, {
      __index = function (_, key)
        return parsers[key]
      end
    })
  end)(parsers)
```

Make `reader->parsers` available as a local `parsers` variable that will shadow the global `parsers` table and will make `reader->parsers` easier to type in the rest of the reader code.

```
  local parsers = self.parsers
```

3.1.6.1 Top-Level Helper Functions

Define `reader->normalize_tag` as a function that normalizes a markdown reference tag by lowercasing it, and by collapsing any adjacent whitespace characters.

```
  function self.normalize_tag(tag)
    tag = util.rope_to_string(tag)
    tag = tag:gsub("[ \n\r\t]+", " ")
    tag = tag:gsub("^ ", ""):gsub(" $", "")
    tag = uni_algos.case.casefold(tag, true, false)
    return tag
  end
```

Define `iterlines` as a function that iterates over the lines of the input string `s`, transforms them using an input function `f`, and reassembles them into a new string, which it returns.

```
  local function iterlines(s, f)
    local rope = lpeg.match(Ct((parsers.line / f)^1), s)
    return util.rope_to_string(rope)
  end
```

Define `expandtabs` either as an identity function, when the `preserveTabs` Lua interface option is enabled, or to a function that expands tabs into spaces otherwise.

```
if options.preserveTabs then
  self.expandtabs = function(s) return s end
else
  self.expandtabs = function(s)
                      if s:find("\t") then
                        return iterlines(s, util.expand_tabs_in_line)
                      else
                        return s
                      end
                    end
end
```

3.1.6.2 High-Level Parser Functions

Create a `reader->parser_functions` hash table that stores high-level parser functions. Define `reader->create_parser` as a function that will create a high-level parser function `reader->parser_functions.name`, that matches input using grammar `grammar`. If `toplevel` is true, the input is expected to come straight from the user, not from a recursive call, and will be preprocessed.

```
self.parser_functions = {}
self.create_parser = function(name, grammar, toplevel)
  self.parser_functions[name] = function(str)
```

If the parser function is top-level and the `stripIndent` Lua option is enabled, we will first expand tabs in the input string `str` into spaces and then we will count the minimum indent across all lines, skipping blank lines. Next, we will remove the minimum indent from all lines.

```
    if toplevel and options.stripIndent then
        local min_prefix_length, min_prefix = nil, ''
        str = iterlines(str, function(line)
            if lpeg.match(parsers.nonemptyline, line) == nil then
                return line
            end
            line = util.expand_tabs_in_line(line)
            local prefix = lpeg.match(C(parsers.optionalspace), line)
            local prefix_length = #prefix
            local is_shorter = min_prefix_length == nil
            is_shorter = is_shorter or prefix_length < min_prefix_length
            if is_shorter then
                min_prefix_length, min_prefix = prefix_length, prefix
            end
            return line
        end)
        str = str:gsub('^' .. min_prefix, '')
    end
```

If the parser is top-level and the `texComments` or `hybrid` Lua options are enabled, we will strip all plain TEX comments from the input string `str` together with the trailing newline characters.

```
      if toplevel and (options.texComments or options.hybrid) then
        str = lpeg.match(Ct(parsers.commented_line^1), str)
        str = util.rope_to_string(str)
      end
      local res = lpeg.match(grammar(), str)
      if res == nil then
        error(format("%s failed on:\n%s", name, str:sub(1,20)))
      else
        return res
      end
    end
  end

  self.create_parser("parse_blocks",
                     function()
                       return parsers.blocks
                     end, true)

  self.create_parser("parse_blocks_nested",
                     function()
                       return parsers.blocks_nested
                     end, false)

  self.create_parser("parse_inlines",
                     function()
                       return parsers.inlines
                     end, false)

  self.create_parser("parse_inlines_no_inline_note",
                     function()
                       return parsers.inlines_no_inline_note
                     end, false)

  self.create_parser("parse_inlines_no_html",
                     function()
                       return parsers.inlines_no_html
                     end, false)

  self.create_parser("parse_inlines_nbsp",
                     function()
                       return parsers.inlines_nbsp
                     end, false)
  self.create_parser("parse_inlines_no_link_or_emphasis",
                    function()
```

```
                      return parsers.inlines_no_link_or_emphasis
                    end, false)
```

3.1.6.3 Parsers Used for Indentation (local)

The following patterns represent basic building blocks of indented content.

```
parsers.minimally_indented_blankline = parsers.check_minimal_indent * (parsers.blan

parsers.minimally_indented_block = parsers.check_minimal_indent * V("Block")

parsers.minimally_indented_block_or_paragraph = parsers.check_minimal_indent * V("B

parsers.minimally_indented_paragraph = parsers.check_minimal_indent * V("Paragraph"

parsers.minimally_indented_plain = parsers.check_minimal_indent * V("Plain")

parsers.minimally_indented_par_or_plain = parsers.minimally_indented_paragraph
                                        + parsers.minimally_indented_plain

parsers.minimally_indented_par_or_plain_no_blank  = parsers.minimally_indented_par_
                                                  - parsers.minimally_indented_blan

parsers.minimally_indented_ref = parsers.check_minimal_indent * V("Reference")

parsers.minimally_indented_blank = parsers.check_minimal_indent * V("Blank")

parsers.conditionally_indented_blankline = parsers.check_minimal_blank_indent * (pa

parsers.minimally_indented_ref_or_block = parsers.minimally_indented_ref
                                        + parsers.minimally_indented_block
                                        - parsers.minimally_indented_blankline

parsers.minimally_indented_ref_or_block_or_par  = parsers.minimally_indented_ref
                                                + parsers.minimally_indented_block_
                                                - parsers.minimally_indented_blankl

```

The following pattern parses the properly indented content that follows the initial container start.

```

parsers.separator_loop = function(separated_block, paragraph, block_separator, para
  return  separated_block
        + block_separator
          * paragraph
          * separated_block
        + paragraph_separator
        * paragraph
end
```

```
7851
7852  parsers.create_loop_body_pair = function(separated_block, paragraph, block_separato
7853    return {
7854      block = parsers.separator_loop(separated_block, paragraph, block_separator, blo
7855      par = parsers.separator_loop(separated_block, paragraph, block_separator, parag
7856    }
7857  end
7858
7859  parsers.block_sep_group = function(blank)
7860    return  blank^0 * parsers.eof
7861          + ( blank^2 / writer.paragraphsep
7862            + blank^0 / writer.interblocksep
7863            )
7864  end
7865
7866  parsers.par_sep_group = function(blank)
7867    return  blank^0 * parsers.eof
7868          + blank^0 / writer.paragraphsep
7869  end
7870
7871  parsers.sep_group_no_output = function(blank)
7872    return  blank^0 * parsers.eof
7873          + blank^0
7874  end
7875
7876  parsers.content_blank = parsers.minimally_indented_blankline
7877
7878  parsers.ref_or_block_separated  = parsers.sep_group_no_output(parsers.content_blank
7879                                  * ( parsers.minimally_indented_ref
7880                                    - parsers.content_blank)
7881                                  + parsers.block_sep_group(parsers.content_blank)
7882                                  * ( parsers.minimally_indented_block
7883                                    - parsers.content_blank)
7884
7885  parsers.loop_body_pair  =
7886    parsers.create_loop_body_pair(parsers.ref_or_block_separated,
7887                                  parsers.minimally_indented_par_or_plain_no_blank,
7888                                  parsers.block_sep_group(parsers.content_blank),
7889                                  parsers.par_sep_group(parsers.content_blank))
7890
7891  parsers.content_loop  = ( V("Block")
7892                          * parsers.loop_body_pair.block^0
7893                          + (V("Paragraph") + V("Plain"))
7894                          * parsers.ref_or_block_separated
7895                          * parsers.loop_body_pair.block^0
7896                          + (V("Paragraph") + V("Plain"))
7897                          * parsers.loop_body_pair.par^0)
```

```
                        * parsers.content_blank^0

parsers.indented_content = function()
  return  Ct( (V("Reference") + (parsers.blankline / ""))
            * parsers.content_blank^0
            * parsers.check_minimal_indent
            * parsers.content_loop
            + (V("Reference") + (parsers.blankline / ""))
            * parsers.content_blank^0
            + parsers.content_loop)
end

parsers.add_indent = function(pattern, name, breakable)
  return  Cg(Cmt( Cb("indent_info")
                * Ct(pattern)
                * (#parsers.linechar * Cc(false) + Cc(true)) -- check if starter is
                * Cc(name)
                * Cc(breakable),
              process_starter_indent), "indent_info")
end

```

3.1.6.4 Parsers Used for Markdown Lists (local)

```
if options.hashEnumerators then
  parsers.dig = parsers.digit + parsers.hash
else
  parsers.dig = parsers.digit
end

parsers.enumerator = function(delimiter_type, interrupting)
  local delimiter_range
  local allowed_end
  if interrupting then
    delimiter_range = P("1")
    allowed_end = C(parsers.spacechar^1) * #parsers.linechar
  else
    delimiter_range = parsers.dig * parsers.dig^-8
    allowed_end = C(parsers.spacechar^1) + #(parsers.newline + parsers.eof)
  end

  return parsers.check_trail
           * Ct(C(delimiter_range) * C(delimiter_type))
           * allowed_end
end

parsers.starter = parsers.bullet(parsers.dash)
```

```
                    + parsers.bullet(parsers.asterisk)
                    + parsers.bullet(parsers.plus)
                    + parsers.enumerator(parsers.period)
                    + parsers.enumerator(parsers.rparent)

```

3.1.6.5 Parsers Used for Blockquotes (local)

```
parsers.blockquote_start = parsers.check_trail * C(parsers.more) * C(parsers.spaced

parsers.blockquote_body = parsers.add_indent(parsers.blockquote_start, "bq", true)
                          * parsers.indented_content()
                          * remove_indent("bq")

if not options.breakableBlockquotes then
  parsers.blockquote_body = parsers.add_indent(parsers.blockquote_start, "bq", fals
                            * parsers.indented_content()
                            * remove_indent("bq")
end
```

3.1.6.6 Helpers for Emphasis and Strong Emphasis (local)

Parse the content of a table `content_part` with links, images and emphasis disabled.

```
local function parse_content_part(content_part)
  local rope = util.rope_to_string(content_part)
  local parsed = self.parser_functions.parse_inlines_no_link_or_emphasis(rope)
  parsed.indent_info = nil
  return parsed
end

```

Collect the content between the `opening_index` and `closing_index` in the delimiter table `t`.

```
local function collect_emphasis_content(t, opening_index, closing_index)
  local content = {}

  local content_part = {}
  for i = opening_index, closing_index do
    local value = t[i]

    if value.rendered ~= nil then
      content[#content + 1] = parse_content_part(content_part)
      content_part = {}
      content[#content + 1] = value.rendered
      value.rendered = nil
    else
      if value.type == "delimiter" and value.element == "emphasis" then
```

```
          if value.is_active then
            content_part[#content_part + 1] = string.rep(value.character, value.curre
          end
        else
          content_part[#content_part + 1] = value.content
        end
        value.content = ''
        value.is_active = false
      end
    end

    if next(content_part) ~= nil then
      content[#content + 1] = parse_content_part(content_part)
    end

    return content
  end
```

Render content between the `opening_index` and `closing_index` in the delimiter table `t` as emphasis.

```
  local function fill_emph(t, opening_index, closing_index)
    local content = collect_emphasis_content(t, opening_index + 1, closing_index - 1)
    t[opening_index + 1].is_active = true
    t[opening_index + 1].rendered = writer.emphasis(content)
  end
```

Render content between the `opening_index` and `closing_index` in the delimiter table `t` as strong emphasis.

```
  local function fill_strong(t, opening_index, closing_index)
    local content = collect_emphasis_content(t, opening_index + 1, closing_index - 1)
    t[opening_index + 1].is_active = true
    t[opening_index + 1].rendered = writer.strong(content)
  end
```

Check whether the opening delimiter `opening_delimiter` and closing delimiter `closing_delimiter` break rule three together.

```
  local function breaks_three_rule(opening_delimiter, closing_delimiter)
    return (opening_delimiter.is_closing or closing_delimiter.is_opening) and
      ((opening_delimiter.original_count + closing_delimiter.original_count) % 3 == 0
      (opening_delimiter.original_count % 3 ~= 0 or closing_delimiter.original_count
  end
```

Look for the first potential emphasis opener in the delimiter table `t` in the range from `bottom_index` to `latest_index` that has the same character `character` as the closing delimiter `closing_delimiter`.

```
local function find_emphasis_opener(t, bottom_index, latest_index, character, closi
  for i = latest_index, bottom_index, -1 do
    local value = t[i]
    if value.is_active and
       value.is_opening and
       value.type == "delimiter" and
       value.element == "emphasis" and
       (value.character == character) and
       (value.current_count > 0) then
      if not breaks_three_rule(value, closing_delimiter) then
        return i
      end
    end
  end
end

```

Iterate over the delimiters in the delimiter table `t`, producing emphasis or strong emphasis macros.

```
local function process_emphasis(t, opening_index, closing_index)
  for i = opening_index, closing_index do
    local value = t[i]
    if value.type == "delimiter" and value.element == "emphasis" then
        local delimiter_length = string.len(value.content)
        value.character = string.sub(value.content, 1, 1)
        value.current_count = delimiter_length
        value.original_count = delimiter_length
    end
  end

  local openers_bottom = {
    ['*'] = {
      [true] = {opening_index, opening_index, opening_index},
      [false] = {opening_index, opening_index, opening_index}
    },
    ['_'] = {
      [true] = {opening_index, opening_index, opening_index},
      [false] = {opening_index, opening_index, opening_index}
    }
  }

  local current_position = opening_index
  local max_position = closing_index

```

```
8056    while current_position <= max_position do
8057      local value = t[current_position]
8058
8059      if value.type ~= "delimiter" or
8060        value.element ~= "emphasis" or
8061        not value.is_active or
8062        not value.is_closing or
8063        (value.current_count <= 0) then
8064        current_position = current_position + 1
8065        goto continue
8066      end
8067
8068      local character = value.character
8069      local is_opening = value.is_opening
8070      local closing_length_modulo_three = value.original_count % 3
8071
8072      local current_openers_bottom = openers_bottom[character][is_opening][closing_le
8073
8074      local opener_position = find_emphasis_opener(t, current_openers_bottom, current
8075
8076      if (opener_position == nil) then
8077        openers_bottom[character][is_opening][closing_length_modulo_three + 1] = curr
8078        current_position = current_position + 1
8079        goto continue
8080      end
8081
8082      local opening_delimiter = t[opener_position]
8083
8084      local current_opening_count = opening_delimiter.current_count
8085      local current_closing_count = t[current_position].current_count
8086
8087      if (current_opening_count >= 2) and (current_closing_count >= 2) then
8088        opening_delimiter.current_count = current_opening_count - 2
8089        t[current_position].current_count = current_closing_count - 2
8090        fill_strong(t, opener_position, current_position)
8091      else
8092        opening_delimiter.current_count = current_opening_count - 1
8093        t[current_position].current_count = current_closing_count - 1
8094        fill_emph(t, opener_position, current_position)
8095      end
8096
8097      ::continue::
8098    end
8099  end
8100
8101  local cont = lpeg.R("\128\191") -- continuation byte
8102
```

Match a UTF-8 character of byte length `n`.

```
local function utf8_by_byte_count(n)
  if (n == 1) then
    return lpeg.R("\0\127")
  end
  if (n == 2) then
    return lpeg.R("\194\223") * cont
  end
  if (n == 3) then
    return lpeg.R("\224\239") * cont * cont
  end
  if (n == 4) then
    return lpeg.R("\240\244") * cont * cont * cont
  end
end
```

Check if a there is a character of a type `chartype` between the start position `start_pos` and end position `end_pos` in a string `s` relative to current index `i`.

```
local function check_unicode_type(s, i, start_pos, end_pos, chartype)
  local c
  local char_length
  for pos = start_pos, end_pos, 1 do
    if (start_pos < 0) then
      char_length = -pos
    else
      char_length = pos + 1
    end

    if (chartype == "punctuation") then
      if lpeg.match(parsers.punctuation[char_length], s, i+pos) then
        return i
      end
    else
      c = lpeg.match({ C(utf8_by_byte_count(char_length)) },s,i+pos)
      if (c ~= nil) and (unicode.utf8.match(c, chartype)) then
        return i
      end
    end
  end
end

local function check_preceding_unicode_punctuation(s, i)
  return check_unicode_type(s, i, -4, -1, "punctuation")
end

local function check_preceding_unicode_whitespace(s, i)
  return check_unicode_type(s, i, -4, -1, "%s")
```

```
8146  end
8147
8148  local function check_following_unicode_punctuation(s, i)
8149    return check_unicode_type(s, i, 0, 3, "punctuation")
8150  end
8151
8152  local function check_following_unicode_whitespace(s, i)
8153    return check_unicode_type(s, i, 0, 3, "%s")
8154  end
8155
8156  parsers.unicode_preceding_punctuation = B(parsers.escapable)
8157                                        + Cmt(parsers.succeed, check_preceding_unicod
8158
8159  parsers.unicode_preceding_whitespace = Cmt(parsers.succeed, check_preceding_unicode
8160
8161  parsers.unicode_following_punctuation = #parsers.escapable
8162                                        + Cmt(parsers.succeed, check_following_unicod
8163
8164  parsers.unicode_following_whitespace = Cmt(parsers.succeed, check_following_unicode
8165
8166  parsers.delimiter_run = function(character)
8167    return  (B(parsers.backslash * character) + -B(character))
8168          * character^1
8169          * -#character
8170  end
8171
8172  parsers.left_flanking_delimiter_run = function(character)
8173    return  (B( parsers.any)
8174              * (parsers.unicode_preceding_punctuation + parsers.unicode_preceding_wh
8175             + -B(parsers.any))
8176            * parsers.delimiter_run(character)
8177            * parsers.unicode_following_punctuation
8178            + parsers.delimiter_run(character)
8179            * -#(parsers.unicode_following_punctuation + parsers.unicode_following_wh
8180                + parsers.eof)
8181  end
8182
8183  parsers.right_flanking_delimiter_run = function(character)
8184    return  parsers.unicode_preceding_punctuation
8185          * parsers.delimiter_run(character)
8186          * (parsers.unicode_following_punctuation + parsers.unicode_following_whites
8187            + parsers.eof)
8188          + (B(parsers.any)
8189            * -(parsers.unicode_preceding_punctuation + parsers.unicode_preceding_whi
8190          * parsers.delimiter_run(character)
8191  end
8192
```

```
8193  if options.underscores then
8194    parsers.emph_start = parsers.left_flanking_delimiter_run(parsers.asterisk)
8195                       + (-#parsers.right_flanking_delimiter_run(parsers.underscore)
8196                           + (parsers.unicode_preceding_punctuation
8197                             * #parsers.right_flanking_delimiter_run(parsers.underscor
8198                       * parsers.left_flanking_delimiter_run(parsers.underscore)
8199
8200    parsers.emph_end  = parsers.right_flanking_delimiter_run(parsers.asterisk)
8201                       + (-#parsers.left_flanking_delimiter_run(parsers.underscore)
8202                         + #(parsers.left_flanking_delimiter_run(parsers.underscore)
8203                           * parsers.unicode_following_punctuation))
8204                       * parsers.right_flanking_delimiter_run(parsers.underscore)
8205  else
8206    parsers.emph_start = parsers.left_flanking_delimiter_run(parsers.asterisk)
8207
8208    parsers.emph_end  = parsers.right_flanking_delimiter_run(parsers.asterisk)
8209  end
8210
8211  parsers.emph_capturing_open_and_close = #parsers.emph_start * #parsers.emph_end
8212                                        * Ct( Cg(Cc("delimiter"), "type")
8213                                            * Cg(Cc("emphasis"), "element")
8214                                            * Cg(C(parsers.emph_start), "content")
8215                                            * Cg(Cc(true), "is_opening")
8216                                            * Cg(Cc(true), "is_closing"))
8217
8218  parsers.emph_capturing_open = Ct( Cg(Cc("delimiter"), "type")
8219                                  * Cg(Cc("emphasis"), "element")
8220                                  * Cg(C(parsers.emph_start), "content")
8221                                  * Cg(Cc(true), "is_opening")
8222                                  * Cg(Cc(false), "is_closing"))
8223
8224  parsers.emph_capturing_close = Ct( Cg(Cc("delimiter"), "type")
8225                                   * Cg(Cc("emphasis"), "element")
8226                                   * Cg(C(parsers.emph_end), "content")
8227                                   * Cg(Cc(false), "is_opening")
8228                                   * Cg(Cc(true), "is_closing"))
8229
8230  parsers.emph_open_or_close  = parsers.emph_capturing_open_and_close
8231                              + parsers.emph_capturing_open
8232                              + parsers.emph_capturing_close
8233
8234  parsers.emph_open = parsers.emph_capturing_open_and_close
8235                    + parsers.emph_capturing_open
8236
8237  parsers.emph_close  = parsers.emph_capturing_open_and_close
8238                      + parsers.emph_capturing_close
8239
```

3.1.6.7 Helpers for Links and Link Reference Definitions (local)

```
8240  -- List of references defined in the document
8241  local references
8242
8243  -- List of note references defined in the document
8244  parsers.rawnotes = {}
8245
```

The `reader->register_link` method registers a link reference, where `tag` is the link label, `url` is the link destination, `title` is the optional link title, and `attributes` are the optional attributes.

```
8246  function self.register_link(_, tag, url, title,
8247                              attributes)
8248    local normalized_tag = self.normalize_tag(tag)
8249      if references[normalized_tag] == nil then
8250        references[normalized_tag] = {
8251          url = url,
8252          title = title,
8253          attributes = attributes
8254        }
8255      end
8256    return ""
8257  end
8258
```

The `reader->lookup_reference` method looks up a reference with link label `tag`.

```
8259  function self.lookup_reference(tag)
8260    return references[self.normalize_tag(tag)]
8261  end
8262
```

The `reader->lookup_note_reference` method looks up a note reference with label `tag`.

```
8263  function self.lookup_note_reference(tag)
8264    return parsers.rawnotes[self.normalize_tag(tag)]
8265  end
8266
8267  parsers.title_s_direct_ref  = parsers.squote
8268                              * Cs((parsers.html_entities
8269                                  + (parsers.anyescaped - parsers.squote - parsers.bl
8270                              * parsers.squote
8271
8272  parsers.title_d_direct_ref  = parsers.dquote
8273                              * Cs((parsers.html_entities
8274                                  + (parsers.anyescaped - parsers.dquote - parsers.bl
8275                              * parsers.dquote
8276
8277  parsers.title_p_direct_ref  = parsers.lparent
```

```
                              * Cs((parsers.html_entities
                                  + (parsers.anyescaped - parsers.lparent - parsers.r
                              * parsers.rparent

parsers.title_direct_ref  = parsers.title_s_direct_ref
                          + parsers.title_d_direct_ref
                          + parsers.title_p_direct_ref

parsers.inline_direct_ref_inside  = parsers.lparent * parsers.spnl
                                  * Cg(parsers.url + Cc(""), "url")
                                  * parsers.spnl
                                  * Cg(parsers.title_direct_ref + Cc(""), "title")
                                  * parsers.spnl * parsers.rparent

parsers.inline_direct_ref = parsers.lparent * parsers.spnlc
                          * Cg(parsers.url + Cc(""), "url")
                          * parsers.spnlc
                          * Cg(parsers.title + Cc(""), "title")
                          * parsers.spnlc * parsers.rparent

parsers.empty_link  = parsers.lbracket
                    * parsers.rbracket

parsers.inline_link = parsers.link_text
                    * parsers.inline_direct_ref

parsers.full_link = parsers.link_text
                  * parsers.link_label

parsers.shortcut_link = parsers.link_label
                      * -(parsers.empty_link + parsers.link_label)

parsers.collapsed_link  = parsers.link_label
                        * parsers.empty_link

parsers.image_opening = #(parsers.exclamation * parsers.inline_link)
                      * Cg(Cc("inline"), "link_type")
                      + #(parsers.exclamation * parsers.full_link)
                      * Cg(Cc("full"), "link_type")
                      + #(parsers.exclamation * parsers.collapsed_link)
                      * Cg(Cc("collapsed"), "link_type")
                      + #(parsers.exclamation * parsers.shortcut_link)
                      * Cg(Cc("shortcut"), "link_type")
                      + #(parsers.exclamation * parsers.empty_link)
                      * Cg(Cc("empty"), "link_type")

parsers.link_opening  = #parsers.inline_link
```

```
                        * Cg(Cc("inline"), "link_type")
                        + #parsers.full_link
                        * Cg(Cc("full"), "link_type")
                        + #parsers.collapsed_link
                        * Cg(Cc("collapsed"), "link_type")
                        + #parsers.shortcut_link
                        * Cg(Cc("shortcut"), "link_type")
                        + #parsers.empty_link
                        * Cg(Cc("empty_link"), "link_type")
                        + #parsers.link_text
                        * Cg(Cc("link_text"), "link_type")

parsers.note_opening  = #(parsers.circumflex * parsers.shortcut_link)
                        * Cg(Cc("note_inline"), "link_type")

parsers.raw_note_opening  = #( parsers.lbracket
                             * parsers.circumflex
                             * parsers.link_label_body
                             * parsers.rbracket)
                           * Cg(Cc("raw_note"), "link_type")

local inline_note_element = Cg(Cc("note"), "element")
                           * parsers.note_opening
                           * Cg(parsers.circumflex * parsers.lbracket, "content")

local image_element = Cg(Cc("image"), "element")
                    * parsers.image_opening
                    * Cg(parsers.exclamation * parsers.lbracket, "content")

local note_element  = Cg(Cc("note"), "element")
                    * parsers.raw_note_opening
                    * Cg(parsers.lbracket * parsers.circumflex, "content")

local link_element  = Cg(Cc("link"), "element")
                    * parsers.link_opening
                    * Cg(parsers.lbracket, "content")

local opening_elements = parsers.fail

if options.inlineNotes then
  opening_elements = opening_elements + inline_note_element
end

opening_elements = opening_elements + image_element

if options.notes then
  opening_elements = opening_elements + note_element
```

```
8372  end
8373
8374  opening_elements = opening_elements + link_element
8375
8376  parsers.link_image_opening  = Ct( Cg(Cc("delimiter"), "type")
8377                                  * Cg(Cc(true), "is_opening")
8378                                  * Cg(Cc(false), "is_closing")
8379                                  * opening_elements)
8380
8381  parsers.link_image_closing  = Ct( Cg(Cc("delimiter"), "type")
8382                                  * Cg(Cc("link"), "element")
8383                                  * Cg(Cc(false), "is_opening")
8384                                  * Cg(Cc(true), "is_closing")
8385                                  * ( Cg(Cc(true), "is_direct")
8386                                    * Cg(parsers.rbracket * #parsers.inline_direct_re
8387                                    + Cg(Cc(false), "is_direct")
8388                                    * Cg(parsers.rbracket, "content")))
8389
8390  parsers.link_image_open_or_close  = parsers.link_image_opening
8391                                    + parsers.link_image_closing
8392
8393  if options.html then
8394    parsers.link_emph_precedence  = parsers.inticks
8395                                  + parsers.autolink
8396                                  + parsers.html_inline_tags
8397  else
8398    parsers.link_emph_precedence  = parsers.inticks
8399                                  + parsers.autolink
8400  end
8401
8402  parsers.link_and_emph_endline = parsers.newline
8403                                * ((parsers.check_minimal_indent
8404                                  * -V("EndlineExceptions")
8405                                  + parsers.check_optional_indent
8406                                  * -V("EndlineExceptions")
8407                                  * -parsers.starter) / "")
8408                                * parsers.spacechar^0 / "\n"
8409
8410  parsers.link_and_emph_content = Ct( Cg(Cc("content"), "type")
8411                                    * Cg(Cs(( parsers.link_emph_precedence
8412                                            + parsers.backslash * parsers.any
8413                                            + parsers.link_and_emph_endline
8414                                            + (parsers.linechar
8415                                              - parsers.blankline^2
8416                                              - parsers.link_image_open_or_close
8417                                              - parsers.emph_open_or_close))^0), "con
8418
```

```
8419  parsers.link_and_emph_table = (parsers.link_image_opening + parsers.emph_open)
8420                              * parsers.link_and_emph_content
8421                              * ((parsers.link_image_open_or_close + parsers.emph_ope
8422                                * parsers.link_and_emph_content)^1
8423
```

Collect the content between the `opening_index` and `closing_index` in the delimiter table `t`.

```
8424  local function collect_link_content(t, opening_index, closing_index)
8425    local content = {}
8426    for i = opening_index, closing_index do
8427      content[#content + 1] = t[i].content
8428    end
8429    return util.rope_to_string(content)
8430  end
8431
```

Look for the closest potential link opener in the delimiter table `t` in the range from `bottom_index` to `latest_index`.

```
8432  local function find_link_opener(t, bottom_index, latest_index)
8433    for i = latest_index, bottom_index, -1 do
8434      local value = t[i]
8435      if value.type == "delimiter" and
8436         value.is_opening and
8437         (value.element == "link" or value.element == "image" or value.element == "no
8438         and not value.removed then
8439        if value.is_active then
8440          return i
8441        end
8442        value.removed = true
8443        return nil
8444      end
8445    end
8446  end
8447
```

Find the position of a delimiter that closes a full link after an an index `latest_index` in the delimiter table `t`.

```
8448  local function find_next_link_closing_index(t, latest_index)
8449    for i = latest_index, #t do
8450      local value = t[i]
8451      if value.is_closing and
8452         value.element == "link" and
8453         not value.removed then
8454        return i
8455      end
8456    end
8457  end
```

```
8458
```

Disable all preceding opening link delimiters by marking them inactive with the `is_active` property to prevent links within links. Images within links are allowed.

```
8459  local function disable_previous_link_openers(t, opening_index)
8460    if t[opening_index].element == "image" then
8461      return
8462    end
8463
8464    for i = opening_index, 1, -1 do
8465      local value = t[i]
8466      if value.is_active and
8467         value.type == "delimiter" and
8468         value.is_opening and
8469         value.element == "link" then
8470        value.is_active = false
8471      end
8472    end
8473  end
8474
```

Disable the delimiters between the `opening_index` and `closing_index` in the delimiter table `t` by marking them inactive with the `is_active` property.

```
8475  local function disable_range(t, opening_index, closing_index)
8476    for i = opening_index, closing_index do
8477      local value = t[i]
8478      if value.is_active then
8479        value.is_active = false
8480        if value.type == "delimiter" then
8481          value.removed = true
8482        end
8483      end
8484    end
8485  end
8486
```

Clear the parsed content between the `opening_index` and `closing_index` in the delimiter table `t`.

```
8487  local function delete_parsed_content_in_range(t, opening_index, closing_index)
8488    for i = opening_index, closing_index do
8489      t[i].rendered = nil
8490    end
8491  end
8492
```

Clear the content between the `opening_index` and `closing_index` in the delimiter table `t`.

```
8493  local function empty_content_in_range(t, opening_index, closing_index)
```

```
    for i = opening_index, closing_index do
      t[i].content = ''
    end
  end

```

Join the attributes from the link reference definition `reference_attributes` with the link's own attributes `own_attributes`.

```
  local function join_attributes(reference_attributes, own_attributes)
    local merged_attributes = {}
    for _, attribute in ipairs(reference_attributes or {}) do
      table.insert(merged_attributes, attribute)
    end
    for _, attribute in ipairs(own_attributes or {}) do
      table.insert(merged_attributes, attribute)
    end
    if next(merged_attributes) == nil then
      merged_attributes = nil
    end
    return merged_attributes
  end

```

Parse content between two delimiters in the delimiter table `t`. Produce the respective link and image macros.

```
  local function render_link_or_image(t, opening_index, closing_index, content_end_in
    process_emphasis(t, opening_index, content_end_index)
    local mapped = collect_emphasis_content(t, opening_index + 1, content_end_index -

    local rendered = {}
    if (t[opening_index].element == "link") then
      rendered = writer.link(mapped, reference.url, reference.title, reference.attrib
    end

    if (t[opening_index].element == "image") then
      rendered = writer.image(mapped, reference.url, reference.title, reference.attri
    end

    if (t[opening_index].element == "note") then
      if (t[opening_index].link_type == "note_inline") then
        rendered = writer.note(mapped)
      end
      if (t[opening_index].link_type == "raw_note") then
        rendered = writer.note(reference)
      end
    end

    t[opening_index].rendered = rendered
```

```
8536      delete_parsed_content_in_range(t, opening_index + 1, closing_index)
8537      empty_content_in_range(t, opening_index, closing_index)
8538      disable_previous_link_openers(t, opening_index)
8539      disable_range(t, opening_index, closing_index)
8540    end
8541
```

Match the link destination of an inline link at index `closing_index` in table `t` when `match_reference` is true. Additionally, match attributes when the option `linkAttributes` is enabled.

```
8542    local function resolve_inline_following_content(t, closing_index, match_reference,
8543      local content = ""
8544      for i = closing_index + 1, #t do
8545        content = content .. t[i].content
8546      end
8547
8548      local matching_content = parsers.succeed
8549
8550      if match_reference then
8551        matching_content = matching_content * parsers.inline_direct_ref_inside
8552      end
8553
8554      if match_link_attributes then
8555        matching_content = matching_content * Cg(Ct(parsers.attributes^-
    1), "attributes")
8556      end
8557
8558      local matched = lpeg.match(Ct(matching_content * Cg(Cp(), "end_position")), conte
8559
8560      local matched_count = matched.end_position - 1
8561      for i = closing_index + 1, #t do
8562        local value = t[i]
8563
8564        local chars_left = matched_count
8565        matched_count = matched_count - #value.content
8566
8567        if matched_count <= 0 then
8568          value.content = value.content:sub(chars_left + 1)
8569          break
8570        end
8571
8572        value.content = ''
8573        value.is_active = false
8574      end
8575
8576      local attributes = matched.attributes
8577      if attributes == nil or next(attributes) == nil then
```

```
      attributes = nil
    end

    return {
      url = matched.url or "",
      title = matched.title or "",
      attributes = attributes
    }
  end

```

Resolve an inline link `[a](b "c")` from the delimiters at `opening_index` and `closing_index` within a delimiter table `t`. Here, compared to other types of links, no reference definition is needed.

```
  local function resolve_inline_link(t, opening_index, closing_index)
    local inline_content = resolve_inline_following_content(t, closing_index, true, t
    render_link_or_image(t, opening_index, closing_index, closing_index, inline_conte
  end

```

Resolve an inline note `^[a]` from the delimiters at `opening_index` and `closing_index` within a delimiter table `t`.

```
  local function resolve_note_inline_link(t, opening_index, closing_index)
    local inline_content = resolve_inline_following_content(t, closing_index, false,
    render_link_or_image(t, opening_index, closing_index, closing_index, inline_conte
  end

```

Resolve a shortcut link `[a]` from the delimiters at `opening_index` and `closing_index` within a delimiter table `t`. Continue if a tag `a` is not found in the references.

```
  local function resolve_shortcut_link(t, opening_index, closing_index)
    local content = collect_link_content(t, opening_index + 1, closing_index - 1)
    local r = self.lookup_reference(content)

    if r then
      local inline_content = resolve_inline_following_content(t, closing_index, false
      r.attributes = join_attributes(r.attributes, inline_content.attributes)
      render_link_or_image(t, opening_index, closing_index, closing_index, r)
    end
  end

```

Resolve a note `[^a]` from the delimiters at `opening_index` and `closing_index` within a delimiter table `t`. Continue if a tag `a` is not found in the rawnotes.

```
  local function resolve_raw_note_link(t, opening_index, closing_index)
    local content = collect_link_content(t, opening_index + 1, closing_index - 1)
    local r = self.lookup_note_reference(content)
```

```
8612
8613      if r then
8614        local parsed_ref = self.parser_functions.parse_blocks_nested(r)
8615        render_link_or_image(t, opening_index, closing_index, closing_index, parsed_ref
8616      end
8617    end
8618
```

Resolve a full link `[a][b]` from the delimiters at `opening_index` and `closing_index` within a delimiter table `t`. Continue if a tag `b` is not found in the references.

```
8619    local function resolve_full_link(t, opening_index, closing_index)
8620      local next_link_closing_index = find_next_link_closing_index(t, closing_index + 4
8621      local next_link_content = collect_link_content(t, closing_index + 3, next_link_cl
8622      local r = self.lookup_reference(next_link_content)
8623
8624      if r then
8625        local inline_content = resolve_inline_following_content(t, next_link_closing_in
8626                                                                t.match_link_attributes
8627        r.attributes = join_attributes(r.attributes, inline_content.attributes)
8628        render_link_or_image(t, opening_index, next_link_closing_index, closing_index,
8629      end
8630    end
8631
```

Resolve a collapsed link `[a][]` from the delimiters at `opening_index` and `closing_index` within a delimiter table `t`. Continue if a tag `a` is not found in the references.

```
8632    local function resolve_collapsed_link(t, opening_index, closing_index)
8633      local next_link_closing_index = find_next_link_closing_index(t, closing_index + 4
8634      local content = collect_link_content(t, opening_index + 1, closing_index - 1)
8635      local r = self.lookup_reference(content)
8636
8637      if r then
8638        local inline_content = resolve_inline_following_content(t, closing_index, false
8639        r.attributes = join_attributes(r.attributes, inline_content.attributes)
8640        render_link_or_image(t, opening_index, next_link_closing_index, closing_index,
8641      end
8642    end
8643
```

Parse a table of link and emphasis delimiters `t`. First, iterate over the link delimiters and produce either link or image macros. Then run `process_emphasis` over the entire delimiter table, resolving emphasis and strong emphasis and parsing any content outside of closed delimiters.

```
8644    local function process_links_and_emphasis(t)
8645      for _,value in ipairs(t) do
8646        value.is_active = true
8647      end
```

```
8648
8649    for i,value in ipairs(t) do
8650      if not value.is_closing or
8651        value.type ~= "delimiter" or
8652        not (value.element == "link" or value.element == "image" or value.element ==
8653        goto continue
8654      end
8655
8656      local opener_position = find_link_opener(t, 1, i - 1)
8657      if (opener_position == nil) then
8658        goto continue
8659      end
8660
8661      local opening_delimiter = t[opener_position]
8662      opening_delimiter.removed = true
8663
8664      local link_type = opening_delimiter.link_type
8665
8666      if (link_type == "inline") then
8667        resolve_inline_link(t, opener_position, i)
8668      end
8669      if (link_type == "shortcut") then
8670        resolve_shortcut_link(t, opener_position, i)
8671      end
8672      if (link_type == "full") then
8673        resolve_full_link(t, opener_position, i)
8674      end
8675      if (link_type == "collapsed") then
8676        resolve_collapsed_link(t, opener_position, i)
8677      end
8678      if (link_type == "note_inline") then
8679        resolve_note_inline_link(t, opener_position, i)
8680      end
8681      if (link_type == "raw_note") then
8682        resolve_raw_note_link(t, opener_position, i)
8683      end
8684
8685      ::continue::
8686    end
8687
8688    t[#t].content = t[#t].content:gsub("%s*$","")
8689
8690    process_emphasis(t, 1, #t)
8691    local final_result = collect_emphasis_content(t, 1, #t)
8692    return final_result
8693  end
8694
```

```
function self.defer_link_and_emphasis_processing(delimiter_table)
  return writer.defer_call(function()
    return process_links_and_emphasis(delimiter_table)
  end)
end

```

3.1.6.8 Inline Elements (local)

```
parsers.Str      = (parsers.normalchar * (parsers.normalchar + parsers.at)^0)
                 / writer.string

parsers.Symbol   = (parsers.backtick^1 + V("SpecialChar"))
                 / writer.string

parsers.Ellipsis = P("...") / writer.ellipsis

parsers.Smart    = parsers.Ellipsis

parsers.Code     = parsers.inticks / writer.code

if options.blankBeforeBlockquote then
  parsers.bqstart = parsers.fail
else
  parsers.bqstart = parsers.blockquote_start
end

if options.blankBeforeHeading then
  parsers.headerstart = parsers.fail
else
  parsers.headerstart = parsers.atx_heading
end

if options.blankBeforeList then
  parsers.interrupting_bullets = parsers.fail
  parsers.interrupting_enumerators = parsers.fail
else
  parsers.interrupting_bullets  = parsers.bullet(parsers.dash, true)
                                + parsers.bullet(parsers.asterisk, true)
                                + parsers.bullet(parsers.plus, true)

  parsers.interrupting_enumerators  = parsers.enumerator(parsers.period, true)
                                    + parsers.enumerator(parsers.rparent, true)
end

if options.html then
  parsers.html_interrupting = parsers.check_trail
```

```
                               * ( parsers.html_incomplete_open_tag
                                 + parsers.html_incomplete_close_tag
                                 + parsers.html_incomplete_open_special_tag
                                 + parsers.html_comment_start
                                 + parsers.html_cdatasection_start
                                 + parsers.html_declaration_start
                                 + parsers.html_instruction_start
                                 - parsers.html_close_special_tag
                                 - parsers.html_empty_special_tag)
else
  parsers.html_interrupting = parsers.fail
end

parsers.EndlineExceptions
                    = parsers.blankline -- paragraph break
                    + parsers.eof       -- end of document
                    + parsers.bqstart
                    + parsers.thematic_break_lines
                    + parsers.interrupting_bullets
                    + parsers.interrupting_enumerators
                    + parsers.headerstart
                    + parsers.html_interrupting

parsers.NoSoftLineBreakEndlineExceptions = parsers.EndlineExceptions

parsers.endline = parsers.newline
                * (parsers.check_minimal_indent
                  * -V("EndlineExceptions")
                  + parsers.check_optional_indent
                  * -V("EndlineExceptions")
                  * -parsers.starter)
                * parsers.spacechar^0

parsers.Endline = parsers.endline
                / writer.soft_line_break

parsers.EndlineNoSub = parsers.endline

parsers.NoSoftLineBreakEndline
                      = parsers.newline
                      * (parsers.check_minimal_indent
                        * -V("NoSoftLineBreakEndlineExceptions")
                        + parsers.check_optional_indent
                        * -V("NoSoftLineBreakEndlineExceptions")
                        * -parsers.starter)
                      * parsers.spacechar^0
                      / writer.space
```

```
8786
8787  parsers.EndlineBreak = parsers.backslash * parsers.Endline
8788                                           / writer.hard_line_break
8789
8790  parsers.OptionalIndent
8791                       = parsers.spacechar^1 / writer.space
8792
8793  parsers.Space      = parsers.spacechar^2 * parsers.Endline
8794                                           / writer.hard_line_break
8795                       + parsers.spacechar^1 * parsers.Endline^-1 * parsers.eof / self.
8796                       + parsers.spacechar^1 * parsers.Endline
8797                                           / writer.soft_line_break
8798                       + parsers.spacechar^1 * -parsers.newline / self.expandtabs
8799
8800  parsers.NoSoftLineBreakSpace
8801                       = parsers.spacechar^2 * parsers.Endline
8802                                           / writer.hard_line_break
8803                       + parsers.spacechar^1 * parsers.Endline^-1 * parsers.eof / self.
8804                       + parsers.spacechar^1 * parsers.Endline
8805                                           / writer.soft_line_break
8806                       + parsers.spacechar^1 * -parsers.newline / self.expandtabs
8807
8808  parsers.NonbreakingEndline
8809                     = parsers.endline
8810                     / writer.soft_line_break
8811
8812  parsers.NonbreakingSpace
8813                   = parsers.spacechar^2 * parsers.Endline
8814                                         / writer.hard_line_break
8815                   + parsers.spacechar^1 * parsers.Endline^-1 * parsers.eof / ""
8816                   + parsers.spacechar^1 * parsers.Endline
8817                                         * parsers.optionalspace
8818                                         / writer.soft_line_break
8819                   + parsers.spacechar^1 * parsers.optionalspace
8820                                         / writer.nbsp
8821
```

The `reader->auto_link_url` method produces an autolink to a URL or a relative reference in the output format, where `url` is the link destination and `attributes` are the optional attributes.

```
8822 function self.auto_link_url(url, attributes)
8823   return writer.link(writer.escape(url),
8824                      url, nil, attributes)
8825 end
```

The `reader->auto_link_email` method produces an autolink to an e-mail in the

output format, where `email` is the email address destination and `attributes` are the optional attributes.

```
function self.auto_link_email(email, attributes)
  return writer.link(writer.escape(email),
                     "mailto:"..email,
                     nil, attributes)
end

  parsers.AutoLinkUrl = parsers.auto_link_url
                      / self.auto_link_url

  parsers.AutoLinkEmail
                      = parsers.auto_link_email
                      / self.auto_link_email

  parsers.AutoLinkRelativeReference
                      = parsers.auto_link_relative_reference
                      / self.auto_link_url

  parsers.LinkAndEmph = Ct(parsers.link_and_emph_table)
                      / self.defer_link_and_emphasis_processing

  parsers.EscapedChar   = parsers.backslash * C(parsers.escapable) / writer.string

  parsers.InlineHtml    = Cs(parsers.html_inline_comment) / writer.inline_html_commen
                        + Cs(parsers.html_any_empty_inline_tag
                           + parsers.html_inline_instruction
                           + parsers.html_inline_cdatasection
                           + parsers.html_inline_declaration
                           + parsers.html_any_open_inline_tag
                           + parsers.html_any_close_tag)
                          / writer.inline_html_tag

  parsers.HtmlEntity    = parsers.html_entities / writer.string
```

3.1.6.9 Block Elements (local)

```
  parsers.DisplayHtml = Cs(parsers.check_trail
                         * ( parsers.html_comment
                           + parsers.html_special_block
                           + parsers.html_block
                           + parsers.html_any_block
                           + parsers.html_instruction
                           + parsers.html_cdatasection
                           + parsers.html_declaration))
                        / writer.block_html_element

```

```
parsers.indented_non_blank_line = parsers.indentedline - parsers.blankline

parsers.Verbatim  = Cs(
                      parsers.check_code_trail
                    * (parsers.line - parsers.blankline)
                    * ((parsers.check_minimal_blank_indent_and_full_code_trail * pa
                      * ((parsers.check_minimal_indent / "") * parsers.check_code_t
                         * (parsers.line - parsers.blankline))^1)^0
                    ) / self.expandtabs / writer.verbatim

parsers.Blockquote   = parsers.blockquote_body
                     / writer.blockquote

parsers.ThematicBreak = parsers.thematic_break_lines
                      / writer.thematic_break

parsers.Reference    = parsers.define_reference_parser
                     / self.register_link

parsers.Paragraph   = parsers.freeze_trail
                    * (Ct((parsers.Inline)^1)
                    * (parsers.newline + parsers.eof)
                    * parsers.unfreeze_trail
                    / writer.paragraph)

parsers.Plain        = parsers.nonindentspace * Ct(parsers.Inline^1)
                     / writer.plain
```

3.1.6.10 Lists (local)

```
if options.taskLists then
  parsers.tickbox = ( parsers.ticked_box
                    + parsers.halfticked_box
                    + parsers.unticked_box
                    ) / writer.tickbox
else
   parsers.tickbox = parsers.fail
end

parsers.list_blank = parsers.conditionally_indented_blankline

parsers.ref_or_block_list_separated = parsers.sep_group_no_output(parsers.list_blan
                                    * parsers.minimally_indented_ref
                                    + parsers.block_sep_group(parsers.list_blank)
                                    * parsers.minimally_indented_block
```

```
parsers.ref_or_block_non_separated  = parsers.minimally_indented_ref
                                    + (parsers.succeed / writer.interblocksep)
                                    * parsers.minimally_indented_block
                                    - parsers.minimally_indented_blankline

parsers.tight_list_loop_body_pair  =
  parsers.create_loop_body_pair(parsers.ref_or_block_non_separated,
                                parsers.minimally_indented_par_or_plain_no_blank,
                                (parsers.succeed / writer.interblocksep),
                                (parsers.succeed / writer.paragraphsep))

parsers.loose_list_loop_body_pair  =
  parsers.create_loop_body_pair(parsers.ref_or_block_list_separated,
                                parsers.minimally_indented_par_or_plain,
                                parsers.block_sep_group(parsers.list_blank),
                                parsers.par_sep_group(parsers.list_blank))

parsers.tight_list_content_loop = V("Block")
                                * parsers.tight_list_loop_body_pair.block^0
                                + (V("Paragraph") + V("Plain"))
                                * parsers.ref_or_block_non_separated
                                * parsers.tight_list_loop_body_pair.block^0
                                +  (V("Paragraph") + V("Plain"))
                                * parsers.tight_list_loop_body_pair.par^0

parsers.loose_list_content_loop = V("Block")
                                * parsers.loose_list_loop_body_pair.block^0
                                + (V("Paragraph") + V("Plain"))
                                * parsers.ref_or_block_list_separated
                                * parsers.loose_list_loop_body_pair.block^0
                                + (V("Paragraph") + V("Plain"))
                                * parsers.loose_list_loop_body_pair.par^0

parsers.list_item_tightness_condition = -#( parsers.list_blank^0
                                          * parsers.minimally_indented_ref_or_block
                                    * remove_indent("li")
                                    + remove_indent("li")
                                    * parsers.fail

parsers.indented_content_tight  = Ct( (parsers.blankline / "")
                                    * #parsers.list_blank
                                    * remove_indent("li")
                                    + ( (V("Reference") + (parsers.blankline / ""))
                                      * parsers.check_minimal_indent
                                      * parsers.tight_list_content_loop
                                      + (V("Reference") + (parsers.blankline / ""))
                                      + (parsers.tickbox^-1 / writer.escape)
```

```
                                        * parsers.tight_list_content_loop
                                        )
                                      * parsers.list_item_tightness_condition
                                  )

parsers.indented_content_loose  = Ct( (parsers.blankline / "")
                                      * #parsers.list_blank
                                      + ( (V("Reference") + (parsers.blankline / ""))
                                        * parsers.check_minimal_indent
                                        * parsers.loose_list_content_loop
                                        + (V("Reference") + (parsers.blankline / ""))
                                        + (parsers.tickbox^-1 / writer.escape)
                                        * parsers.loose_list_content_loop
                                        )
                                  )

parsers.TightListItem = function(starter)
  return  -parsers.ThematicBreak
          * parsers.add_indent(starter, "li")
          * parsers.indented_content_tight
end

parsers.LooseListItem = function(starter)
  return  -parsers.ThematicBreak
          * parsers.add_indent(starter, "li")
          * parsers.indented_content_loose
          * remove_indent("li")
end

parsers.BulletListOfType = function(bullet_type)
  local bullet = parsers.bullet(bullet_type)
  return  ( Ct( parsers.TightListItem(bullet)
              * ( (parsers.check_minimal_indent / "")
                * parsers.TightListItem(bullet)
                )^0
            )
            * Cc(true)
            * -#( (parsers.list_blank^0 / "")
                * parsers.check_minimal_indent
                * (bullet - parsers.ThematicBreak)
            )
            + Ct( parsers.LooseListItem(bullet)
                * ( (parsers.list_blank^0 / "")
                  * (parsers.check_minimal_indent / "")
                  * parsers.LooseListItem(bullet)
                  )^0
            )
```

```
              * Cc(false)
            ) / writer.bulletlist
end

parsers.BulletList = parsers.BulletListOfType(parsers.dash)
                   + parsers.BulletListOfType(parsers.asterisk)
                   + parsers.BulletListOfType(parsers.plus)

local function ordered_list(items,tight,starter)
  local startnum = starter[2][1]
  if options.startNumber then
    startnum = tonumber(startnum) or 1  -- fallback for '#'
    if startnum ~= nil then
      startnum = math.floor(startnum)
    end
  else
    startnum = nil
  end
  return writer.orderedlist(items,tight,startnum)
end

parsers.OrderedListOfType = function(delimiter_type)
  local enumerator = parsers.enumerator(delimiter_type)
  return  Cg(enumerator, "listtype")
        * (Ct( parsers.TightListItem(Cb("listtype"))
             * ((parsers.check_minimal_indent / "") * parsers.TightListItem(enumera
        * Cc(true)
        * -#((parsers.list_blank^0 / "")
            * parsers.check_minimal_indent * enumerator)
        + Ct( parsers.LooseListItem(Cb("listtype"))
            * ((parsers.list_blank^0 / "")
              * (parsers.check_minimal_indent / "") * parsers.LooseListItem(enumera
        * Cc(false)
        ) * Ct(Cb("listtype")) / ordered_list
end

parsers.OrderedList = parsers.OrderedListOfType(parsers.period)
                    + parsers.OrderedListOfType(parsers.rparent)
```

3.1.6.11 Blank (local)

```
parsers.Blank        = parsers.blankline / ""
                     + V("Reference")
```

3.1.6.12 Headings (local)

```
function parsers.parse_heading_text(s)
  local inlines = self.parser_functions.parse_inlines(s)
```

```
9048    local flatten_inlines = self.writer.flatten_inlines
9049    self.writer.flatten_inlines = true
9050    local flat_text = self.parser_functions.parse_inlines(s)
9051    flat_text = util.rope_to_string(flat_text)
9052    self.writer.flatten_inlines = flatten_inlines
9053    return {flat_text, inlines}
9054  end
9055
9056  -- parse atx header
9057  parsers.AtxHeading = parsers.check_trail_no_rem
9058                     * Cg(parsers.heading_start, "level")
9059                     * ((C( parsers.optionalspace
9060                          * parsers.hash^0
9061                          * parsers.optionalspace
9062                          * parsers.newline)
9063                        + parsers.spacechar^1
9064                        * C(parsers.line))
9065                       / strip_atx_end
9066                       / parsers.parse_heading_text)
9067                     * Cb("level")
9068                     / writer.heading
9069
9070  parsers.heading_line  = parsers.linechar^1
9071                        - parsers.thematic_break_lines
9072
9073  parsers.heading_text = parsers.heading_line
9074                       * ((V("Endline") / "\n") * (parsers.heading_line - parsers.hea
9075                       * parsers.newline^-1
9076
9077  parsers.SetextHeading = parsers.freeze_trail * parsers.check_trail_no_rem
9078                        * #(parsers.heading_text
9079                           * parsers.check_minimal_indent * parsers.check_trail * par
9080                        * Cs(parsers.heading_text)
9081                        / parsers.parse_heading_text
9082                        * parsers.check_minimal_indent_and_trail * parsers.heading_le
9083                        * parsers.newline
9084                        * parsers.unfreeze_trail
9085                        / writer.heading
9086
9087  parsers.Heading = parsers.AtxHeading + parsers.SetextHeading
```

3.1.6.13 Syntax Specification

Define `reader->finalize_grammar` as a function that constructs the PEG grammar of markdown, applies syntax extensions `extensions` and returns a conversion function that takes a markdown string and turns it into a plain TEX output.

```
9088  function self.finalize_grammar(extensions)
```

Create a local writable copy of the global read-only `walkable_syntax` hash table. This table can be used by user-defined syntax extensions to insert new PEG patterns into existing rules of the PEG grammar of markdown using the `reader->insert_pattern` method. Furthermore, built-in syntax extensions can use this table to override existing rules using the `reader->update_rule` method.

```
local walkable_syntax = (function(global_walkable_syntax)
  local local_walkable_syntax = {}
  for lhs, rule in pairs(global_walkable_syntax) do
    local_walkable_syntax[lhs] = util.table_copy(rule)
  end
  return local_walkable_syntax
end)(walkable_syntax)
```

The `reader->insert_pattern` method adds a pattern to `walkable_syntax[`*left-hand side terminal symbol*`]` before, instead of, or after a right-hand-side terminal symbol.

```
local current_extension_name = nil
self.insert_pattern = function(selector, pattern, pattern_name)
  assert(pattern_name == nil or type(pattern_name) == "string")
  local _, _, lhs, pos, rhs = selector:find("^(%a+)%s+([%a%s]+%a+)%s+(%a+)$")
  assert(lhs ~= nil,
    [[Expected selector in form "LHS (before|after|instead of) RHS", not "]]
    .. selector .. [["]])
  assert(walkable_syntax[lhs] ~= nil,
    [[Rule ]] .. lhs .. [[ -> ... does not exist in markdown grammar]])
  assert(pos == "before" or pos == "after" or pos == "instead of",
    [[Expected positional specifier "before", "after", or "instead of", not "]]
    .. pos .. [["]])
  local rule = walkable_syntax[lhs]
  local index = nil
  for current_index, current_rhs in ipairs(rule) do
    if type(current_rhs) == "string" and current_rhs == rhs then
      index = current_index
      if pos == "after" then
        index = index + 1
      end
      break
    end
  end
  assert(index ~= nil,
    [[Rule ]] .. lhs .. [[ -> ]] .. rhs
      .. [[ does not exist in markdown grammar]])
  local accountable_pattern
  if current_extension_name then
    accountable_pattern = { pattern, current_extension_name, pattern_name }
  else
    assert(type(pattern) == "string",
```

```
          [[reader->insert_pattern() was called outside an extension with ]]
          .. [[a PEG pattern instead of a rule name]])
        accountable_pattern = pattern
      end
      if pos == "instead of" then
        rule[index] = accountable_pattern
      else
        table.insert(rule, index, accountable_pattern)
      end
    end
```

Create a local `syntax` hash table that stores those rules of the PEG grammar of markdown that can't be represented as an ordered choice of terminal symbols.

```
    local syntax =
      { "Blocks",

        Blocks                = V("InitializeState")
                              * ( V("ExpectedJekyllData")
                                * (V("Blank")^0 / writer.interblocksep)
                                )^-1
                              * V("Blank")^0
```

Only create interblock separators between pairs of blocks that are not both paragraphs. Between a pair of paragraphs, any number of blank lines will always produce a paragraph separator.

```
                              * ( V("Block")
                                * ( V("Blank")^0 * parsers.eof
                                  + ( V("Blank")^2 / writer.paragraphsep
                                    + V("Blank")^0 / writer.interblocksep
                                    )
                                  )
                                + ( V("Paragraph") + V("Plain") )
                                * ( V("Blank")^0 * parsers.eof
                                  + ( V("Blank")^2 / writer.paragraphsep
                                    + V("Blank")^0 / writer.interblocksep
                                    )
                                  )
                                * V("Block")
                                * ( V("Blank")^0 * parsers.eof
                                  + ( V("Blank")^2 / writer.paragraphsep
                                    + V("Blank")^0 / writer.interblocksep
                                    )
                                  )
                                + ( V("Paragraph") + V("Plain") )
                                * ( V("Blank")^0 * parsers.eof
                                  + V("Blank")^0 / writer.paragraphsep
                                  )
                                )^0,
```

```
9168
9169        ExpectedJekyllData    = parsers.fail,
9170
9171        Blank                 = parsers.Blank,
9172        Reference             = parsers.Reference,
9173
9174        Blockquote            = parsers.Blockquote,
9175        Verbatim              = parsers.Verbatim,
9176        ThematicBreak         = parsers.ThematicBreak,
9177        BulletList            = parsers.BulletList,
9178        OrderedList           = parsers.OrderedList,
9179        DisplayHtml           = parsers.DisplayHtml,
9180        Heading               = parsers.Heading,
9181        Paragraph             = parsers.Paragraph,
9182        Plain                 = parsers.Plain,
9183
9184        EndlineExceptions     = parsers.EndlineExceptions,
9185        NoSoftLineBreakEndlineExceptions
9186                              = parsers.NoSoftLineBreakEndlineExceptions,
9187
9188        Str                   = parsers.Str,
9189        Space                 = parsers.Space,
9190        NoSoftLineBreakSpace  = parsers.NoSoftLineBreakSpace,
9191        OptionalIndent        = parsers.OptionalIndent,
9192        Endline               = parsers.Endline,
9193        EndlineNoSub          = parsers.EndlineNoSub,
9194        NoSoftLineBreakEndline
9195                              = parsers.NoSoftLineBreakEndline,
9196        EndlineBreak          = parsers.EndlineBreak,
9197        LinkAndEmph           = parsers.LinkAndEmph,
9198        Code                  = parsers.Code,
9199        AutoLinkUrl           = parsers.AutoLinkUrl,
9200        AutoLinkEmail         = parsers.AutoLinkEmail,
9201        AutoLinkRelativeReference
9202                              = parsers.AutoLinkRelativeReference,
9203        InlineHtml            = parsers.InlineHtml,
9204        HtmlEntity            = parsers.HtmlEntity,
9205        EscapedChar           = parsers.EscapedChar,
9206        Smart                 = parsers.Smart,
9207        Symbol                = parsers.Symbol,
9208        SpecialChar           = parsers.fail,
9209        InitializeState       = parsers.succeed,
9210      }
```

Define `reader->update_rule` as a function that receives two arguments: a left-hand side terminal symbol and a function that accepts the current PEG pattern in `walkable_syntax[`left-hand side terminal symbol`]` if defined or `nil` otherwise and

returns a PEG pattern that will (re)define `walkable_syntax[`left-hand side terminal symbol`]`.

```
9211      self.update_rule = function(rule_name, get_pattern)
9212        assert(current_extension_name ~= nil)
9213        assert(syntax[rule_name] ~= nil,
9214          [[Rule ]] .. rule_name .. [[ -> ... does not exist in markdown grammar]])
9215        local previous_pattern
9216        local extension_name
9217        if walkable_syntax[rule_name] then
9218          local previous_accountable_pattern = walkable_syntax[rule_name][1]
9219          previous_pattern = previous_accountable_pattern[1]
9220          extension_name = previous_accountable_pattern[2] .. ", " .. current_extension
9221        else
9222          previous_pattern = nil
9223          extension_name = current_extension_name
9224        end
9225        local pattern
```

Instead of a function, a PEG pattern `pattern` may also be supplied with roughly the same effect as supplying the following function, which will define `walkable_syntax[`left-hand side terminal symbol`]` unless it has been previously defined.

```
function(previous_pattern)
  assert(previous_pattern == nil)
  return pattern
end
```

```
9226        if type(get_pattern) == "function" then
9227          pattern = get_pattern(previous_pattern)
9228        else
9229          assert(previous_pattern == nil,
9230                 [[Rule ]] .. rule_name ..
9231                 [[ has already been updated by ]] .. extension_name)
9232          pattern = get_pattern
9233        end
9234        local accountable_pattern = { pattern, extension_name, rule_name }
9235        walkable_syntax[rule_name] = { accountable_pattern }
9236      end
```

Define a hash table of all characters with special meaning and add method `reader->add_special_character` that extends the hash table and updates the PEG grammar of markdown.

```
9237      local special_characters = {}
9238      self.add_special_character = function(c)
9239        table.insert(special_characters, c)
```

```
      syntax.SpecialChar = S(table.concat(special_characters, ""))
    end

    self.add_special_character("*")
    self.add_special_character("[")
    self.add_special_character("]")
    self.add_special_character("<")
    self.add_special_character("!")
    self.add_special_character("\\")
```

Add method `reader->initialize_named_group` that defines named groups with a default capture value.

```
    self.initialize_named_group = function(name, value)
      local pattern = Ct("")
      if value ~= nil then
        pattern = pattern / value
      end
      syntax.InitializeState = syntax.InitializeState
                             * Cg(pattern, name)
    end
```

Add a named group for indentation.

```
    self.initialize_named_group("indent_info")
```

Apply syntax extensions.

```
    for _, extension in ipairs(extensions) do
      current_extension_name = extension.name
      extension.extend_writer(writer)
      extension.extend_reader(self)
    end
    current_extension_name = nil
```

If the `debugExtensions` option is enabled, serialize `walkable_syntax` to a JSON for debugging purposes.

```
    if options.debugExtensions then
      local sorted_lhs = {}
      for lhs, _ in pairs(walkable_syntax) do
        table.insert(sorted_lhs, lhs)
      end
      table.sort(sorted_lhs)

      local output_lines = {"{"}
      for lhs_index, lhs in ipairs(sorted_lhs) do
        local encoded_lhs = util.encode_json_string(lhs)
        table.insert(output_lines, [[    ]] ..encoded_lhs .. [[: []])
        local rule = walkable_syntax[lhs]
        for rhs_index, rhs in ipairs(rule) do
          local human_readable_rhs
```

```
9278          if type(rhs) == "string" then
9279            human_readable_rhs = rhs
9280          else
9281            local pattern_name
9282            if rhs[3] then
9283              pattern_name = rhs[3]
9284            else
9285              pattern_name = "Anonymous Pattern"
9286            end
9287            local extension_name = rhs[2]
9288            human_readable_rhs = pattern_name .. [[ (]] .. extension_name .. [[)]]
9289          end
9290          local encoded_rhs = util.encode_json_string(human_readable_rhs)
9291          local output_line = [[        ]] .. encoded_rhs
9292          if rhs_index < #rule then
9293            output_line = output_line .. ","
9294          end
9295          table.insert(output_lines, output_line)
9296        end
9297        local output_line = "    ]"
9298        if lhs_index < #sorted_lhs then
9299          output_line = output_line .. ","
9300        end
9301        table.insert(output_lines, output_line)
9302      end
9303      table.insert(output_lines, "}")
9304
9305      local output = table.concat(output_lines, "\n")
9306      local output_filename = options.debugExtensionsFileName
9307      local output_file = assert(io.open(output_filename, "w"),
9308        [[Could not open file "]] .. output_filename .. [[" for writing]])
9309      assert(output_file:write(output))
9310      assert(output_file:close())
9311    end
```

Materialize `walkable_syntax` and merge it into `syntax` to produce the complete PEG grammar of markdown. Whenever a rule exists in both `walkable_syntax` and `syntax`, the rule from `walkable_syntax` overrides the rule from `syntax`.

```
9312    for lhs, rule in pairs(walkable_syntax) do
9313      syntax[lhs] = parsers.fail
9314      for _, rhs in ipairs(rule) do
9315        local pattern
```

Although the interface of the `reader->insert_pattern` method does not document this (see Section 2.1.2), we allow the `reader->insert_pattern` and `reader->update_rule` methods to insert not just PEG patterns, but also rule names that reference the PEG grammar of Markdown.

```
      if type(rhs) == "string" then
        pattern = V(rhs)
      else
        pattern = rhs[1]
        if type(pattern) == "string" then
          pattern = V(pattern)
        end
      end
      syntax[lhs] = syntax[lhs] + pattern
    end
  end
```

Finalize the parser by reacting to options and by producing special parsers for difficult edge cases such as blocks nested in definition lists or inline content nested in link, note, and image labels.

```
  if options.underscores then
    self.add_special_character("_")
  end

  if not options.codeSpans then
    syntax.Code = parsers.fail
  else
    self.add_special_character("`")
  end

  if not options.html then
    syntax.DisplayHtml = parsers.fail
    syntax.InlineHtml = parsers.fail
    syntax.HtmlEntity  = parsers.fail
  else
    self.add_special_character("&")
  end

  if options.preserveTabs then
    options.stripIndent = false
  end

  if not options.smartEllipses then
    syntax.Smart = parsers.fail
  else
    self.add_special_character(".")
  end

  if not options.relativeReferences then
    syntax.AutoLinkRelativeReference = parsers.fail
  end

```

```
9359      if options.contentLevel == "inline" then
9360        syntax[1] = "Inlines"
9361        syntax.Inlines = V("InitializeState")
9362                         * parsers.Inline^0
9363                         * ( parsers.spacing^0
9364                           * parsers.eof / "")
9365        syntax.Space = parsers.Space + parsers.blankline / writer.space
9366      end
9367
9368      local blocks_nested_t = util.table_copy(syntax)
9369      blocks_nested_t.ExpectedJekyllData = parsers.fail
9370      parsers.blocks_nested = Ct(blocks_nested_t)
9371
9372      parsers.blocks = Ct(syntax)
9373
9374      local inlines_t = util.table_copy(syntax)
9375      inlines_t[1] = "Inlines"
9376      inlines_t.Inlines = V("InitializeState")
9377                          * parsers.Inline^0
9378                          * ( parsers.spacing^0
9379                            * parsers.eof / "")
9380      parsers.inlines = Ct(inlines_t)
9381
9382      local inlines_no_inline_note_t = util.table_copy(inlines_t)
9383      inlines_no_inline_note_t.InlineNote = parsers.fail
9384      parsers.inlines_no_inline_note = Ct(inlines_no_inline_note_t)
9385
9386      local inlines_no_html_t = util.table_copy(inlines_t)
9387      inlines_no_html_t.DisplayHtml = parsers.fail
9388      inlines_no_html_t.InlineHtml = parsers.fail
9389      inlines_no_html_t.HtmlEntity = parsers.fail
9390      parsers.inlines_no_html = Ct(inlines_no_html_t)
9391
9392      local inlines_nbsp_t = util.table_copy(inlines_t)
9393      inlines_nbsp_t.Endline = parsers.NonbreakingEndline
9394      inlines_nbsp_t.Space = parsers.NonbreakingSpace
9395      parsers.inlines_nbsp = Ct(inlines_nbsp_t)
9396
9397      local inlines_no_link_or_emphasis_t = util.table_copy(inlines_t)
9398      inlines_no_link_or_emphasis_t.LinkAndEmph = parsers.fail
9399      inlines_no_link_or_emphasis_t.EndlineExceptions = parsers.EndlineExceptions - par
9400      parsers.inlines_no_link_or_emphasis = Ct(inlines_no_link_or_emphasis_t)
```

Return a function that converts markdown string `input` into a plain TEX output and returns it..

```
9401      return function(input)
```

Unicode-normalize the input.

```
9402        if options.unicodeNormalization then
9403          local form = options.unicodeNormalizationForm
9404          if form == "nfc" then
9405            input = uni_algos.normalize.NFC(input)
9406          elseif form == "nfd" then
9407            input = uni_algos.normalize.NFD(input)
9408          elseif form == "nfkc" then
9409            input = uni_algos.normalize.NFKC(input)
9410          elseif form == "nfkd" then
9411            input = uni_algos.normalize.NFKD(input)
9412          else
9413            error(format("Unknown normalization form %s", form))
9414          end
9415        end
```

Since the Lua converter expects UNIX line endings, normalize the input. Also add a line ending at the end of the file in case the input file has none.

```
9416        input = input:gsub("\r\n?", "\n")
9417        if input:sub(-1) ~= "\n" then
9418          input = input .. "\n"
9419        end
```

When determining the name of the cache file, create salt for the hashing function out of the package version and the passed options recognized by the Lua interface (see Section 2.1.3). The `cacheDir` option is disregarded.

```
9420        references = {}
9421        local opt_string = {}
9422        for k, _ in pairs(defaultOptions) do
9423          local v = options[k]
9424          if type(v) == "table" then
9425            for _, i in ipairs(v) do
9426              opt_string[#opt_string+1] = k .. "=" .. tostring(i)
9427            end
9428          elseif k ~= "cacheDir" then
9429            opt_string[#opt_string+1] = k .. "=" .. tostring(v)
9430          end
9431        end
9432        table.sort(opt_string)
9433        local salt = table.concat(opt_string, ",") .. "," .. metadata.version
9434        local output
9435        local function convert(input)
9436          local document = self.parser_functions.parse_blocks(input)
9437          local output = util.rope_to_string(writer.document(document))
```

Remove block element / paragraph separators immediately followed by the output of `writer->undosep`, possibly interleaved by section ends. Then, remove any leftover output of `writer->undosep`.

```
9438          local undosep_start, undosep_end
```

```
9439          local potential_secend_start, secend_start
9440          local potential_sep_start, sep_start
9441          while true do
9442            -- find a `writer->undosep`
9443            undosep_start, undosep_end = output:find(writer.undosep_text, 1, true)
9444            if undosep_start == nil then break end
9445            -- skip any preceding section ends
9446            secend_start = undosep_start
9447            while true do
9448              potential_secend_start = secend_start - #writer.secend_text
9449              if potential_secend_start < 1
9450                 or output:sub(potential_secend_start, secend_start - 1) ~= writer.sece
9451                break
9452              end
9453              secend_start = potential_secend_start
9454            end
9455            -- find an immediately preceding block element / paragraph separator
9456            sep_start = secend_start
9457            potential_sep_start = sep_start - #writer.interblocksep_text
9458            if potential_sep_start >= 1
9459               and output:sub(potential_sep_start, sep_start - 1) == writer.interblocks
9460              sep_start = potential_sep_start
9461            else
9462              potential_sep_start = sep_start - #writer.paragraphsep_text
9463              if potential_sep_start >= 1
9464                 and output:sub(potential_sep_start, sep_start - 1) == writer.paragraph
9465                sep_start = potential_sep_start
9466              end
9467            end
9468            -- remove `writer->undosep` and immediately preceding block element / parag
9469            output = output:sub(1, sep_start - 1)
9470                  .. output:sub(secend_start, undosep_start - 1)
9471                  .. output:sub(undosep_end + 1)
9472          end
9473          return output
9474        end
```

If we cache markdown documents, produce the cache file and transform its filename to plain TEX output via the `writer->pack` method.

```
9475        if options.eagerCache or options.finalizeCache then
9476          local name = util.cache(options.cacheDir, input, salt, convert,
9477                                  ".md" .. writer.suffix)
9478          output = writer.pack(name)
```

Otherwise, return the result of the conversion directly.

```
9479        else
9480          output = convert(input)
9481        end
```

If the `finalizeCache` option is enabled, populate the frozen cache in the file `frozenCacheFileName` with an entry for markdown document number `frozenCacheCounter`.

```
      if options.finalizeCache then
        local file, mode
        if options.frozenCacheCounter > 0 then
          mode = "a"
        else
          mode = "w"
        end
        file = assert(io.open(options.frozenCacheFileName, mode),
          [[Could not open file "]] .. options.frozenCacheFileName
          .. [[" for writing]])
        assert(file:write([[\expandafter\global\expandafter\def\csname ]]
          .. [[markdownFrozenCache]] .. options.frozenCacheCounter
          .. [[\endcsname{]] .. output .. [[}]] .. "\n"))
        assert(file:close())
      end
      return output
    end
  end
  return self
end
```

3.1.7 Built-In Syntax Extensions

Create `extensions` hash table that contains built-in syntax extensions. Syntax extensions are functions that produce objects with two methods: `extend_writer` and `extend_reader`. The `extend_writer` object takes a `writer` object as the only parameter and mutates it. Similarly, `extend_reader` takes a `reader` object as the only parameter and mutates it.

```
M.extensions = {}
```

3.1.7.1 Bracketed Spans

The `extensions.bracketed_spans` function implements the Pandoc bracketed span syntax extension.

```
M.extensions.bracketed_spans = function()
  return {
    name = "built-in bracketed_spans syntax extension",
    extend_writer = function(self)
```

Define `writer->span` as a function that will transform an input bracketed span `s` with attributes `attr` to the output format.

```
      function self.span(s, attr)
        if self.flatten_inlines then return s end
```

```
9509          return {"\\markdownRendererBracketedSpanAttributeContextBegin",
9510                  self.attributes(attr),
9511                  s,
9512                  "\\markdownRendererBracketedSpanAttributeContextEnd{}"}
9513        end
9514      end, extend_reader = function(self)
9515        local parsers = self.parsers
9516        local writer = self.writer
9517
9518        local span_label  = parsers.lbracket
9519                            * (Cs((parsers.alphanumeric^1
9520                                + parsers.inticks
9521                                + parsers.autolink
9522                                + V("InlineHtml")
9523                                + ( parsers.backslash * parsers.backslash)
9524                                + ( parsers.backslash * (parsers.lbracket + parsers.rbr
9525                                  + V("Space") + V("Endline")
9526                                  + (parsers.any
9527                                    - (parsers.newline + parsers.lbracket + parsers.rbr
9528                                      + parsers.blankline^2))))^1)
9529                            / self.parser_functions.parse_inlines)
9530                            * parsers.rbracket
9531
9532        local Span = span_label
9533                     * Ct(parsers.attributes)
9534                     / writer.span
9535
9536        self.insert_pattern("Inline before LinkAndEmph",
9537                            Span, "Span")
9538      end
9539    }
9540  end
```

3.1.7.2 Citations

The `extensions.citations` function implements the Pandoc citation syntax extension. When the `citation_nbsps` parameter is enabled, the syntax extension will replace regular spaces with non-breaking spaces inside the prenotes and postnotes of citations.

```
9541  M.extensions.citations = function(citation_nbsps)
9542    return {
9543      name = "built-in citations syntax extension",
9544      extend_writer = function(self)
```

Define `writer->citations` as a function that will transform an input array of citations `cites` to the output format. If `text_cites` is enabled, the citations should

be rendered in-text, when applicable. The `cites` array contains tables with the following keys and values:

- `suppress_author` – If the value of the key is true, then the author of the work should be omitted in the citation, when applicable.
- `prenote` – The value of the key is either `nil` or a rope that should be inserted before the citation.
- `postnote` – The value of the key is either `nil` or a rope that should be inserted after the citation.
- `name` – The value of this key is the citation name.

```
9545      function self.citations(text_cites, cites)
9546        local buffer = {}
9547        if self.flatten_inlines then
9548          for _,cite in ipairs(cites) do
9549            if cite.prenote then
9550              table.insert(buffer, {cite.prenote, " "})
9551            end
9552            table.insert(buffer, cite.name)
9553            if cite.postnote then
9554              table.insert(buffer, {" ", cite.postnote})
9555            end
9556          end
9557        else
9558          table.insert(buffer, {"\\markdownRenderer", text_cites and "TextCite" or "C
9559            "{", #cites, "}"})
9560          for _,cite in ipairs(cites) do
9561            table.insert(buffer, {cite.suppress_author and "-" or "+", "{",
9562              cite.prenote or "", "}{", cite.postnote or "", "}{", cite.name, "}"})
9563          end
9564        end
9565        return buffer
9566      end
9567    end, extend_reader = function(self)
9568      local parsers = self.parsers
9569      local writer = self.writer
9570
9571      local citation_chars
9572                    = parsers.alphanumeric
9573                    + S("#$%&-+<>~/_")
9574
9575      local citation_name
9576                    = Cs(parsers.dash^-1) * parsers.at
9577                    * Cs(citation_chars
9578                        * (((citation_chars + parsers.internal_punctuation
```

```
                            - parsers.comma - parsers.semicolon)
                          * -#((parsers.internal_punctuation - parsers.comma
                               - parsers.semicolon)^0
                             * -(citation_chars + parsers.internal_punctuation
                               - parsers.comma - parsers.semicolon)))^0
                        * citation_chars)^-1)

      local citation_body_prenote
                    = Cs((parsers.alphanumeric^1
                         + parsers.bracketed
                         + parsers.inticks
                         + parsers.autolink
                         + V("InlineHtml")
                         + V("Space") + V("Endline")
                         + (parsers.anyescaped
                           - (parsers.newline + parsers.rbracket + parsers.blankline^
                         - (parsers.spnl * parsers.dash^-1 * parsers.at))^1)

      local citation_body_postnote
                    = Cs((parsers.alphanumeric^1
                         + parsers.bracketed
                         + parsers.inticks
                         + parsers.autolink
                         + V("InlineHtml")
                         + V("Space") + V("Endline")
                         + (parsers.anyescaped
                           - (parsers.newline + parsers.rbracket + parsers.semicolon
                             + parsers.blankline^2))
                         - (parsers.spnl * parsers.rbracket))^1)

      local citation_body_chunk
                    = ( citation_body_prenote
                      * parsers.spnlc_sep
                      + Cc("")
                      * parsers.spnlc
                    )
                    * citation_name
                    * (parsers.internal_punctuation - parsers.semicolon)^-
  1
                    * ( parsers.spnlc
                      * citation_body_postnote
                      + Cc("")
                      * parsers.spnlc
                    )

      local citation_body
                    = citation_body_chunk
```

```
                  * ( parsers.semicolon
                    * parsers.spnlc
                    * citation_body_chunk
                  )^0

      local citation_headless_body_postnote
                  = Cs((parsers.alphanumeric^1
                       + parsers.bracketed
                       + parsers.inticks
                       + parsers.autolink
                       + V("InlineHtml")
                       + V("Space") + V("Endline")
                       + (parsers.anyescaped
                         - (parsers.newline + parsers.rbracket + parsers.at
                           + parsers.semicolon + parsers.blankline^2))
                       - (parsers.spnl * parsers.rbracket))^0)

      local citation_headless_body
                  = citation_headless_body_postnote
                  * ( parsers.semicolon
                    * parsers.spnlc
                    * citation_body_chunk
                  )^0

      local citations
                  = function(text_cites, raw_cites)
          local function normalize(str)
              if str == "" then
                  str = nil
              else
                  str = (citation_nbsps and
                    self.parser_functions.parse_inlines_nbsp or
                    self.parser_functions.parse_inlines)(str)
              end
              return str
          end

          local cites = {}
          for i = 1,#raw_cites,4 do
              cites[#cites+1] = {
                  prenote = normalize(raw_cites[i]),
                  suppress_author = raw_cites[i+1] == "-",
                  name = writer.identifier(raw_cites[i+2]),
                  postnote = normalize(raw_cites[i+3]),
              }
          end
          return writer.citations(text_cites, cites)
```

```
      end

      local TextCitations
                    = Ct((parsers.spnlc
                    * Cc("")
                    * citation_name
                    * ((parsers.spnlc
                        * parsers.lbracket
                        * citation_headless_body
                        * parsers.rbracket) + Cc("")))^1)
                    / function(raw_cites)
                        return citations(true, raw_cites)
                      end

      local ParenthesizedCitations
                    = Ct((parsers.spnlc
                    * parsers.lbracket
                    * citation_body
                    * parsers.rbracket)^1)
                    / function(raw_cites)
                        return citations(false, raw_cites)
                      end

      local Citations = TextCitations + ParenthesizedCitations

      self.insert_pattern("Inline before LinkAndEmph",
                          Citations, "Citations")

      self.add_special_character("@")
      self.add_special_character("-")
    end
  }
end
```

3.1.7.3 Content Blocks

The `extensions.content_blocks` function implements the iA Writer content blocks syntax extension. The `language_map` parameter specifies the filename of the JSON file that maps filename extensions to programming language names.

```
M.extensions.content_blocks = function(language_map)
```

The `languages_json` table maps programming language filename extensions to fence infostrings. All `language_map` files located by the kpathsea library are loaded into a chain of tables. `languages_json` corresponds to the first table and is chained with the rest via Lua metatables.

```
  local languages_json = (function()
    local base, prev, curr
```

```
  for _, pathname in ipairs{kpse.lookup(language_map, { all=true })} do
    local file = io.open(pathname, "r")
    if not file then goto continue end
    local input = assert(file:read("*a"))
    assert(file:close())
    local json = input:gsub('("[^\n]-"):','[%1]=')
    curr = load("_ENV = {}; return "..json)()
    if type(curr) == "table" then
      if base == nil then
        base = curr
      else
        setmetatable(prev, { __index = curr })
      end
      prev = curr
    end
    ::continue::
  end
  return base or {}
end)()

return {
  name = "built-in content_blocks syntax extension",
  extend_writer = function(self)
```

Define `writer->contentblock` as a function that will transform an input iA Writer content block to the output format, where `src` corresponds to the URI prefix, `suf` to the URI extension, `type` to the type of the content block (`localfile` or `onlineimage`), and `tit` to the title of the content block.

```
    function self.contentblock(src,suf,type,tit)
      if not self.is_writing then return "" end
      src = src.."."..suf
      suf = suf:lower()
      if type == "onlineimage" then
        return {"\\markdownRendererContentBlockOnlineImage{",suf,"}",
                                "{",self.string(src),"}",
                                "{",self.uri(src),"}",
                                "{",self.string(tit or ""),"}"}
      elseif languages_json[suf] then
        return {"\\markdownRendererContentBlockCode{",suf,"}",
                                "{",self.string(languages_json[suf]),"}",
                                "{",self.string(src),"}",
                                "{",self.uri(src),"}",
                                "{",self.string(tit or ""),"}"}
      else
        return {"\\markdownRendererContentBlock{",suf,"}",
                                "{",self.string(src),"}",
                                "{",self.uri(src),"}",
```

```
                                  "{",self.string(tit or ""),"}"}
        end
      end
    end, extend_reader = function(self)
      local parsers = self.parsers
      local writer = self.writer

      local contentblock_tail
                    = parsers.optionaltitle
                    * (parsers.newline + parsers.eof)

      -- case insensitive online image suffix:
      local onlineimagesuffix
                    = (function(...)
                        local parser = nil
                        for _, suffix in ipairs({...}) do
                          local pattern=nil
                          for i=1,#suffix do
                            local char=suffix:sub(i,i)
                            char = S(char:lower()..char:upper())
                            if pattern == nil then
                              pattern = char
                            else
                              pattern = pattern * char
                            end
                          end
                          if parser == nil then
                            parser = pattern
                          else
                            parser = parser + pattern
                          end
                        end
                        return parser
                      end)("png", "jpg", "jpeg", "gif", "tif", "tiff")

      -- online image url for iA Writer content blocks with mandatory suffix,
      -- allowing nested brackets:
      local onlineimageurl
                    = (parsers.less
                      * Cs((parsers.anyescaped
                           - parsers.more
                           - parsers.spacing
                           - #(parsers.period
                              * onlineimagesuffix
                              * parsers.more
                              * contentblock_tail))^0)
                      * parsers.period
```

```
                      * Cs(onlineimagesuffix)
                      * parsers.more
                      + (Cs((parsers.inparens
                            + (parsers.anyescaped
                              - parsers.spacing
                              - parsers.rparent
                              - #(parsers.period
                                 * onlineimagesuffix
                                 * contentblock_tail)))^0)
                        * parsers.period
                        * Cs(onlineimagesuffix))
                      ) * Cc("onlineimage")

      -- filename for iA Writer content blocks with mandatory suffix:
      local localfilepath
                     = parsers.slash
                     * Cs((parsers.anyescaped
                         - parsers.tab
                         - parsers.newline
                         - #(parsers.period
                            * parsers.alphanumeric^1
                            * contentblock_tail))^1)
                     * parsers.period
                     * Cs(parsers.alphanumeric^1)
                     * Cc("localfile")

      local ContentBlock
                     = parsers.check_trail_no_rem
                     * (localfilepath + onlineimageurl)
                     * contentblock_tail
                     / writer.contentblock

      self.insert_pattern("Block before Blockquote",
                          ContentBlock, "ContentBlock")
    end
  }
end
```

3.1.7.4 Definition Lists

The `extensions.definition_lists` function implements the Pandoc definition list syntax extension. If the `tight_lists` parameter is `true`, tight lists will produce special right item renderers.

```
M.extensions.definition_lists = function(tight_lists)
  return {
    name = "built-in definition_lists syntax extension",
    extend_writer = function(self)
```

Define `writer->definitionlist` as a function that will transform an input definition list to the output format, where `items` is an array of tables, each of the form `{ term = t, definitions = defs }`, where `t` is a term and `defs` is an array of definitions. `tight` specifies, whether the list is tight or not.

```
9838        local function dlitem(term, defs)
9839          local retVal = {"\\markdownRendererDlItem{",term,"}"}
9840          for _, def in ipairs(defs) do
9841            retVal[#retVal+1] = {"\\markdownRendererDlDefinitionBegin ",def,
9842                                 "\\markdownRendererDlDefinitionEnd "}
9843          end
9844          retVal[#retVal+1] = "\\markdownRendererDlItemEnd "
9845          return retVal
9846        end
9847
9848        function self.definitionlist(items,tight)
9849          if not self.is_writing then return "" end
9850          local buffer = {}
9851          for _,item in ipairs(items) do
9852            buffer[#buffer + 1] = dlitem(item.term, item.definitions)
9853          end
9854          if tight and tight_lists then
9855            return {"\\markdownRendererDlBeginTight\n", buffer,
9856              "\n\\markdownRendererDlEndTight"}
9857          else
9858            return {"\\markdownRendererDlBegin\n", buffer,
9859              "\n\\markdownRendererDlEnd"}
9860          end
9861        end
9862      end, extend_reader = function(self)
9863        local parsers = self.parsers
9864        local writer = self.writer
9865
9866        local defstartchar = S("~:")
9867
9868        local defstart  = parsers.check_trail_length(0) * defstartchar * #parsers.spaci
9869                                              * (parsers.tab + parsers.space^-
    3)
9870                        + parsers.check_trail_length(1) * defstartchar * #parsers.spaci
9871                                               * (parsers.tab + parsers.space^-
    2)
9872                        + parsers.check_trail_length(2) * defstartchar * #parsers.spaci
9873                                               * (parsers.tab + parsers.space^-
    1)
9874                        + parsers.check_trail_length(3) * defstartchar * #parsers.spaci
9875
9876        local indented_line = (parsers.check_minimal_indent / "") * parsers.check_code_
```

```
9877
9878        local blank = parsers.check_minimal_blank_indent_and_any_trail * parsers.option
9879
9880        local dlchunk = Cs(parsers.line * (indented_line - blank)^0)
9881
9882        local indented_blocks = function(bl)
9883          return Cs( bl
9884                * (blank^1 * (parsers.check_minimal_indent / "")
9885                  * parsers.check_code_trail * -parsers.blankline * bl)^0
9886                * (blank^1 + parsers.eof))
9887        end
9888
9889        local function definition_list_item(term, defs, _)
9890          return { term = self.parser_functions.parse_inlines(term),
9891                   definitions = defs }
9892        end
9893
9894        local DefinitionListItemLoose
9895                      = C(parsers.line) * blank^0
9896                      * Ct((parsers.check_minimal_indent * (defstart
9897                           * indented_blocks(dlchunk)
9898                           / self.parser_functions.parse_blocks_nested))^1)
9899                      * Cc(false) / definition_list_item
9900
9901        local DefinitionListItemTight
9902                      = C(parsers.line)
9903                      * Ct((parsers.check_minimal_indent * (defstart * dlchunk
9904                           / self.parser_functions.parse_blocks_nested))^1)
9905                      * Cc(true) / definition_list_item
9906
9907        local DefinitionList
9908                      = ( Ct(DefinitionListItemLoose^1) * Cc(false)
9909                        + Ct(DefinitionListItemTight^1)
9910                        * (blank^0
9911                          * -DefinitionListItemLoose * Cc(true))
9912                        ) / writer.definitionlist
9913
9914        self.insert_pattern("Block after Heading",
9915                            DefinitionList, "DefinitionList")
9916      end
9917    }
9918  end
```

3.1.7.5 Fancy Lists

The `extensions.fancy_lists` function implements the Pandoc fancy list syntax extension.

```
M.extensions.fancy_lists = function()
  return {
    name = "built-in fancy_lists syntax extension",
    extend_writer = function(self)
      local options = self.options

```

Define `writer->fancylist` as a function that will transform an input ordered list to the output format, where:

- `items` is an array of the list items,
- `tight` specifies, whether the list is tight or not,
- `startnum` is the number of the first list item,
- `numstyle` is the style of the list item labels from among the following:
  - `Decimal` – decimal arabic numbers,
  - `LowerRoman` – lower roman numbers,
  - `UpperRoman` – upper roman numbers,
  - `LowerAlpha` – lower ASCII alphabetic characters, and
  - `UpperAlpha` – upper ASCII alphabetic characters, and
- `numdelim` is the style of delimiters between list item labels and texts from among the following:
  - `Default` – default style,
  - `OneParen` – parentheses, and
  - `Period` – periods.

```
      function self.fancylist(items,tight,startnum,numstyle,numdelim)
        if not self.is_writing then return "" end
        local buffer = {}
        local num = startnum
        for _,item in ipairs(items) do
          if item ~= "" then
            buffer[#buffer + 1] = self.fancyitem(item,num)
          end
          if num ~= nil and item ~= "" then
            num = num + 1
          end
        end
        local contents = util.intersperse(buffer,"\n")
        if tight and options.tightLists then
          return {"\\markdownRendererFancyOlBeginTight{",
                  numstyle,"}{",numdelim,"}",contents,
                  "\n\\markdownRendererFancyOlEndTight "}
        else
```

```
9943            return {"\\markdownRendererFancyOlBegin{",
9944                    numstyle,"}{",numdelim,"}",contents,
9945                    "\n\\markdownRendererFancyOlEnd "}
9946          end
9947        end
```

Define `writer->fancyitem` as a function that will transform an input fancy ordered list item to the output format, where `s` is the text of the list item. If the optional parameter `num` is present, it is the number of the list item.

```
9948        function self.fancyitem(s,num)
9949          if num ~= nil then
9950            return {"\\markdownRendererFancyOlItemWithNumber{",num,"}",s,
9951                    "\\markdownRendererFancyOlItemEnd "}
9952          else
9953            return {"\\markdownRendererFancyOlItem ",s,"\\markdownRendererFancyOlItemEn
9954          end
9955        end
9956      end, extend_reader = function(self)
9957        local parsers = self.parsers
9958        local options = self.options
9959        local writer = self.writer
9960
9961        local function combine_markers_and_delims(markers, delims)
9962          local markers_table = {}
9963          for _,marker in ipairs(markers) do
9964            local start_marker
9965            local continuation_marker
9966            if type(marker) == "table" then
9967              start_marker = marker[1]
9968              continuation_marker = marker[2]
9969            else
9970              start_marker = marker
9971              continuation_marker = marker
9972            end
9973            for _,delim in ipairs(delims) do
9974              table.insert(markers_table, {start_marker, continuation_marker, delim})
9975            end
9976          end
9977          return markers_table
9978        end
9979
9980        local function join_table_with_func(func, markers_table)
9981          local pattern = func(table.unpack(markers_table[1]))
9982          for i = 2, #markers_table do
9983            pattern = pattern + func(table.unpack(markers_table[i]))
9984          end
9985          return pattern
```

```
9986        end
9987
9988        local lowercase_letter_marker = R("az")
9989        local uppercase_letter_marker = R("AZ")
9990
9991        local roman_marker = function(chars)
9992          local m, d, c = P(chars[1]), P(chars[2]), P(chars[3])
9993          local l, x, v, i = P(chars[4]), P(chars[5]), P(chars[6]), P(chars[7])
9994          return  m^-3
9995                  * (c*m + c*d + d^-1 * c^-3)
9996                  * (x*c + x*l + l^-1 * x^-3)
9997                  * (i*x + i*v + v^-1 * i^-3)
9998        end
9999
10000       local lowercase_roman_marker  = roman_marker({"m", "d", "c", "l", "x", "v", "i"
10001       local uppercase_roman_marker  = roman_marker({"M", "D", "C", "L", "X", "V", "I"
10002
10003       local lowercase_opening_roman_marker  = P("i")
10004       local uppercase_opening_roman_marker  = P("I")
10005
10006       local digit_marker = parsers.dig * parsers.dig^-8
10007
10008       local markers = {
10009         {lowercase_opening_roman_marker, lowercase_roman_marker},
10010         {uppercase_opening_roman_marker, uppercase_roman_marker},
10011         lowercase_letter_marker,
10012         uppercase_letter_marker,
10013         lowercase_roman_marker,
10014         uppercase_roman_marker,
10015         digit_marker
10016       }
10017
10018       local delims = {
10019         parsers.period,
10020         parsers.rparent
10021       }
10022
10023       local markers_table = combine_markers_and_delims(markers, delims)
10024
10025       local function enumerator(start_marker, _, delimiter_type, interrupting)
10026         local delimiter_range
10027         local allowed_end
10028         if interrupting then
10029           delimiter_range = P("1")
10030           allowed_end = C(parsers.spacechar^1) * #parsers.linechar
10031         else
10032           delimiter_range = start_marker
```

```
10033           allowed_end = C(parsers.spacechar^1) + #(parsers.newline + parsers.eof)
10034         end
10035
10036         return parsers.check_trail
10037                 * Ct(C(delimiter_range) * C(delimiter_type))
10038                 * allowed_end
10039       end
10040
10041       local starter = join_table_with_func(enumerator, markers_table)
10042
10043       local TightListItem = function(starter)
10044         return  parsers.add_indent(starter, "li")
10045                 * parsers.indented_content_tight
10046       end
10047
10048       local LooseListItem = function(starter)
10049         return  parsers.add_indent(starter, "li")
10050                 * parsers.indented_content_loose
10051                 * remove_indent("li")
10052       end
10053
10054       local function roman2number(roman)
10055         local romans = { ["M"] = 1000, ["D"] = 500, ["C"] = 100, ["L"] = 50, ["X"] =
10056         local numeral = 0
10057
10058         local i = 1
10059         local len = string.len(roman)
10060         while i < len do
10061           local z1, z2 = romans[ string.sub(roman, i, i) ], romans[ string.sub(roman,
10062           if z1 < z2 then
10063               numeral = numeral + (z2 - z1)
10064               i = i + 2
10065           else
10066               numeral = numeral + z1
10067               i = i + 1
10068           end
10069         end
10070         if i <= len then numeral = numeral + romans[ string.sub(roman,i,i) ] end
10071         return numeral
10072       end
10073
10074       local function sniffstyle(numstr, delimend)
10075         local numdelim
10076         if delimend == ")" then
10077           numdelim = "OneParen"
10078         elseif delimend == "." then
10079           numdelim = "Period"
```

```
10080         else
10081           numdelim = "Default"
10082         end
10083
10084         local num
10085         num = numstr:match("^([I])$")
10086         if num then
10087           return roman2number(num), "UpperRoman", numdelim
10088         end
10089         num = numstr:match("^([i])$")
10090         if num then
10091           return roman2number(string.upper(num)), "LowerRoman", numdelim
10092         end
10093         num = numstr:match("^([A-Z])$")
10094         if num then
10095           return string.byte(num) - string.byte("A") + 1, "UpperAlpha", numdelim
10096         end
10097         num = numstr:match("^([a-z])$")
10098         if num then
10099           return string.byte(num) - string.byte("a") + 1, "LowerAlpha", numdelim
10100         end
10101         num = numstr:match("^([IVXLCDM]+)")
10102         if num then
10103           return roman2number(num), "UpperRoman", numdelim
10104         end
10105         num = numstr:match("^([ivxlcdm]+)")
10106         if num then
10107           return roman2number(string.upper(num)), "LowerRoman", numdelim
10108         end
10109         return math.floor(tonumber(numstr) or 1), "Decimal", numdelim
10110       end
10111
10112       local function fancylist(items,tight,start)
10113         local startnum, numstyle, numdelim = sniffstyle(start[2][1], start[2][2])
10114         return writer.fancylist(items,tight,
10115                                 options.startNumber and startnum or 1,
10116                                 numstyle or "Decimal",
10117                                 numdelim or "Default")
10118       end
10119
10120       local FancyListOfType = function(start_marker, continuation_marker, delimiter_t
10121         local enumerator_start = enumerator(start_marker, continuation_marker, delimi
10122         local enumerator_cont = enumerator(continuation_marker, continuation_marker,
10123         return Cg(enumerator_start, "listtype")
10124              * (Ct( TightListItem(Cb("listtype"))
10125                  * ((parsers.check_minimal_indent / "") * TightListItem(enumerator_co
10126              * Cc(true)
```

```
            * -#((parsers.conditionally_indented_blankline^0 / "")
                * parsers.check_minimal_indent * enumerator_cont)
            + Ct( LooseListItem(Cb("listtype"))
                * ((parsers.conditionally_indented_blankline^0 / "")
                  * (parsers.check_minimal_indent / "") * LooseListItem(enumerator_c
            * Cc(false)
            ) * Ct(Cb("listtype")) / fancylist
    end

    local FancyList = join_table_with_func(FancyListOfType, markers_table)

    local Endline   = parsers.newline
                    * (parsers.check_minimal_indent
                      * -parsers.EndlineExceptions
                      + parsers.check_optional_indent
                      * -parsers.EndlineExceptions
                      * -starter)
                    * parsers.spacechar^0
                    / writer.soft_line_break

    self.update_rule("OrderedList", FancyList)
    self.update_rule("Endline", Endline)
  end
}
end
```

3.1.7.6 Fenced Code

The `extensions.fenced_code` function implements the commonmark fenced code block syntax extension. When the `blank_before_code_fence` parameter is `true`, the syntax extension requires a blank line between a paragraph and the following fenced code block.

When the `allow_attributes` option is `true`, the syntax extension permits attributes following the infostring. When the `allow_raw_blocks` option is `true`, the syntax extension permits the specification of raw blocks using the Pandoc raw attribute syntax extension.

```
M.extensions.fenced_code = function(blank_before_code_fence,
                                    allow_attributes,
                                    allow_raw_blocks)
  return {
    name = "built-in fenced_code syntax extension",
    extend_writer = function(self)
      local options = self.options

```

Define `writer->fencedCode` as a function that will transform an input fenced code block `s` with the infostring `i` and optional attributes `attr` to the output format.

```
10160       function self.fencedCode(s, i, attr)
10161         if not self.is_writing then return "" end
10162         s = s:gsub("\n$", "")
10163         local buf = {}
10164         if attr ~= nil then
10165           table.insert(buf, {"\\markdownRendererFencedCodeAttributeContextBegin",
10166                              self.attributes(attr)})
10167         end
10168         local name = util.cache_verbatim(options.cacheDir, s)
10169         table.insert(buf, {"\\markdownRendererInputFencedCode{",
10170                            name,"}{",self.string(i),"}{",self.infostring(i),"}"})
10171         if attr ~= nil then
10172           table.insert(buf, "\\markdownRendererFencedCodeAttributeContextEnd{}")
10173         end
10174         return buf
10175       end
10176
```

Define `writer->rawBlock` as a function that will transform an input raw block `s` with the raw attribute `attr` to the output format.

```
10177       if allow_raw_blocks then
10178         function self.rawBlock(s, attr)
10179           if not self.is_writing then return "" end
10180           s = s:gsub("\n$", "")
10181           local name = util.cache_verbatim(options.cacheDir, s)
10182           return {"\\markdownRendererInputRawBlock{",
10183                   name,"}{", self.string(attr),"}"}
10184         end
10185       end
10186     end, extend_reader = function(self)
10187       local parsers = self.parsers
10188       local writer = self.writer
10189
10190       local function captures_geq_length(_,i,a,b)
10191         return #a >= #b and i
10192       end
10193
10194       local function strip_enclosing_whitespaces(str)
10195         return str:gsub("^%s*(.-)%s*$", "%1")
10196       end
10197
10198       local tilde_infostring = Cs(Cs((V("HtmlEntity")
10199                                       + parsers.anyescaped
10200                                       - parsers.newline)^0)
10201                                  / strip_enclosing_whitespaces)
10202
10203       local backtick_infostring = Cs(Cs((V("HtmlEntity")
```

```
                                        + (-#(parsers.backslash * parsers.backtick) *
                                         - parsers.newline
                                         - parsers.backtick)^0)
                                    / strip_enclosing_whitespaces)

    local fenceindent

    local function has_trail(indent_table)
      return indent_table ~= nil and
        indent_table.trail ~= nil and
        next(indent_table.trail) ~= nil
    end

    local function has_indents(indent_table)
      return indent_table ~= nil and
        indent_table.indents ~= nil and
        next(indent_table.indents) ~= nil
    end

    local function get_last_indent_name(indent_table)
      if has_indents(indent_table) then
        return indent_table.indents[#indent_table.indents].name
      end
    end

    local function count_fenced_start_indent(_, _, indent_table, trail)
      local last_indent_name = get_last_indent_name(indent_table)
      fenceindent = 0
      if last_indent_name ~= "li" then
        fenceindent = #trail
      end
      return true
    end

    local fencehead      = function(char, infostring)
      return               Cmt(Cb("indent_info") * parsers.check_trail, count_fence
                         * Cg(char^3, "fencelength")
                         * parsers.optionalspace
                         * infostring
                         * (parsers.newline + parsers.eof)
    end

    local fencetail      = function(char)
      return               parsers.check_trail_no_rem
                         * Cmt(C(char^3) * Cb("fencelength"), captures_geq_length)
                         * parsers.optionalspace * (parsers.newline + parsers.eof)
                         + parsers.eof
```

```
10251       end
10252
10253       local function process_fenced_line(s, i, indent_table, line_content, is_blank)
10254         local remainder = ""
10255         if has_trail(indent_table) then
10256           remainder = indent_table.trail.internal_remainder
10257         end
10258
10259         if is_blank and get_last_indent_name(indent_table) == "li" then
10260           remainder = ""
10261         end
10262
10263         local str = remainder .. line_content
10264         local index = 1
10265         local remaining = fenceindent
10266
10267         while true do
10268           local c = str:sub(index, index)
10269           if c == " " and remaining > 0 then
10270             remaining = remaining - 1
10271             index = index + 1
10272           elseif c == "\t" and remaining > 3 then
10273             remaining = remaining - 4
10274             index = index + 1
10275           else
10276             break
10277           end
10278         end
10279
10280         return true, str:sub(index)
10281       end
10282
10283       local fencedline = function(char)
10284         return Cmt(Cb("indent_info") * C(parsers.line - fencetail(char)) * Cc(false),
10285       end
10286
10287       local blankfencedline = Cmt(Cb("indent_info") * C(parsers.blankline) * Cc(true)
10288
10289       local TildeFencedCode
10290              = fencehead(parsers.tilde, tilde_infostring)
10291              * Cs(((parsers.check_minimal_blank_indent / "") * blankfencedline
10292                    + (parsers.check_minimal_indent / "") * fencedline(parsers.tilde))
10293              * ((parsers.check_minimal_indent / "") * fencetail(parsers.tilde) + pars
10294
10295       local BacktickFencedCode
10296              = fencehead(parsers.backtick, backtick_infostring)
10297              * Cs(((parsers.check_minimal_blank_indent / "") * blankfencedline
```

```
10298                 + (parsers.check_minimal_indent / "") * fencedline(parsers.backtic
10299           * ((parsers.check_minimal_indent / "") * fencetail(parsers.backtick) + p
10300
10301       local infostring_with_attributes
10302                       = Ct(C((parsers.linechar
10303                             - ( parsers.optionalspace
10304                               * parsers.attributes))^0)
10305                           * parsers.optionalspace
10306                           * Ct(parsers.attributes))
10307
10308       local FencedCode
10309                = ((TildeFencedCode + BacktickFencedCode)
10310                / function(infostring, code)
10311                    local expanded_code = self.expandtabs(code)
10312
10313                    if allow_raw_blocks then
10314                      local raw_attr = lpeg.match(parsers.raw_attribute,
10315                                                  infostring)
10316                      if raw_attr then
10317                        return writer.rawBlock(expanded_code, raw_attr)
10318                      end
10319                    end
10320
10321                    local attr = nil
10322                    if allow_attributes then
10323                      local match = lpeg.match(infostring_with_attributes,
10324                                               infostring)
10325                      if match then
10326                        infostring, attr = table.unpack(match)
10327                      end
10328                    end
10329                    return writer.fencedCode(expanded_code, infostring, attr)
10330                  end)
10331
10332       self.insert_pattern("Block after Verbatim",
10333                           FencedCode, "FencedCode")
10334
10335       local fencestart
10336       if blank_before_code_fence then
10337         fencestart = parsers.fail
10338       else
10339         fencestart = fencehead(parsers.backtick, backtick_infostring)
10340                    + fencehead(parsers.tilde, tilde_infostring)
10341       end
10342
10343       self.update_rule("EndlineExceptions", function(previous_pattern)
10344         if previous_pattern == nil then
```

```
          previous_pattern = parsers.EndlineExceptions
        end
        return previous_pattern + fencestart
      end)

      self.add_special_character("`")
      self.add_special_character("~")
    end
  }
end
```

3.1.7.7 Fenced Divs

The `extensions.fenced_divs` function implements the Pandoc fenced div syntax extension. When the `blank_before_div_fence` parameter is `true`, the syntax extension requires a blank line between a paragraph and the following fenced code block.

```
M.extensions.fenced_divs = function(blank_before_div_fence)
  return {
    name = "built-in fenced_divs syntax extension",
    extend_writer = function(self)
```

Define `writer->div_begin` as a function that will transform the beginning of an input fenced div with with attributes `attributes` to the output format.

```
      function self.div_begin(attributes)
        local start_output = {"\\markdownRendererFencedDivAttributeContextBegin\n",
                              self.attributes(attributes)}
        local end_output = {"\\markdownRendererFencedDivAttributeContextEnd{}"}
        return self.push_attributes("div", attributes, start_output, end_output)
      end
```

Define `writer->div_end` as a function that will produce the end of a fenced div in the output format.

```
      function self.div_end()
        return self.pop_attributes("div")
      end
    end, extend_reader = function(self)
      local parsers = self.parsers
      local writer = self.writer
```

Define basic patterns for matching the opening and the closing tag of a div.

```
      local fenced_div_infostring
                              = C((parsers.linechar
                                 - ( parsers.spacechar^1
                                   * parsers.colon^1))^1)

      local fenced_div_begin = parsers.nonindentspace
                             * parsers.colon^3
```

```
                            * parsers.optionalspace
                            * fenced_div_infostring
                            * ( parsers.spacechar^1
                              * parsers.colon^1)^0
                            * parsers.optionalspace
                            * (parsers.newline + parsers.eof)

    local fenced_div_end = parsers.nonindentspace
                         * parsers.colon^3
                         * parsers.optionalspace
                         * (parsers.newline + parsers.eof)
```

Initialize a named group named `fenced_div_level` for tracking how deep we are nested in divs and the named group `fenced_div_num_opening_indents` for tracking the indent of the starting div fence. The former named group is immutable and should roll back properly when we fail to match a fenced div. The latter is mutable and may contain items from unsuccessful matches on top. However, we always know how many items at the head of the latter we can trust by consulting the former.

```
    self.initialize_named_group("fenced_div_level", "0")
    self.initialize_named_group("fenced_div_num_opening_indents")

    local function increment_div_level()
      local function push_indent_table(s, i, indent_table, -- luacheck: ignore s i
                                       fenced_div_num_opening_indents, fenced_div_l
        fenced_div_level = tonumber(fenced_div_level) + 1
        local num_opening_indents = 0
        if indent_table.indents ~= nil then
          num_opening_indents = #indent_table.indents
        end
        fenced_div_num_opening_indents[fenced_div_level] = num_opening_indents
        return true, fenced_div_num_opening_indents
      end

      local function increment_level(s, i, fenced_div_level) -- luacheck: ignore s
        fenced_div_level = tonumber(fenced_div_level) + 1
        return true, tostring(fenced_div_level)
      end

      return Cg( Cmt( Cb("indent_info")
                    * Cb("fenced_div_num_opening_indents")
                    * Cb("fenced_div_level"), push_indent_table)
               , "fenced_div_num_opening_indents")
           * Cg( Cmt( Cb("fenced_div_level"), increment_level)
               , "fenced_div_level")
    end

    local function decrement_div_level()
```

```
10418         local function pop_indent_table(s, i, fenced_div_indent_table, fenced_div_lev
10419           fenced_div_level = tonumber(fenced_div_level)
10420           fenced_div_indent_table[fenced_div_level] = nil
10421           return true, tostring(fenced_div_level - 1)
10422         end
10423
10424         return Cg( Cmt( Cb("fenced_div_num_opening_indents")
10425                       * Cb("fenced_div_level"), pop_indent_table)
10426                  , "fenced_div_level")
10427       end
10428
10429
10430       local non_fenced_div_block  = parsers.check_minimal_indent * V("Block")
10431                                   - parsers.check_minimal_indent_and_trail * fenced_d
10432
10433       local non_fenced_div_paragraph  = parsers.check_minimal_indent * V("Paragraph")
10434                                       - parsers.check_minimal_indent_and_trail * fenc
10435
10436       local blank = parsers.minimally_indented_blank
10437
10438       local block_separated  = parsers.block_sep_group(blank)
10439                              * non_fenced_div_block
10440
10441       local loop_body_pair  = parsers.create_loop_body_pair(block_separated,
10442                                                             non_fenced_div_paragraph,
10443                                                             parsers.block_sep_group(b
10444                                                             parsers.par_sep_group(bla
10445
10446       local content_loop  = ( non_fenced_div_block
10447                             * loop_body_pair.block^0
10448                             + non_fenced_div_paragraph
10449                             * block_separated
10450                             * loop_body_pair.block^0
10451                             + non_fenced_div_paragraph
10452                             * loop_body_pair.par^0)
10453                           * blank^0
10454
10455       local FencedDiv = fenced_div_begin
10456                       / function (infostring)
10457                           local attr = lpeg.match(Ct(parsers.attributes), infostring)
10458                           if attr == nil then
10459                             attr = {"." .. infostring}
10460                           end
10461                           return attr
10462                         end
10463                       / writer.div_begin
10464                       * increment_div_level()
```

```
                    * parsers.skipblanklines
                    * Ct(content_loop)
                    * parsers.minimally_indented_blank^0
                    * parsers.check_minimal_indent_and_trail * fenced_div_end
                    * decrement_div_level()
                    * (Cc("") / writer.div_end)

    self.insert_pattern("Block after Verbatim",
                        FencedDiv, "FencedDiv")

    self.add_special_character(":")
```

If the `blank_before_div_fence` parameter is `false`, we will have the closing div at the beginning of a line break the current paragraph if we are currently nested in a div and the indentation matches the opening div fence.

```
    local function is_inside_div()
      local function check_div_level(s, i, fenced_div_level) -- luacheck: ignore s
        fenced_div_level = tonumber(fenced_div_level)
        return fenced_div_level > 0
      end

      return Cmt(Cb("fenced_div_level"), check_div_level)
    end

    local function check_indent()
      local function compare_indent(s, i, indent_table, -- luacheck: ignore s i
                                    fenced_div_num_opening_indents, fenced_div_leve
        fenced_div_level = tonumber(fenced_div_level)
        local num_current_indents = (indent_table.current_line_indents ~= nil and
                                    #indent_table.current_line_indents) or 0
        local num_opening_indents = fenced_div_num_opening_indents[fenced_div_level
        return num_current_indents == num_opening_indents
      end

      return Cmt( Cb("indent_info")
                * Cb("fenced_div_num_opening_indents")
                * Cb("fenced_div_level"), compare_indent)
    end

    local fencestart = is_inside_div()
                     * fenced_div_end
                     * check_indent()

    if not blank_before_div_fence then
      self.update_rule("EndlineExceptions", function(previous_pattern)
        if previous_pattern == nil then
```

```
10508             previous_pattern = parsers.EndlineExceptions
10509           end
10510           return previous_pattern + fencestart
10511         end)
10512       end
10513     end
10514   }
10515 end
```

3.1.7.8 Header Attributes

The `extensions.header_attributes` function implements the Pandoc header attribute syntax extension.

```
10516 M.extensions.header_attributes = function()
10517   return {
10518     name = "built-in header_attributes syntax extension",
10519     extend_writer = function()
10520     end, extend_reader = function(self)
10521       local parsers = self.parsers
10522       local writer = self.writer
10523 
10524       local function strip_atx_end(s)
10525         return s:gsub("%s+#*%s*$","")
10526       end
10527 
10528       local AtxHeading = Cg(parsers.heading_start, "level")
10529                          * parsers.optionalspace
10530                          * (C(((parsers.linechar
10531                                 - (parsers.attributes
10532                                   * parsers.optionalspace
10533                                   * parsers.newline))
10534                                * (parsers.linechar
10535                                  - parsers.lbrace)^0)^1)
10536                                / strip_atx_end
10537                                / parsers.parse_heading_text)
10538                          * Cg(Ct(parsers.newline
10539                                  + (parsers.attributes
10540                                    * parsers.optionalspace
10541                                    * parsers.newline)), "attributes")
10542                          * Cb("level")
10543                          * Cb("attributes")
10544                          / writer.heading
10545 
10546       local function strip_trailing_spaces(s)
10547         return s:gsub("%s*$","")
10548       end
10549 
```

```
      local heading_line  = (parsers.linechar
                            - (parsers.attributes
                              * parsers.optionalspace
                              * parsers.newline))^1
                          - parsers.thematic_break_lines

      local heading_text  = heading_line
                          * ((V("Endline") / "\n") * (heading_line - parsers.heading_
                          * parsers.newline^-1

      local SetextHeading  = parsers.freeze_trail * parsers.check_trail_no_rem
                           * #(heading_text
                              * (parsers.attributes
                                * parsers.optionalspace
                                * parsers.newline)^-1
                              * parsers.check_minimal_indent * parsers.check_trail *
                           * Cs(heading_text) / strip_trailing_spaces
                           / parsers.parse_heading_text
                           * Cg(Ct((parsers.attributes
                                 * parsers.optionalspace
                                 * parsers.newline)^-1), "attributes")
                           * parsers.check_minimal_indent_and_trail * parsers.heading
                           * Cb("attributes")
                           * parsers.newline
                           * parsers.unfreeze_trail
                           / writer.heading

      local Heading = AtxHeading + SetextHeading
      self.update_rule("Heading", Heading)
    end
  }
end
```

3.1.7.9 Inline Code Attributes

The `extensions.inline_code_attributes` function implements the Pandoc inline code attribute syntax extension.

```
M.extensions.inline_code_attributes = function()
  return {
    name = "built-in inline_code_attributes syntax extension",
    extend_writer = function()
    end, extend_reader = function(self)
      local writer = self.writer

      local CodeWithAttributes = parsers.inticks
                               * Ct(parsers.attributes)
                               / writer.code
```

```
10592
10593       self.insert_pattern("Inline before Code",
10594                           CodeWithAttributes,
10595                           "CodeWithAttributes")
10596     end
10597   }
10598 end
```

3.1.7.10 Line Blocks

The `extensions.line_blocks` function implements the Pandoc line block syntax extension.

```
10599 M.extensions.line_blocks = function()
10600   return {
10601     name = "built-in line_blocks syntax extension",
10602     extend_writer = function(self)
```

Define `writer->lineblock` as a function that will transform a line block consisted of `lines` to the output format, with all but the last newline rendered as a line break.

```
10603       function self.lineblock(lines)
10604         if not self.is_writing then return "" end
10605         local buffer = {}
10606         for i = 1, #lines - 1 do
10607           buffer[#buffer + 1] = { lines[i], self.hard_line_break }
10608         end
10609         buffer[#buffer + 1] = lines[#lines]
10610
10611         return {"\\markdownRendererLineBlockBegin\n"
10612                   ,buffer,
10613                   "\n\\markdownRendererLineBlockEnd "}
10614       end
10615     end, extend_reader = function(self)
10616       local parsers = self.parsers
10617       local writer = self.writer
10618
10619       local LineBlock = Ct(
10620                         (Cs(
10621                           ( (parsers.pipe * parsers.space)/""
10622                           * ((parsers.space)/entities.char_entity("nbsp"))^0
10623                           * parsers.linechar^0 * (parsers.newline/""))
10624                           * (-parsers.pipe
10625                             * (parsers.space^1/" ")
10626                             * parsers.linechar^1
10627                             * (parsers.newline/"")
10628                             )^0
10629                           * (parsers.blankline/"")^0
10630                         ) / self.parser_functions.parse_inlines)^1) / writer.linebloc
10631
```

```
      self.insert_pattern("Block after Blockquote",
                          LineBlock, "LineBlock")
    end
  }
end
```

3.1.7.11 Marked text

The `extensions.mark` function implements the Pandoc mark syntax extension.

```
M.extensions.mark = function()
  return {
    name = "built-in mark syntax extension",
    extend_writer = function(self)
```

Define `writer->mark` as a function that will transform an input marked text `s` to the output format.

```
      function self.mark(s)
        if self.flatten_inlines then return s end
        return {"\\markdownRendererMark{", s, "}"}
      end
    end, extend_reader = function(self)
      local parsers = self.parsers
      local writer = self.writer

      local doubleequals = P("==")

      local Mark = parsers.between(V("Inline"), doubleequals, doubleequals)
                 / function (inlines) return writer.mark(inlines) end

      self.add_special_character("=")
      self.insert_pattern("Inline before LinkAndEmph",
                          Mark, "Mark")
    end
  }
end
```

3.1.7.12 Link Attributes

The `extensions.link_attributes` function implements the Pandoc link attribute syntax extension.

```
M.extensions.link_attributes = function()
  return {
    name = "built-in link_attributes syntax extension",
    extend_writer = function()
    end, extend_reader = function(self)
      local parsers = self.parsers
      local options = self.options

```

The following patterns define link reference definitions with attributes.

```
10668       local define_reference_parser = (parsers.check_trail / "") * parsers.link_label
10669                                       * parsers.spnlc * parsers.url
10670                                       * ( parsers.spnlc_sep * parsers.title * (parsers.
10671                                         * parsers.only_blank
10672                                         + parsers.spnlc_sep * parsers.title * parsers.o
10673                                         + Cc("") * (parsers.spnlc * Ct(parsers.attribut
10674                                         + Cc("") * parsers.only_blank)
10675
10676       local ReferenceWithAttributes = define_reference_parser
10677                                       / self.register_link
10678
10679       self.update_rule("Reference", ReferenceWithAttributes)
10680
```

The following patterns define direct and indirect links with attributes.

```
10681
10682       local LinkWithAttributesAndEmph = Ct(parsers.link_and_emph_table * Cg(Cc(true),
10683                                         / self.defer_link_and_emphasis_processing
10684
10685       self.update_rule("LinkAndEmph", LinkWithAttributesAndEmph)
10686
```

The following patterns define autolinks with attributes.

```
10687       local AutoLinkUrlWithAttributes
10688                       = parsers.auto_link_url
10689                       * Ct(parsers.attributes)
10690                       / self.auto_link_url
10691
10692       self.insert_pattern("Inline before AutoLinkUrl",
10693                           AutoLinkUrlWithAttributes,
10694                           "AutoLinkUrlWithAttributes")
10695
10696       local AutoLinkEmailWithAttributes
10697                       = parsers.auto_link_email
10698                       * Ct(parsers.attributes)
10699                       / self.auto_link_email
10700
10701       self.insert_pattern("Inline before AutoLinkEmail",
10702                           AutoLinkEmailWithAttributes,
10703                           "AutoLinkEmailWithAttributes")
10704
10705       if options.relativeReferences then
10706
10707         local AutoLinkRelativeReferenceWithAttributes
10708                         = parsers.auto_link_relative_reference
10709                         * Ct(parsers.attributes)
10710                         / self.auto_link_url
```

```
10711
10712         self.insert_pattern(
10713           "Inline before AutoLinkRelativeReference",
10714           AutoLinkRelativeReferenceWithAttributes,
10715           "AutoLinkRelativeReferenceWithAttributes")
10716
10717       end
10718
10719     end
10720   }
10721 end
```

3.1.7.13 Notes

The `extensions.notes` function implements the Pandoc note and inline note syntax extensions. When the `note` parameter is `true`, the Pandoc note syntax extension will be enabled. When the `inline_notes` parameter is `true`, the Pandoc inline note syntax extension will be enabled.

```
10722 M.extensions.notes = function(notes, inline_notes)
10723   assert(notes or inline_notes)
10724   return {
10725     name = "built-in notes syntax extension",
10726     extend_writer = function(self)
```

Define `writer->note` as a function that will transform an input note `s` to the output format.

```
10727       function self.note(s)
10728         if self.flatten_inlines then return "" end
10729         return {"\\markdownRendererNote{",s,"}"}
10730       end
10731     end, extend_reader = function(self)
10732       local parsers = self.parsers
10733       local writer = self.writer
10734
10735       local rawnotes = parsers.rawnotes
10736
10737       if inline_notes then
10738         local InlineNote
10739                     = parsers.circumflex
10740                     * (parsers.link_label / self.parser_functions.parse_inlines_no_in
10741                     / writer.note
10742
10743         self.insert_pattern("Inline after LinkAndEmph",
10744                             InlineNote, "InlineNote")
10745       end
10746       if notes then
10747         local function strip_first_char(s)
```

```
10748           return s:sub(2)
10749         end
10750
10751         local RawNoteRef
10752                     = #(parsers.lbracket * parsers.circumflex)
10753                     * parsers.link_label / strip_first_char
10754
10755         -- like indirect_link
10756         local function lookup_note(ref)
10757           return writer.defer_call(function()
10758             local found = rawnotes[self.normalize_tag(ref)]
10759             if found then
10760               return writer.note(
10761                 self.parser_functions.parse_blocks_nested(found))
10762             else
10763               return {"[",
10764                 self.parser_functions.parse_inlines("^" .. ref), "]"}
10765             end
10766           end)
10767         end
10768
10769         local function register_note(ref,rawnote)
10770           local normalized_tag = self.normalize_tag(ref)
10771           if rawnotes[normalized_tag] == nil then
10772             rawnotes[normalized_tag] = rawnote
10773           end
10774           return ""
10775         end
10776
10777         local NoteRef = RawNoteRef / lookup_note
10778
10779         local optionally_indented_line = parsers.check_optional_indent_and_any_trail
10780
10781         local blank = parsers.check_optional_blank_indent_and_any_trail * parsers.opt
10782
10783         local chunk = Cs(parsers.line * (optionally_indented_line - blank)^0)
10784
10785         local indented_blocks = function(bl)
10786           return Cs( bl
10787                 * (blank^1 * (parsers.check_optional_indent / "")
10788                   * parsers.check_code_trail * -parsers.blankline * bl)^0)
10789         end
10790
10791         local NoteBlock
10792                     = parsers.check_trail_no_rem * RawNoteRef * parsers.colon
10793                     * parsers.spnlc * indented_blocks(chunk)
10794                     / register_note
```

```
10795
10796         local Reference = NoteBlock + parsers.Reference
10797
10798         self.update_rule("Reference", Reference)
10799         self.insert_pattern("Inline before LinkAndEmph",
10800                             NoteRef, "NoteRef")
10801       end
10802
10803       self.add_special_character("^")
10804     end
10805   }
10806 end
```

3.1.7.14 Pipe Tables

The `extensions.pipe_table` function implements the PHP Markdown table syntax extension (also known as pipe tables in Pandoc). When the `table_captions` parameter is `true`, the function also implements the Pandoc table caption syntax extension for table captions. When the `table_attributes` parameter is also `true`, the function also allows attributes to be attached to the (possibly empty) table captions.

```
10807 M.extensions.pipe_tables = function(table_captions, table_attributes)
10808
10809   local function make_pipe_table_rectangular(rows)
10810     local num_columns = #rows[2]
10811     local rectangular_rows = {}
10812     for i = 1, #rows do
10813       local row = rows[i]
10814       local rectangular_row = {}
10815       for j = 1, num_columns do
10816         rectangular_row[j] = row[j] or ""
10817       end
10818       table.insert(rectangular_rows, rectangular_row)
10819     end
10820     return rectangular_rows
10821   end
10822
10823   local function pipe_table_row(allow_empty_first_column
10824                                 , nonempty_column
10825                                 , column_separator
10826                                 , column)
10827     local row_beginning
10828     if allow_empty_first_column then
10829       row_beginning = -- empty first column
10830                       #(parsers.spacechar^4
10831                         * column_separator)
10832                     * parsers.optionalspace
```

```
                    * column
                    * parsers.optionalspace
                    -- non-empty first column
                    + parsers.nonindentspace
                    * nonempty_column^-1
                    * parsers.optionalspace
    else
      row_beginning = parsers.nonindentspace
                    * nonempty_column^-1
                    * parsers.optionalspace
    end

    return Ct(row_beginning
             * (-- single column with no leading pipes
                #(column_separator
                  * parsers.optionalspace
                  * parsers.newline)
                * column_separator
                * parsers.optionalspace
                -- single column with leading pipes or
                -- more than a single column
                + (column_separator
                  * parsers.optionalspace
                  * column
                  * parsers.optionalspace)^1
                * (column_separator
                  * parsers.optionalspace)^-1))
  end

  return {
    name = "built-in pipe_tables syntax extension",
    extend_writer = function(self)
```

Define `writer->table` as a function that will transform an input table to the output format, where `rows` is a sequence of columns and a column is a sequence of cell texts.

```
      function self.table(rows, caption, attributes)
        if not self.is_writing then return "" end
        local buffer = {}
        if attributes ~= nil then
          table.insert(buffer,
                       "\\markdownRendererTableAttributeContextBegin\n")
          table.insert(buffer, self.attributes(attributes))
        end
        table.insert(buffer,
                     {"\\markdownRendererTable{",
                      caption or "", "}{", #rows - 1, "}{",
```

```
                      #rows[1], "}"})
      local temp = rows[2] -- put alignments on the first row
      rows[2] = rows[1]
      rows[1] = temp
      for i, row in ipairs(rows) do
        table.insert(buffer, "{")
        for _, column in ipairs(row) do
          if i > 1 then -- do not use braces for alignments
            table.insert(buffer, "{")
          end
          table.insert(buffer, column)
          if i > 1 then
            table.insert(buffer, "}")
          end
        end
        table.insert(buffer, "}")
      end
      if attributes ~= nil then
        table.insert(buffer,
                     "\\markdownRendererTableAttributeContextEnd{}")
      end
      return buffer
    end
  end, extend_reader = function(self)
    local parsers = self.parsers
    local writer = self.writer

    local table_hline_separator = parsers.pipe + parsers.plus

    local table_hline_column = (parsers.dash
                                - #(parsers.dash
                                   * (parsers.spacechar
                                     + table_hline_separator
                                     + parsers.newline)))^1
                               * (parsers.colon * Cc("r")
                                 + parsers.dash * Cc("d"))
                               + parsers.colon
                               * (parsers.dash
                                 - #(parsers.dash
                                    * (parsers.spacechar
                                      + table_hline_separator
                                      + parsers.newline)))^1
                               * (parsers.colon * Cc("c")
                                 + parsers.dash * Cc("l"))

    local table_hline = pipe_table_row(false
                                       , table_hline_column
```

```
                                      , table_hline_separator
                                      , table_hline_column)

    local table_caption_beginning = (parsers.check_minimal_blank_indent_and_any_tra
                                    * parsers.optionalspace * parsers.newline)^0
                                  * parsers.check_minimal_indent_and_trail
                                  * (P("Table")^-1 * parsers.colon)
                                  * parsers.optionalspace

    local function strip_trailing_spaces(s)
      return s:gsub("%s*$","")
    end

    local table_row = pipe_table_row(true
                                    , (C((parsers.linechar - parsers.pipe)^1)
                                      / strip_trailing_spaces
                                      / self.parser_functions.parse_inlines)
                                    , parsers.pipe
                                    , (C((parsers.linechar - parsers.pipe)^0)
                                      / strip_trailing_spaces
                                      / self.parser_functions.parse_inlines))

    local table_caption
    if table_captions then
      table_caption = #table_caption_beginning
                    * table_caption_beginning
      if table_attributes then
        table_caption = table_caption
                      * (C(((( parsers.linechar
                             - (parsers.attributes
                               * parsers.optionalspace
                               * parsers.newline
                               * -#( parsers.optionalspace
                                   * parsers.linechar)))
                           + ( parsers.newline
                             * #( parsers.optionalspace
                                * parsers.linechar)
                             * C(parsers.optionalspace) / writer.space))
                          * (parsers.linechar
                            - parsers.lbrace)^0)^1)
                          / self.parser_functions.parse_inlines)
                      * (parsers.newline
                        + ( Ct(parsers.attributes)
                          * parsers.optionalspace
                          * parsers.newline))
      else
        table_caption = table_caption
```

```
                          * C(( parsers.linechar
                              + ( parsers.newline
                                * #( parsers.optionalspace
                                   * parsers.linechar)
                                * C(parsers.optionalspace) / writer.space))^1)
                          / self.parser_functions.parse_inlines
                          * parsers.newline
        end
      else
        table_caption = parsers.fail
      end

      local PipeTable = Ct(table_row * parsers.newline * (parsers.check_minimal_inden
                          * table_hline * parsers.newline
                          * ((parsers.check_minimal_indent / {}) * table_row * parsers.
                        / make_pipe_table_rectangular
                        * table_caption^-1
                        / writer.table

      self.insert_pattern("Block after Blockquote",
                            PipeTable, "PipeTable")
    end
  }
end
```

3.1.7.15 Raw Attributes

The `extensions.raw_inline` function implements the Pandoc raw attribute syntax extension for inline code spans.

```
M.extensions.raw_inline = function()
  return {
    name = "built-in raw_inline syntax extension",
    extend_writer = function(self)
      local options = self.options

```

Define `writer->rawInline` as a function that will transform an input inline raw span `s` with the raw attribute `attr` to the output format.

```
      function self.rawInline(s, attr)
        if not self.is_writing then return "" end
        if self.flatten_inlines then return s end
        local name = util.cache_verbatim(options.cacheDir, s)
        return {"\\markdownRendererInputRawInline{",
                name,"}{", self.string(attr),"}"}
      end
    end, extend_reader = function(self)
      local writer = self.writer

```

```
11010       local RawInline = parsers.inticks
11011                       * parsers.raw_attribute
11012                       / writer.rawInline
11013
11014       self.insert_pattern("Inline before Code",
11015                           RawInline, "RawInline")
11016     end
11017   }
11018 end
```

3.1.7.16 Strike-Through

The `extensions.strike_through` function implements the Pandoc strike-through syntax extension.

```
11019 M.extensions.strike_through = function()
11020   return {
11021     name = "built-in strike_through syntax extension",
11022     extend_writer = function(self)
```

Define `writer->strike_through` as a function that will transform a strike-through span `s` of input text to the output format.

```
11023       function self.strike_through(s)
11024         if self.flatten_inlines then return s end
11025         return {"\\markdownRendererStrikeThrough{",s,"}"}
11026       end
11027     end, extend_reader = function(self)
11028       local parsers = self.parsers
11029       local writer = self.writer
11030
11031       local StrikeThrough = (
11032         parsers.between(parsers.Inline, parsers.doubletildes,
11033                         parsers.doubletildes)
11034       ) / writer.strike_through
11035
11036       self.insert_pattern("Inline after LinkAndEmph",
11037                           StrikeThrough, "StrikeThrough")
11038
11039       self.add_special_character("~")
11040     end
11041   }
11042 end
```

3.1.7.17 Subscripts

The `extensions.subscripts` function implements the Pandoc subscript syntax extension.

```
11043 M.extensions.subscripts = function()
11044   return {
```

```
    name = "built-in subscripts syntax extension",
    extend_writer = function(self)
```

Define `writer->subscript` as a function that will transform a subscript span `s` of input text to the output format.

```
      function self.subscript(s)
        if self.flatten_inlines then return s end
        return {"\\markdownRendererSubscript{",s,"}"}
      end
    end, extend_reader = function(self)
      local parsers = self.parsers
      local writer = self.writer

      local Subscript = (
        parsers.between(parsers.Str, parsers.tilde, parsers.tilde)
      ) / writer.subscript

      self.insert_pattern("Inline after LinkAndEmph",
                          Subscript, "Subscript")

      self.add_special_character("~")
    end
  }
end
```

3.1.7.18 Superscripts

The `extensions.superscripts` function implements the Pandoc superscript syntax extension.

```
M.extensions.superscripts = function()
  return {
    name = "built-in superscripts syntax extension",
    extend_writer = function(self)
```

Define `writer->superscript` as a function that will transform a superscript span `s` of input text to the output format.

```
      function self.superscript(s)
        if self.flatten_inlines then return s end
        return {"\\markdownRendererSuperscript{",s,"}"}
      end
    end, extend_reader = function(self)
      local parsers = self.parsers
      local writer = self.writer

      local Superscript = (
        parsers.between(parsers.Str, parsers.circumflex, parsers.circumflex)
      ) / writer.superscript

```

```
      self.insert_pattern("Inline after LinkAndEmph",
                          Superscript, "Superscript")

      self.add_special_character("^")
    end
  }
end
```

3.1.7.19 TEX Math

The `extensions.tex_math` function implements the Pandoc math syntax extensions.

```
M.extensions.tex_math = function(tex_math_dollars,
                                 tex_math_single_backslash,
                                 tex_math_double_backslash)
  return {
    name = "built-in tex_math syntax extension",
    extend_writer = function(self)
```

Define `writer->display_math` as a function that will transform a math span `s` of input text to the output format.

```
      function self.display_math(s)
        if self.flatten_inlines then return s end
        return {"\\markdownRendererDisplayMath{",self.math(s),"}"}
      end
```

Define `writer->inline_math` as a function that will transform a math span `s` of input text to the output format.

```
      function self.inline_math(s)
        if self.flatten_inlines then return s end
        return {"\\markdownRendererInlineMath{",self.math(s),"}"}
      end
    end, extend_reader = function(self)
      local parsers = self.parsers
      local writer = self.writer

      local function between(p, starter, ender)
        return (starter * Cs(p * (p - ender)^0) * ender)
      end

      local function strip_preceding_whitespaces(str)
        return str:gsub("^%s*(.-)$", "%1")
      end

      local allowed_before_closing = B( parsers.backslash * parsers.any
                                      + parsers.any * (parsers.any - parsers.backslas

      local allowed_before_closing_no_space = B( parsers.backslash * parsers.any
```

```
                                                + parsers.any * (parsers.nonspacechar
```

The following patterns implement the Pandoc dollar math syntax extension.

```
      local dollar_math_content = (parsers.newline * (parsers.check_optional_indent /
                                 + parsers.backslash^-1
                                 * parsers.linechar)
                                 - parsers.blankline^2
                                 - parsers.dollar

      local inline_math_opening_dollars = parsers.dollar
                                        * #(parsers.nonspacechar)

      local inline_math_closing_dollars = allowed_before_closing_no_space
                                        * parsers.dollar
                                        * -#(parsers.digit)

      local inline_math_dollars = between(Cs( dollar_math_content),
                                          inline_math_opening_dollars,
                                          inline_math_closing_dollars)

      local display_math_opening_dollars  = parsers.dollar
                                          * parsers.dollar

      local display_math_closing_dollars  = parsers.dollar
                                          * parsers.dollar

      local display_math_dollars = between(Cs( dollar_math_content),
                                           display_math_opening_dollars,
                                           display_math_closing_dollars)
```

The following patterns implement the Pandoc single and double backslash math syntax extensions.

```
      local backslash_math_content  = (parsers.newline * (parsers.check_optional_inde
                                    + parsers.linechar)
                                    - parsers.blankline^2
```

The following patterns implement the Pandoc double backslash math syntax extension.

```
      local inline_math_opening_double  = parsers.backslash
                                        * parsers.backslash
                                        * parsers.lparent

      local inline_math_closing_double  = allowed_before_closing
                                        * parsers.spacechar^0
                                        * parsers.backslash
                                        * parsers.backslash
                                        * parsers.rparent
```

```
11159
11160       local inline_math_double  = between(Cs( backslash_math_content),
11161                                           inline_math_opening_double,
11162                                           inline_math_closing_double)
11163                                 / strip_preceding_whitespaces
11164
11165       local display_math_opening_double = parsers.backslash
11166                                         * parsers.backslash
11167                                         * parsers.lbracket
11168
11169       local display_math_closing_double = allowed_before_closing
11170                                         * parsers.spacechar^0
11171                                         * parsers.backslash
11172                                         * parsers.backslash
11173                                         * parsers.rbracket
11174
11175       local display_math_double = between(Cs( backslash_math_content),
11176                                           display_math_opening_double,
11177                                           display_math_closing_double)
11178                                 / strip_preceding_whitespaces
```

The following patterns implement the Pandoc single backslash math syntax extension.

```
11179       local inline_math_opening_single  = parsers.backslash
11180                                         * parsers.lparent
11181
11182       local inline_math_closing_single  = allowed_before_closing
11183                                         * parsers.spacechar^0
11184                                         * parsers.backslash
11185                                         * parsers.rparent
11186
11187       local inline_math_single  = between(Cs( backslash_math_content),
11188                                           inline_math_opening_single,
11189                                           inline_math_closing_single)
11190                                 / strip_preceding_whitespaces
11191
11192       local display_math_opening_single = parsers.backslash
11193                                         * parsers.lbracket
11194
11195       local display_math_closing_single = allowed_before_closing
11196                                         * parsers.spacechar^0
11197                                         * parsers.backslash
11198                                         * parsers.rbracket
11199
11200       local display_math_single = between(Cs( backslash_math_content),
11201                                           display_math_opening_single,
11202                                           display_math_closing_single)
11203                                 / strip_preceding_whitespaces
11204
```

```
      local display_math = parsers.fail

      local inline_math = parsers.fail

      if tex_math_dollars then
        display_math = display_math + display_math_dollars
        inline_math = inline_math + inline_math_dollars
      end

      if tex_math_double_backslash then
        display_math = display_math + display_math_double
        inline_math = inline_math + inline_math_double
      end

      if tex_math_single_backslash then
        display_math = display_math + display_math_single
        inline_math = inline_math + inline_math_single
      end

      local TexMath = display_math / writer.display_math
                    + inline_math / writer.inline_math

      self.insert_pattern("Inline after LinkAndEmph",
                          TexMath, "TexMath")

      if tex_math_dollars then
        self.add_special_character("$")
      end

      if tex_math_single_backslash or tex_math_double_backslash then
        self.add_special_character("\\")
        self.add_special_character("[")
        self.add_special_character("]")
        self.add_special_character(")")
        self.add_special_character("(")
      end
    end
  }
end
```

3.1.7.20 YAML Metadata

The `extensions.jekyll_data` function implements the Pandoc YAML metadata block syntax extension. When the `expect_jekyll_data` parameter is `true`, then a markdown document may begin directly with YAML metadata and may contain nothing but YAML metadata.

```
M.extensions.jekyll_data = function(expect_jekyll_data)
```

```
11245   return {
11246     name = "built-in jekyll_data syntax extension",
11247     extend_writer = function(self)
```

Define `writer->jekyllData` as a function that will transform an input YAML table `d` to the output format. The table is the value for the key `p` in the parent table; if `p` is nil, then the table has no parent. All scalar keys and values encountered in the table will be cast to a string following YAML serialization rules. String values will also be transformed using the function `t`.

```
11248       function self.jekyllData(d, t, p)
11249         if not self.is_writing then return "" end
11250
11251         local buf = {}
11252
11253         local keys = {}
11254         for k, _ in pairs(d) do
11255           table.insert(keys, k)
11256         end
```

For reproducibility, sort the keys. For mixed string-and-numeric keys, sort numeric keys before string keys.

```
11257         table.sort(keys, function(first, second)
11258           if type(first) ~= type(second) then
11259             return type(first) < type(second)
11260           else
11261             return first < second
11262           end
11263         end)
11264
11265         if not p then
11266           table.insert(buf, "\\markdownRendererJekyllDataBegin")
11267         end
11268
11269         local is_sequence = false
11270         if #d > 0 and #d == #keys then
11271           for i=1, #d do
11272             if d[i] == nil then
11273               goto not_a_sequence
11274             end
11275           end
11276           is_sequence = true
11277         end
11278         ::not_a_sequence::
11279
11280         if is_sequence then
11281             table.insert(buf, "\\markdownRendererJekyllDataSequenceBegin{")
11282             table.insert(buf, self.identifier(p or "null"))
```

```
11283             table.insert(buf, "}{")
11284             table.insert(buf, #keys)
11285             table.insert(buf, "}")
11286         else
11287             table.insert(buf, "\\markdownRendererJekyllDataMappingBegin{")
11288             table.insert(buf, self.identifier(p or "null"))
11289             table.insert(buf, "}{")
11290             table.insert(buf, #keys)
11291             table.insert(buf, "}")
11292         end
11293
11294         for _, k in ipairs(keys) do
11295           local v = d[k]
11296           local typ = type(v)
11297           k = tostring(k or "null")
11298           if typ == "table" and next(v) ~= nil then
11299             table.insert(
11300               buf,
11301               self.jekyllData(v, t, k)
11302             )
11303           else
11304             k = self.identifier(k)
11305             v = tostring(v)
11306             if typ == "boolean" then
11307               table.insert(buf, "\\markdownRendererJekyllDataBoolean{")
11308               table.insert(buf, k)
11309               table.insert(buf, "}{")
11310               table.insert(buf, v)
11311               table.insert(buf, "}")
11312             elseif typ == "number" then
11313               table.insert(buf, "\\markdownRendererJekyllDataNumber{")
11314               table.insert(buf, k)
11315               table.insert(buf, "}{")
11316               table.insert(buf, v)
11317               table.insert(buf, "}")
11318             elseif typ == "string" then
11319               table.insert(buf, "\\markdownRendererJekyllDataString{")
11320               table.insert(buf, k)
11321               table.insert(buf, "}{")
11322               table.insert(buf, t(v))
11323               table.insert(buf, "}")
11324             elseif typ == "table" then
11325               table.insert(buf, "\\markdownRendererJekyllDataEmpty{")
11326               table.insert(buf, k)
11327               table.insert(buf, "}")
11328             else
11329               error(format("Unexpected type %s for value of " ..
```

```
                            "YAML key %s", typ, k))
            end
          end
        end

        if is_sequence then
          table.insert(buf, "\\markdownRendererJekyllDataSequenceEnd")
        else
          table.insert(buf, "\\markdownRendererJekyllDataMappingEnd")
        end

        if not p then
          table.insert(buf, "\\markdownRendererJekyllDataEnd")
        end

        return buf
      end
    end, extend_reader = function(self)
      local parsers = self.parsers
      local writer = self.writer

      local JekyllData
                    = Cmt( C((parsers.line - P("---") - P("..."))^0)
                         , function(s, i, text) -- luacheck: ignore s i
                             local data
                             local ran_ok, _ = pcall(function()
                               -- TODO: Replace with `require("tinyyaml")` in TeX Liv
                               local tinyyaml = require("markdown-tinyyaml")
                               data = tinyyaml.parse(text, {timestamps=false})
                             end)
                             if ran_ok and data ~= nil then
                               return true, writer.jekyllData(data, function(s)
                                 return self.parser_functions.parse_blocks_nested(s)
                               end, nil)
                             else
                               return false
                             end
                           end
                         )

      local UnexpectedJekyllData
                    = P("---")
                    * parsers.blankline / 0
                    * #(-parsers.blankline)  -- if followed by blank, it's thematic b
                    * JekyllData
                    * (P("---") + P("..."))

```

```
      local ExpectedJekyllData
                    = ( P("---")
                      * parsers.blankline / 0
                      * #(-parsers.blankline)  -- if followed by blank, it's thematic
                      )^-1
                    * JekyllData
                    * (P("---") + P("..."))^-1

      self.insert_pattern("Block before Blockquote",
                          UnexpectedJekyllData, "UnexpectedJekyllData")
      if expect_jekyll_data then
        self.update_rule("ExpectedJekyllData", ExpectedJekyllData)
      end
    end
  }
end
```

3.1.8 Conversion from Markdown to Plain TEX

The `new` function returns a conversion function that takes a markdown string and turns it into a plain TEX output. See Section 2.1.1.

```
function M.new(options)
```

Make the `options` table inherit from the `defaultOptions` table.

```
  options = options or {}
  setmetatable(options, { __index = function (_, key)
    return defaultOptions[key] end })
```

If the singleton cache contains a conversion function for the same `options`, reuse it.

```
  if options.singletonCache and singletonCache.convert then
    for k, v in pairs(defaultOptions) do
      if type(v) == "table" then
        for i = 1, math.max(#singletonCache.options[k], #options[k]) do
          if singletonCache.options[k][i] ~= options[k][i] then
            goto miss
          end
        end
      elseif singletonCache.options[k] ~= options[k] then
        goto miss
      end
    end
    return singletonCache.convert
  end
  ::miss::
```

Apply built-in syntax extensions based on `options`.

```
  local extensions = {}
```

```
11413
11414 if options.bracketedSpans then
11415   local bracketed_spans_extension = M.extensions.bracketed_spans()
11416   table.insert(extensions, bracketed_spans_extension)
11417 end
11418
11419 if options.contentBlocks then
11420   local content_blocks_extension = M.extensions.content_blocks(
11421     options.contentBlocksLanguageMap)
11422   table.insert(extensions, content_blocks_extension)
11423 end
11424
11425 if options.definitionLists then
11426   local definition_lists_extension = M.extensions.definition_lists(
11427     options.tightLists)
11428   table.insert(extensions, definition_lists_extension)
11429 end
11430
11431 if options.fencedCode then
11432   local fenced_code_extension = M.extensions.fenced_code(
11433     options.blankBeforeCodeFence,
11434     options.fencedCodeAttributes,
11435     options.rawAttribute)
11436   table.insert(extensions, fenced_code_extension)
11437 end
11438
11439 if options.fencedDivs then
11440   local fenced_div_extension = M.extensions.fenced_divs(
11441     options.blankBeforeDivFence)
11442   table.insert(extensions, fenced_div_extension)
11443 end
11444
11445 if options.headerAttributes then
11446   local header_attributes_extension = M.extensions.header_attributes()
11447   table.insert(extensions, header_attributes_extension)
11448 end
11449
11450 if options.inlineCodeAttributes then
11451   local inline_code_attributes_extension =
11452     M.extensions.inline_code_attributes()
11453   table.insert(extensions, inline_code_attributes_extension)
11454 end
11455
11456 if options.jekyllData then
11457   local jekyll_data_extension = M.extensions.jekyll_data(
11458     options.expectJekyllData)
11459   table.insert(extensions, jekyll_data_extension)
```

```
11460   end
11461
11462   if options.linkAttributes then
11463     local link_attributes_extension =
11464       M.extensions.link_attributes()
11465     table.insert(extensions, link_attributes_extension)
11466   end
11467
11468   if options.lineBlocks then
11469     local line_block_extension = M.extensions.line_blocks()
11470     table.insert(extensions, line_block_extension)
11471   end
11472
11473   if options.mark then
11474     local mark_extension = M.extensions.mark()
11475     table.insert(extensions, mark_extension)
11476   end
11477
11478   if options.pipeTables then
11479     local pipe_tables_extension = M.extensions.pipe_tables(
11480       options.tableCaptions, options.tableAttributes)
11481     table.insert(extensions, pipe_tables_extension)
11482   end
11483
11484   if options.rawAttribute then
11485     local raw_inline_extension = M.extensions.raw_inline()
11486     table.insert(extensions, raw_inline_extension)
11487   end
11488
11489   if options.strikeThrough then
11490     local strike_through_extension = M.extensions.strike_through()
11491     table.insert(extensions, strike_through_extension)
11492   end
11493
11494   if options.subscripts then
11495     local subscript_extension = M.extensions.subscripts()
11496     table.insert(extensions, subscript_extension)
11497   end
11498
11499   if options.superscripts then
11500     local superscript_extension = M.extensions.superscripts()
11501     table.insert(extensions, superscript_extension)
11502   end
11503
11504   if options.texMathDollars or
11505      options.texMathSingleBackslash or
11506      options.texMathDoubleBackslash then
```

```
    local tex_math_extension = M.extensions.tex_math(
      options.texMathDollars,
      options.texMathSingleBackslash,
      options.texMathDoubleBackslash)
    table.insert(extensions, tex_math_extension)
  end

  if options.notes or options.inlineNotes then
    local notes_extension = M.extensions.notes(
      options.notes, options.inlineNotes)
    table.insert(extensions, notes_extension)
  end

  if options.citations then
    local citations_extension = M.extensions.citations(options.citationNbsps)
    table.insert(extensions, citations_extension)
  end

  if options.fancyLists then
    local fancy_lists_extension = M.extensions.fancy_lists()
    table.insert(extensions, fancy_lists_extension)
  end
```

Apply user-defined syntax extensions based on `options.extensions`.

```
  for _, user_extension_filename in ipairs(options.extensions) do
    local user_extension = (function(filename)
```

First, load and compile the contents of the user-defined syntax extension.

```
      local pathname = kpse.lookup(filename)
      local input_file = assert(io.open(pathname, "r"),
        [[Could not open user-defined syntax extension "]]
        .. pathname .. [[" for reading]])
      local input = assert(input_file:read("*a"))
      assert(input_file:close())
      local user_extension, err = load([[
        local sandbox = {}
        setmetatable(sandbox, {__index = _G})
        _ENV = sandbox
      ]] .. input)()
      assert(user_extension,
        [[Failed to compile user-defined syntax extension "]]
        .. pathname .. [[": ]] .. (err or [[]]))
```

Then, validate the user-defined syntax extension.

```
      assert(user_extension.api_version ~= nil,
        [[User-defined syntax extension "]] .. pathname
        .. [[" does not specify mandatory field "api_version"]])
      assert(type(user_extension.api_version) == "number",
```

```
11549         [[User-defined syntax extension "]] .. pathname
11550         .. [[" specifies field "api_version" of type "]]
11551         .. type(user_extension.api_version)
11552         .. [[" but "number" was expected]])
11553       assert(user_extension.api_version > 0
11554          and user_extension.api_version <= metadata.user_extension_api_version,
11555         [[User-defined syntax extension "]] .. pathname
11556         .. [[" uses syntax extension API version "]]
11557         .. user_extension.api_version .. [[ but markdown.lua ]]
11558         .. metadata.version .. [[ uses API version ]]
11559         .. metadata.user_extension_api_version
11560         .. [[, which is incompatible]])
11561
11562       assert(user_extension.grammar_version ~= nil,
11563         [[User-defined syntax extension "]] .. pathname
11564         .. [[" does not specify mandatory field "grammar_version"]])
11565       assert(type(user_extension.grammar_version) == "number",
11566         [[User-defined syntax extension "]] .. pathname
11567         .. [[" specifies field "grammar_version" of type "]]
11568         .. type(user_extension.grammar_version)
11569         .. [[" but "number" was expected]])
11570       assert(user_extension.grammar_version == metadata.grammar_version,
11571         [[User-defined syntax extension "]] .. pathname
11572         .. [[" uses grammar version "]] .. user_extension.grammar_version
11573         .. [[ but markdown.lua ]] .. metadata.version
11574         .. [[ uses grammar version ]] .. metadata.grammar_version
11575         .. [[, which is incompatible]])
11576
11577       assert(user_extension.finalize_grammar ~= nil,
11578         [[User-defined syntax extension "]] .. pathname
11579         .. [[" does not specify mandatory "finalize_grammar" field]])
11580       assert(type(user_extension.finalize_grammar) == "function",
11581         [[User-defined syntax extension "]] .. pathname
11582         .. [[" specifies field "finalize_grammar" of type "]]
11583         .. type(user_extension.finalize_grammar)
11584         .. [[" but "function" was expected]])
```

Finally, cast the user-defined syntax extension to the internal format of user extensions used by the Markdown package (see Section 3.1.7.)

```
11585       local extension = {
11586         name = [[user-defined "]] .. pathname .. [[" syntax extension]],
11587         extend_reader = user_extension.finalize_grammar,
11588         extend_writer = function() end,
11589       }
11590       return extension
11591     end)(user_extension_filename)
11592     table.insert(extensions, user_extension)
```

```
11593   end
```

Produce a conversion function from markdown to plain TEX.

```
11594   local writer = M.writer.new(options)
11595   local reader = M.reader.new(writer, options)
11596   local convert = reader.finalize_grammar(extensions)
```

Force garbage collection to reclaim memory for temporary objects created in `writer.new`, `reader.new`, and `reader->finalize_grammar`.

```
11597   collectgarbage("collect")
```

Update the singleton cache.

```
11598   if options.singletonCache then
11599     local singletonCacheOptions = {}
11600     for k, v in pairs(options) do
11601       singletonCacheOptions[k] = v
11602     end
11603     setmetatable(singletonCacheOptions,
11604       { __index = function (_, key)
11605         return defaultOptions[key] end })
11606     singletonCache.options = singletonCacheOptions
11607     singletonCache.convert = convert
11608   end
```

Return the conversion function from markdown to plain TEX.

```
11609   return convert
11610 end
11611
11612 return M
```

3.1.9 Command-Line Implementation

The command-line implementation provides the actual conversion routine for the command-line interface described in Section 2.1.7.

```
11613
11614 local input
11615 if input_filename then
11616   local input_file = assert(io.open(input_filename, "r"),
11617     [[Could not open file "]] .. input_filename .. [[" for reading]])
11618   input = assert(input_file:read("*a"))
11619   assert(input_file:close())
11620 else
11621   input = assert(io.read("*a"))
11622 end
11623
```

First, ensure that the `options.cacheDir` directory exists.

```
11624 local lfs = require("lfs")
```

```
11625 if options.cacheDir and not lfs.isdir(options.cacheDir) then
11626   assert(lfs.mkdir(options["cacheDir"]))
11627 end
```

If Kpathsea has not been loaded before or if LuaTEX has not yet been initialized, configure Kpathsea on top of loading it.

```
11628 local kpse
11629 (function()
11630   local should_initialize = package.loaded.kpse == nil
11631                         or tex.initialize ~= nil
11632   kpse = require("kpse")
11633   if should_initialize then
11634     kpse.set_program_name("luatex")
11635   end
11636 end)()
11637 local md = require("markdown")
```

Since we are loading the rest of the Lua implementation dynamically, check that both the `markdown` module and the command line implementation are the same version.

```
11638 if metadata.version ~= md.metadata.version then
11639   warn("markdown-cli.lua " .. metadata.version .. " used with " ..
11640        "markdown.lua " .. md.metadata.version .. ".")
11641 end
11642 local convert = md.new(options)
11643 local output = convert(input)
11644
11645 if output_filename then
11646   local output_file = assert(io.open(output_filename, "w"),
11647     [[Could not open file "]] .. output_filename .. [[" for writing]])
11648   assert(output_file:write(output))
11649   assert(output_file:close())
11650 else
11651   assert(io.write(output))
11652 end
```

Remove the `options.cacheDir` directory if it is empty.

```
11653 if options.cacheDir then
11654   lfs.rmdir(options["cacheDir"])
11655 end
```

3.2 Plain TEX Implementation

The plain TEX implementation provides macros for the interfacing between TEX and Lua and for the buffering of input text. These macros are then used to implement the macros for the conversion from markdown to plain TEX exposed by the plain TEX interface (see Section 2.2).

3.2.1 Logging Facilities

```
\ExplSyntaxOn
\cs_if_free:NT
  \markdownInfo
  {
    \cs_new:Npn
      \markdownInfo #1
      {
        \msg_info:nne
          { markdown }
          { generic-message }
          { #1 }
      }
  }
\cs_if_free:NT
  \markdownWarning
  {
    \cs_new:Npn
      \markdownWarning #1
      {
        \msg_warning:nne
          { markdown }
          { generic-message }
          { #1 }
      }
  }
\cs_if_free:NT
  \markdownError
  {
    \cs_new:Npn
      \markdownError #1 #2
      {
        \msg_error:nnee
          { markdown }
          { generic-message-with-help-text }
          { #1 }
          { #2 }
      }
  }
\msg_new:nnn
  { markdown }
  { generic-message }
  { #1 }
\msg_new:nnnn
  { markdown }
  { generic-message-with-help-text }
```

```
  { #1 }
  { #2 }
\cs_generate_variant:Nn
  \msg_info:nnn
  { nne }
\cs_generate_variant:Nn
  \msg_warning:nnn
  { nne }
\cs_generate_variant:Nn
  \msg_error:nnnn
  { nnee }
\ExplSyntaxOff
```

3.2.2 Themes

This section implements the theme-loading mechanism and the built-in themes provided with the Markdown package. Futhermore, this section also implements the built-in plain TEX themes provided with the Markdown package.

```
\ExplSyntaxOn
\prop_new:N \g_@@_plain_tex_loaded_themes_linenos_prop
\cs_new:Nn
  \@@_plain_tex_load_theme:nn
  {
    \prop_get:NnNTF
      \g_@@_plain_tex_loaded_themes_linenos_prop
      { #1 }
      \l_tmpa_tl
      {
        \msg_warning:nnnV
          { markdown }
          { repeatedly-loaded-plain-tex-theme }
          { #1 }
          \l_tmpa_tl
      }
      {
        \msg_info:nnn
          { markdown }
          { loading-plain-tex-theme }
          { #1 }
        \prop_gput:Nnx
          \g_@@_plain_tex_loaded_themes_linenos_prop
          { #1 }
          { \tex_the:D \tex_inputlineno:D }
        \file_input:n
          { markdown theme #2 }
      }
  }
```

```
\msg_new:nnn
  { markdown }
  { loading-plain-tex-theme }
  { Loading~plain~TeX~Markdown~theme~#1 }
\msg_new:nnn
  { markdown }
  { repeatedly-loaded-plain-tex-theme }
  {
    Plain~TeX~Markdown~theme~#1~was~previously~
    loaded~on~line~#2,~not~loading~it~again
  }
\cs_generate_variant:Nn
  \prop_gput:Nnn
  { Nnx }
\cs_gset_eq:NN
  \@@_load_theme:nn
  \@@_plain_tex_load_theme:nn
\cs_generate_variant:Nn
  \@@_load_theme:nn
  { nV }
```

Developers can use the `\markdownLoadPlainTeXTheme` macro to load a corresponding plain TEX theme from within themes for higher-level TEX formats such as LATEX and ConTEXt.

```
\cs_new:Npn
  \markdownLoadPlainTeXTheme
  {
```

First, we extract the name of the current theme from the `\g_@@_current_theme_tl` macro.

```
    \tl_set:NV
      \l_tmpa_tl
      \g_@@_current_theme_tl
    \tl_reverse:N
      \l_tmpa_tl
    \tl_set:Ne
      \l_tmpb_tl
      {
        \tl_tail:V
          \l_tmpa_tl
      }
    \tl_reverse:N
      \l_tmpb_tl
```

Next, we munge the theme name.

```
    \str_set:NV
      \l_tmpa_str
      \l_tmpb_tl
```

```
    \str_replace_all:Nnn
      \l_tmpa_str
      { / }
      { _ }
```

Finally, we load the plain TEX theme.

```
    \@@_plain_tex_load_theme:VV
      \l_tmpb_tl
      \l_tmpa_str
  }
\cs_generate_variant:Nn
  \tl_set:Nn
  { Ne }
\cs_generate_variant:Nn
  \@@_plain_tex_load_theme:nn
  { VV }
\ExplSyntaxOff
```

The witiko/tilde theme redefines the tilde token renderer prototype, so that it expands to a non-breaking space:

```
\markdownSetup {
  rendererPrototypes = {
    tilde = {~},
  },
}
```

The witiko/markdown/defaults plain TEX theme provides default definitions for token renderer prototypes. See Section 3.2.3 for the actual definitions.

3.2.3 Token Renderer Prototypes

The following definitions should be considered placeholder.

```
\def\markdownRendererInterblockSeparatorPrototype{\par}%
\def\markdownRendererParagraphSeparatorPrototype{%
  \markdownRendererInterblockSeparator}%
\def\markdownRendererHardLineBreakPrototype{\hfil\break}%
\def\markdownRendererSoftLineBreakPrototype{ }%
\let\markdownRendererEllipsisPrototype\dots
\def\markdownRendererNbspPrototype{~}%
\def\markdownRendererLeftBracePrototype{\char`\{}%
\def\markdownRendererRightBracePrototype{\char`\}}%
\def\markdownRendererDollarSignPrototype{\char`$}%
\def\markdownRendererPercentSignPrototype{\char`\%}%
\def\markdownRendererAmpersandPrototype{\&}%
\def\markdownRendererUnderscorePrototype{\char`_}%
\def\markdownRendererHashPrototype{\char`\#}%
\def\markdownRendererCircumflexPrototype{\char`^}%
\def\markdownRendererBackslashPrototype{\char`\\}%
```

```
\def\markdownRendererTildePrototype{\char`~}%
\def\markdownRendererPipePrototype{|}%
\def\markdownRendererCodeSpanPrototype#1{{\tt#1}}%
\def\markdownRendererLinkPrototype#1#2#3#4{#2}%
\def\markdownRendererContentBlockPrototype#1#2#3#4{%
  \markdownInput{#3}}%
\def\markdownRendererContentBlockOnlineImagePrototype{%
  \markdownRendererImage}%
\def\markdownRendererContentBlockCodePrototype#1#2#3#4#5{%
  \markdownRendererInputFencedCode{#3}{#2}{#2}}%
\def\markdownRendererImagePrototype#1#2#3#4{#2}%
\def\markdownRendererUlBeginPrototype{}%
\def\markdownRendererUlBeginTightPrototype{}%
\def\markdownRendererUlItemPrototype{}%
\def\markdownRendererUlItemEndPrototype{}%
\def\markdownRendererUlEndPrototype{}%
\def\markdownRendererUlEndTightPrototype{}%
\def\markdownRendererOlBeginPrototype{}%
\def\markdownRendererOlBeginTightPrototype{}%
\def\markdownRendererFancyOlBeginPrototype#1#2{\markdownRendererOlBegin}%
\def\markdownRendererFancyOlBeginTightPrototype#1#2{\markdownRendererOlBeginTight}%
\def\markdownRendererOlItemPrototype{}%
\def\markdownRendererOlItemWithNumberPrototype#1{}%
\def\markdownRendererOlItemEndPrototype{}%
\def\markdownRendererFancyOlItemPrototype{\markdownRendererOlItem}%
\def\markdownRendererFancyOlItemWithNumberPrototype{\markdownRendererOlItemWithNumber
\def\markdownRendererFancyOlItemEndPrototype{}%
\def\markdownRendererOlEndPrototype{}%
\def\markdownRendererOlEndTightPrototype{}%
\def\markdownRendererFancyOlEndPrototype{\markdownRendererOlEnd}%
\def\markdownRendererFancyOlEndTightPrototype{\markdownRendererOlEndTight}%
\def\markdownRendererDlBeginPrototype{}%
\def\markdownRendererDlBeginTightPrototype{}%
\def\markdownRendererDlItemPrototype#1{#1}%
\def\markdownRendererDlItemEndPrototype{}%
\def\markdownRendererDlDefinitionBeginPrototype{}%
\def\markdownRendererDlDefinitionEndPrototype{\par}%
\def\markdownRendererDlEndPrototype{}%
\def\markdownRendererDlEndTightPrototype{}%
\def\markdownRendererEmphasisPrototype#1{{\it#1}}%
\def\markdownRendererStrongEmphasisPrototype#1{{\bf#1}}%
\def\markdownRendererBlockQuoteBeginPrototype{\begingroup\it}%
\def\markdownRendererBlockQuoteEndPrototype{\endgroup\par}%
\def\markdownRendererLineBlockBeginPrototype{\begingroup\parindent=0pt}%
\def\markdownRendererLineBlockEndPrototype{\endgroup}%
\def\markdownRendererInputVerbatimPrototype#1{%
  \par{\tt\input#1\relax{}}\par}%
```

```
\def\markdownRendererInputFencedCodePrototype#1#2#3{%
  \markdownRendererInputVerbatim{#1}}%
\def\markdownRendererHeadingOnePrototype#1{#1}%
\def\markdownRendererHeadingTwoPrototype#1{#1}%
\def\markdownRendererHeadingThreePrototype#1{#1}%
\def\markdownRendererHeadingFourPrototype#1{#1}%
\def\markdownRendererHeadingFivePrototype#1{#1}%
\def\markdownRendererHeadingSixPrototype#1{#1}%
\def\markdownRendererThematicBreakPrototype{}%
\def\markdownRendererNotePrototype#1{#1}%
\def\markdownRendererCitePrototype#1{}%
\def\markdownRendererTextCitePrototype#1{}%
\def\markdownRendererTickedBoxPrototype{[X]}%
\def\markdownRendererHalfTickedBoxPrototype{[/]}%
\def\markdownRendererUntickedBoxPrototype{[ ]}%
\def\markdownRendererStrikeThroughPrototype#1{#1}%
\def\markdownRendererSuperscriptPrototype#1{#1}%
\def\markdownRendererSubscriptPrototype#1{#1}%
\def\markdownRendererDisplayMathPrototype#1{$$#1$$}%
\def\markdownRendererInlineMathPrototype#1{$#1$}%
\ExplSyntaxOn
\cs_gset:Npn
  \markdownRendererHeaderAttributeContextBeginPrototype
  {
    \group_begin:
    \color_group_begin:
  }
\cs_gset:Npn
  \markdownRendererHeaderAttributeContextEndPrototype
  {
    \color_group_end:
    \group_end:
  }
\cs_gset_eq:NN
  \markdownRendererBracketedSpanAttributeContextBeginPrototype
  \markdownRendererHeaderAttributeContextBeginPrototype
\cs_gset_eq:NN
  \markdownRendererBracketedSpanAttributeContextEndPrototype
  \markdownRendererHeaderAttributeContextEndPrototype
\cs_gset_eq:NN
  \markdownRendererFencedDivAttributeContextBeginPrototype
  \markdownRendererHeaderAttributeContextBeginPrototype
\cs_gset_eq:NN
  \markdownRendererFencedDivAttributeContextEndPrototype
  \markdownRendererHeaderAttributeContextEndPrototype
\cs_gset_eq:NN
  \markdownRendererFencedCodeAttributeContextBeginPrototype
```

```
  \markdownRendererHeaderAttributeContextBeginPrototype
\cs_gset_eq:NN
  \markdownRendererFencedCodeAttributeContextEndPrototype
  \markdownRendererHeaderAttributeContextEndPrototype
\cs_gset:Npn
  \markdownRendererReplacementCharacterPrototype
  { \codepoint_str_generate:n { fffd } }
\ExplSyntaxOff
\def\markdownRendererSectionBeginPrototype{}%
\def\markdownRendererSectionEndPrototype{}%
```

3.2.3.1 Raw Attributes

In the raw block and inline raw span renderer prototypes, execute the content with TeX when the raw attribute is `tex`, display the content as markdown when the raw attribute is `md`, and ignore the content otherwise.

```
\ExplSyntaxOn
\cs_new:Nn
  \@@_plain_tex_default_input_raw_inline_renderer_prototype:nn
  {
    \str_case:nn
      { #2 }
      {
        { md  } { \markdownInput{#1}  }
        { tex } { \markdownEscape{#1} \unskip }
      }
  }
\cs_new:Nn
  \@@_plain_tex_default_input_raw_block_renderer_prototype:nn
  {
    \str_case:nn
      { #2 }
      {
        { md  } { \markdownInput{#1}  }
        { tex } { \markdownEscape{#1} }
      }
  }
\cs_gset:Npn
  \markdownRendererInputRawInlinePrototype#1#2
  {
    \@@_plain_tex_default_input_raw_inline_renderer_prototype:nn
      { #1 }
      { #2 }
  }
\cs_gset:Npn
  \markdownRendererInputRawBlockPrototype#1#2
  {
```

```
    \@@_plain_tex_default_input_raw_block_renderer_prototype:nn
      { #1 }
      { #2 }
  }
\ExplSyntaxOff
```

3.2.3.2 YAML Metadata Renderer Prototypes

To keep track of the current type of structure we inhabit when we are traversing a YAML document, we will maintain the `\g_@@_jekyll_data_datatypes_seq` stack. At every step of the traversal, the stack will contain one of the following constants at any position p:

`\c_@@_jekyll_data_sequence_tl` The currently traversed branch of the YAML document contains a sequence at depth p.

`\c_@@_jekyll_data_mapping_tl` The currently traversed branch of the YAML document contains a mapping at depth p.

`\c_@@_jekyll_data_scalar_tl` The currently traversed branch of the YAML document contains a scalar value at depth p.

```
\ExplSyntaxOn
\seq_new:N   \g_@@_jekyll_data_datatypes_seq
\tl_const:Nn \c_@@_jekyll_data_sequence_tl   { sequence }
\tl_const:Nn \c_@@_jekyll_data_mapping_tl    { mapping  }
\tl_const:Nn \c_@@_jekyll_data_scalar_tl     { scalar   }
```

To keep track of our current place when we are traversing a YAML document, we will maintain the `\g_@@_jekyll_data_wildcard_absolute_address_seq` stack of keys using the `\markdown_jekyll_data_push_address_segment:n` macro.

```
\seq_new:N \g_@@_jekyll_data_wildcard_absolute_address_seq
\cs_new:Nn \markdown_jekyll_data_push_address_segment:n
  {
    \seq_if_empty:NF
      \g_@@_jekyll_data_datatypes_seq
      {
        \seq_get_right:NN
          \g_@@_jekyll_data_datatypes_seq
          \l_tmpa_tl
```

If we are currently in a sequence, we will put an asterisk (`*`) instead of a key into `\g_@@_jekyll_data_wildcard_absolute_address_seq` to make it represent a *wildcard*. Keeping a wildcard instead of a precise address makes it easy for the users to react to *any* item of a sequence regardless of how many there are, which can often be useful.

```
        \str_if_eq:NNTF
```

```
        \l_tmpa_tl
        \c_@@_jekyll_data_sequence_tl
        {
          \seq_put_right:Nn
            \g_@@_jekyll_data_wildcard_absolute_address_seq
            { * }
        }
        {
          \seq_put_right:Nn
            \g_@@_jekyll_data_wildcard_absolute_address_seq
            { #1 }
        }
    }
}
```

Out of `\g_@@_jekyll_data_wildcard_absolute_address_seq`, we will construct the following two token lists:

`\g_@@_jekyll_data_wildcard_absolute_address_tl` An *absolute wildcard*: The wildcard from the root of the document prefixed with a slash (`/`) with individual keys and asterisks also delimited by slashes. Allows the users to react to complex context-sensitive structures with ease.

For example, the `name` key in the following YAML document would correspond to the `/*/person/name` absolute wildcard:

```
[{person: {name: Elon, surname: Musk}}]
```

`\g_@@_jekyll_data_wildcard_relative_address_tl` A *relative wildcard*: The rightmost segment of the wildcard. Allows the users to react to simple context-free structures.

For example, the `name` key in the following YAML document would correspond to the `name` relative wildcard:

```
[{person: {name: Elon, surname: Musk}}]
```

We will construct `\g_@@_jekyll_data_wildcard_absolute_address_tl` using the `\markdown_jekyll_data_concatenate_address:NN` macro and we will construct both token lists using the `\markdown_jekyll_data_update_address_tls:` macro.

```
\tl_new:N  \g_@@_jekyll_data_wildcard_absolute_address_tl
\tl_new:N  \g_@@_jekyll_data_wildcard_relative_address_tl
\cs_new:Nn \markdown_jekyll_data_concatenate_address:NN
  {
    \seq_pop_left:NN #1 \l_tmpa_tl
```

```
    \tl_set:Nx #2 { / \seq_use:Nn #1 { / } }
    \seq_put_left:NV #1 \l_tmpa_tl
  }
\cs_new:Nn \markdown_jekyll_data_update_address_tls:
  {
    \markdown_jekyll_data_concatenate_address:NN
      \g_@@_jekyll_data_wildcard_absolute_address_seq
      \g_@@_jekyll_data_wildcard_absolute_address_tl
    \seq_get_right:NN
      \g_@@_jekyll_data_wildcard_absolute_address_seq
      \g_@@_jekyll_data_wildcard_relative_address_tl
  }
```

To make sure that the stacks and token lists stay in sync, we will use the `\markdown_jekyll_data_push:nN` and `\markdown_jekyll_data_pop:` macros.

```
\cs_new:Nn \markdown_jekyll_data_push:nN
  {
    \markdown_jekyll_data_push_address_segment:n
      { #1 }
    \seq_put_right:NV
     \g_@@_jekyll_data_datatypes_seq
     #2
    \markdown_jekyll_data_update_address_tls:
  }
\cs_new:Nn \markdown_jekyll_data_pop:
  {
    \seq_pop_right:NN
      \g_@@_jekyll_data_wildcard_absolute_address_seq
      \l_tmpa_tl
    \seq_pop_right:NN
      \g_@@_jekyll_data_datatypes_seq
      \l_tmpa_tl
    \markdown_jekyll_data_update_address_tls:
  }
```

To set a single key–value, we will use the `\markdown_jekyll_data_set_keyval:Nn` macro, ignoring unknown keys. To set key–values for both absolute and relative wildcards, we will use the `\markdown_jekyll_data_set_keyvals:nn` macro.

```
\cs_new:Nn \markdown_jekyll_data_set_keyval:nn
  {
    \keys_set_known:nn
      { markdown/jekyllData }
      { { #1 } = { #2 } }
  }
\cs_generate_variant:Nn
  \markdown_jekyll_data_set_keyval:nn
  { Vn }
\cs_new:Nn \markdown_jekyll_data_set_keyvals:nn
```

```
  {
    \markdown_jekyll_data_push:nN
      { #1 }
      \c_@@_jekyll_data_scalar_tl
    \markdown_jekyll_data_set_keyval:Vn
      \g_@@_jekyll_data_wildcard_absolute_address_tl
      { #2 }
    \markdown_jekyll_data_set_keyval:Vn
      \g_@@_jekyll_data_wildcard_relative_address_tl
      { #2 }
    \markdown_jekyll_data_pop:
  }
```

Finally, we will register our macros as token renderer prototypes to be able to react to the traversal of a YAML document.

```
\def\markdownRendererJekyllDataSequenceBeginPrototype#1#2{
  \markdown_jekyll_data_push:nN
    { #1 }
    \c_@@_jekyll_data_sequence_tl
}
\def\markdownRendererJekyllDataMappingBeginPrototype#1#2{
  \markdown_jekyll_data_push:nN
    { #1 }
    \c_@@_jekyll_data_mapping_tl
}
\def\markdownRendererJekyllDataSequenceEndPrototype{
  \markdown_jekyll_data_pop:
}
\def\markdownRendererJekyllDataMappingEndPrototype{
  \markdown_jekyll_data_pop:
}
\def\markdownRendererJekyllDataBooleanPrototype#1#2{
  \markdown_jekyll_data_set_keyvals:nn
    { #1 }
    { #2 }
}
\def\markdownRendererJekyllDataEmptyPrototype#1{}
\def\markdownRendererJekyllDataNumberPrototype#1#2{
  \markdown_jekyll_data_set_keyvals:nn
    { #1 }
    { #2 }
}
\def\markdownRendererJekyllDataStringPrototype#1#2{
  \markdown_jekyll_data_set_keyvals:nn
    { #1 }
    { #2 }
}
```

```
\ExplSyntaxOff
```

If plain TEX is the top layer, we load the `witiko/markdown/defaults` plain TEX theme with the default definitions for token renderer prototypes unless the option `noDefaults` has been enabled (see Section 2.2.2.3).

```
\ExplSyntaxOn
\str_if_eq:VVT
  \c_@@_top_layer_tl
  \c_@@_option_layer_plain_tex_tl
  {
    \ExplSyntaxOff
    \@@_if_option:nF
      { noDefaults }
      {
        \@@_setup:n
          {theme = witiko/markdown/defaults}
      }
    \ExplSyntaxOn
  }
\ExplSyntaxOff
```

3.2.4 Lua Snippets

After the `\markdownPrepareLuaOptions` macro has been fully expanded, the `\markdownLuaOptions` macro will expands to a Lua table that contains the plain TEX options (see Section 2.2.2) in a format recognized by Lua (see Section 2.1.3).

```
\ExplSyntaxOn
\tl_new:N \g_@@_formatted_lua_options_tl
\cs_new:Nn \@@_format_lua_options:
  {
    \tl_gclear:N
      \g_@@_formatted_lua_options_tl
    \seq_map_function:NN
      \g_@@_lua_options_seq
      \@@_format_lua_option:n
  }
\cs_new:Nn \@@_format_lua_option:n
  {
    \@@_typecheck_option:n
      { #1 }
    \@@_get_option_type:nN
      { #1 }
      \l_tmpa_tl
    \bool_case_true:nF
      {
        {
          \str_if_eq_p:VV
```

```
            \l_tmpa_tl
            \c_@@_option_type_boolean_tl ||
          \str_if_eq_p:VV
            \l_tmpa_tl
            \c_@@_option_type_number_tl ||
          \str_if_eq_p:VV
            \l_tmpa_tl
            \c_@@_option_type_counter_tl
        }
          {
            \@@_get_option_value:nN
              { #1 }
              \l_tmpa_tl
            \tl_gput_right:Nx
              \g_@@_formatted_lua_options_tl
              { #1~=~  \l_tmpa_tl   ,~ }
          }
        {
          \str_if_eq_p:VV
            \l_tmpa_tl
            \c_@@_option_type_clist_tl
        }
          {
            \@@_get_option_value:nN
              { #1 }
              \l_tmpa_tl
            \tl_gput_right:Nx
              \g_@@_formatted_lua_options_tl
              { #1~=~\c_left_brace_str }
            \clist_map_inline:Vn
              \l_tmpa_tl
              {
                \tl_gput_right:Nx
                  \g_@@_formatted_lua_options_tl
                  { "##1" ,~ }
              }
            \tl_gput_right:Nx
              \g_@@_formatted_lua_options_tl
              { \c_right_brace_str ,~ }
          }
      }
      {
        \@@_get_option_value:nN
          { #1 }
          \l_tmpa_tl
        \tl_gput_right:Nx
          \g_@@_formatted_lua_options_tl
```

```
            { #1~=~ " \l_tmpa_tl " ,~ }
        }
  }
\cs_generate_variant:Nn
  \clist_map_inline:nn
  { Vn }
\let\markdownPrepareLuaOptions=\@@_format_lua_options:
\def\markdownLuaOptions{{ \g_@@_formatted_lua_options_tl }}
\ExplSyntaxOff
```

The `\markdownPrepare` macro contains the Lua code that is executed prior to any conversion from markdown to plain TEX. It exposes the `convert` function for the use by any further Lua code.

```
\def\markdownPrepare{%
```

First, ensure that the `cacheDir` directory exists.

```
  local lfs = require("lfs")
  local cacheDir = "\markdownOptionCacheDir"
  if not lfs.isdir(cacheDir) then
    assert(lfs.mkdir(cacheDir))
  end
```

Next, load the `markdown` module and create a converter function using the plain TEX options, which were serialized to a Lua table via the `\markdownLuaOptions` macro.

```
  local md = require("markdown")
  local convert = md.new(\markdownLuaOptions)
}%
```

The `\markdownCleanup` macro contains the Lua code that is executed after any conversion from markdown to plain TEX.

```
\def\markdownCleanup{%
```

Remove the `options.cacheDir` directory if it is empty.

```
  lfs.rmdir(cacheDir)
}%
```

3.2.5 Buffering Block-Level Markdown Input

The macros `\markdownInputFileStream` and `\markdownOutputFileStream` contain the number of the input and output file streams that will be used for the IO operations of the package.

```
\csname newread\endcsname\markdownInputFileStream
\csname newwrite\endcsname\markdownOutputFileStream
```

The `\markdownReadAndConvertTab` macro contains the tab character literal.

```
\begingroup
  \catcode`\^^I=12%
  \gdef\markdownReadAndConvertTab{^^I}%
\endgroup
```

The `\markdownReadAndConvert` macro is largely a rewrite of the LaTeX 2ε `\filecontents` macro to plain TeX.

```
\begingroup
```

Make the newline and tab characters active and swap the character codes of the backslash symbol (`\`) and the pipe symbol (`|`), so that we can use the backslash as an ordinary character inside the macro definition. Likewise, swap the character codes of the percent sign (`%`) and the ampersand (`@`), so that we can remove percent signs from the beginning of lines when `stripPercentSigns` is enabled.

```
  \catcode`\^^M=13%
  \catcode`\^^I=13%
  \catcode`|=0%
  \catcode`\\=12%
  |catcode`@=14%
  |catcode`|%=12@
  |gdef|markdownReadAndConvert#1#2{@
    |begingroup@
```

If we are not reading markdown documents from the frozen cache, open the `inputTempFileName` file for writing.

```
    |markdownIfOption{frozenCache}{}{@
      |immediate|openout|markdownOutputFileStream@
        |markdownOptionInputTempFileName|relax@
      |markdownInfo{@
        Buffering block-level markdown input into the temporary @
        input file "|markdownOptionInputTempFileName" and scanning @
        for the closing token sequence "#1"}@
    }@
```

Locally change the category of the special plain TeX characters to *other* in order to prevent unwanted interpretation of the input. Change also the category of the space character, so that we can retrieve it unaltered.

```
    |def|do##1{|catcode`##1=12}|dospecials@
    |catcode`| =12@
    |markdownMakeOther@
```

The `\markdownReadAndConvertStripPercentSigns` macro will process the individual lines of output, stipping away leading percent signs (`%`) when `stripPercentSigns` is enabled. Notice the use of the comments (`@`) to ensure that the entire macro is at a single line and therefore no (active) newline symbols (`^^M`) are produced.

```
    |def|markdownReadAndConvertStripPercentSign##1{@
      |markdownIfOption{stripPercentSigns}{@
        |if##1%@
          |expandafter|expandafter|expandafter@
            |markdownReadAndConvertProcessLine@
        |else@
          |expandafter|expandafter|expandafter@
```

```
          |markdownReadAndConvertProcessLine@
          |expandafter|expandafter|expandafter##1@
      |fi@
    }{@
      |expandafter@
        |markdownReadAndConvertProcessLine@
        |expandafter##1@
    }@
  }@
```

The `\markdownReadAndConvertProcessLine` macro will process the individual lines of output. Notice the use of the comments (`@`) to ensure that the entire macro is at a single line and therefore no (active) newline symbols (`^^M`) are produced.

```
  |def|markdownReadAndConvertProcessLine##1#1##2#1##3|relax{@
```

If we are not reading markdown documents from the frozen cache and the ending token sequence does not appear in the line, store the line in the `inputTempFileName` file. If we are reading markdown documents from the frozen cache and the ending token sequence does not appear in the line, gobble the line.

```
    |ifx|relax##3|relax@
      |markdownIfOption{frozenCache}{}{@
        |immediate|write|markdownOutputFileStream{##1}@
      }@
    |else@
```

When the ending token sequence appears in the line, make the next newline character close the `inputTempFileName` file, return the character categories back to the former state, convert the `inputTempFileName` file from markdown to plain TEX, `\input` the result of the conversion, and expand the ending control sequence.

```
      |def^^M{@
        |markdownInfo{The ending token sequence was found}@
        |markdownIfOption{frozenCache}{}{@
          |immediate|closeout|markdownOutputFileStream@
        }@
        |endgroup@
        |markdownInput{@
          |markdownOptionOutputDir@
          /|markdownOptionInputTempFileName@
        }@
        #2}@
    |fi@
```

Repeat with the next line.

```
    ^^M}@
```

Make the tab character active at expansion time and make it expand to a literal tab character.

```
  |catcode`|^^I=13@
```

```
    |def^^I{|markdownReadAndConvertTab}@
```

Make the newline character active at expansion time and make it consume the rest of the line on expansion. Throw away the rest of the first line and pass the second line to the `\markdownReadAndConvertProcessLine` macro.

```
    |catcode`|^^M=13@
    |def^^M##1^^M{@
      |def^^M####1^^M{@
        |markdownReadAndConvertStripPercentSign####1#1#1|relax}@
      ^^M}@
    ^^M}@
```

Reset the character categories back to the former state.

```
|endgroup
```

Use the lt3luabridge library to define the `\markdownLuaExecute` macro, which takes in a Lua scripts and expands to the standard output produced by its execution.

```
\ExplSyntaxOn
\cs_new:Npn
  \markdownLuaExecute
  #1
  {
    \int_compare:nNnT
      { \g_luabridge_method_int }
      =
      { \c_luabridge_method_shell_int }
      {
        \sys_if_shell_unrestricted:F
          {
            \sys_if_shell:TF
              {
                \msg_error:nn
                  { markdown }
                  { restricted-shell-access }
              }
              {
                \msg_error:nn
                  { markdown }
                  { disabled-shell-access }
              }
          }
      }
    \luabridge_now:e
      { #1 }
  }
\cs_generate_variant:Nn
  \msg_new:nnnn
  { nnnV }
```

```
\tl_set:Nn
  \l_tmpa_tl
  {
    You~may~need~to~run~TeX~with~the~--shell-escape~or~the~
    --enable-write18~flag,~or~write~shell_escape=t~in~the~
    texmf.cnf~file.
  }
\msg_new:nnnV
  { markdown }
  { restricted-shell-access }
  { Shell~escape~is~restricted }
  \l_tmpa_tl
\msg_new:nnnV
  { markdown }
  { disabled-shell-access }
  { Shell~escape~is~disabled }
  \l_tmpa_tl
\ExplSyntaxOff
```

3.2.6 Buffering Inline Markdown Input

This section describes the implementation of the macro `\markinline`.

```
\ExplSyntaxOn
\tl_new:N
  \g_@@_after_markinline_tl
\tl_gset:Nn
  \g_@@_after_markinline_tl
  { \unskip }
\cs_new:Npn
  \markinline
  {
```

Locally change the category of the special plain TEX characters to *other* in order to prevent unwanted interpretation of the input markdown text as TEX code.

```
    \group_begin:
    \cctab_select:N
      \c_other_cctab
```

Unless we are reading markdown documents from the frozen cache, open the file `inputTempFileName` for writing.

```
    \@@_if_option:nF
      { frozenCache }
      {
        \immediate
          \openout
          \markdownOutputFileStream
          \markdownOptionInputTempFileName
```

```
        \relax
      \msg_info:nne
        { markdown }
        { buffering-markinline }
        { \markdownOptionInputTempFileName }
    }
```

Peek ahead and extract the inline markdown text.

```
  \peek_regex_replace_once:nnF
    { { (.*?) } }
    {
```

Unless we are reading markdown documents from the frozen cache, store the text in the file `inputTempFileName` and close it.

```
      \c { @@_if_option:nF }
        \cB { frozenCache \cE }
        \cB {
          \c { immediate }
            \c { write }
            \c { markdownOutputFileStream }
            \cB { \1 \cE }
          \c { immediate }
            \c { closeout }
            \c { markdownOutputFileStream }
        \cE }
```

Reset the category codes and `\input` the result of the conversion.

```
      \c { group_end: }
      \c { group_begin: }
      \c { @@_setup:n }
        \cB { contentLevel = inline \cE }
      \c { markdownInput }
        \cB {
          \c { markdownOptionOutputDir } /
          \c { markdownOptionInputTempFileName }
        \cE }
      \c { group_end: }
      \c { tl_use:N }
        \c { g_@@_after_markinline_tl }
    }
    {
      \msg_error:nn
        { markdown }
        { markinline-peek-failure }
      \group_end:
      \tl_use:N
        \g_@@_after_markinline_tl
    }
```

```
  }
\msg_new:nnn
  { markdown }
  { buffering-markinline }
  { Buffering~inline~markdown~input~into~the~temporary~input~file~"#1". }
\msg_new:nnnn
  { markdown }
  { markinline-peek-failure }
  { Use~of~\iow_char:N \\ markinline~doesn't~match~its~definition }
  { The~macro~should~be~followed~by~inline~markdown~text~in~curly~braces }
\ExplSyntaxOff
```

3.2.7 Typesetting Markdown

The `\markdownInput` macro uses an implementation of the `\markdownLuaExecute` macro to convert the contents of the file whose filename it has received as its single argument from markdown to plain TEX.

```
\ExplSyntaxOn
\cs_new:Npn
  \markdownInput
  #1
  {
```

If the file does not exist in the current directory, we will search for it in the directories specified in `\l_file_search_path_seq`. On LATEX, this also includes the directories specified in `\input@path`.

```
    \file_get_full_name:nNTF
      { #1 }
      \l_tmpa_tl
      {
        \exp_args:NV
          \markdownInputRaw
          \l_tmpa_tl
      }
      {
        \msg_error:nnnV
          { markdown }
          { markdown-file-does-not-exist }
          { #1 }
      }
  }
\msg_new:nnn
  { markdown }
  { markdown-file-does-not-exist }
  {
    Markdown~file~#1~does~not~exist
  }
```

```
\ExplSyntaxOff
\begingroup
```

Swap the category code of the backslash symbol and the pipe symbol, so that we may use the backslash symbol freely inside the Lua code. Furthermore, use the ampersand symbol to specify parameters.

```
  \catcode`|=0%
  \catcode`\\=12%
  \catcode`|&=6%
  |gdef|markdownInputRaw#1{%
```

Change the category code of the percent sign (`%`) to other, so that a user of the `hybrid` Lua option or a malevolent actor can't produce TeX comments in the plain TeX output of the Markdown package.

```
    |begingroup
    |catcode`|%=12
```

Furthermore, also change the category code of the hash sign (`#`) to other, so that it's safe to tokenize the plain TeX output without mistaking hash signs with TeX's parameter numbers.

```
    |catcode`|#=12
```

If we are reading from the frozen cache, input it, expand the corresponding `\markdownFrozenCache`⟨*number*⟩ macro, and increment `frozenCacheCounter`.

```
    |markdownIfOption{frozenCache}{%
      |ifnum|markdownOptionFrozenCacheCounter=0|relax
        |markdownInfo{Reading frozen cache from
          "|markdownOptionFrozenCacheFileName"}%
        |input|markdownOptionFrozenCacheFileName|relax
      |fi
      |markdownInfo{Including markdown document number
        "|the|markdownOptionFrozenCacheCounter" from frozen cache}%
      |csname markdownFrozenCache|the|markdownOptionFrozenCacheCounter|endcsname
      |global|advance|markdownOptionFrozenCacheCounter by 1|relax
    }{%
      |markdownInfo{Including markdown document "&1"}%
```

Attempt to open the markdown document to record it in the `.log` and `.fls` files. This allows external programs such as LaTeXMk to track changes to the markdown document.

```
      |openin|markdownInputFileStream&1
      |closein|markdownInputFileStream
      |markdownPrepareLuaOptions
      |markdownLuaExecute{%
        |markdownPrepare
        local file = assert(io.open("&1", "r"),
          [[Could not open file "&1" for reading]])
        local input = assert(file:read("*a"))
```

```
        assert(file:close())
        print(convert(input))
        |markdownCleanup}%
```

If we are finalizing the frozen cache, increment `frozenCacheCounter`.

```
      |markdownIfOption{finalizeCache}{%
        |global|advance|markdownOptionFrozenCacheCounter by 1|relax}{}%
    }%
    |endgroup
  }%
|endgroup
```

The `\markdownEscape` macro resets the category codes of the percent sign and the hash sign back to comment and parameter, respectively, before using the `\input` built-in of TEX to execute a TEX document in the middle of a markdown document fragment.

```
\gdef\markdownEscape#1{%
  \catcode`\%=14\relax
  \catcode`\#=6\relax
  \input #1\relax
  \catcode`\%=12\relax
  \catcode`\#=12\relax
}%
```

3.3 LATEX Implementation

The LATEX implemenation makes use of the fact that, apart from some subtle differences, LATEX implements the majority of the plain TEX format [12, Section 9]. As a consequence, we can directly reuse the existing plain TEX implementation.

```
\def\markdownVersionSpace{ }%
\ProvidesPackage{markdown}[\markdownLastModified\markdownVersionSpace v%
  \markdownVersion\markdownVersionSpace markdown renderer]%
```

3.3.1 Typesetting Markdown

The `\markinlinePlainTeX` macro is used to store the original plain TEX implementation of the `\markinline` macro. The `\markinline` macro is then redefined to accept an optional argument with options recognized by the LATEX interface (see Section 2.3.2).

```
\ExplSyntaxOn
\cs_gset_eq:NN
  \markinlinePlainTeX
  \markinline
\cs_gset:Npn
  \markinline
  {
```

```
    \peek_regex_replace_once:nn
      { ( \[ (.*?) \] ) ? }
      {
```

Apply the options locally.

```
        \c { group_begin: }
        \c { @@_setup:n }
          \cB { \2 \cE }
        \c { tl_put_right:Nn }
          \c { g_@@_after_markinline_tl }
          \cB { \c { group_end: } \cE }
        \c { markinlinePlainTeX }
      }
  }
\ExplSyntaxOff
```

The `\markdownInputPlainTeX` macro is used to store the original plain TEX implementation of the `\markdownInput` macro. The `\markdownInput` macro is then redefined to accept an optional argument with options recognized by the LATEX interface (see Section 2.3.2).

```
\let\markdownInputPlainTeX\markdownInput
\renewcommand\markdownInput[2][]{%
  \begingroup
    \markdownSetup{#1}%
    \markdownInputPlainTeX{#2}%
  \endgroup}%
```

The `markdown`, and `markdown*` LATEX environments are implemented using the `\markdownReadAndConvert` macro.

```
\ExplSyntaxOn
\renewenvironment
  { markdown }
  {
```

In our implementation of the `markdown` LATEX environment, we want to distinguish between the following two cases:

```
\begin{markdown} [smartEllipses]
% This is an optional argument ^
% ...
\end{markdown}
```

```
\begin{markdown}
  [smartEllipses]
% ^ This is link
\end{markdown}
```

Therefore, we cannot use the built-in LATEX support for environments with optional arguments or packages such as xparse. Instead, we must read the optional argument manually and prevent reading past the end of a line.

To prevent reading past the end of a line when looking for the optional argument of the `markdown` LATEX environment and accidentally tokenizing markdown text, we

change the category code of carriage return (`\r`, ASCII character 13 in decimal) from 5 (end of line).

While any category code other than 5 (end of line) would work, we switch to the category 13 (active), which is also used by the `\markdownReadAndConvert` macro. This is necessary if we read until the end of a line, because then the carriage return character will be produced by TEX via the `\endlinechar` plain TEX macro and it needs to have the correct category code, so that `\markdownReadAndConvert` processes it correctly.

```
    \group_begin:
    \char_set_catcode_active:n { 13 }
```

To prevent doubling the hash signs (`#`, ASCII code 35 in decimal), we switch its category from 6 (parameter) to 12 (letter).

```
    \char_set_catcode_letter:n { 35 }
```

After we have matched the opening `[` that begins the optional argument, we accept carriage returns as well.

```
    \peek_regex_replace_once:nnF
      { \ *\[\r*([^]]*)\][^\r]* }
      {
```

After we have matched the optional argument, we switch back the category code of carriage returns and hash signs and we retokenize the content. This will cause single new lines to produce a space token and multiple new lines to produce `\par` tokens. Furthermore, this will cause hash signs followed by a number to be recognized as parameter numbers, which is necessary when we use the optional argument to redefine token renderers and token renderer prototypes.

```
        \c { group_end: }
        \c { tl_set_rescan:Nnn } \c { l_tmpa_tl } { } { \1 }
```

Then, we pass the retokenized content to the `\markdownSetup` macro.

```
        \c { @@_setup:V } \c { l_tmpa_tl }
```

Finally, regardless of whether or not we have matched the optional argument, we let the `\markdownReadAndConvert` macro process the rest of the LATEX environment.

```
        \c { markdownReadAndConvert@markdown } { }
      }
      {
        \group_end:
        \markdownReadAndConvert@markdown { }
      }
  }
  { \markdownEnd }
\renewenvironment
  { markdown* }
  [ 1 ]
  {
```

```
    \msg_warning:nnn
      { markdown }
      { latex-markdown-star-deprecated }
      { #1 }
    \@@_setup:n
      { #1 }
    \markdownReadAndConvert@markdown *
  }
  { \markdownEnd }
\msg_new:nnn
  { markdown }
  { latex-markdown-star-deprecated }
  {
    The~markdown*~LaTeX~environment~has~been~deprecated~and~will~
    be~removed~in~the~next~major~version~of~the~Markdown~package.
  }
\ExplSyntaxOff
\begingroup
```

Locally swap the category code of the backslash symbol with the pipe symbol, and of the left ({) and right brace (}) with the less-than (<) and greater-than (>) signs. This is required in order that all the special symbols that appear in the first argument of the `markdownReadAndConvert` macro have the category code *other*.

```
  \catcode`\|=0\catcode`\<=1\catcode`\>=2%
  \catcode`\\=12|catcode`|{=12|catcode`|}=12%
  |gdef|markdownReadAndConvert@markdown#1<%
    |markdownReadAndConvert<\end{markdown#1}>%
                           <|end<markdown#1>>>%
|endgroup
```

3.3.2 Options

The supplied package options are processed using the `\markdownSetup` macro.

```
\DeclareOption*{%
  \expandafter\markdownSetup\expandafter{\CurrentOption}}%
\ProcessOptions\relax
```

3.3.3 Themes

This section overrides the plain TEX implementation of the theme-loading mechanism from Section 3.2.2. Futhermore, this section also implements the built-in LATEX themes provided with the Markdown package.

```
\ExplSyntaxOn
\cs_gset:Nn
  \@@_load_theme:nn
  {
```

If the Markdown package has already been loaded, determine whether a file named markdowntheme⟨*munged theme name*⟩.sty exists and whether we are still in the preamble.

```
    \ifmarkdownLaTeXLoaded
      \ifx\@onlypreamble\@notprerr
```

If both conditions are true does, end with an error, since we cannot load LaTeX themes after the preamble. Otherwise, try loading a plain TeX theme instead.

```
        \file_if_exist:nTF
          { markdown theme #2.sty }
          {
            \msg_error:nnn
              { markdown }
              { latex-theme-after-preamble }
              { #1 }
          }
          {
            \@@_plain_tex_load_theme:nn
              { #1 }
              { #2 }
          }
      \else
```

If the Markdown package has already been loaded but we are still in the preamble, load a LaTeX theme if it exists or load a plain TeX theme otherwise.

```
        \file_if_exist:nTF
          { markdown theme #2.sty }
          {
            \msg_info:nnn
              { markdown }
              { loading-latex-theme }
              { #1 }
            \RequirePackage
              { markdown theme #2 }
          }
          {
            \@@_plain_tex_load_theme:nn
              { #1 }
              { #2 }
          }
      \fi
    \else
```

If the Markdown package has not yet been loaded, postpone the loading until the Markdown package has finished loading.

```
      \msg_info:nnn
        { markdown }
```

```
        { theme-loading-postponed }
        { #1 }
      \AtEndOfPackage
        {
          \@@_load_theme:nn
            { #1 }
            { #2 }
        }
    \fi
  }
\msg_new:nnn
  { markdown }
  { theme-loading-postponed }
  {
    Postponing~loading~Markdown~theme~#1~until~
    Markdown~package~has~finished~loading
  }
\msg_new:nnn
  { markdown }
  { loading-latex-theme }
  { Loading~LaTeX~Markdown~theme~#1 }
\cs_generate_variant:Nn
  \msg_new:nnnn
  { nnVV }
\tl_set:Nn
  \l_tmpa_tl
  { Cannot~load~LaTeX~Markdown~theme~#1~after~ }
\tl_put_right:NV
  \l_tmpa_tl
  \c_backslash_str
\tl_put_right:Nn
  \l_tmpa_tl
  { begin{document} }
\tl_set:Nn
  \l_tmpb_tl
  { Load~Markdown~theme~#1~before~ }
\tl_put_right:NV
  \l_tmpb_tl
  \c_backslash_str
\tl_put_right:Nn
  \l_tmpb_tl
  { begin{document} }
\msg_new:nnVV
  { markdown }
  { latex-theme-after-preamble }
  \l_tmpa_tl
  \l_tmpb_tl
```

```
\ExplSyntaxOff
```

The witiko/dot theme enables the fencedCode Lua option:

```
\markdownSetup{fencedCode}%
```

We load the ifthen and grffile packages, see also Section 1.1.3:

```
\RequirePackage{ifthen,grffile}
```

We store the previous definition of the fenced code token renderer prototype:

```
\let\markdown@witiko@dot@oldRendererInputFencedCodePrototype
  \markdownRendererInputFencedCodePrototype
```

If the infostring starts with dot …, we redefine the fenced code block token renderer prototype, so that it typesets the code block via Graphviz tools if and only if the frozenCache plain TEX option is disabled and the code block has not been previously typeset:

```
\renewcommand\markdownRendererInputFencedCodePrototype[3]{%
  \def\next##1 ##2\relax{%
    \ifthenelse{\equal{##1}{dot}}{%
      \markdownIfOption{frozenCache}{}{%
        \immediate\write18{%
          if ! test -e #1.pdf.source || ! diff #1 #1.pdf.source;
          then
            dot -Tpdf -o #1.pdf #1;
            cp #1 #1.pdf.source;
          fi}}%
```

We include the typeset image using the image token renderer:

```
      \markdownRendererImage{Graphviz image}{#1.pdf}{#1.pdf}{##2}%
```

If the infostring does not start with dot …, we use the previous definition of the fenced code token renderer prototype:

```
    }{%
      \markdown@witiko@dot@oldRendererInputFencedCodePrototype{#1}{#2}{#3}%
    }%
  }%
  \next#2 \relax}%
```

The witiko/graphicx/http theme stores the previous definition of the image token renderer prototype:

```
\let\markdown@witiko@graphicx@http@oldRendererImagePrototype
  \markdownRendererImagePrototype
```

We load the catchfile and grffile packages, see also Section 1.1.3:

```
\RequirePackage{catchfile,grffile}
```

We define the \markdown@witiko@graphicx@http@counter counter to enumerate the images for caching and the \markdown@witiko@graphicx@http@filename command, which will store the pathname of the file containing the pathname of the downloaded image file.

```
\newcount\markdown@witiko@graphicx@http@counter
\markdown@witiko@graphicx@http@counter=0
\newcommand\markdown@witiko@graphicx@http@filename{%
  \markdownOptionCacheDir/witiko_graphicx_http%
  .\the\markdown@witiko@graphicx@http@counter}%
```

We define the `\markdown@witiko@graphicx@http@download` command, which will receive two arguments that correspond to the URL of the online image and to the pathname, where the online image should be downloaded. The command will produce a shell command that tries to downloads the online image to the pathname.

```
\newcommand\markdown@witiko@graphicx@http@download[2]{%
  wget -O #2 #1 || curl --location -o #2 #1 || rm -f #2}
```

We locally swap the category code of the percentage sign with the line feed control character, so that we can use percentage signs in the shell code:

```
\begingroup
\catcode`\%=12
\catcode`\^^A=14
```

We redefine the image token renderer prototype, so that it tries to download an online image.

```
\global\def\markdownRendererImagePrototype#1#2#3#4{^^A
  \begingroup
    \edef\filename{\markdown@witiko@graphicx@http@filename}^^A
```

The image will be downloaded only if the image URL has the http or https protocols and the `frozenCache` plain TEX option is disabled:

```
    \markdownIfOption{frozenCache}{}{^^A
      \immediate\write18{^^A
        mkdir -p "\markdownOptionCacheDir";
        if printf '%s' "#3" | grep -q -E '^https?:';
        then
```

The image will be downloaded to the pathname `cacheDir/`⟨*the MD5 digest of the image URL*⟩`.`⟨*the suffix of the image URL*⟩:

```
          OUTPUT_PREFIX="\markdownOptionCacheDir";
          OUTPUT_BODY="$(printf '%s' '#3' | md5sum | cut -d' ' -f1)";
          OUTPUT_SUFFIX="$(printf '%s' '#3' | sed 's/.*[.]//')";
          OUTPUT="$OUTPUT_PREFIX/$OUTPUT_BODY.$OUTPUT_SUFFIX";
```

The image will be downloaded only if it has not already been downloaded:

```
          if ! [ -e "$OUTPUT" ];
          then
            \markdown@witiko@graphicx@http@download{'#3'}{"$OUTPUT"};
            printf '%s' "$OUTPUT" > "\filename";
          fi;
```

If the image does not have the http or https protocols or the image has already been downloaded, the URL will be stored as-is:

```
        else
          printf '%s' '#3' > "\filename";
        fi}}^^A
```

We load the pathname of the downloaded image and we typeset the image using the previous definition of the image renderer prototype:

```
    \CatchFileDef{\filename}{\filename}{\endlinechar=-1}^^A
    \markdown@witiko@graphicx@http@oldRendererImagePrototype^^A
      {#1}{#2}{\filename}{#4}^^A
  \endgroup
  \global\advance\markdown@witiko@graphicx@http@counter by 1\relax}^^A
\endgroup
```

The witiko/markdown/defaults LaTeX theme provides default definitions for token renderer prototypes. First, the LaTeX theme loads the plain TeX theme with the default definitions for plain TeX:

```
\markdownLoadPlainTeXTheme
```

Next, the LaTeX theme overrides some of the plain TeX definitions. See Section 3.3.4 for the actual definitions.

3.3.4 Token Renderer Prototypes

The following configuration should be considered placeholder. If the option plain has been enabled (see Section 2.2.2.3), none of the definitions will take effect.

```
\markdownIfOption{plain}{\iffalse}{\iftrue}
```

If either the tightLists or the fancyLists Lua option is enabled and the current document class is not beamer, then load the paralist package.

```
\@ifclassloaded{beamer}{}{%
  \markdownIfOption{tightLists}{\RequirePackage{paralist}}{}%
  \markdownIfOption{fancyLists}{\RequirePackage{paralist}}{}%
}
```

If we loaded the paralist package, define the respective renderer prototypes to make use of the capabilities of the package. Otherwise, define the renderer prototypes to fall back on the corresponding renderers for the non-tight lists.

```
\ExplSyntaxOn
\@ifpackageloaded{paralist}{
  \tl_new:N
    \l_@@_latex_fancy_list_item_label_number_style_tl
  \tl_new:N
    \l_@@_latex_fancy_list_item_label_delimiter_style_tl
  \cs_new:Nn
    \@@_latex_fancy_list_item_label_number:nn
    {
      \str_case:nn
        { #1 }
```

```
        {
          { Decimal } { #2 }
          { LowerRoman } { \int_to_roman:n { #2 } }
          { UpperRoman } { \int_to_Roman:n { #2 } }
          { LowerAlpha } { \int_to_alph:n { #2 } }
          { UpperAlpha } { \int_to_Alph:n { #2 } }
        }
    }
  \cs_new:Nn
    \@@_latex_fancy_list_item_label_delimiter:n
    {
      \str_case:nn
        { #1 }
        {
          { Default } { . }
          { OneParen } { ) }
          { Period } { . }
        }
    }
  \cs_new:Nn
    \@@_latex_fancy_list_item_label:nnn
    {
      \@@_latex_fancy_list_item_label_number:nn
        { #1 }
        { #3 }
      \@@_latex_fancy_list_item_label_delimiter:n
        { #2 }
    }
  \cs_new:Nn
    \@@_latex_paralist_style:nn
    {
      \str_case:nn
        { #1 }
        {
          { Decimal } { 1 }
          { LowerRoman } { i }
          { UpperRoman } { I }
          { LowerAlpha } { a }
          { UpperAlpha } { A }
        }
      \@@_latex_fancy_list_item_label_delimiter:n
        { #2 }
    }
  \markdownSetup{rendererPrototypes={
```

Make tight bullet lists a little less compact by adding extra vertical space above and below them.

```
    ulBeginTight = {%
      \group_begin:
      \pltopsep=\topsep
      \plpartopsep=\partopsep
      \begin{compactitem}
    },
    ulEndTight = {
      \end{compactitem}
      \group_end:
    },
    fancyOlBegin = {
      \group_begin:
      \tl_set:Nn
        \l_@@_latex_fancy_list_item_label_number_style_tl
        { #1 }
      \tl_set:Nn
        \l_@@_latex_fancy_list_item_label_delimiter_style_tl
        { #2 }
      \@@_if_option:nTF
        { startNumber }
        {
          \tl_set:Nn
            \l_tmpa_tl
            { \begin{enumerate} }
        }
        {
          \tl_set:Nn
            \l_tmpa_tl
            { \begin{enumerate}[ }
          \tl_put_right:Nx
            \l_tmpa_tl
            { \@@_latex_paralist_style:nn { #1 } { #2 } }
          \tl_put_right:Nn
            \l_tmpa_tl
            { ] }
        }
      \tl_use:N
        \l_tmpa_tl
    },
    fancyOlEnd = {
      \end{enumerate}
      \group_end:
    },
```

Make tight ordered lists a little less compact by adding extra vertical space above and below them.

```
    olBeginTight = {%
```

```
    \group_begin:
    \plpartopsep=\partopsep
    \pltopsep=\topsep
    \begin{compactenum}
  },
  olEndTight = {
    \end{compactenum}
    \group_end:
  },
  fancyOlBeginTight = {
    \group_begin:
    \tl_set:Nn
      \l_@@_latex_fancy_list_item_label_number_style_tl
      { #1 }
    \tl_set:Nn
      \l_@@_latex_fancy_list_item_label_delimiter_style_tl
      { #2 }
    \@@_if_option:nTF
      { startNumber }
      {
        \tl_set:Nn
          \l_tmpa_tl
          { \begin{compactenum} }
      }
      {
        \tl_set:Nn
          \l_tmpa_tl
          { \begin{compactenum}[ }
        \tl_put_right:Nx
          \l_tmpa_tl
          { \@@_latex_paralist_style:nn { #1 } { #2 } }
        \tl_put_right:Nn
          \l_tmpa_tl
          { ] }
      }
    \tl_put_left:Nn
      \l_tmpa_tl
      {
        \plpartopsep=\partopsep
        \pltopsep=\topsep
      }
    \tl_use:N
      \l_tmpa_tl
  },
  fancyOlEndTight = {
    \end{compactenum}
    \group_end:
```

```
    },
    fancyOlItemWithNumber = {
      \item
        [
          \@@_latex_fancy_list_item_label:VVn
            \l_@@_latex_fancy_list_item_label_number_style_tl
            \l_@@_latex_fancy_list_item_label_delimiter_style_tl
            { #1 }
        ]
    },
```

Make tight definition lists a little less compact by adding extra vertical space above and below them.

```
    dlBeginTight = {
      \group_begin:
      \plpartopsep=\partopsep
      \pltopsep=\topsep
      \begin{compactdesc}
    },
    dlEndTight = {
      \end{compactdesc}
      \group_end:
    }}}
  \cs_generate_variant:Nn
    \@@_latex_fancy_list_item_label:nnn
    { VVn }
}{
  \markdownSetup{rendererPrototypes={
    ulBeginTight = {\markdownRendererUlBegin},
    ulEndTight = {\markdownRendererUlEnd},
    fancyOlBegin = {\markdownRendererOlBegin},
    fancyOlEnd = {\markdownRendererOlEnd},
    olBeginTight = {\markdownRendererOlBegin},
    olEndTight = {\markdownRendererOlEnd},
    fancyOlBeginTight = {\markdownRendererOlBegin},
    fancyOlEndTight = {\markdownRendererOlEnd},
    dlBeginTight = {\markdownRendererDlBegin},
    dlEndTight = {\markdownRendererDlEnd}}}
}
\ExplSyntaxOff
\RequirePackage{amsmath}
```

Unless the unicode-math package has been loaded, load the amssymb package with symbols to be used for tickboxes.

```
\@ifpackageloaded{unicode-math}{
  \markdownSetup{rendererPrototypes={
    untickedBox = {$\mdlgwhtsquare$},
  }}
```

```
}{
  \RequirePackage{amssymb}
  \markdownSetup{rendererPrototypes={
    untickedBox = {$\square$},
  }}
}
\RequirePackage{csvsimple}
\RequirePackage{fancyvrb}
\RequirePackage{graphicx}
\markdownSetup{rendererPrototypes={
  hardLineBreak = {\\},
  leftBrace = {\textbraceleft},
  rightBrace = {\textbraceright},
  dollarSign = {\textdollar},
  underscore = {\textunderscore},
  circumflex = {\textasciicircum},
  backslash = {\textbackslash},
  tilde = {\textasciitilde},
  pipe = {\textbar},
```

We can capitalize on the fact that the expansion of renderers is performed by TEX during the typesetting. Therefore, even if we don't know whether a span of text is part of math formula or not when we are parsing markdown,[34] we can reliably detect math mode inside the renderer.

Here, we will redefine the code span renderer prototype to typeset upright text in math formulae and typewriter text outside math formulae.

```
  codeSpan = {%
    \ifmmode
      \text{#1}%
    \else
      \texttt{#1}%
    \fi
  }}}
\ExplSyntaxOn
\markdownSetup{
  rendererPrototypes = {
    contentBlock = {
      \str_case:nnF
        { #1 }
        {
          { csv }
            {
              \begin{table}
```

[34] This property may actually be undecidable. Suppose a span of text is a part of a macro definition. Then, whether the span of text is part of a math formula or not depends on where the macro is later used, which may easily be *both* inside and outside a math formula.

```
                \begin{center}
                  \csvautotabular{#3}
                \end{center}
                \tl_if_empty:nF
                  { #4 }
                  { \caption{#4} }
              \end{table}
            }
          { tex } { \markdownEscape{#3} }
        }
        { \markdownInput{#3} }
    },
  },
}
\ExplSyntaxOff
\markdownSetup{rendererPrototypes={
  image = {%
    \begin{figure}%
      \begin{center}%
        \includegraphics[alt={#1}]{#3}%
      \end{center}%
      \ifx\empty#4\empty\else
        \caption{#4}%
      \fi
    \end{figure}},
  ulBegin = {\begin{itemize}},
  ulEnd = {\end{itemize}},
  olBegin = {\begin{enumerate}},
  olItem = {\item{}},
  olItemWithNumber = {\item[#1.]},
  olEnd = {\end{enumerate}},
  dlBegin = {\begin{description}},
  dlItem = {\item[#1]},
  dlEnd = {\end{description}},
  emphasis = {\emph{#1}},
  tickedBox = {$\boxtimes$},
  halfTickedBox = {$\boxdot$}}}
```

If HTML identifiers appear after a heading, we make them produce `\label` macros.

```
\ExplSyntaxOn
\seq_new:N
  \l_@@_header_identifiers_seq
\markdownSetup
  {
    rendererPrototypes = {
      headerAttributeContextBegin = {
        \markdownSetup
          {
```

```
            rendererPrototypes = {
              attributeIdentifier = {
                \seq_put_right:Nn
                  \l_@@_header_identifiers_seq
                  { ##1 }
              },
            },
          }
      },
      headerAttributeContextEnd = {
        \seq_map_inline:Nn
          \l_@@_header_identifiers_seq
          { \label { ##1 } }
        \seq_clear:N
          \l_@@_header_identifiers_seq
      },
    },
  }
```

If the `unnumbered` HTML class (or the `{-}` shorthand) appears after a heading the heading and all its subheadings will be unnumbered.

```
\bool_new:N
  \l_@@_header_unnumbered_bool
\markdownSetup
  {
    rendererPrototypes = {
      headerAttributeContextBegin += {
        \markdownSetup
          {
            rendererPrototypes = {
              attributeClassName = {
                \bool_if:nT
                  {
                    \str_if_eq_p:nn
                      { ##1 }
                      { unnumbered } &&
                    ! \l_@@_header_unnumbered_bool
                  }
                  {
                    \group_begin:
                    \bool_set_true:N
                      \l_@@_header_unnumbered_bool
                    \c@secnumdepth = 0
                    \markdownSetup
                      {
                        rendererPrototypes = {
                          sectionBegin = {
```

```
                              \group_begin:
                            },
                            sectionEnd = {
                              \group_end:
                            },
                          },
                        }
                      }
                    },
                  },
                }
              },
            },
          }
```

3.3.4.1 Fenced Code

When no infostring has been specified, default to the indented code block renderer.

```
\RequirePackage{ltxcmds}
\ExplSyntaxOn
\cs_gset:Npn
  \markdownRendererInputFencedCodePrototype#1#2#3
  {
    \tl_if_empty:nTF
      { #2 }
      { \markdownRendererInputVerbatim{#1} }
```

Otherwise, extract the first word of the infostring and treat it as the name of the programming language in which the code block is written.

```
      {
        \regex_extract_once:nnN
          { \w* }
          { #2 }
          \l_tmpa_seq
        \seq_pop_left:NN
          \l_tmpa_seq
          \l_tmpa_tl
```

When the minted package is loaded, use it for syntax highlighting.

```
        \ltx@ifpackageloaded
          { minted }
          {
            \catcode`\#=6\relax
            \exp_args:NV
              \inputminted
              \l_tmpa_tl
              { #1 }
            \catcode`\#=12\relax
          }
          {
```

When the listings package is loaded, use it for syntax highlighting.

```
            \ltx@ifpackageloaded
              { listings }
              { \lstinputlisting[language=\l_tmpa_tl]{#1} }
```

When neither the listings package nor the minted package is loaded, act as though no infostring were given.

```
              { \markdownRendererInputFencedCode{#1}{}{} }
          }
      }
  }
\ExplSyntaxOff
```

Support the nesting of strong emphasis.

```
\ExplSyntaxOn
\def\markdownLATEXStrongEmphasis#1{%
  \str_if_in:NnTF
    \f@series
    { b }
    { \textnormal{#1} }
    { \textbf{#1} }
}
\ExplSyntaxOff
\markdownSetup{rendererPrototypes={strongEmphasis={%
  \protect\markdownLATEXStrongEmphasis{#1}}}}
```

Support LaTeX document classes that do not provide chapters.

```
\@ifundefined{chapter}{%
  \markdownSetup{rendererPrototypes = {
    headingOne = {\section{#1}},
    headingTwo = {\subsection{#1}},
    headingThree = {\subsubsection{#1}},
    headingFour = {\paragraph{#1}},
    headingFive = {\subparagraph{#1}}}}
}{%
  \markdownSetup{rendererPrototypes = {
    headingOne = {\chapter{#1}},
```

```
    headingTwo = {\section{#1}},
    headingThree = {\subsection{#1}},
    headingFour = {\subsubsection{#1}},
    headingFive = {\paragraph{#1}},
    headingSix = {\subparagraph{#1}}}}
}%
```

3.3.4.2 Tickboxes

If the `taskLists` option is enabled, we will hide bullets in unordered list items with tickboxes.

```
\markdownSetup{
  rendererPrototypes = {
    ulItem = {%
      \futurelet\markdownLaTeXCheckbox\markdownLaTeXUlItem
    },
  },
}
\def\markdownLaTeXUlItem{%
  \ifx\markdownLaTeXCheckbox\markdownRendererTickedBox
    \item[\markdownLaTeXCheckbox]%
    \expandafter\@gobble
  \else
    \ifx\markdownLaTeXCheckbox\markdownRendererHalfTickedBox
      \item[\markdownLaTeXCheckbox]%
      \expandafter\expandafter\expandafter\@gobble
    \else
      \ifx\markdownLaTeXCheckbox\markdownRendererUntickedBox
        \item[\markdownLaTeXCheckbox]%
        \expandafter\expandafter\expandafter\expandafter
          \expandafter\expandafter\expandafter\@gobble
      \else
        \item{}%
      \fi
    \fi
  \fi
}
```

3.3.4.3 HTML elements

If the `html` option is enabled and we are using TEX4ht[35], we will pass HTML elements to the output HTML document unchanged.

```
\@ifundefined{HCode}{}{
  \markdownSetup{
    rendererPrototypes = {
      inlineHtmlTag = {%
```

[35] See https://tug.org/tex4ht/.

```
        \ifvmode
          \IgnorePar
          \EndP
        \fi
        \HCode{#1}%
      },
      inputBlockHtmlElement = {%
        \ifvmode
          \IgnorePar
        \fi
        \EndP
        \special{t4ht*<#1}%
        \par
        \ShowPar
      },
    },
  }
}
```

3.3.4.4 Citations

Here is a basic implementation for citations that uses the LaTeX `\cite` macro. There are also implementations that use the natbib `\citep`, and `\citet` macros, and the BibLaTeX `\autocites` and `\textcites` macros. These implementations will be used, when the respective packages are loaded.

```
\newcount\markdownLaTeXCitationsCounter

% Basic implementation
\RequirePackage{gobble}
\def\markdownLaTeXBasicCitations#1#2#3#4#5#6{%
  \advance\markdownLaTeXCitationsCounter by 1\relax
  \ifx\relax#4\relax
    \ifx\relax#5\relax
      \ifnum\markdownLaTeXCitationsCounter>\markdownLaTeXCitationsTotal\relax
        \cite{#1#2#6}%  Without prenotes and postnotes, just accumulate cites
        \expandafter\expandafter\expandafter
        \expandafter\expandafter\expandafter\expandafter
        \@gobblethree
      \fi
    \else%  Before a postnote (#5), dump the accumulator
      \ifx\relax#1\relax\else
        \cite{#1}%
      \fi
      \cite[#5]{#6}%
      \ifnum\markdownLaTeXCitationsCounter>\markdownLaTeXCitationsTotal\relax
      \else
        \expandafter\expandafter\expandafter
```

```
        \expandafter\expandafter\expandafter\expandafter
        \expandafter\expandafter\expandafter
        \expandafter\expandafter\expandafter\expandafter
        \markdownLaTeXBasicCitations
      \fi
      \expandafter\expandafter\expandafter
      \expandafter\expandafter\expandafter\expandafter{%
      \expandafter\expandafter\expandafter
      \expandafter\expandafter\expandafter\expandafter}%
      \expandafter\expandafter\expandafter
      \expandafter\expandafter\expandafter\expandafter{%
      \expandafter\expandafter\expandafter
      \expandafter\expandafter\expandafter\expandafter}%
      \expandafter\expandafter\expandafter
      \@gobblethree
    \fi
  \else%  Before a prenote (#4), dump the accumulator
    \ifx\relax#1\relax\else
      \cite{#1}%
    \fi
    \ifnum\markdownLaTeXCitationsCounter>1\relax
      \space  % Insert a space before the prenote in later citations
    \fi
    #4~\expandafter\cite\ifx\relax#5\relax{#6}\else[#5]{#6}\fi
    \ifnum\markdownLaTeXCitationsCounter>\markdownLaTeXCitationsTotal\relax
    \else
      \expandafter\expandafter\expandafter
      \expandafter\expandafter\expandafter\expandafter
      \markdownLaTeXBasicCitations
    \fi
    \expandafter\expandafter\expandafter{%
    \expandafter\expandafter\expandafter}%
    \expandafter\expandafter\expandafter{%
    \expandafter\expandafter\expandafter}%
    \expandafter
    \@gobblethree
  \fi\markdownLaTeXBasicCitations{#1#2#6},}
\let\markdownLaTeXBasicTextCitations\markdownLaTeXBasicCitations

% Natbib implementation
\def\markdownLaTeXNatbibCitations#1#2#3#4#5{%
  \advance\markdownLaTeXCitationsCounter by 1\relax
  \ifx\relax#3\relax
    \ifx\relax#4\relax
      \ifnum\markdownLaTeXCitationsCounter>\markdownLaTeXCitationsTotal\relax
        \citep{#1,#5}%  Without prenotes and postnotes, just accumulate cites
        \expandafter\expandafter\expandafter
```

```
        \expandafter\expandafter\expandafter\expandafter
        \@gobbletwo
      \fi
    \else%  Before a postnote (#4), dump the accumulator
      \ifx\relax#1\relax\else
        \citep{#1}%
      \fi
      \citep[][#4]{#5}%
      \ifnum\markdownLaTeXCitationsCounter>\markdownLaTeXCitationsTotal\relax
      \else
        \expandafter\expandafter\expandafter
        \expandafter\expandafter\expandafter\expandafter
        \expandafter\expandafter\expandafter
        \expandafter\expandafter\expandafter\expandafter
        \markdownLaTeXNatbibCitations
      \fi
      \expandafter\expandafter\expandafter
      \expandafter\expandafter\expandafter\expandafter{%
      \expandafter\expandafter\expandafter
      \expandafter\expandafter\expandafter\expandafter}%
      \expandafter\expandafter\expandafter
      \@gobbletwo
    \fi
  \else%  Before a prenote (#3), dump the accumulator
    \ifx\relax#1\relax\relax\else
      \citep{#1}%
    \fi
    \citep[#3][#4]{#5}%
    \ifnum\markdownLaTeXCitationsCounter>\markdownLaTeXCitationsTotal\relax
    \else
      \expandafter\expandafter\expandafter
      \expandafter\expandafter\expandafter\expandafter
      \markdownLaTeXNatbibCitations
    \fi
    \expandafter\expandafter\expandafter{%
    \expandafter\expandafter\expandafter}%
    \expandafter
    \@gobbletwo
  \fi\markdownLaTeXNatbibCitations{#1,#5}}
\def\markdownLaTeXNatbibTextCitations#1#2#3#4#5{%
  \advance\markdownLaTeXCitationsCounter by 1\relax
  \ifx\relax#3\relax
    \ifx\relax#4\relax
      \ifnum\markdownLaTeXCitationsCounter>\markdownLaTeXCitationsTotal\relax
        \citet{#1,#5}%  Without prenotes and postnotes, just accumulate cites
        \expandafter\expandafter\expandafter
        \expandafter\expandafter\expandafter\expandafter
```

```
        \@gobbletwo
      \fi
    \else%  After a prenote or a postnote, dump the accumulator
      \ifx\relax#1\relax\else
        \citet{#1}%
      \fi
      , \citet[#3][#4]{#5}%
      \ifnum\markdownLaTeXCitationsCounter<\markdownLaTeXCitationsTotal\relax
        ,
      \else
        \ifnum\markdownLaTeXCitationsCounter=\markdownLaTeXCitationsTotal\relax
          ,
        \fi
      \fi
      \expandafter\expandafter\expandafter
      \expandafter\expandafter\expandafter\expandafter
      \markdownLaTeXNatbibTextCitations
      \expandafter\expandafter\expandafter
      \expandafter\expandafter\expandafter\expandafter{%
      \expandafter\expandafter\expandafter
      \expandafter\expandafter\expandafter\expandafter}%
      \expandafter\expandafter\expandafter
      \@gobbletwo
    \fi
  \else%  After a prenote or a postnote, dump the accumulator
    \ifx\relax#1\relax\relax\else
      \citet{#1}%
    \fi
    , \citet[#3][#4]{#5}%
    \ifnum\markdownLaTeXCitationsCounter<\markdownLaTeXCitationsTotal\relax
      ,
    \else
      \ifnum\markdownLaTeXCitationsCounter=\markdownLaTeXCitationsTotal\relax
        ,
      \fi
    \fi
    \expandafter\expandafter\expandafter
    \markdownLaTeXNatbibTextCitations
    \expandafter\expandafter\expandafter{%
    \expandafter\expandafter\expandafter}%
    \expandafter
    \@gobbletwo
  \fi\markdownLaTeXNatbibTextCitations{#1,#5}}

% BibLaTeX implementation
\def\markdownLaTeXBibLaTeXCitations#1#2#3#4#5{%
  \advance\markdownLaTeXCitationsCounter by 1\relax
```

```
  \ifnum\markdownLaTeXCitationsCounter>\markdownLaTeXCitationsTotal\relax
    \autocites#1[#3][#4]{#5}%
    \expandafter\@gobbletwo
  \fi\markdownLaTeXBibLaTeXCitations{#1[#3][#4]{#5}}}
\def\markdownLaTeXBibLaTeXTextCitations#1#2#3#4#5{%
  \advance\markdownLaTeXCitationsCounter by 1\relax
  \ifnum\markdownLaTeXCitationsCounter>\markdownLaTeXCitationsTotal\relax
    \textcites#1[#3][#4]{#5}%
    \expandafter\@gobbletwo
  \fi\markdownLaTeXBibLaTeXTextCitations{#1[#3][#4]{#5}}}

\markdownSetup{rendererPrototypes = {
  cite = {%
    \markdownLaTeXCitationsCounter=1%
    \def\markdownLaTeXCitationsTotal{#1}%
    \@ifundefined{autocites}{%
      \@ifundefined{citep}{%
        \expandafter\expandafter\expandafter
        \markdownLaTeXBasicCitations
        \expandafter\expandafter\expandafter{%
        \expandafter\expandafter\expandafter}%
        \expandafter\expandafter\expandafter{%
        \expandafter\expandafter\expandafter}%
      }{%
        \expandafter\expandafter\expandafter
        \markdownLaTeXNatbibCitations
        \expandafter\expandafter\expandafter{%
        \expandafter\expandafter\expandafter}%
      }%
    }{%
      \expandafter\expandafter\expandafter
      \markdownLaTeXBibLaTeXCitations
      \expandafter{\expandafter}%
    }},
  textCite = {%
    \markdownLaTeXCitationsCounter=1%
    \def\markdownLaTeXCitationsTotal{#1}%
    \@ifundefined{autocites}{%
      \@ifundefined{citep}{%
        \expandafter\expandafter\expandafter
        \markdownLaTeXBasicTextCitations
        \expandafter\expandafter\expandafter{%
        \expandafter\expandafter\expandafter}%
        \expandafter\expandafter\expandafter{%
        \expandafter\expandafter\expandafter}%
      }{%
        \expandafter\expandafter\expandafter
```

```
        \markdownLaTeXNatbibTextCitations
        \expandafter\expandafter\expandafter{%
        \expandafter\expandafter\expandafter}%
      }%
    }{%
      \expandafter\expandafter\expandafter
      \markdownLaTeXBibLaTeXTextCitations
      \expandafter{\expandafter}%
    }}}}
```

3.3.4.5 Links

Here is an implementation for hypertext links and relative references.

```
\RequirePackage{url}
\RequirePackage{expl3}
\ExplSyntaxOn
\def\markdownRendererLinkPrototype#1#2#3#4{
  \tl_set:Nn \l_tmpa_tl { #1 }
  \tl_set:Nn \l_tmpb_tl { #2 }
  \bool_set:Nn
    \l_tmpa_bool
    {
      \tl_if_eq_p:NN
        \l_tmpa_tl
        \l_tmpb_tl
    }
  \tl_set:Nn \l_tmpa_tl { #4 }
  \bool_set:Nn
    \l_tmpb_bool
    {
      \tl_if_empty_p:N
        \l_tmpa_tl
    }
```

If the label and the fully-escaped URI are equivalent and the title is empty, assume that the link is an autolink. Otherwise, assume that the link is either direct or indirect.

```
  \bool_if:nTF
    {
      \l_tmpa_bool && \l_tmpb_bool
    }
    {
      \markdownLaTeXRendererAutolink { #2 } { #3 }
    }{
      \markdownLaTeXRendererDirectOrIndirectLink { #1 } { #2 } { #3 } { #4 }
    }
}
\def\markdownLaTeXRendererAutolink#1#2{%
```

If the URL begins with a hash sign, then we assume that it is a relative reference. Otherwise, we assume that it is an absolute URL.

```
  \tl_set:Nn
    \l_tmpa_tl
    { #2 }
  \tl_trim_spaces:N
    \l_tmpa_tl
  \tl_set:Nx
    \l_tmpb_tl
    {
      \tl_range:Nnn
        \l_tmpa_tl
        { 1 }
        { 1 }
    }
  \str_if_eq:NNTF
    \l_tmpb_tl
    \c_hash_str
    {
      \tl_set:Nx
        \l_tmpb_tl
        {
          \tl_range:Nnn
            \l_tmpa_tl
            { 2 }
            { -1 }
        }
      \exp_args:NV
        \ref
        \l_tmpb_tl
    }{
      \url { #2 }
    }
}
\ExplSyntaxOff
\def\markdownLaTeXRendererDirectOrIndirectLink#1#2#3#4{%
  #1\footnote{\ifx\empty#4\empty\else#4: \fi\url{#3}}}
```

3.3.4.6 Tables

Here is a basic implementation of tables. If the booktabs package is loaded, then it is used to produce horizontal lines.

```
\newcount\markdownLaTeXRowCounter
\newcount\markdownLaTeXRowTotal
\newcount\markdownLaTeXColumnCounter
\newcount\markdownLaTeXColumnTotal
\newtoks\markdownLaTeXTable
```

```
\newtoks\markdownLaTeXTableAlignment
\newtoks\markdownLaTeXTableEnd
\AtBeginDocument{%
  \@ifpackageloaded{booktabs}{%
    \def\markdownLaTeXTopRule{\toprule}%
    \def\markdownLaTeXMidRule{\midrule}%
    \def\markdownLaTeXBottomRule{\bottomrule}%
  }{%
    \def\markdownLaTeXTopRule{\hline}%
    \def\markdownLaTeXMidRule{\hline}%
    \def\markdownLaTeXBottomRule{\hline}%
  }%
}
\markdownSetup{rendererPrototypes={
  table = {%
    \markdownLaTeXTable={}%
    \markdownLaTeXTableAlignment={}%
    \markdownLaTeXTableEnd={%
      \markdownLaTeXBottomRule
      \end{tabular}}%
    \ifx\empty#1\empty\else
      \addto@hook\markdownLaTeXTable{%
        \begin{table}
        \centering}%
      \addto@hook\markdownLaTeXTableEnd{%
        \caption{#1}
        \end{table}}%
    \fi
    \addto@hook\markdownLaTeXTable{\begin{tabular}}%
    \markdownLaTeXRowCounter=0%
    \markdownLaTeXRowTotal=#2%
    \markdownLaTeXColumnTotal=#3%
    \markdownLaTeXRenderTableRow
  }
}}
\def\markdownLaTeXRenderTableRow#1{%
  \markdownLaTeXColumnCounter=0%
  \ifnum\markdownLaTeXRowCounter=0\relax
    \markdownLaTeXReadAlignments#1%
    \markdownLaTeXTable=\expandafter\expandafter\expandafter{%
      \expandafter\the\expandafter\markdownLaTeXTable\expandafter{%
        \the\markdownLaTeXTableAlignment}}%
    \addto@hook\markdownLaTeXTable{\markdownLaTeXTopRule}%
  \else
    \markdownLaTeXRenderTableCell#1%
  \fi
  \ifnum\markdownLaTeXRowCounter=1\relax
```

```
    \addto@hook\markdownLaTeXTable\markdownLaTeXMidRule
  \fi
  \advance\markdownLaTeXRowCounter by 1\relax
  \ifnum\markdownLaTeXRowCounter>\markdownLaTeXRowTotal\relax
    \the\markdownLaTeXTable
    \the\markdownLaTeXTableEnd
    \expandafter\@gobble
  \fi\markdownLaTeXRenderTableRow}
\def\markdownLaTeXReadAlignments#1{%
  \advance\markdownLaTeXColumnCounter by 1\relax
  \if#1d%
    \addto@hook\markdownLaTeXTableAlignment{l}%
  \else
    \addto@hook\markdownLaTeXTableAlignment{#1}%
  \fi
  \ifnum\markdownLaTeXColumnCounter<\markdownLaTeXColumnTotal\relax\else
    \expandafter\@gobble
  \fi\markdownLaTeXReadAlignments}
\def\markdownLaTeXRenderTableCell#1{%
  \advance\markdownLaTeXColumnCounter by 1\relax
  \ifnum\markdownLaTeXColumnCounter<\markdownLaTeXColumnTotal\relax
    \addto@hook\markdownLaTeXTable{#1&}%
  \else
    \addto@hook\markdownLaTeXTable{#1\\}%
    \expandafter\@gobble
  \fi\markdownLaTeXRenderTableCell}
```

3.3.4.7 Line Blocks

Here is a basic implementation of line blocks. If the verse package is loaded, then it is used to produce the verses.

```

\markdownIfOption{lineBlocks}{%
  \RequirePackage{verse}
  \markdownSetup{rendererPrototypes={
    lineBlockBegin = {%
      \begingroup
        \def\markdownRendererHardLineBreak{\\}%
        \begin{verse}%
    },
    lineBlockEnd = {%
        \end{verse}%
      \endgroup
    },
  }}
}{}

```

3.3.4.8 YAML Metadata

The default setup of YAML metadata will invoke the `\title`, `\author`, and `\date` macros when scalar values for keys that correspond to the `title`, `author`, and `date` relative wildcards are encountered, respectively.

```
\ExplSyntaxOn
\keys_define:nn
  { markdown/jekyllData }
  {
    author  .code:n = { \author{#1} },
    date    .code:n = { \date{#1}   },
    title   .code:n = { \title{#1}  },
  }
```

To complement the default setup of our key–values, we will use the `\maketitle` macro to typeset the title page of a document at the end of YAML metadata. If we are in the preamble, we will wait macro until after the beginning of the document. Otherwise, we will use the `\maketitle` macro straight away.

```
\markdownSetup{
  rendererPrototypes = {
    jekyllDataEnd = {
      \AddToHook{begindocument/end}{\maketitle}
    },
  },
}
\ExplSyntaxOff
```

3.3.4.9 Strike-Through

If the `strikeThrough` option is enabled, we will load the soulutf8 package and use it to implement strike-throughs.

```
\markdownIfOption{strikeThrough}{%
  \RequirePackage{soulutf8}%
  \markdownSetup{
    rendererPrototypes = {
      strikeThrough = {%
        \st{#1}%
      },
    }
  }
}{}
```

3.3.4.10 Marked Text

If the `mark` option is enabled, we will load the soulutf8 package and use it to implement marked text.

```
\markdownIfOption{mark}{%
  \RequirePackage{soulutf8}%
```

```
  \markdownSetup{
    rendererPrototypes = {
      mark = {%
        \hl{#1}%
      },
    }
  }
}{}
```

3.3.4.11 Image Attributes

If the `linkAttributes` option is enabled, we will load the graphicx package. Furthermore, in image attribute contexts, we will make attributes in the form ⟨*key*⟩=⟨*value*⟩ set the corresponding keys of the graphicx package to the corresponding values.

```
\ExplSyntaxOn
\@@_if_option:nT
  { linkAttributes }
  {
    \RequirePackage{graphicx}
    \markdownSetup{
      rendererPrototypes = {
        imageAttributeContextBegin = {
          \group_begin:
          \markdownSetup{
            rendererPrototypes = {
              attributeKeyValue = {
                \setkeys
                  { Gin }
                  { { ##1 } = { ##2 } }
              },
            },
          }
        },
        imageAttributeContextEnd = {
          \group_end:
        },
      },
    }
  }
\ExplSyntaxOff
```

3.3.4.12 Raw Attributes

In the raw block and inline raw span renderer prototypes, default to the plain TeX renderer prototypes, translating raw attribute `latex` to `tex`.

```
\ExplSyntaxOn
```

```
\cs_gset:Npn
  \markdownRendererInputRawInlinePrototype#1#2
  {
    \str_case:nnF
      { #2 }
      {
        { latex }
          {
            \@@_plain_tex_default_input_raw_inline_renderer_prototype:nn
              { #1 }
              { tex }
          }
      }
      {
        \@@_plain_tex_default_input_raw_inline_renderer_prototype:nn
          { #1 }
          { #2 }
      }
  }
\cs_gset:Npn
  \markdownRendererInputRawBlockPrototype#1#2
  {
    \str_case:nnF
      { #2 }
      {
        { latex }
          {
            \@@_plain_tex_default_input_raw_block_renderer_prototype:nn
              { #1 }
              { tex }
          }
      }
      {
        \@@_plain_tex_default_input_raw_block_renderer_prototype:nn
          { #1 }
          { #2 }
      }
  }
\ExplSyntaxOff
\fi % Closes `\markdownIfOption{plain}{\iffalse}{\iftrue}`
```

3.3.5 Miscellanea

When buffering user input, we should disable the bytes with the high bit set, since these are made active by the inputenc package. We will do this by redefining the

`\markdownMakeOther` macro accordingly. The code is courtesy of Scott Pakin, the creator of the filecontents package.

```
\newcommand\markdownMakeOther{%
  \count0=128\relax
  \loop
    \catcode\count0=11\relax
    \advance\count0 by 1\relax
  \ifnum\count0<256\repeat}%
```

3.4 ConTEXt Implementation

The ConTEXt implementation makes use of the fact that, apart from some subtle differences, the Mark II and Mark IV ConTEXt formats *seem* to implement (the documentation is scarce) the majority of the plain TEX format required by the plain TEX implementation. As a consequence, we can directly reuse the existing plain TEX implementation after supplying the missing plain TEX macros.

When buffering user input, we should disable the bytes with the high bit set, since these are made active by the `\enableregime` macro. We will do this by redefining the `\markdownMakeOther` macro accordingly. The code is courtesy of Scott Pakin, the creator of the filecontents LATEX package.

```
\def\markdownMakeOther{%
  \count0=128\relax
  \loop
    \catcode\count0=11\relax
    \advance\count0 by 1\relax
  \ifnum\count0<256\repeat
```

On top of that, make the pipe character (`|`) inactive during the scanning. This is necessary, since the character is active in ConTEXt.

```
  \catcode`|=12}%
```

3.4.1 Typesetting Markdown

The `\inputmarkdown` macro is defined to accept an optional argument with options recognized by the ConTEXt interface (see Section 2.4.2).

```
\long\def\inputmarkdown{%
  \dosingleempty
  \doinputmarkdown}%
\long\def\doinputmarkdown[#1]#2{%
  \begingroup
    \iffirstargument
      \setupmarkdown[#1]%
    \fi
    \markdownInput{#2}%
  \endgroup}%
```

The `\startmarkdown` and `\stopmarkdown` macros are implemented using the `\markdownReadAndConvert` macro.

In Knuth's TEX, trailing spaces are removed very early on when a line is being put to the input buffer. [13, sec. 31]. According to Eijkhout [14, sec. 2.2], this is because "these spaces are hard to see in an editor". At the moment, there is no option to suppress this behavior in (Lua)TEX, but ConTEXt MkIV funnels all input through its own input handler. This makes it possible to suppress the removal of trailing spaces in ConTEXt MkIV and therefore to insert hard line breaks into markdown text.

```
\startluacode
  document.markdown_buffering = false
  local function preserve_trailing_spaces(line)
    if document.markdown_buffering then
      line = line:gsub("[ \t][ \t]$", "\t\t")
    end
    return line
  end
  resolvers.installinputlinehandler(preserve_trailing_spaces)
\stopluacode
\begingroup
  \catcode`\|=0%
  \catcode`\\=12%
  |gdef|startmarkdown{%
    |ctxlua{document.markdown_buffering = true}%
    |markdownReadAndConvert{\stopmarkdown}%
                           {|stopmarkdown}}%
  |gdef|stopmarkdown{%
    |ctxlua{document.markdown_buffering = false}%
    |markdownEnd}%
|endgroup
```

3.4.2 Themes

This section overrides the plain TEX implementation of the theme-loading mechanism from Section 3.2.2. Futhermore, this section also implements the built-in ConTEXt themes provided with the Markdown package.

```
\ExplSyntaxOn
\cs_gset:Nn
  \@@_load_theme:nn
  {
```

Determine whether a file named `t-markdowntheme`⟨*munged theme name*⟩`.tex` exists. If it does, load it. Otherwise, try loading a plain TEX theme instead.

```
    \file_if_exist:nTF
      { t - markdown theme #2.tex }
      {
        \msg_info:nnn
```

```
          { markdown }
          { loading-context-theme }
          { #1 }
        \usemodule
          [ t ]
          [ markdown theme #2 ]
      }
      {
        \@@_plain_tex_load_theme:nn
          { #1 }
          { #2 }
      }
  }
\msg_new:nnn
  { markdown }
  { loading-context-theme }
  { Loading~ConTeXt~Markdown~theme~#1 }
\ExplSyntaxOff
```

The witiko/markdown/defaults ConTEXt theme provides default definitions for token renderer prototypes. First, the ConTEXt theme loads the plain TEX theme with the default definitions for plain TEX:

```
\markdownLoadPlainTeXTheme
```

Next, the ConTEXt theme overrides some of the plain TEX definitions. See Section 3.4.3 for the actual definitions.

3.4.3 Token Renderer Prototypes

The following configuration should be considered placeholder. If the option plain has been enabled (see Section 2.2.2.3), none of the definitions will take effect.

```
\markdownIfOption{plain}{\iffalse}{\iftrue}
\def\markdownRendererHardLineBreakPrototype{\blank}%
\def\markdownRendererLeftBracePrototype{\textbraceleft}%
\def\markdownRendererRightBracePrototype{\textbraceright}%
\def\markdownRendererDollarSignPrototype{\textdollar}%
\def\markdownRendererPercentSignPrototype{\percent}%
\def\markdownRendererUnderscorePrototype{\textunderscore}%
\def\markdownRendererCircumflexPrototype{\textcircumflex}%
\def\markdownRendererBackslashPrototype{\textbackslash}%
\def\markdownRendererTildePrototype{\textasciitilde}%
\def\markdownRendererPipePrototype{\char`|}%
\def\markdownRendererLinkPrototype#1#2#3#4{%
  \useURL[#1][#3][][#4]#1\footnote[#1]{\ifx\empty#4\empty\else#4:
  \fi\tt<\hyphenatedurl{#3}>}}%
\usemodule[database]
\defineseparatedlist
```

```
  [MarkdownConTeXtCSV]
  [separator={,},
   before=\bTABLE,after=\eTABLE,
   first=\bTR,last=\eTR,
   left=\bTD,right=\eTD]
\def\markdownConTeXtCSV{csv}
\def\markdownRendererContentBlockPrototype#1#2#3#4{%
  \def\markdownConTeXtCSV@arg{#1}%
  \ifx\markdownConTeXtCSV@arg\markdownConTeXtCSV
    \placetable[][tab:#1]{#4}{%
      \processseparatedfile[MarkdownConTeXtCSV][#3]}%
  \else
    \markdownInput{#3}%
  \fi}%
\def\markdownRendererImagePrototype#1#2#3#4{%
  \placefigure[][]{#4}{\externalfigure[#3]}}%
\def\markdownRendererUlBeginPrototype{\startitemize}%
\def\markdownRendererUlBeginTightPrototype{\startitemize[packed]}%
\def\markdownRendererUlItemPrototype{\item}%
\def\markdownRendererUlEndPrototype{\stopitemize}%
\def\markdownRendererUlEndTightPrototype{\stopitemize}%
\def\markdownRendererOlBeginPrototype{\startitemize[n]}%
\def\markdownRendererOlBeginTightPrototype{\startitemize[packed,n]}%
\def\markdownRendererOlItemPrototype{\item}%
\def\markdownRendererOlItemWithNumberPrototype#1{\sym{#1.}}%
\def\markdownRendererOlEndPrototype{\stopitemize}%
\def\markdownRendererOlEndTightPrototype{\stopitemize}%
\definedescription
  [MarkdownConTeXtDlItemPrototype]
  [location=hanging,
   margin=standard,
   headstyle=bold]%
\definestartstop
  [MarkdownConTeXtDlPrototype]
  [before=\blank,
   after=\blank]%
\definestartstop
  [MarkdownConTeXtDlTightPrototype]
  [before=\blank\startpacked,
   after=\stoppacked\blank]%
\def\markdownRendererDlBeginPrototype{%
  \startMarkdownConTeXtDlPrototype}%
\def\markdownRendererDlBeginTightPrototype{%
  \startMarkdownConTeXtDlTightPrototype}%
\def\markdownRendererDlItemPrototype#1{%
  \startMarkdownConTeXtDlItemPrototype{#1}}%
\def\markdownRendererDlItemEndPrototype{%
```

```
  \stopMarkdownConTeXtDlItemPrototype}%
\def\markdownRendererDlEndPrototype{%
  \stopMarkdownConTeXtDlPrototype}%
\def\markdownRendererDlEndTightPrototype{%
  \stopMarkdownConTeXtDlTightPrototype}%
\def\markdownRendererEmphasisPrototype#1{{\em#1}}%
\def\markdownRendererStrongEmphasisPrototype#1{{\bf#1}}%
\def\markdownRendererBlockQuoteBeginPrototype{\startquotation}%
\def\markdownRendererBlockQuoteEndPrototype{\stopquotation}%
\def\markdownRendererLineBlockBeginPrototype{%
  \begingroup
    \def\markdownRendererHardLineBreak{
    }%
    \startlines
}%
\def\markdownRendererLineBlockEndPrototype{%
    \stoplines
  \endgroup
}%
\def\markdownRendererInputVerbatimPrototype#1{\typefile{#1}}%
```

3.4.3.1 Fenced Code

When no infostring has been specified, default to the indented code block renderer.

```
\ExplSyntaxOn
\cs_gset:Npn
  \markdownRendererInputFencedCodePrototype#1#2#3
  {
    \tl_if_empty:nTF
      { #2 }
      { \markdownRendererInputVerbatim{#1} }
```

Otherwise, extract the first word of the infostring and treat it as the name of the programming language in which the code block is written. This name is then used in the ConTEXt `\definetyping` macro, which allows the user to set up code highlighting mapping as follows:

```
\definetyping [latex]
\setuptyping  [latex] [option=TEX]

\starttext
  \startmarkdown
~~~ latex
\documentclass{article}
\begin{document}
  Hello world!
```

```
\end{document}
~~~
  \stopmarkdown
\stoptext
```

```
13765       {
13766         \regex_extract_once:nnN
13767           { \w* }
13768           { #2 }
13769           \l_tmpa_seq
13770         \seq_pop_left:NN
13771           \l_tmpa_seq
13772           \l_tmpa_tl
13773         \typefile[\l_tmpa_tl][]{#1}
13774       }
13775   }
13776 \ExplSyntaxOff
13777 \def\markdownRendererHeadingOnePrototype#1{\chapter{#1}}%
13778 \def\markdownRendererHeadingTwoPrototype#1{\section{#1}}%
13779 \def\markdownRendererHeadingThreePrototype#1{\subsection{#1}}%
13780 \def\markdownRendererHeadingFourPrototype#1{\subsubsection{#1}}%
13781 \def\markdownRendererHeadingFivePrototype#1{\subsubsubsection{#1}}%
13782 \def\markdownRendererHeadingSixPrototype#1{\subsubsubsubsection{#1}}%
13783 \def\markdownRendererThematicBreakPrototype{%
13784   \blackrule[height=1pt, width=\hsize]}%
13785 \def\markdownRendererNotePrototype#1{\footnote{#1}}%
13786 \def\markdownRendererTickedBoxPrototype{$\boxtimes$}
13787 \def\markdownRendererHalfTickedBoxPrototype{$\boxdot$}
13788 \def\markdownRendererUntickedBoxPrototype{$\square$}
13789 \def\markdownRendererStrikeThroughPrototype#1{\overstrikes{#1}}
13790 \def\markdownRendererSuperscriptPrototype#1{\high{#1}}
13791 \def\markdownRendererSubscriptPrototype#1{\low{#1}}
13792 \def\markdownRendererDisplayMathPrototype#1{\startformula#1\stopformula}%
```

3.4.3.2 Tables

There is a basic implementation of tables.

```
13793 \newcount\markdownConTeXtRowCounter
13794 \newcount\markdownConTeXtRowTotal
13795 \newcount\markdownConTeXtColumnCounter
13796 \newcount\markdownConTeXtColumnTotal
13797 \newtoks\markdownConTeXtTable
13798 \newtoks\markdownConTeXtTableFloat
13799 \def\markdownRendererTablePrototype#1#2#3{%
13800   \markdownConTeXtTable={}%
13801   \ifx\empty#1\empty
13802     \markdownConTeXtTableFloat={%
```

```
      \the\markdownConTeXtTable}%
  \else
    \markdownConTeXtTableFloat={%
      \placetable{#1}{\the\markdownConTeXtTable}}%
  \fi
  \begingroup
  \setupTABLE[r][each][topframe=off, bottomframe=off, leftframe=off, rightframe=off]
  \setupTABLE[c][each][topframe=off, bottomframe=off, leftframe=off, rightframe=off]
  \setupTABLE[r][1][topframe=on, bottomframe=on]
  \setupTABLE[r][#1][bottomframe=on]
  \markdownConTeXtRowCounter=0%
  \markdownConTeXtRowTotal=#2%
  \markdownConTeXtColumnTotal=#3%
  \markdownConTeXtRenderTableRow}
\def\markdownConTeXtRenderTableRow#1{%
  \markdownConTeXtColumnCounter=0%
  \ifnum\markdownConTeXtRowCounter=0\relax
    \markdownConTeXtReadAlignments#1%
    \markdownConTeXtTable={\bTABLE}%
  \else
    \markdownConTeXtTable=\expandafter{%
      \the\markdownConTeXtTable\bTR}%
    \markdownConTeXtRenderTableCell#1%
    \markdownConTeXtTable=\expandafter{%
      \the\markdownConTeXtTable\eTR}%
  \fi
  \advance\markdownConTeXtRowCounter by 1\relax
  \ifnum\markdownConTeXtRowCounter>\markdownConTeXtRowTotal\relax
    \markdownConTeXtTable=\expandafter{%
      \the\markdownConTeXtTable\eTABLE}%
    \the\markdownConTeXtTableFloat
    \endgroup
    \expandafter\gobbleoneargument
  \fi\markdownConTeXtRenderTableRow}
\def\markdownConTeXtReadAlignments#1{%
  \advance\markdownConTeXtColumnCounter by 1\relax
  \if#1d%
    \setupTABLE[c][\the\markdownConTeXtColumnCounter][align=right]
  \fi\if#1l%
    \setupTABLE[c][\the\markdownConTeXtColumnCounter][align=right]
  \fi\if#1c%
    \setupTABLE[c][\the\markdownConTeXtColumnCounter][align=middle]
  \fi\if#1r%
    \setupTABLE[c][\the\markdownConTeXtColumnCounter][align=left]
  \fi
  \ifnum\markdownConTeXtColumnCounter<\markdownConTeXtColumnTotal\relax\else
    \expandafter\gobbleoneargument
```

```
  \fi\markdownConTeXtReadAlignments}
\def\markdownConTeXtRenderTableCell#1{%
  \advance\markdownConTeXtColumnCounter by 1\relax
  \markdownConTeXtTable=\expandafter{%
    \the\markdownConTeXtTable\bTD#1\eTD}%
  \ifnum\markdownConTeXtColumnCounter<\markdownConTeXtColumnTotal\relax\else
    \expandafter\gobbleoneargument
  \fi\markdownConTeXtRenderTableCell}
```

3.4.3.3 Raw Attributes

In the raw block and inline raw span renderer prototypes, default to the plain TeX renderer prototypes, translating raw attribute `context` to `tex`.

```
\ExplSyntaxOn
\cs_gset:Npn
  \markdownRendererInputRawInlinePrototype#1#2
  {
    \str_case:nnF
      { #2 }
      {
        { latex }
          {
            \@@_plain_tex_default_input_raw_inline_renderer_prototype:nn
              { #1 }
              { context }
          }
      }
      {
        \@@_plain_tex_default_input_raw_inline_renderer_prototype:nn
          { #1 }
          { #2 }
      }
  }
\cs_gset:Npn
  \markdownRendererInputRawBlockPrototype#1#2
  {
    \str_case:nnF
      { #2 }
      {
        { context }
          {
            \@@_plain_tex_default_input_raw_block_renderer_prototype:nn
              { #1 }
              { tex }
          }
      }
      {
```

```
        \@@_plain_tex_default_input_raw_block_renderer_prototype:nn
          { #1 }
          { #2 }
      }
  }
\cs_gset_eq:NN
  \markdownRendererInputRawBlockPrototype
  \markdownRendererInputRawInlinePrototype
\fi % Closes `\markdownIfOption{plain}{\iffalse}{\iftrue}`
\ExplSyntaxOff
\stopmodule
\protect
```

At the end of the ConTEXt module, we load the `witiko/markdown/defaults` ConTEXt theme with the default definitions for token renderer prototypes unless the option `noDefaults` has been enabled (see Section 2.2.2.3).

```
\markdownIfOption{noDefaults}{}{
  \setupmarkdown[theme=witiko/markdown/defaults]
}
\stopmodule
\protect
```

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Index