



# Codly v1.1.0 manual

*Your code blocks on steroids*

**O RLY?**

*Dherse*

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## 1. Codly

Codly is a library that enhances the way you write code blocks in Typst. It provides a set of tools to help you manage your code blocks, highlights them, skip parts of them, and more. This manual will guide you through the different features of Codly, how to use them, and how to integrate them into your Typst projects.



### Notification

If you find any issues with Codly, please report them on the GitHub repository: <https://github.com/Dherse/codly>.

### 1.1. Initialization

To start using Codly, you must first import it into your Typst project.

Example code	Rendered output
<pre>1 #import "@preview/codly:1.0.0": * 2 3 #show: codly-init</pre>	

As you can see, this does nothing but initialize codly. You can also import it with a specific version, as shown in the example above. For the latest version, always refer to the [Typst Universe page](#).

From this point on, any code block that is included in your Typst project will be enhanced by Codly.

Example code	Rendered output
<div>Typst</div> <pre>1 ``` 2 Hello, world! 3 ```</pre>	<pre>1 Hello, world!</pre>

### 1.2. Enabling and disabling codly

By default Codly will be enabled after initialization. However, disabling codly can be done using the [codly-disable](#) function, the [enabled](#) argument of the [codly](#) function, or the [no-codly](#) function. To enable Codly again, use the [codly-enable](#) function or by setting the [enabled](#) parameter again.

## 2. A primer on Codly's show-rule like system

Codly uses a function called `codly` to create a kind of show-rule which you can use to configure how your code blocks are displayed. The `codly` function takes a set of arguments that define how the code block should be displayed. Here is the equivalent definition of the `codly` function:

```
1  let codly(Typst code
2    enabled: true,
3    offset: 0,
4    range: none,
5    languages: (:),
6    display-name: true,
7    display-icon: true,
8    default-color: rgb("#283593"),
9    radius: 0.32em,
10   inset: 0.32em,
11   fill: none,
12   zebra-fill: luma(240),
13   stroke: 1pt + luma(240),
14   lang-inset: 0.32em,
15   lang-outset: (x: 0.32em, y: 0pt),
16   lang-radius: 0.32em,
17   lang-stroke: (lang) => lang.color + 0.5pt,
18   lang-fill: (lang) => lang.color.lighten(80%),
19   lang-format: codly.default-language-block,
20   number-format: (number) => [ #number ],
21   number-align: left + horizon,
22   smart-indent: false,
23   annotations: none,
24   annotation-format: numbering.with("(1)"),
25   highlights: none,
26   highlight-radius: 0.32em,
27   highlight-fill: (color) => color.lighten(80%),
28   highlight-stroke: (color) => 0.5pt + color,
29   highlight-inset: 0.32em,
30   reference-by: line,
31   reference-sep: "- ",
32   reference-number-format: numbering.with("1"),
33   header: none,
34   header-repeat: false,
35   header-transform: (x) => x,
36   header-cell-args: (),
37   footer: none,
38   footer-repeat: false,
39   footer-transform: (x) => x,
40   footer-cell-args: (),
41   breakable: false,
42 ) = {}
```

The `codly` function acts like a set-rule, this means that calling it will set the configuration for all code blocks that follow it, with the exception of a few arguments that are explicitly set for each code block. To perform changes locally, you can use the `local` function, or set the arguments before the code block and reset them after to their previous values.

## Warning

Unlike regular set-rules in native Typst, there are two considerations:

- The `codly` function uses states to store the configuration, this means that it is dependent on layout order for the order in which settings are applied.
- The `codly` function is not local, it sets the configuration for all code blocks that follow it in layout order, unless overridden by another `codly` call. This means that you cannot use it to set the configuration for a specific code block. To perform this, use the `local` function to set the configuration for a specific “section”.

### 2.1. Enabled ( `enabled` )

<code>&lt;/&gt;</code> Type	<code>bool</code>
(*) Default value	<code>true</code>
⚙ Contextual function	✓ yes
🔄 Automatically reset	✗ no

Whether `codly` is enabled or not. If it is disabled, the code block will be displayed as a normal code block, without any additional `codly`-specific formatting. This is useful if you want to disable `codly` for a specific block. You can also disable `codly` locally using the `no-codly` function, or disable it and enable it again using the `codly-disable` and `codly-enable` functions.

#### 2.1.1. Example

Example code	Rendered output
<pre>1 *Enabled = true*: 2 #codly(enabled: true) 3 ```typ 4 Hello, world! 5 ``` 6 7 *Enabled = false*: 8 #codly(enabled: false) 9 ```typ 10 Hello, world! 11 ```</pre>	<p><b>Enabled = true:</b></p> <pre>1 Hello, world!</pre> <p><b>Enabled = false:</b></p> <pre>Hello, world!</pre>

### 2.2. Header ( `header` )

<code>&lt;/&gt;</code> Type	<code>content</code> or <code>none</code>
(*) Default value	<code>none</code>
⚙ Contextual function	✓ yes
🔄 Automatically reset	✓ yes

An optional header to display above the code block. It can be optionally repeated on all subsequent pages with the `header-repeat` argument. And additional customizations are available with the `header-cell-args` and `header-transform` arguments.

#### 2.2.1. Example

Example code	Rendered output
<pre>1 #codly(header: [*Hello, world!*]) 2 ```typ 3 Hello, world! 4 ```</pre>	<p><b>Hello, world!</b></p> <pre>1 Hello, world!</pre>

### 2.3. Header Repeat ( `header-repeat` )

</> Type	<code>bool</code>
(*) Default value	<code>false</code>
⚙ Contextual function	✓ yes
🔄 Automatically reset	✗ no

Whether to repeat the header on each page. This is only applicable if a header is provided, if the code block is `breakable`, and if it actually breaks on more than one page. For more information see `grid.header:repeat`.

### 2.4. Header Cell Args ( `header-cell-args` )

</> Type	<code>array</code> , <code>dictionary</code> , or <code>arguments</code>
(*) Default value	<code>()</code>
⚙ Contextual function	✓ yes
🔄 Automatically reset	✗ no

Additional arguments to be provided to the `grid.cell` containing the header. Lets you customize the header cell further. Internally, codly wraps the content of the `header` argument in a `grid.cell` with these arguments. The only argument that is always common is the `body` argument which is the value of the `header` argument, and the `colspan` which is always set to `2`.

For a full description of the argument, look at the documentation of the `grid.cell` function.

#### 2.4.1. Example

Example code	Rendered output
<pre>1 //Centering the header: 2 #codly( 3   header: [*Hello, world!*], 4   header-cell-args: (align: center, ) 5 ) 6 7 ```typ 8 Hello, world! 9 ```</pre>	<pre>1 Hello, world!</pre>

## 2.5. Header Transform ( header-transform )

</> Type	function
(*) Default value	(x) => x
⚙ Contextual function	✗ no
🔄 Automatically reset	✗ no

Function that transforms the header into arbitrary content to be stored in the `grid.cell`. Can be seen as a show-rule for the header. This allows to perform global transformation/show-rule like operations on the header.

### 2.5.1. Example

Example code	Rendered output
<pre>1 //Making the header bold and blue: 2 #codly( 3   header: [Hello, world!], 4   header-transform: (x) =&gt; { 5     set text(fill: blue) 6     strong(x) 7   } 8 ) 9 10 ```typ 11 Hello, world! 12 ```</pre>	<pre>1 Hello, world!</pre>

## 2.6. Footer ( footer )

</> Type	content or none
(*) Default value	none
⚙ Contextual function	✓ yes
🔄 Automatically reset	✓ yes

An optional footer to display below the code block. See [header](#) for more information.

### 2.6.1. Example

Example code	Rendered output
<pre>1 #codly(footer: [*Hello, world!*]) 2 ```typ 3 Hello, world! 4 ```</pre>	<pre>1 Hello, world! Hello, world!</pre>

## 2.7. Footer Repeat ( footer-repeat )

</> Type	bool
(*) Default value	false
⚙ Contextual function	✓ yes
🔄 Automatically reset	✗ no

Whether to repeat the footer on each page. See [header-repeat](#) for more information.



## 2.8. Footer Cell Args ( footer-cell-args )

</> Type	<code>array</code> , <code>dictionary</code> , or <code>arguments</code>
(*) Default value	<code>()</code>
⚙ Contextual function	✓ yes
🔄 Automatically reset	✗ no

Additional arguments to be provided to the `grid.cell` containing the footer. See [header-cell-args](#) for more information.

### 2.8.1. Example

Example code	Rendered output
<pre>1 //Centering the footer: 2 #codly( 3   footer: [*Hello, world!*], 4   footer-cell-args: (align: center, ) 5 ) 6 7 ```typ 8 Hello, world! 9 ```</pre>	<pre>1 Hello, world!       Hello, world!</pre>

## 2.9. Footer Transform ( footer-transform )

</> Type	<code>function</code>
(*) Default value	<code>(x) =&gt; x</code>
⚙ Contextual function	✗ no
🔄 Automatically reset	✗ no

Function that transforms the footer into arbitrary content to be stored in the `grid.cell`. Can be seen as a show-rule for the footer. See [header-transform](#) for more information.

### 2.9.1. Example

Example code	Rendered output
<pre>1 //Making the footer bold and blue: 2 #codly( 3   footer: [Hello, world!], 4   footer-transform: (x) =&gt; { 5     set text(fill: blue) 6     strong(x) 7   } 8 ) 9 10 ```typ 11 Hello, world! 12 ```</pre>	<pre>1 Hello, world!   Hello, world!</pre>

## 2.10. Offset ( offset )

</> Type	int
(*) Default value	0
⚙ Contextual function	✓ yes
🔄 Automatically reset	✓ yes

The offset to apply to line numbers.

This is purely cosmetic, only impacting the shown line numbers in the final output.

### 2.10.1. Example

Example code	Typst	Rendered output
<pre>1 *No offset:* 2 ```typ 3 Hello, world! 4 ``` 5 6 *Offset by 5:* 7 #codly(offset: 5) 8 ```typ 9 Hello, world! 10 ```</pre>		<p><b>No offset:</b></p> <pre>1 Hello, world! typ</pre> <p><b>Offset by 5:</b></p> <pre>6 Hello, world! typ</pre>

## 2.11. Range ( range )

</> Type	none or array
(*) Default value	none
⚙ Contextual function	✓ yes
🔄 Automatically reset	✓ yes

The range of line numbers to display, zero-indexed. If set to `none`, all lines are displayed. Can also be achieved using the convenience function `codly-range`. If set to `none`, all lines are displayed.

### 2.11.1. Example

Example code	Typst	Rendered output
<pre>1 #codly(range: (2, 4)) 2 ```py 3 def fib(n): 4     if n &lt;= 1: 5         return n 6     return fib(n - 1) + fib(n - 2) 7 fib(25) 8 ```</pre>		<pre>2 if n &lt;= 1: py 3     return n 4     return fib(n - 1) + fib(n - 2)</pre>

## 2.12. Languages ( languages )

</> Type	dictionary
(*) Default value	(:)
⚙ Contextual function	✓ yes
🔄 Automatically reset	✗ no

The language definitions to use for language block formatting. It is defined as a dictionary where the keys are the language names and each value is another dictionary containing the following keys:


- **name** : the “pretty” name of the language as a content/showable value
- **color** : the color of the language, if omitted uses the default color
- **icon** : the icon of the language, if omitted no icon is shown.

If an entry is missing, and language blocks are enabled, will show the “un-prettified” language name, with the default color.

### 2.12.1. Example

Example code	Rendered output
<pre>1 #codly( 2   languages: ( 3     py: ( 4       name: [Python], color: green, icon: 5         "🐍" 6     ), 7 ) 8 ```py 9 def fib(n): 10    if n &lt;= 1: 11        return n 12    return fib(n - 1) + fib(n - 2) 13 fib(25) 14 ```</pre>	<pre>1 def fib(n): 2     if n &lt;= 1: 3         return n 4     return fib(n - 1) + fib(n - 2) 5 fib(25)</pre>

## 2.13. Default language color ( default-color )

</> Type	color , gradient , or pattern
(*) Default value	rgb( "#283593" ) 
⚙ Contextual function	✓ yes
🔄 Automatically reset	✗ no

The default color to use for language blocks. Used when a language is not defined in the `languages` argument. Also note that it is only used when the `lang-format` is its `auto` or you are using it in a custom formatter. If you are using a custom formatter, it is passed to the formatter as a named argument `color`.

### 2.13.1. Example

Example code	Rendered output
<pre>1 *Default color:* 2 ```py 3 print('Hello, world!') 4 print('Hello, world!') 5 ``` 6 *Overriden default color:* 7 #codly(default-color: orange) 8 ```py 9 print('Hello, world!') 10 print('Hello, world!') 11 ```</pre>	<p><b>Default color:</b></p> <pre>1 print('Hello, world!') 2 print('Hello, world!')</pre> <p><b>Overriden default color:</b></p> <pre>1 print('Hello, world!') 2 print('Hello, world!')</pre>

## 2.14. Radius ( radius )

</> Type	length
(*) Default value	0.32em
⚙ Contextual function	✓ yes
🔄 Automatically reset	✗ no

The radius of the border of the code block, see `block.radius` for more information.

### 2.14.1. Example

Example code	Rendered output
<pre>1 *Default radius:* 2 ```py 3 print('Hello, world!') 4 print('Hello, world!') 5 ``` 6 *Overriden radius:* 7 #codly(radius: 2em) 8 ```py 9 print('Hello, world!') 10 print('Hello, world!') 11 ``` 12 *Zero radius:* 13 #codly(radius: 0pt) 14 ```py 15 print('Hello, world!') 16 print('Hello, world!') 17 ```</pre>	<p><b>Default radius:</b></p> <pre>1 print('Hello, world!') 2 print('Hello, world!')</pre> <p><b>Overriden radius:</b></p> <pre>1 print('Hello, world!') 2 print('Hello, world!')</pre> <p><b>Zero radius:</b></p> <pre>1 print('Hello, world!') 2 print('Hello, world!')</pre>

## 2.15. Inset ( inset )

</> Type	length or dictionary
(*) Default value	0.32em
⚙ Contextual function	✓ yes
🔄 Automatically reset	✗ no

Inset of the code lines, that is the distance between the border and the code lines. It can also be a dictionary with the keys same keys as in the Tyspt built-in `block.inset`.

### 2.15.1. Example

Example code	Rendered output
<div><div>Typst</div><pre>1 *Default inset:* 2 ```py 3 print('Hello, world!') 4 ``` 5 *Overriden inset:* 6 #codly(inset: 1em) 7 ```py 8 print('Hello, world!') 9 ```</pre></div>	<div><div>Default inset:</div><div>1 print('Hello, world!')</div><div>py</div></div> <div><div>Overriden inset:</div><div>1 print('Hello, world!')</div><div>py</div></div>

### 2.15.2. Example: Dictionary inset

Example code	Rendered output
<div><div>Typst</div><pre>1 *Default inset:* 2 ```py 3 print('Hello, world!') 4 ``` 5 *Overriden inset:* 6 #codly(inset: (x: 0.32em, y: 0.1em)) 7 ```py 8 print('Hello, world!') 9 ```</pre></div>	<div><div>Default inset:</div><div>1 print('Hello, world!')</div><div>py</div></div> <div><div>Overriden inset:</div><div>1 print('Hello, world!')</div><div>py</div></div>

## 2.16. Fill ( fill )

</> Type	<code>none</code> , <code>color</code> , <code>gradient</code> , or <code>pattern</code>
(*) Default value	<code>none</code>
⚙ Contextual function	✓ yes
🔄 Automatically reset	✗ no

The fill of the code block when not zebra-striped.

### 2.16.1. Example

Example code	Rendered output
<pre>1 *Default fill:* 2 ```py 3 print('Hello, world!') 4 print('Hello, world!') 5 ``` 6 *Overriden fill:* 7 #codly(fill:   gradient.linear(..color.map.flare)) 8 ```py 9 print('Hello, world!') 10 print('Hello, world!') 11 ``` 12 *No fill:* 13 #codly(fill: none) 14 ```py 15 print('Hello, world!') 16 print('Hello, world!') 17 ```</pre>	<p><b>Default fill:</b></p> <pre>1 print('Hello, world!') 2 print('Hello, world!')</pre> <p><b>Overriden fill:</b></p> <pre>1 print('Hello, world!') 2 print('Hello, world!')</pre> <p><b>No fill:</b></p> <pre>1 print('Hello, world!') 2 print('Hello, world!')</pre>

## 2.17. Zebra fill ( zebra-fill )

</> Type	<code>none</code> , <code>color</code> , <code>gradient</code> , or <code>pattern</code>
(*) Default value	<code>luma(240)</code> <input type="text"/>
⚙ Contextual function	✓ yes
🔄 Automatically reset	✗ no

Background color of the code lines when zebra-striped. If set to `none` , no zebra-stripping is applied.

### 2.17.1. Example

Example code	Rendered output
<pre>1 *Default zebra:* 2 ```py 3 print('Hello, world!') 4 print('Hello, world!') 5 ``` 6 *No zebra:* 7 #codly(zebra-fill: none) 8 ```py 9 print('Hello, world!') 10 print('Hello, world!') 11 ``` 12 *Overriden zebra:* 13 #codly(zebra-fill: 14   gradient.linear(..color.map.flare)) 15 ```py 16 print('Hello, world!') 17 ```</pre>	<p><b>Default zebra:</b></p> <pre>1 print('Hello, world!') 2 print('Hello, world!')</pre> <p><b>No zebra:</b></p> <pre>1 print('Hello, world!') 2 print('Hello, world!')</pre> <p><b>Overriden zebra:</b></p> <pre>1 print('Hello, world!')</pre>

## 2.18. Stroke ( stroke )

</> Type	<code>none</code> or <code>stroke</code>
(*) Default value	<code>1pt + luma(240)</code> <input type="text"/>
⚙ Contextual function	✓ yes
🔄 Automatically reset	✗ no

The stroke to surround the whole code block with?

### 2.18.1. Example

Example code	Rendered output
<pre>1 *Default stroke:* 2 ```py 3 print('Hello, world!') 4 ``` 5 *No stroke:* 6 #codly(stroke: none) 7 ```py 8 print('Hello, world!') 9 ``` 10 *Overriden stroke:* 11 #codly(stroke: 1pt + blue) 12 ```py 13 print('Hello, world!') 14 ```</pre>	<p><b>Default stroke:</b></p> <pre>1 print('Hello, world!')</pre> <p><b>No stroke:</b></p> <pre>1 print('Hello, world!')</pre> <p><b>Overriden stroke:</b></p> <pre>1 print('Hello, world!')</pre>

## 2.19. Language box inset ( lang-inset )

</> Type	length or dictionary
(*) Default value	0.32em
⚙ Contextual function	✓ yes
🔄 Automatically reset	✗ no

The inset of the language block. This only applies if you're using the default language block formatter. It can also be a dictionary with the keys same keys as in the Tyspt built-in `block.inset`

### 2.19.1. Example

Example code	Typst	Rendered output
<pre>1 #codly(lang-inset: 5pt) 2 ```py 3 print('Hello, world!') 4 print('Goodbye, world!') 5 ```</pre>		<pre>1 print('Hello, world!') 2 print('Goodbye, world!')</pre> py

## 2.20. Language box outset ( lang-outset )

</> Type	dictionary
(*) Default value	(x: 0.32em, y: 0em)
⚙ Contextual function	✓ yes
🔄 Automatically reset	✗ no

The X and Y outset of the language block, applied as a `dx` and `dy` during the `place` operation. This applies in every case, whether or not you're using the default language block formatter. The default value is chosen to get rid of the `inset` applied to each line.

### 2.20.1. Example

Example code	Typst	Rendered output
<pre>1 #codly(lang-outset: (x: -10pt, y: 5pt)) 2 ```py 3 print('Hello, world!') 4 print('Goodbye, world!') 5 ```</pre>		<pre>1 print('Hello, world!') 2 print('Goodbye, world!')</pre> py

## 2.21. Language box radius ( lang-radius )

</> Type	length
(*) Default value	0.32em
⚙ Contextual function	✓ yes
🔄 Automatically reset	✗ no

The radius of the border of the language block.

### 2.21.1. Example

Example code	Typst	Rendered output
<pre>1 #codly(lang-radius: 10pt) 2 ```py 3 print('Hello, world!') 4 print('Goodbye, world!') 5 ```</pre>		<pre>1 print('Hello, world!') 2 print('Goodbye, world!')</pre> py



## 2.22. Language box stroke ( lang-stroke )

<b>&lt;/&gt; Type</b>	<code>none</code> , <code>stroke</code> , or <code>function</code>
<b>(*) Default value</b>	<code>(lang) =&gt; lang.color + 0.5pt</code>
<b>⚙ Contextual function</b>	✗ no
<b>🔄 Automatically reset</b>	✗ no

The stroke of the language block. Can be a function that takes in the language `dictionary` or `none` (see argument `languages` ) and returns a stroke.

### 2.22.1. Example

Example code	Rendered output
<pre>1 *Fixed stroke:* 2 #codly(lang-stroke: 1pt + red) 3 ```py 4 print('Hello, world!') 5 print('Goodbye, world!') 6 ``` 7 *Function mapping:* 8 #codly(lang-stroke: (lang) =&gt; 2pt + 9   lang.color) 10 ```py 11 print('Hello, world!') 12 print('Goodbye, world!') 13 ```</pre>	<p><b>Fixed stroke:</b></p> <pre>1 print('Hello, world!') 2 print('Goodbye, world!')</pre> <p><b>Function mapping:</b></p> <pre>1 print('Hello, world!') 2 print('Goodbye, world!')</pre>

## 2.23. Language box fill ( lang-fill )

<b>&lt;/&gt; Type</b>	<code>none</code> , <code>color</code> , <code>gradient</code> , <code>pattern</code> , or <code>function</code>
<b>(*) Default value</b>	<code>(lang) =&gt; lang.color.lighten(80%)</code>
<b>⚙ Contextual function</b>	✗ no
<b>🔄 Automatically reset</b>	✗ no

The background color of the language block. Can be a function that takes in the language `dictionary` or `none` (see argument `languages` ) and returns a stroke.

### 2.23.1. Example

Example code	Rendered output
<pre>1 *Fixed fill:* 2 #codly(lang-fill: red) 3 ```py 4 print('Hello, world!') 5 print('Goodbye, world!') 6 ``` 7 *Function mapping:* 8 #codly(lang-fill: (lang) =&gt; 9   lang.color.lighten(40%)) 10 ```py 11 print('Hello, world!') 12 print('Goodbye, world!') 13 ```</pre>	<p><b>Fixed fill:</b></p> <pre>1 print('Hello, world!') 2 print('Goodbye, world!')</pre> <p><b>Function mapping:</b></p> <pre>1 print('Hello, world!') 2 print('Goodbye, world!')</pre>

## 2.24. Language box formatter ( lang-format )

</> Type	<code>type(auto)</code> , <code>none</code> , or <code>function</code>
(*) Default value	<code>auto</code>
⚙ Contextual function	✗ no
🔄 Automatically reset	✗ no

The formatter for the language block. A value of `none` will not display the language block. To use the default formatter, set to `auto`. The function takes three arguments:

- `lang` : the language key (e.g. `py`)
- `icon` : the language icon, can be none or empty content
- `color` : the language color

The function should return a content/showable value.

### i Info

The language formatter should avoid using `state` as this can lead to quadratic execution time, see [typst/typst #5220](#) for more information. Internally, when set to `auto`, codly uses an inlined function to avoid using states.

### 2.24.1. Example

Example code	Rendered output
<pre>1 *Default formatter:* 2 ```py 3 print('Hello, world!') 4 ``` 5 *Function mapping:* 6 #codly(lang-format: (_, _, _) =&gt; [No!])) 7 ```py 8 print('Hello, world!') 9 ```</pre>	<p><b>Default formatter:</b></p> <pre>1 print('Hello, world!')</pre> <p><b>Function mapping: )</b></p> <pre>1 print('Hello, world!')</pre>

## 2.25. Display language name ( display-name )

</> Type	bool
(*) Default value	true
⚙ Contextual function	✓ yes
🔄 Automatically reset	✗ no

Whether to display the name of the language in the language block. This only applies if you're using the default language block formatter.

### 2.25.1. Example

Example code	Rendered output
<pre>1 #codly( 2   display-name: false, 3   languages: ( 4     py: ( 5       name: [Python], color: green, 6       icon: "🐍" 7     ), 8   ), 9 ) 10 ```py 11 print('Hello, world!') 12 print('Goodbye, world!') 13 ```</pre>	<pre>1 print('Hello, world!') 2 print('Goodbye, world!')</pre>

## 2.26. Display language icon ( display-icon )

</> Type	bool
(*) Default value	true
⚙ Contextual function	✓ yes
🔄 Automatically reset	✗ no

Whether to display the icon of the language in the language block. This only applies if you're using the default language block formatter.

### 2.26.1. Example

Example code	Rendered output
<pre>1 #codly( 2   display-icon: false, 3   languages: ( 4     py: ( 5       name: [Python], color: green, 6       icon: "🐍" 7     ), 8   ), 9 ) 10 ```py 11 print('Hello, world!') 12 print('Goodbye, world!') 13 ```</pre>	<pre>1 print('Hello, world!') 2 print('Goodbye, world!')</pre>

## 2.27. Line number format ( number-format )

</> Type	function or none
(*) Default value	numbering.with("1")
⚙ Contextual function	✗ no
🔄 Automatically reset	✗ no

The format of the line numbers, a function that takes in number and returns a content. If set to none, disables line numbers.

### 2.27.1. Example

Example code	Rendered output
<pre>1 #codly(number-format: numbering.with("I.")) 2 ```py 3 print('Hello, world!') 4 print('Goodbye, world!') 5 ```</pre>	<pre>I. print('Hello, world!') II. print('Goodbye, world!')</pre>

## 2.28. Line number alignment ( number-align )

</> Type	alignment
(*) Default value	left + horizon
⚙ Contextual function	✓ yes
🔄 Automatically reset	✗ no

The alignment of the numbers.

### 2.28.1. Example

Example code	Rendered output
<pre>1 #codly(number-align: right + top) 2 ```py 3 # Iterative Fibonacci 4 # As opposed to the recursive 5 # version 6 def fib(n): 7     if n &lt;= 1: 8         return n 9     last, current = 0, 1 10    for _ in range(2, n + 1): 11        last, current = current, last + current 12    return current 13 fib(25) 14 ```</pre>	<pre>1 # Iterative Fibonacci 2 # As opposed to the recursive 3 # version 4 def fib(n): 5     if n &lt;= 1: 6         return n 7     last, current = 0, 1 8     for _ in range(2, n + 1): 9         last, current = current, last + current 10    return current 11 fib(25)</pre>

## 2.29. Smart indentation ( smart-indent )

</> Type	bool
(*) Default value	true
⚙ Contextual function	✗ no
🔄 Automatically reset	✗ no

Whether to use smart indentation, which will check for indentation on a line and use a bigger left side inset instead of spaces. This allows for linebreaks to continue at the same level of indentation. This is on by default, but disabling it can improve performance.

### 2.29.1. Example

Example code	Typst	Rendered output
<pre>1 *Enabled (default):* 2 ```py 3 def quicksort(L): 4     qsort = lambda L: [] if L==[] else 5     qsort([x for x in L[1:] if x&lt; L[0]]) + 6     L[0:1] + qsort([x for x in L[1:] if 7     x&gt;=L[0]]) 8     qsort(L) 9     ``` 10 *Disabled:* 11 #codly(smart-indent: false) 12 ```py 13 def quicksort(L): 14     qsort = lambda L: [] if L==[] else 15     qsort([x for x in L[1:] if x&lt; L[0]]) + 16     L[0:1] + qsort([x for x in L[1:] if 17     x&gt;=L[0]]) 18     qsort(L) 19     ```</pre>		<p><b>Enabled (default):</b></p> <pre>1 def quicksort(L): 2     qsort = lambda L: [] if L==[] else 3     qsort([x for x in L[1:] if x&lt; L[0]]) + 4     L[0:1] + qsort([x for x in L[1:] if 5     x&gt;=L[0]]) 6     qsort(L)</pre> <p><b>Disabled:</b></p> <pre>1 def quicksort(L): 2     qsort = lambda L: [] if L==[] else 3     qsort([x for x in L[1:] if x&lt; L[0]]) + 4     L[0:1] + qsort([x for x in L[1:] if 5     x&gt;=L[0]]) 6     qsort(L)</pre>

## 2.30. Breakable ( breakable )

</> Type	bool
(*) Default value	true
⚙ Contextual function	✗ no
🔄 Automatically reset	✗ no

Whether the codeblocks are breakable across page and column breaks.

## 2.31. Skips ( skips )

</> Type	<code>array</code> or <code>none</code>
(*) Default value	<code>none</code>
⚙ Contextual function	✓ yes
🔄 Automatically reset	✓ yes

Insert a skip at the specified line numbers, setting its offset to the length of the skip. The skip is formatted using the `skip-number` argument. Each skip is an array with two values: the line where the skip is inserted (zero indexed) and the number of lines of the skip. The same behavior can be achieved using the `codly-skip` function.

### 2.31.1. Example

Example code	Rendered output
<div><code>#codly(skips: ((4, 32), ))</code></div> <div><code>```py</code></div> <div><code>def fib(n):</code></div> <div><code>    if n &lt;= 1:</code></div> <div><code>        return n</code></div> <div><code>    return fib(n - 1) + fib(n - 2)</code></div> <div><code>fib(25)</code></div> <div><code>```</code></div>	<div><code>def fib(n):</code></div> <div><code>    if n &lt;= 1:</code></div> <div><code>        return n</code></div> <div><code>    return fib(n - 1) + fib(n - 2)</code></div> <div><code>...</code></div> <div><code>37 fib(25)</code></div>

## 2.32. Skip line ( skip-line )

</> Type	<code>content</code> or <code>none</code>
(*) Default value	<code>align(center)[ ... ]</code>
⚙ Contextual function	✓ yes
🔄 Automatically reset	✗ no

Sets the content with which the line code is filled when a skip is encountered.

### 2.32.1. Example

Example code	Rendered output
<div><code>#codly(</code></div> <div><code>    skips: ((4, 32), ),</code></div> <div><code>    skip-line: align(center,</code></div> <div><code>        emoji.face.shock)</code></div> <div><code>)</code></div> <div><code>```py</code></div> <div><code>def fib(n):</code></div> <div><code>    if n &lt;= 1:</code></div> <div><code>        return n</code></div> <div><code>    return fib(n - 1) + fib(n - 2)</code></div> <div><code>fib(25)</code></div> <div><code>```</code></div>	<div><code>def fib(n):</code></div> <div><code>    if n &lt;= 1:</code></div> <div><code>        return n</code></div> <div><code>    return fib(n - 1) + fib(n - 2)</code></div> <div><code>...</code></div> <div><code>37 fib(25)</code></div>

## 2.33. Skip number ( skip-number )

</> Type	<code>content</code> or <code>none</code>
(*) Default value	<code>[ ... ]</code>
⚙ Contextual function	✓ yes
🔄 Automatically reset	✗ no

Sets the content with which the line number columns is filled when a skip is encountered. If line numbers are disabled, this has no effect.

### 2.33.1. Example

Example code	Rendered output
<div><code>#codly(</code></div> <div><code>    skips: ((4, 32), ),</code></div> <div><code>    skip-number: align(center,</code></div> <div><code>        emoji.face.shock)</code></div> <div><code>)</code></div> <div><code>```py</code></div> <div><code>def fib(n):</code></div> <div><code>    if n &lt;= 1:</code></div> <div><code>        return n</code></div> <div><code>    return fib(n - 1) + fib(n - 2)</code></div> <div><code>fib(25)</code></div> <div><code>```</code></div>	<div><code>def fib(n):</code></div> <div><code>    if n &lt;= 1:</code></div> <div><code>        return n</code></div> <div><code>    return fib(n - 1) + fib(n - 2)</code></div> <div>🤖 ...</div> <div><code>fib(25)</code></div>

## 2.34. Annotations ( annotations )

</> Type	array or none
(*) Default value	none
⚙ Contextual function	✓ yes
🔄 Automatically reset	✓ yes

The annotations to display on the code block. A list of annotations that are automatically numbered and displayed on the right side of the code block.

Each entry is a dictionary with the following keys:

- **start** : the line number to start the annotation
- **end** : the line number to end the annotation, if missing or `none` the annotation will only contain the start line
  - **content** : the content of the annotation as a showable value, if missing or `none` the annotation will only contain the number
  - **label** : **if and only if** the code block is in a `figure` , sets the label by which the annotation can be referenced.

Generally you probably want the `content` to be contained within a `rotate(90deg)` .

**Note:** Annotations cannot overlap. **Known issues:**

- Annotations that spread over a page break will not work correctly
- Annotations on the first line of a code block will not work correctly.
- Annotations that span lines that overflow (one line of code two lines of text) will not work correctly.

### Experiment

This feature should be considered experimental. Please report any issues you encounter on GitHub: <https://github.com/Dherse/codly>.

### 2.34.1. Example

Example code	Rendered output
<pre>1 #codly( 2   annotations:( 3     ( 4       start: 1, end: 4, 5       content: block( 6         width: 2em, 7         rotate(-90deg,align=center, 8           box(width: 100pt)[Function body]) 9       ) 10    ), 11  ) 12 ```py 13 def fib(n): 14     if n &lt;= 1: 15         return n 16     else: 17         return fib(n - 1) + fib(n - 2) 18 fib(25) 19 ```</pre>	<pre>1 def fib(n): 2     if n &lt;= 1: 3         return n 4     else: 5         return fib(n - 1) + fib(n - 2) 6 fib(25)</pre> <div>(1) Function body</div>



## 2.35. Annotation formatter ( `annotation-format` )

</> Type	<code>none</code> or <code>function</code>
(*) Default value	<code>numbering.with(" (1) ")</code>
⚙ Contextual function	✗ no
🔄 Automatically reset	✗ no

The format of the annotation number. Can be `none` or a function that formats the annotation number.

## 2.36. Highlights ( `highlights` )

</> Type	<code>array</code> or <code>none</code>
(*) Default value	<code>none</code>
⚙ Contextual function	✓ yes
🔄 Automatically reset	✗ no

You can apply highlights to the code block using the `highlights` argument. It consists of a list of dictionaries, each with the following keys:

- `line` : the line number to start highlighting
  - `start` : the character position to start highlighting, zero if omitted or `none`
- `end` : the character position to end highlighting, the end of the line if omitted or `none`
- `fill` : the fill of the highlight, defaults to the default color
- `tag` : an optional tag to be displayed alongside the highlight.
- `label` : **if and only if** the code block is in a `figure`, sets the label by which the highlight can be referenced.

As with other code block settings, annotations are reset after each code block.

**Note:** This feature performs what I loosely call “globbing”, this means that instead of highlighting individual characters, it highlights the whole word or sequence of characters that the start and end positions are part of. This is done to avoid having to deal with the complexity of highlighting individual characters, and needing to re-style them manually. While also making the API a tad less error prone at the cost of sometimes goofy looking highlights if they overlap.

### 2.36.1. Example

Example code	Rendered output
<pre>1 #codly(highlights: ( 2   (line: 3, start: 2, end: none, fill: 3     red), 4   (line: 4, start: 13, end: 19, fill: 5     green, tag: "(a)"), 6   (line: 4, start: 26, fill: blue, tag: 7     "(b)"), 8 )) 9 ```py 10 def fib(n): 11   if n &lt;= 1: 12     return n 13   else: 14     return fib(n - 1) + fib(n - 2) 15 print(fib(25)) 16 ```</pre>	<pre>1 def fib(n): 2   if n &lt;= 1: 3     return n 4   else: 5     return fib(n - 1) (a) + fib(n - 2) (b) 6   print(fib(25))</pre>

### 2.37. Highlight radius ( `highlight-radius` )

</> Type	<code>length</code>
(*) Default value	<code>0.32em</code>
⚙ Contextual function	✓ yes
🔄 Automatically reset	✓ yes

The radius of the highlights.

### 2.38. Highlight fill ( `highlight-fill` )

</> Type	<code>function</code>
(*) Default value	<code>(color) =&gt; color.lighten(80%)</code>
⚙ Contextual function	✗ no
🔄 Automatically reset	✗ no

The fill transformer of the highlights, is a function that takes in the highlight color and returns a fill.

### 2.39. Highlight stroke ( `highlight-stroke` )

</> Type	<code>stroke</code> or <code>function</code>
(*) Default value	<code>(color) =&gt; 0.5pt + color</code>
⚙ Contextual function	✗ no
🔄 Automatically reset	✗ no

The stroke transformer of the highlights, is a function that takes in the highlight color and returns a stroke.

### 2.40. Highlight inset ( `highlight-inset` )

</> Type	<code>length</code>
(*) Default value	<code>0.32em</code>
⚙ Contextual function	✓ yes
🔄 Automatically reset	✗ no

The inset of the highlights.

### 2.41. Reference by ( `reference-by` )

</> Type	<code>str</code>
(*) Default value	<code>"line"</code>
⚙ Contextual function	✓ yes
🔄 Automatically reset	✗ no

The mode by which references are displayed. Two modes are available:

- `line` : references are displayed as line numbers
- `item` : references are displayed as items, i.e by the `tag` for highlights and `content` for annotations.

## 2.42. Reference separator ( `reference-sep` )

</> Type	<code>str</code> or <code>content</code>
(*) Default value	<code>"_ "</code>
⚙ Contextual function	✓ yes
🔄 Automatically reset	✗ no

The separator to use when referencing highlights and annotations.

## 2.43. Reference number format ( `reference-number-format` )

</> Type	<code>function</code>
(*) Default value	<code>numbering.with("1")</code>
⚙ Contextual function	✗ no
🔄 Automatically reset	✗ no

The format of the reference number line number, only used if `reference-by` is set to `"line"`.

### **3. Referencing code blocks, highlights, and annotations**

## 4. Getting nice icons

This is a short, non-exhaustive guide on how to get nicer icons for the languages of your code blocks. In the documentation, codly makes use of `tabler-icons` to display the language icons. But a more general approach is the following:

1. Chose a font that contains icons, such as:
  - [Tabler Icons](#)
  - [Font Awesome](#)
  - [Material Icons](#)
  - Look on [Google Fonts](#) for more options
2. Download the font and put it in your project (if using the `CLI`, you need to set the `--font` argument)
3. Using your font selector, select the icon you wish to use
  - For example, the language icon in Tabler Icons is `ebbe` (the unicode value of the icon, which you can find in the documentation of the font)
  - Use the `text` function to display the icon in your document by setting the font, size, and the unicode value of the icon:

```
1 text(font: "tabler-icons", size: 1em, "\u{ebbe}")
```

`t` Typst code

4. You can store it the `languages` argument of the `codly` function to use it for all code blocks in your document:

**Example code** `t` Typst

```
1 #let icon = text(font: "tabler-icons",
2 size: 1em, "\u{ebbe}")
3 #codly(languages: (text: (icon: icon,
4 name: "Text")))
5 ```text
6 Hello, world!
7 ```
```

**Rendered output**

```
1 Hello, world!
```

`⌘ Text`

5. Congrats, you now have fancy icons!
6. ...
7. But you can notice that the baseline of the icon is wrong, I find that this is generally the case with tabler, you can set the baseline to `0.1em` in the icon to fix it:

**Example code** `t` Typst

```
1 #let icon = text(font: "tabler-icons",
2 size: 1em, "\u{ebbe}", baseline: 0.1em)
3 #codly(languages: (text: (icon: icon,
4 name: "Text")))
5 ```text
6 Hello, world!
7 ```
```

**Rendered output**

```
1 Hello, world!
```

`⌘ Text`

### 4.1. Typst language icon ( `typst-icon` )

Additionally, codly ships with language definitions for the Typst language. You can use the `typst-icon` function to get the Typst icon for your code blocks. This function takes no arguments and returns the proper settings for codly to use the Typst icon.

#### `i` Info

You can use the `...` spread operator to spread it into your own `languages` dictionary.

**Example code** `t` Typst

```
1 #codly(languages: typst-icon)
2 ```typ
3 = Here's a title
4 Hello, world!
5 ```
```

**Rendered output**

```
1 = Here's a title
2 Hello, world!
```

`t` Typst

## 5. Other functions

### 5.1. Skip ( `codly-skip` )

Convenience function for setting the skips, see the `skips` argument of the `codly` function.

### 5.2. Range ( `codly-range` )

Convenience function for setting the range, see the `range` argument of the `codly` function.

### 5.3. Offset ( `codly-offset` )

Convenience function for setting the offset, see the `offset` argument of the `codly` function.

### 5.4. Local ( `local` )

Codly provides a convenience function called `local` that allows you to locally override the global settings for a specific code block. This is useful when you want to apply a specific style to a code block without affecting the rest of the code blocks in your document. It works by overriding the default `codly` show rule locally with an override of the arguments by those you provide. It does not rely on states (much) and should no longer add layout passes to the rendering which could cause documents to not converge.

#### ! Warning

Local states can slow down documents significantly if over-used or when using nested local states (explicitly set `nested: true`). Use them sparingly and only when necessary. Another solution is to use the normal `codly` function before and after your code block. You can also use the argument `nested: false` on `local` to prevent nested local states, which significantly reduces the performance impact.

#### ! Warning

When using `nested: false` on your local states, the outermost local state will be overridden by the inner local state(s). This means that the inner local state will be the only one that is applied to the code block. And that any previous local states (in the same hierarchy) will be ignored for subsequent code blocks.

#### i Info

Once custom elements become available in Typst, and `codly` moves to using those and set rules, this limitation will be lifted and you will be able to use nested local states without performance impact.

Example code	Rendered output
<pre>1 *Global state with red color* 2 #codly(fill: red) 3 ```typ 4 = Example 5 *Hello, World!* 6 ``` 7 *Locally set it to gray* 8 #local( 9   fill: luma(240), 10   ```typ 11   = Example 12   *Hello, World!* 13   ``` 14 ) 15 * It's back to being red* 16 ```typ 17 = Example 18 *Hello, World!* 19 ```</pre>	<p><b>Global state with red color</b></p> <pre>1 = Example 2 *Hello, World!*</pre> <p><b>Locally set it to gray</b></p> <pre>1 = Example 2 *Hello, World!*</pre> <p><b>It's back to being red</b></p> <pre>1 = Example 2 *Hello, World!*</pre>

### 5.4.1. Nested local state

Codly does support nested local state, the innermost local state will override the outermost local state. This allows you to have different styles for different parts of your code block. This function takes the same arguments as the `codly` function, but only the arguments that are different from the global settings need to be provided.

Example code	Rendered output
<pre>1 *Global state with red color* 2 #codly(fill: red) 3 ```typ 4 = Example 5 *Hello, World!* 6 ``` 7 *Locally set it to blue* 8 #local( 9   nested: true, 10  fill: blue, 11 )[ 12   ```typ 13   = Example 14   *Hello, World!* 15   ``` 16 *Now it's green:* 17 #local(nested: true, fill: green)[ 18   ```typ 19   = Example 20   *Hello, World!* 21   ``` 22 ] 23 *Now its zebras are also blue:* 24 #local(nested: true, zebra-fill: blue)[ 25   ```typ 26   = Example 27   *Hello, World!* 28   ``` 29 ] 30 31 *Back to blue:* 32 ```typ 33 = Example 34 *Hello, World!* 35 ``` 36 ] 37 *Back to red:* 38 ```typ 39 = Example 40 *Hello, World!* 41 ```</pre>	<p><b>Global state with red color</b></p> <pre>1 = Example 2 *Hello, World!*</pre> <p><b>Locally set it to blue</b></p> <pre>1 = Example 2 *Hello, World!*</pre> <p><b>Now it's green:</b></p> <pre>1 = Example 2 *Hello, World!*</pre> <p><b>Now its zebras are also blue:</b></p> <pre>1 = Example 2 *Hello, World!*</pre> <p><b>Back to blue:</b></p> <pre>1 = Example 2 *Hello, World!*</pre> <p><b>Back to red:</b></p> <pre>1 = Example 2 *Hello, World!*</pre>

## 5.5. No codly ( no-codly )

This is a convenience function equivalent to `local(enabled: false, body)` .

Example code	Rendered output
<pre>1 *Enabled codly* 2 ```typ 3 = Example 4 *Hello, World!* 5 ``` 6 7 *Disabled codly* 8 #no-codly[ 9   ```typ 10  = Example 11  *Hello, World!* 12  ``` 13 ]</pre>	<div>Enabled codly</div> <div>1 = Example typ</div> <div>2 *Hello, World!*</div> <div>Disabled codly</div> <div>= Example</div> <div>*Hello, World!*</div>

## 5.6. Enable ( codly-enable )

Enables codly globally, equivalent to `codly(enabled: true)` .

Example code	Rendered output
<pre>1 *Disabled codly* 2 #codly-disable() 3 ```typ 4 = Example 5 *Hello, World!* 6 ``` 7 #codly-enable() 8 *Enabled codly* 9 ```typ 10 = Example 11 *Hello, World!* 12 ```</pre>	<div>Disabled codly</div> <div>= Example</div> <div>*Hello, World!*</div> <div>Enabled codly</div> <div>1 = Example typ</div> <div>2 *Hello, World!*</div>

## 5.7. Disable ( codly-disable )

Disables codly globally, equivalent to `codly(enabled: false)` .

Example code	Rendered output
<pre>1 *Enabled codly* 2 ```typ 3 = Example 4 *Hello, World!* 5 ``` 6 7 *Disabled codly* 8 #codly-disable() 9 ```typ 10 = Example 11 *Hello, World!* 12 ```</pre>	<div>Enabled codly</div> <div>1 = Example typ</div> <div>2 *Hello, World!*</div> <div>Disabled codly</div> <div>= Example</div> <div>*Hello, World!*</div>



## 5.8. Reset ( codly-reset )

Resets all codly settings to their default values. This is useful when you want to reset the settings of a code block to the default values after applying local settings.

Example code	Typst	Rendered output
<pre>1 *Global state with red color* 2 #codly(fill: red) 3 ```typ 4 = Example 5 *Hello, World!* 6 ``` 7 *Reset it* 8 #codly-reset() 9 ```typ 10 = Example 11 *Hello, World!* 12 ```</pre>		<p><b>Global state with red color</b></p> <pre>1 = Example 2 *Hello, World!*</pre> <p><b>Reset it</b></p> <pre>1 = Example 2 *Hello, World!*</pre>

## 6. Codly performance