

Babel

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Localization and
internationalization

Unicode

T_EX

pdfT_EX

LuaT_EX

XeT_EX

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Part I

User guide

What is this document about? This user guide focuses on internationalization and localization with \LaTeX and `pdftex`, `xetex` and `luatex` with the `babel` package. There are also some notes on its use with Plain \TeX . Part II describes the code, and usually it can be ignored.

What if I'm interested only in the latest changes? Changes and new features with relation to version 3.8 are highlighted with `New X.XX`, and there are some notes for the latest versions in [the babel wiki](#). The most recent features can be still unstable.

Can I help? Sure! If you are interested in the \TeX multilingual support, please join the [kadingira mail list](#). You can follow the development of `babel` in [GitHub](#) and make suggestions; feel free to fork it and make pull requests. If you are the author of a package, send to me a few test files which I'll add to mine, so that possible issues can be caught in the development phase.

It doesn't work for me! You can ask for help in some forums like [tex.stackexchange](#), but if you have found a bug, I strongly beg you to report it in [GitHub](#), which is much better than just complaining on an e-mail list or a web forum. Remember *warnings are not errors* by themselves, they just warn about possible problems or incompatibilities.

How can I contribute a new language? See section 3.1 for contributing a language.

I only need learn the most basic features. The first subsections (1.1-1.3) describe the traditional way of loading a language (with `ldf` files), which is usually all you need. The alternative way based on `ini` files, which complements the previous one (it does *not* replace it, although it is still necessary in some languages), is described below; go to 1.13.

I don't like manuals. I prefer sample files. This manual contains lots of examples and tips, but in [GitHub](#) there are many [sample files](#).

1 The user interface

1.1 Monolingual documents

In most cases, a single language is required, and then all you need in \LaTeX is to load the package using its standard mechanism for this purpose, namely, passing that language as an optional argument. In addition, you may want to set the font and input encodings. Another approach is making the language a global option in order to let other packages detect and use it. This is the standard way in \LaTeX for an option – in this case a language – to be recognized by several packages.

Many languages are compatible with `xetex` and `luatex`. With them you can use `babel` to localize the documents. When these engines are used, the Latin script is covered by default in current \LaTeX (provided the document encoding is UTF-8), because the font loader is preloaded and the font is switched to `lmroman`. Other scripts require loading `fontspec`. You may want to set the font attributes with `fontspec`, too.

EXAMPLE Here is a simple full example for “traditional” \TeX engines (see below for `xetex` and `luatex`). The packages `fontenc` and `inputenc` do not belong to `babel`, but they are included in the example because typically you will need them (however, the package `inputenc` may be omitted with $\LaTeX \geq 2018-04-01$ if the encoding is UTF-8):

PDFTEX

```
\documentclass{article}

\usepackage[T1]{fontenc}
% \usepackage[utf8]{inputenc} % Uncomment if LaTeX < 2018-04-01

\usepackage[french]{babel}

\begin{document}

Plus ça change, plus c'est la même chose!

\end{document}
```

Now consider something like:

```
\documentclass[french]{article}
\usepackage{babel}
\usepackage{varioref}
```

With this setting, the package `varioref` will also see the option `french` and will be able to use it.

EXAMPLE And now a simple monolingual document in Russian (text from the Wikipedia) with `xetex` or `luatex`. Note neither `fontenc` nor `inputenc` are necessary, but the document should be encoded in UTF-8 and a so-called Unicode font must be loaded (in this example `\babelfont` is used, described below).

LUATEX/XETEX

```
\documentclass[russian]{article}

\usepackage{babel}

\babelfont{rm}{DejaVu Serif}

\begin{document}

Россия, находящаяся на пересечении множества культур, а также
с учётом многонационального характера её населения, — отличается
высокой степенью этнокультурного многообразия и способностью к
межкультурному диалогу.

\end{document}
```

TROUBLESHOOTING A common source of trouble is a wrong setting of the input encoding. Depending on the \LaTeX version you can get the following somewhat cryptic error:

```
! Paragraph ended before \UTFviii@three@octets was complete.
```

Or the more explanatory:

```
! Package inputenc Error: Invalid UTF-8 byte ...
```

Make sure you set the encoding actually used by your editor.

NOTE Because of the way babel has evolved, “language” can refer to (1) a set of hyphenation patterns as preloaded into the format, (2) a package option, (3) an ldf file, and (4) a name used in the document to select a language or dialect. So, a package option refers to a language in a generic way – sometimes it is the actual language name used to select it, sometimes it is a file name loading a language with a different name, sometimes it is a file name loading several languages. Please, read the documentation for specific languages for further info.

TROUBLESHOOTING The following warning is about hyphenation patterns, which are not under the direct control of babel:

```
Package babel Warning: No hyphenation patterns were preloaded for
(babel)                the language 'LANG' into the format.
(babel)                Please, configure your TeX system to add them and
(babel)                rebuild the format. Now I will use the patterns
(babel)                preloaded for \language=0 instead on input line 57.
```

The document will be typeset, but very likely the text will not be correctly hyphenated. Some languages may be raising this warning wrongly (because they are not hyphenated); it is a bug to be fixed – just ignore it. See the manual of your distribution (MacTeX, MikTeX, TeXLive, etc.) for further info about how to configure it.

NOTE With hyperref you may want to set the document language with something like:

```
\usepackage[pdflang=es-MX]{hyperref}
```

This is not currently done by babel and you must set it by hand.

NOTE Although it has been customary to recommend placing `\title`, `\author` and other elements printed by `\maketitle` after `\begin{document}`, mainly because of shorthands, it is advisable to keep them in the preamble. Currently there is no real need to use shorthands in those macros.

1.2 Multilingual documents

In multilingual documents, just use a list of the required languages as package or class options. The last language is considered the main one, activated by default. Sometimes, the main language changes the document layout (eg, spanish and french).

EXAMPLE In \LaTeX , the preamble of the document:

```
\documentclass{article}
\usepackage[dutch,english]{babel}
```

would tell \LaTeX that the document would be written in two languages, Dutch and English, and that English would be the first language in use, and the main one.

You can also set the main language explicitly, but it is discouraged except if there a real reason to do so:

```
\documentclass{article}
\usepackage[main=english,dutch]{babel}
```

Examples of cases where main is useful are the following.

NOTE Some classes load babel with a hardcoded language option. Sometimes, the main language can be overridden with something like that before `\documentclass`:

```
\PassOptionsToPackage{main=english}{babel}
```

WARNING Languages may be set as global and as package option at the same time, but in such a case you should set explicitly the main language with the package option `main`:

```
\documentclass[italian]{book}  
\usepackage[ngerman,main=italian]{babel}
```

WARNING In the preamble the main language has *not* been selected, except hyphenation patterns and the name assigned to `\language` (in particular, shorthands, captions and date are not activated). If you need to define boxes and the like in the preamble, you might want to use some of the language selectors described below.

To switch the language there are two basic macros, described below in detail: `\selectlanguage` is used for blocks of text, while `\foreignlanguage` is for chunks of text inside paragraphs.

EXAMPLE A full bilingual document follows. The main language is french, which is activated when the document begins. The package `inputenc` may be omitted with L^AT_EX ≥ 2018-04-01 if the encoding is UTF-8.

PDFTEX

```
\documentclass{article}  
  
\usepackage[T1]{fontenc}  
\usepackage[utf8]{inputenc}  
  
\usepackage[english,french]{babel}  
  
\begin{document}  
  
Plus ça change, plus c'est la même chose!  
  
\selectlanguage{english}  
  
And an English paragraph, with a short text in  
\foreignlanguage{french}{français}.  
  
\end{document}
```

EXAMPLE With xetex and luatex, the following bilingual, single script document in UTF-8 encoding just prints a couple of ‘captions’ and `\today` in Danish and Vietnamese. No additional packages are required.

LUATEX/XETEX

```
\documentclass{article}  
  
\usepackage[vietnamese,danish]{babel}  
  
\begin{document}  
  
\prefacename{} -- \alsoname{} -- \today
```



```

\selectlanguage{vietnamese}

\prefacename{} -- \alsoname{} -- \today

\end{document}

```

NOTE Once loaded a language, you can select it with the corresponding BCP47 tag. See section 1.21 for further details.

1.3 Mostly monolingual documents

New 3.39 Very often, multilingual documents consist of a main language with small pieces of text in another languages (words, idioms, short sentences). Typically, all you need is to set the line breaking rules and, perhaps, the font. In such a case, babel now does not require declaring these secondary languages explicitly, because the basic settings are loaded on the fly when the language is selected (and also when provided in the optional argument of `\babelfont`, if used.)

This is particularly useful, too, when there are short texts of this kind coming from an external source whose contents are not known on beforehand (for example, titles in a bibliography). At this regard, it is worth remembering that `\babelfont` does *not* load any font until required, so that it can be used just in case.

EXAMPLE A trivial document is:

LUATEX/XETEX

```

\documentclass[english]{article}
\usepackage{babel}

\babelfont[russian]{rm}{FreeSerif}

\begin{document}

English. \foreignlanguage{russian}{Русский}.
\foreignlanguage{spanish}{Español}

\end{document}

```

NOTE Instead of its name, you may prefer to select the language with the corresponding BCP47 tag. This alternative, however, must be activated explicitly, because a two- or tree-letter word is a valid name for a language (eg, `yi`). See section 1.21 for further details.

1.4 Modifiers

New 3.9c The basic behavior of some languages can be modified when loading babel by means of *modifiers*. They are set after the language name, and are prefixed with a dot (only when the language is set as package option – neither global options nor the main key accepts them). An example is (spaces are not significant and they can be added or removed):¹

¹No predefined “axis” for modifiers are provided because languages and their scripts have quite different needs.

```
\usepackage[latin.medieval, spanish.notilde.lcroman, danish]{babel}
```

Attributes (described below) are considered modifiers, ie, you can set an attribute by including it in the list of modifiers. However, modifiers are a more general mechanism.

1.5 Troubleshooting

- Loading directly sty files in L^AT_EX (ie, `\usepackage{<language>}`) is deprecated and you will get the error:²

```
! Package babel Error: You are loading directly a language style.
(babel)                This syntax is deprecated and you must use
(babel)                \usepackage[language]{babel}.
```

- Another typical error when using babel is the following:³

```
! Package babel Error: Unknown language `#1'. Either you have
(babel)                misspelled its name, it has not been installed,
(babel)                or you requested it in a previous run. Fix its name,
(babel)                install it or just rerun the file, respectively. In
(babel)                some cases, you may need to remove the aux file
```

The most frequent reason is, by far, the latest (for example, you included spanish, but you realized this language is not used after all, and therefore you removed it from the option list). In most cases, the error vanishes when the document is typeset again, but in more severe ones you will need to remove the aux file.

1.6 Plain

In Plain, load languages styles with `\input` and then use `\begindocument` (the latter is defined by babel):

```
\input estonian.sty
\begindocument
```

WARNING Not all languages provide a sty file and some of them are not compatible with Plain.⁴

1.7 Basic language selectors

This section describes the commands to be used in the document to switch the language in multilingual documents. In most cases, only the two basic macros `\selectlanguage` and `\foreignlanguage` are necessary. The environments `otherlanguage`, `otherlanguage*` and `hyphenrules` are auxiliary, and described in the next section.

The main language is selected automatically when the document environment begins.

`\selectlanguage` {*<language>*}

When a user wants to switch from one language to another he can do so using the macro `\selectlanguage`. This macro takes the language, defined previously by a language definition file, as its argument. It calls several macros that should be defined in the language definition files to activate the special definitions for the language chosen:

```
\selectlanguage{german}
```

This command can be used as environment, too.

NOTE For “historical reasons”, a macro name is converted to a language name without the leading `\`; in other words, `\selectlanguage{\german}` is equivalent to `\selectlanguage{german}`. Using a macro instead of a “real” name is deprecated.

New 3.43 However, if the macro name does not match any language, it will get expanded as expected.

WARNING If used inside braces there might be some non-local changes, as this would be roughly equivalent to:

```
{\selectlanguage{<inner-language>} ...}\selectlanguage{<outer-language>}
```

If you want a change which is really local, you must enclose this code with an additional grouping level.

`\foreignlanguage` [*<option-list>*]{*<language>*}{*<text>*}

The command `\foreignlanguage` takes two arguments; the second argument is a phrase to be typeset according to the rules of the language named in its first one.

This command (1) only switches the extra definitions and the hyphenation rules for the language, *not* the names and dates, (2) does not send information about the language to auxiliary files (i.e., the surrounding language is still in force), and (3) it works even if the language has not been set as package option (but in such a case it only sets the hyphenation patterns and a warning is shown). With the `bidi` option, it also enters in horizontal mode (this is not done always for backwards compatibility).

New 3.44 As already said, captions and dates are not switched. However, with the optional argument you can switch them, too. So, you can write:

```
\foreignlanguage[date]{polish}{\today}
```

In addition, captions can be switched with `captions` (or both, of course, with `date, captions`). Until 3.43 you had to write something like `{\selectlanguage{.} ...}`, which was not always the most convenient way.

1.8 Auxiliary language selectors

`\begin{otherlanguage}` {*<language>*} ... `\end{otherlanguage}`

²In old versions the error read “You have used an old interface to call babel”, not very helpful.

³In old versions the error read “You haven’t loaded the language LANG yet”.

⁴Even in the babel kernel there were some macros not compatible with plain. Hopefully these issues have been fixed.

The environment `other language` does basically the same as `\selectlanguage`, except that language change is (mostly) local to the environment. Actually, there might be some non-local changes, as this environment is roughly equivalent to:

```
\begingroup
\selectlanguage{<inner-language>}
...
\endgroup
\selectlanguage{<outer-language>}
```

If you want a change which is really local, you must enclose this environment with an additional grouping, like braces `{}`. Spaces after the environment are ignored.

`\begin{otherlanguage*}` [*<option-list>*]{*<language>*} ... **`\end{otherlanguage*}`**

Same as `\foreignlanguage` but as environment. Spaces after the environment are *not* ignored.

This environment was originally intended for intermixing left-to-right typesetting with right-to-left typesetting in engines not supporting a change in the writing direction inside a line. However, by default it never complied with the documented behavior and it is just a version as environment of `\foreignlanguage`, except when the option `bidi` is set – in this case, `\foreignlanguage` emits a `\leavevmode`, while `other language*` does not.

`\begin{hyphenrules}` {*<language>*} ... **`\end{hyphenrules}`**

The environment `hyphenrules` can be used to select *only* the hyphenation rules to be used (it can be used as command, too). This can for instance be used to select ‘nohyphenation’, provided that in `language.dat` the ‘language’ nohyphenation is defined by loading `zerohyph.tex`. It deactivates language shorthands, too (but not user shorthands). Except for these simple uses, `hyphenrules` is discouraged and `other language*` (the starred version) is preferred, as the former does not take into account possible changes in encodings of characters like, say, ‘ ’ done by some languages (eg, italian, french, ukraineb). To set hyphenation exceptions, use `\babelhyphenation` (see below).

1.9 More on selection

`\babeltags` {*<tag1>* = *<language1>*, *<tag2>* = *<language2>*, ...}

New 3.9i In multilingual documents with many language-switches the commands above can be cumbersome. With this tool shorter names can be defined. It adds nothing really new – it is just syntactical sugar.

It defines `\text{<tag1>}{<text>}` to be `\foreignlanguage{<language1>}{<text>}`, and `\begin{<tag1>}` to be `\begin{otherlanguage*}{<language1>}`, and so on. Note `\<tag1>` is also allowed, but remember to set it locally inside a group.

EXAMPLE With

```
\babeltags{de = german}
```

you can write

```
text \textde{German text} text
```

and

```
text
\begin{de}
  German text
\end{de}
text
```

NOTE Something like `\babeltags{finnish = finnish}` is legitimate – it defines `\textfinnish` and `\finnish` (and, of course, `\begin{finnish}`).

NOTE Actually, there may be another advantage in the ‘short’ syntax `\text{<tag>}`, namely, it is not affected by `\MakeUppercase` (while `\foreignlanguage` is).

\babelensure [`include=<commands>`], [`exclude=<commands>`], [`fontenc=<encoding>`]{<language>}

New 3.9i Except in a few languages, like russian, captions and dates are just strings, and do not switch the language. That means you should set it explicitly if you want to use them, or hyphenation (and in some cases the text itself) will be wrong. For example:

```
\foreignlanguage{russian}{text \foreignlanguage{polish}{\seename} text}
```

Of course, \TeX can do it for you. To avoid switching the language all the while, `\babelensure` redefines the captions for a given language to wrap them with a selector:

```
\babelensure{polish}
```

By default only the basic captions and `\today` are redefined, but you can add further macros with the key `include` in the optional argument (without commas). Macros not to be modified are listed in `exclude`. You can also enforce a font encoding with `fontenc`.⁵ A couple of examples:

```
\babelensure[include=\Today]{spanish}
\babelensure[fontenc=T5]{vietnamese}
```

They are activated when the language is selected (at the `afterextras` event), and it makes some assumptions which could not be fulfilled in some languages. Note also you should include only macros defined by the language, not global macros (eg, `\TeX` of `\dag`). With `ini` files (see below), captions are ensured by default.

1.10 Shorthands

A *shorthand* is a sequence of one or two characters that expands to arbitrary \TeX code. Shorthands can be used for different kinds of things, for example: (1) in some languages shorthands such as "a are defined to be able to hyphenate the word if the encoding is OT1; (2) in some languages shorthands such as ! are used to insert the right amount of white space; (3) several kinds of discretionaries and breaks can be inserted easily with "-", "=", etc.

⁵With it, encoded strings may not work as expected.

The package `inputenc` as well as `xetex` and `luatex` have alleviated entering non-ASCII characters, but minority languages and some kinds of text can still require characters not directly available on the keyboards (and sometimes not even as separated or precomposed Unicode characters). As to the point 2, now `pdfTeX` provides `\knbcode`, and `luatex` can manipulate the glyph list. Tools for point 3 can be still very useful in general. There are three levels of shorthands: *user*, *language*, and *system* (by order of precedence). Version 3.9 introduces the *language user* level on top of the user level, as described below. In most cases, you will use only shorthands provided by languages.

NOTE Note the following:

1. Activated chars used for two-char shorthands cannot be followed by a closing brace `}` and the spaces following are gobbled. With one-char shorthands (eg, `:`), they are preserved.
2. If on a certain level (system, language, user) there is a one-char shorthand, two-char ones starting with that char and on the same level are ignored.
3. Since they are active, a shorthand cannot contain the same character in its definition (except if it is deactivated with, eg, `\string`).

TROUBLESHOOTING A typical error when using shorthands is the following:

```
! Argument of \language@active@arg" has an extra }.
```

It means there is a closing brace just after a shorthand, which is not allowed (eg, `"}`). Just add `{}` after (eg, `"{}}`).

`\shorthandon` `{\shorthands-list}`
`\shorthandoff` `*{\shorthands-list}`

It is sometimes necessary to switch a shorthand character off temporarily, because it must be used in an entirely different way. For this purpose, the user commands `\shorthandoff` and `\shorthandon` are provided. They each take a list of characters as their arguments. The command `\shorthandoff` sets the `\catcode` for each of the characters in its argument to `other` (12); the command `\shorthandon` sets the `\catcode` to `active` (13). Both commands only work on ‘known’ shorthand characters.

New 3.9a However, `\shorthandoff` does not behave as you would expect with characters like `~` or `^`, because they usually are not “other”. For them `\shorthandoff*` is provided, so that with

```
\shorthandoff*{~^}
```

`~` is still active, very likely with the meaning of a non-breaking space, and `^` is the superscript character. The catcodes used are those when the shorthands are defined, usually when language files are loaded.

If you do not need shorthands, or prefer an alternative approach of your own, you may want to switch them off with the package option `shorthands=off`, as described below.

`\usesshorthands` `*{\langle char \rangle}`

The command `\usesshorthands` initiates the definition of user-defined shorthand sequences. It has one argument, the character that starts these personal shorthands.

New 3.9a User shorthands are not always alive, as they may be deactivated by languages (for example, if you use " for your user shorthands and switch from german to french, they stop working). Therefore, a starred version `\usesshorthands*{\langle char \rangle}` is provided, which makes sure shorthands are always activated.

Currently, if the package option `shorthands` is used, you must include any character to be activated with `\usesshorthands`. This restriction will be lifted in a future release.

`\defineshorthand` `[\langle language \rangle, \langle language \rangle, \dots]{\langle shorthand \rangle}{\langle code \rangle}`

The command `\defineshorthand` takes two arguments: the first is a one- or two-character shorthand sequence, and the second is the code the shorthand should expand to.

New 3.9a An optional argument allows to (re)define language and system shorthands (some languages do not activate shorthands, so you may want to add `\languageshorthands{\langle lang \rangle}` to the corresponding `\extras{\langle lang \rangle}`, as explained below). By default, user shorthands are (re)defined.

User shorthands override language ones, which in turn override system shorthands.

Language-dependent user shorthands (new in 3.9) take precedence over “normal” user shorthands.

EXAMPLE Let’s assume you want a unified set of shorthand for dictionaries (languages do not define shorthands consistently, and “-”, “-”, “=” have different meanings). You can start with, say:

```
\usesshorthands*{"}
\defineshorthand{"*}{\babelhyphen{soft}}
\defineshorthand{"-}{\babelhyphen{hard}}
```

However, the behavior of hyphens is language-dependent. For example, in languages like Polish and Portuguese, a hard hyphen inside compound words is repeated at the beginning of the next line. You can then set:

```
\defineshorthand[*polish,*portuguese]{"-}{\babelhyphen{repeat}}
```

Here, options with `*` set a language-dependent user shorthand, which means the generic one above only applies for the rest of languages; without `*` they would (re)define the language shorthands instead, which are overridden by user ones.

Now, you have a single unified shorthand (“-”), with a content-based meaning (‘compound word hyphen’) whose visual behavior is that expected in each context.

`\languageshorthands` `{\langle language \rangle}`

The command `\languageshorthands` can be used to switch the shorthands on the language level. It takes one argument, the name of a language or none (the latter does what its name suggests).⁶ Note that for this to work the language should have been specified as an option when loading the babel package. For example, you can use in english the shorthands defined by `ngerman` with

⁶Actually, any name not corresponding to a language group does the same as none. However, follow this convention because it might be enforced in future releases of babel to catch possible errors.

```
\addto\extrasenglish{\languageshorthands{ngerman}}
```

(You may also need to activate them as user shorthands in the preamble with, for example, `\useshorthands` or `\useshorthands*`.)

EXAMPLE Very often, this is a more convenient way to deactivate shorthands than `\shorthandoff`, for example if you want to define a macro to easy typing phonetic characters with tipa:

```
\newcommand{\myipa}[1]{\{\languageshorthands{none}\tipaencoding#1}}
```

`\babelshorthand` $\{\langle shorthand \rangle\}$

With this command you can use a shorthand even if (1) not activated in shorthands (in this case only shorthands for the current language are taken into account, ie, not user shorthands), (2) turned off with `\shorthandoff` or (3) deactivated with the internal `\bbl@deactivate`; for example, `\babelshorthand{"u}` or `\babelshorthand{:}`. (You can conveniently define your own macros, or even your own user shorthands provided they do not overlap.)

EXAMPLE Since by default shorthands are not activated until `\begin{document}`, you may use this macro when defining the `\title` in the preamble:

```
\title{Documento científico\babelshorthand{"-}técnico}
```

For your records, here is a list of shorthands, but you must double check them, as they may change:⁷

Languages with no shorthands Croatian, English (any variety), Indonesian, Hebrew, Interlingua, Irish, Lower Sorbian, Malaysian, North Sami, Romanian, Scottish, Welsh

Languages with only " as defined shorthand character Albanian, Bulgarian, Danish, Dutch, Finnish, German (old and new orthography, also Austrian), Icelandic, Italian, Norwegian, Polish, Portuguese (also Brazilian), Russian, Serbian (with Latin script), Slovene, Swedish, Ukrainian, Upper Sorbian

Basque " ' ~

Breton : ; ? !

Catalan " ' `

Czech " -

Esperanto ^

Estonian " ~

French (all varieties) : ; ? !

Galician " . ' ~ < >

Greek ~

Hungarian `

Kurmanji ^

Latin " ^ =

Slovak " ^ ' -

Spanish " . < > ' ~

Turkish : ! =

In addition, the babel core declares ~ as a one-char shorthand which is let, like the standard ~, to a non breaking space.⁸

⁷Thanks to Enrico Gregorio

⁸This declaration serves to nothing, but it is preserved for backward compatibility.

\ifbabelshorthand $\{\langle character \rangle\}\{\langle true \rangle\}\{\langle false \rangle\}$

New 3.23 Tests if a character has been made a shorthand.

\aliasshorthand $\{\langle original \rangle\}\{\langle alias \rangle\}$

The command `\aliasshorthand` can be used to let another character perform the same functions as the default shorthand character. If one prefers for example to use the character `/` over `"` in typing Polish texts, this can be achieved by entering `\aliasshorthand{/}{/}`. For the reasons in the warning below, usage of this macro is not recommended.

NOTE The substitute character must *not* have been declared before as shorthand (in such a case, `\aliasshorthands` is ignored).

EXAMPLE The following example shows how to replace a shorthand by another

```
\aliasshorthand{~}{^}  
\AtBeginDocument{\shorthandoff{~}}
```

WARNING Shorthands remember somehow the original character, and the fallback value is that of the latter. So, in this example, if no shorthand is found, `^` expands to a non-breaking space, because this is the value of `~` (internally, `^` still calls `\active@char~` or `\normal@char~`). Furthermore, if you change the system value of `^` with `\defineshorthand` nothing happens.

1.11 Package options

New 3.9a These package options are processed before language options, so that they are taken into account irrespective of its order. The first three options have been available in previous versions.

- KeepShorthandsActive** Tells babel not to deactivate shorthands after loading a language file, so that they are also available in the preamble.
- activeacute** For some languages babel supports this options to set `'` as a shorthand in case it is not done by default.
- activegrave** Same for ```.
- shorthands=** $\langle char \rangle \langle char \rangle \dots \mid \text{off}$
The only language shorthands activated are those given, like, eg:

```
\usepackage[esperanto,french,shorthands=;!?]{babel}
```

If `'` is included, `activeacute` is set; if ``` is included, `activegrave` is set. Active characters (like `~`) should be preceded by `\string` (otherwise they will be expanded by \LaTeX before they are passed to the package and therefore they will not be recognized); however, `t` is provided for the common case of `~` (as well as `c` for not so common case of the comma). With `shorthands=off` no language shorthands are defined. As some languages use this mechanism for tools not available otherwise, a macro `\babelshorthand` is defined, which allows using them; see above.

safe=	none ref bib
	Some \LaTeX macros are redefined so that using shorthands is safe. With <code>safe=bib</code> only <code>\nocite</code> , <code>\bibcite</code> and <code>\bibitem</code> are redefined. With <code>safe=ref</code> only <code>\newlabel</code> , <code>\ref</code> and <code>\pageref</code> are redefined (as well as a few macros from <code>varioref</code> and <code>ifthen</code>). With <code>safe=none</code> no macro is redefined. This option is strongly recommended, because a good deal of incompatibilities and errors are related to these redefinitions. As of New 3.34 , in $\epsilon\TeX$ based engines (ie, almost every engine except the oldest ones) shorthands can be used in these macros (formerly you could not).
math=	active normal
	Shorthands are mainly intended for text, not for math. By setting this option with the value <code>normal</code> they are deactivated in math mode (default is <code>active</code>) and things like <code>#{a'}</code> (a closing brace after a shorthand) are not a source of trouble anymore.
config=	$\langle file \rangle$
	Load $\langle file \rangle$.cfg instead of the default config file <code>bblopts.cfg</code> (the file is loaded even with <code>noconfigs</code>).
main=	$\langle language \rangle$
	Sets the main language, as explained above, ie, this language is always loaded last. If it is not given as package or global option, it is added to the list of requested languages.
headfoot=	$\langle language \rangle$
	By default, headlines and footlines are not touched (only marks), and if they contain language-dependent macros (which is not usual) there may be unexpected results. With this option you may set the language in heads and foots.
noconfigs	Global and language default config files are not loaded, so you can make sure your document is not spoilt by an unexpected .cfg file. However, if the key config is set, this file is loaded.
showlanguages	Prints to the log the list of languages loaded when the format was created: number (remember dialects can share it), name, hyphenation file and exceptions file.
nocase	New 3.9l Language settings for uppercase and lowercase mapping (as set by <code>\SetCase</code>) are ignored. Use only if there are incompatibilities with other packages.
silent	New 3.9l No warnings and no <i>infos</i> are written to the log file. ⁹
strings=	generic unicode encoded $\langle label \rangle$ $\langle font encoding \rangle$
	Selects the encoding of strings in languages supporting this feature. Predefined labels are <code>generic</code> (for traditional \TeX , LICR and ASCII strings), <code>unicode</code> (for engines like <code>xetex</code> and <code>luatex</code>) and <code>encoded</code> (for special cases requiring mixed encodings). Other allowed values are font encoding codes (T1, T2A, LGR, L7X...), but only in languages supporting them. Be aware with encoded captions are protected, but they work in <code>\MakeUpper</code> case and the like (this feature misuses some internal \LaTeX tools, so use it only as a last resort).
hyphenmap=	off first select other other*

⁹You can use alternatively the package `silence`.

New 3.9g Sets the behavior of case mapping for hyphenation, provided the language defines it.¹⁰ It can take the following values:

off deactivates this feature and no case mapping is applied;
first sets it at the first switching commands in the current or parent scope (typically, when the aux file is first read and at `\begin{document}`), but also the first `\selectlanguage` in the preamble), and it's the default if a single language option has been stated;¹¹
select sets it only at `\selectlanguage`;
other also sets it at `otherlanguage`;
other* also sets it at `otherlanguage*` as well as in heads and foots (if the option `headfoot` is used) and in auxiliary files (ie, at `\select@language`), and it's the default if several language options have been stated. The option `first` can be regarded as an optimized version of `other*` for monolingual documents.¹²

bidi= default | basic | basic-r | bidi-l | bidi-r

New 3.14 Selects the bidi algorithm to be used in `luatex` and `xetex`. See sec. 1.23.

layout=

New 3.16 Selects which layout elements are adapted in bidi documents. See sec. 1.23.

1.12 The base option

With this package option `babel` just loads some basic macros (those in `switch.def`), defines `\AfterBabelLanguage` and exits. It also selects the hyphenation patterns for the last language passed as option (by its name in `language.dat`). There are two main uses: classes and packages, and as a last resort in case there are, for some reason, incompatible languages. It can be used if you just want to select the hyphenation patterns of a single language, too.

\AfterBabelLanguage `{\langle option-name \rangle}{\langle code \rangle}`

This command is currently the only provided by `base`. Executes `\langle code \rangle` when the file loaded by the corresponding package option is finished (at `\ldf@finish`). The setting is global. So

```
\AfterBabelLanguage{french}{...}
```

does ... at the end of `french.ldf`. It can be used in `ldf` files, too, but in such a case the code is executed only if `\langle option-name \rangle` is the same as `\CurrentOption` (which could not be the same as the option name as set in `\usepackage!`).

EXAMPLE Consider two languages `foo` and `bar` defining the same `\macro` with `\newcommand`. An error is raised if you attempt to load both. Here is a way to overcome this problem:

¹⁰Turned off in plain.

¹¹Duplicated options count as several ones.

¹²Providing `foreign` is pointless, because the case mapping applied is that at the end of the paragraph, but if either `xetex` or `luatex` change this behavior it might be added. On the other hand, `other` is provided even if I [JBL] think it isn't really useful, but who knows.

```

\usepackage[base]{babel}
\AfterBabelLanguage{foo}{%
  \let\macroFoo\macro
  \let\macro\relax}
\usepackage[foo,bar]{babel}

```

WARNING Currently this option is not compatible with languages loaded on the fly.

1.13 ini files

An alternative approach to define a language (or, more precisely, a *locale*) is by means of an ini file. Currently babel provides about 200 of these files containing the basic data required for a locale.

ini files are not meant only for babel, and they have been devised as a resource for other packages. To ease interoperability between T_EX and other systems, they are identified with the BCP 47 codes as preferred by the Unicode Common Language Data Repository, which was used as source for most of the data provided by these files, too (the main exception being the `\ldf` name strings).

Most of them set the date, and many also the captions (Unicode and LICR). They will be evolving with the time to add more features (something to keep in mind if backward compatibility is important). The following section shows how to make use of them by means of `\babelprovide`. In other words, `\babelprovide` is mainly meant for auxiliary tasks, and as alternative when the `ldf`, for some reason, does not work as expected.

EXAMPLE Although Georgian has its own `ldf` file, here is how to declare this language with an ini file in Unicode engines.

LUATEX/XETEX

```

\documentclass{book}

\usepackage{babel}
\babelprovide[import, main]{georgian}

\babelfont{rm}[Renderer=Harfbuzz]{DejaVu Sans}

\begin{document}

\tableofcontents

\chapter{სამზარეულო და სუფრის ტრადიციები}

ქართული ტრადიციული სამზარეულო ერთ-ერთი უმდიდრესია მთელ მსოფლიოში.

\end{document}

```

New 3.49 Alternatively, you can tell babel to load all or some languages passed as options with `\babelprovide` and not from the `ldf` file in a few typical cases. Thus, `provide=*` means ‘load the main language with the `\babelprovide` mechanism instead of the `ldf` file’ applying the basic features, which in this case means `import, main`. There are (currently) three options:

- `provide=*` is the option just explained, for the main language;
- `provide+=*` is the same for additional languages (the main language is still the `ldf` file);
- `provide*=*` is the same for all languages, ie, main and additional.

EXAMPLE The preamble in the previous example can be more compactly written as:

```
\documentclass{book}
\usepackage[georgian, provide=*]{babel}
\babelfont{rm}[Renderer=Harfbuzz]{DejaVu Sans}
```

Or also:

```
\documentclass[georgian]{book}
\usepackage[provide=*]{babel}
\babelfont{rm}[Renderer=Harfbuzz]{DejaVu Sans}
```

NOTE The ini files just define and set some parameters, but the corresponding behavior is not always implemented. Also, there are some limitations in the engines. A few remarks follow (which could no longer be valid when you read this manual, if the packages involved have been updated). The Harfbuzz renderer has still some issues, so as a rule of thumb prefer the default renderer, and resort to Harfbuzz only if the former does not work for you. Fortunately, fonts can be loaded twice with different renderers; for example:

```
\babelfont[spanish]{rm}{FreeSerif}
\babelfont[hindi]{rm}[Renderer=Harfbuzz]{FreeSerif}
```

Arabic Monolingual documents mostly work in luatex, but it must be fine tuned, and a recent version of fontspec/loaotfload is required. In xetex babel resorts to the bidi package, which seems to work.

Hebrew Niqqud marks seem to work in both engines, but cantillation marks are misplaced (xetex or luatex with Harfbuzz seems better, but still problematic).

Devanagari In luatex and the the default renderer many fonts work, but some others do not, the main issue being the ‘ra’. You may need to set explicitly the script to either deva or dev2, eg:

```
\newfontscript{Devanagari}{deva}
```

Other Indic scripts are still under development in the default luatex renderer, but should work with Renderer=Harfbuzz. They also work with xetex, although fine tuning the font behavior is not always possible.

Southeast scripts Thai works in both luatex and xetex, but line breaking differs (rules can be modified in luatex; they are hard-coded in xetex). Lao seems to work, too, but there are no patterns for the latter in luatex. Khmer clusters are rendered wrongly with the default renderer. The comment about Indic scripts and lualatex also applies here. Some quick patterns can help, with something similar to:

```
\babelprovide[import,hyphenrules=+]{lao}
\babelpatterns[lao]{lᦺ lᦴ lᦳ lᦵ lᦶ lᦷ} % Random
```

East Asia scripts Settings for either Simplified or Traditional should work out of the box, with basic line breaking with any renderer. Although for a few words and short texts the ini files should be fine, CJK texts are best set with a dedicated framework (CJK, luatexja, kotex, CTeX, etc.). This is what the class ltjbook does with luatex, which can be used in conjunction with the ldf for japanese, because the following piece of code loads luatexja:

```
\documentclass[japanese]{ltjbook}
\usepackage{babel}
```

Latin, Greek, Cyrillic Combining chars with the default luatex font renderer might be wrong; on the other hand, with the Harfbuzz renderer diacritics are stacked correctly, but many hyphenation points are discarded (this bug seems related to kerning, so it depends on the font). With xetex both combining characters and hyphenation work as expected (not quite, but in most cases it works; the problem here are font clusters).

NOTE Wikipedia defines a *locale* as follows: “In computing, a locale is a set of parameters that defines the user’s language, region and any special variant preferences that the user wants to see in their user interface. Usually a locale identifier consists of at least a language code and a country/region code.” Babel is moving gradually from the old and fuzzy concept of *language* to the more modern of *locale*. Note each locale is by itself a separate “language”, which explains why there are so many files. This is on purpose, so that possible variants can be created and/or redefined easily.

Here is the list (u means Unicode captions, and l means LICR captions):

af	Afrikaans ^{ul}	cs	Czech ^{ul}
agq	Aghem	cu	Church Slavic
ak	Akan	cu-Cyrs	Church Slavic
am	Amharic ^{ul}	cu-Glag	Church Slavic
ar	Arabic ^{ul}	cy	Welsh ^{ul}
ar-DZ	Arabic ^{ul}	da	Danish ^{ul}
ar-MA	Arabic ^{ul}	dav	Taita
ar-SY	Arabic ^{ul}	de-AT	German ^{ul}
as	Assamese	de-CH	German ^{ul}
asa	Asu	de	German ^{ul}
ast	Asturian ^{ul}	dje	Zarma
az-Cyrl	Azerbaijani	dsb	Lower Sorbian ^{ul}
az-Latn	Azerbaijani	dua	Duala
az	Azerbaijani ^{ul}	dyo	Jola-Fonyi
bas	Basaa	dz	Dzongkha
be	Belarusian ^{ul}	ebu	Embu
bem	Bemba	ee	Ewe
bez	Bena	el	Greek ^{ul}
bg	Bulgarian ^{ul}	el-polyton	Polytonic Greek ^{ul}
bm	Bambara	en-AU	English ^{ul}
bn	Bangla ^{ul}	en-CA	English ^{ul}
bo	Tibetan ^u	en-GB	English ^{ul}
brx	Bodo	en-NZ	English ^{ul}
bs-Cyrl	Bosnian	en-US	English ^{ul}
bs-Latn	Bosnian ^{ul}	en	English ^{ul}
bs	Bosnian ^{ul}	eo	Esperanto ^{ul}
ca	Catalan ^{ul}	es-MX	Spanish ^{ul}
ce	Chechen	es	Spanish ^{ul}
cgg	Chiga	et	Estonian ^{ul}
chr	Cherokee	eu	Basque ^{ul}
ckb	Central Kurdish	ewo	Ewondo
cop	Coptic	fa	Persian ^{ul}

ff	Fulah	ksb	Shambala
fi	Finnish ^{ul}	ksf	Bafia
fil	Filipino	ksh	Colognian
fo	Faroese	kw	Cornish
fr	French ^{ul}	ky	Kyrgyz
fr-BE	French ^{ul}	lag	Langi
fr-CA	French ^{ul}	lb	Luxembourgish
fr-CH	French ^{ul}	lg	Ganda
fr-LU	French ^{ul}	lkt	Lakota
fur	Friulian ^{ul}	ln	Lingala
fy	Western Frisian	lo	Lao ^{ul}
ga	Irish ^{ul}	lrc	Northern Luri
gd	Scottish Gaelic ^{ul}	lt	Lithuanian ^{ul}
gl	Galician ^{ul}	lu	Luba-Katanga
grc	Ancient Greek ^{ul}	luo	Luo
gsw	Swiss German	luy	Luyia
gu	Gujarati	lv	Latvian ^{ul}
guz	Gusii	mas	Masai
gv	Manx	mer	Meru
ha-GH	Hausa	mfe	Morisyen
ha-NE	Hausa ^l	mg	Malagasy
ha	Hausa	mgf	Makhuwa-Meetto
haw	Hawaiian	mgo	Meta'
he	Hebrew ^{ul}	mk	Macedonian ^{ul}
hi	Hindi ^u	ml	Malayalam ^{ul}
hr	Croatian ^{ul}	mn	Mongolian
hsb	Upper Sorbian ^{ul}	mr	Marathi ^{ul}
hu	Hungarian ^{ul}	ms-BN	Malay ^l
hy	Armenian ^u	ms-SG	Malay ^l
ia	Interlingua ^{ul}	ms	Malay ^{ul}
id	Indonesian ^{ul}	mt	Maltese
ig	Igbo	mua	Mundang
ii	Sichuan Yi	my	Burmese
is	Icelandic ^{ul}	mzn	Mazanderani
it	Italian ^{ul}	naq	Nama
ja	Japanese	nb	Norwegian Bokmål ^{ul}
jgo	Ngomba	nd	North Ndebele
jmc	Machame	ne	Nepali
ka	Georgian ^{ul}	nl	Dutch ^{ul}
kab	Kabyle	nmg	Kwasio
kam	Kamba	nn	Norwegian Nynorsk ^{ul}
kde	Makonde	nnh	Ngiemboon
kea	Kabuverdianu	nus	Nuer
khq	Koyra Chiini	nyn	Nyankole
ki	Kikuyu	om	Oromo
kk	Kazakh	or	Odia
kkj	Kako	os	Ossetic
kl	Kalaallisut	pa-Arab	Punjabi
klj	Kalenjin	pa-Guru	Punjabi
km	Khmer	pa	Punjabi
kn	Kannada ^{ul}	pl	Polish ^{ul}
ko	Korean	pms	Piedmontese ^{ul}
kok	Konkani	ps	Pashto
ks	Kashmiri	pt-BR	Portuguese ^{ul}

pt-PT	Portuguese ^{ul}	sr	Serbian ^{ul}
pt	Portuguese ^{ul}	sv	Swedish ^{ul}
qu	Quechua	sw	Swahili
rm	Romansh ^{ul}	ta	Tamil ^u
rn	Rundi	te	Telugu ^{ul}
ro	Romanian ^{ul}	teo	Teso
rof	Rombo	th	Thai ^{ul}
ru	Russian ^{ul}	ti	Tigrinya
rw	Kinyarwanda	tk	Turkmen ^{ul}
rwk	Rwa	to	Tongan
sa-Beng	Sanskrit	tr	Turkish ^{ul}
sa-Deva	Sanskrit	twq	Tasawaq
sa-Gujr	Sanskrit	tzm	Central Atlas Tamazight
sa-Knda	Sanskrit	ug	Uyghur
sa-Mlym	Sanskrit	uk	Ukrainian ^{ul}
sa-Telu	Sanskrit	ur	Urdu ^{ul}
sa	Sanskrit	uz-Arab	Uzbek
sah	Sakha	uz-Cyrl	Uzbek
saq	Samburu	uz-Latn	Uzbek
sbp	Sangu	uz	Uzbek
se	Northern Sami ^{ul}	vai-Latn	Vai
seh	Sena	vai-Vaii	Vai
ses	Koyraboro Senni	vai	Vai
sg	Sango	vi	Vietnamese ^{ul}
shi-Latn	Tachelhit	vun	Vunjo
shi-Tfng	Tachelhit	wae	Walser
shi	Tachelhit	xog	Soga
si	Sinhala	yav	Yangben
sk	Slovak ^{ul}	yi	Yiddish
sl	Slovenian ^{ul}	yo	Yoruba
smn	Inari Sami	yue	Cantonese
sn	Shona	zgh	Standard Moroccan Tamazight
so	Somali		
sq	Albanian ^{ul}	zh-Hans-HK	Chinese
sr-Cyrl-BA	Serbian ^{ul}	zh-Hans-MO	Chinese
sr-Cyrl-ME	Serbian ^{ul}	zh-Hans-SG	Chinese
sr-Cyrl-XK	Serbian ^{ul}	zh-Hans	Chinese
sr-Cyrl	Serbian ^{ul}	zh-Hant-HK	Chinese
sr-Latn-BA	Serbian ^{ul}	zh-Hant-MO	Chinese
sr-Latn-ME	Serbian ^{ul}	zh-Hant	Chinese
sr-Latn-XK	Serbian ^{ul}	zh	Chinese
sr-Latn	Serbian ^{ul}	zu	Zulu

In some contexts (currently `\babel font`) an `ini` file may be loaded by its name. Here is the list of the names currently supported. With these languages, `\babel font` loads (if not done before) the language and script names (even if the language is defined as a package option with an `ldf` file). These are also the names recognized by `\babel provide` with a valueless `import`.

aghem	american
akan	amharic
albanian	ancientgreek

arabic	chinese-simplified-hongkongsarchina
arabic-algeria	chinese-simplified-macausarchina
arabic-DZ	chinese-simplified-singapore
arabic-morocco	chinese-simplified
arabic-MA	chinese-traditional-hongkongsarchina
arabic-syria	chinese-traditional-macausarchina
arabic-SY	chinese-traditional
armenian	chinese
assamese	churchslavic
asturian	churchslavic-cyrs
asu	churchslavic-oldcyrillic ¹³
australian	churchsslavic-glag
austrian	churchsslavic-glagolitic
azerbaijani-cyrillic	cognian
azerbaijani-cyrl	cornish
azerbaijani-latin	croatian
azerbaijani-latn	czech
azerbaijani	danish
bafia	duala
bambara	dutch
basaa	dzongkha
basque	embu
belarusian	english-au
bemba	english-australia
ben	english-ca
bengali	english-canada
bodo	english-gb
bosnian-cyrillic	english-newzealand
bosnian-cyrl	english-nz
bosnian-latin	english-unitedkingdom
bosnian-latn	english-unitedstates
bosnian	english-us
brazilian	english
breton	esperanto
british	estonian
bulgarian	ewe
burmese	ewondo
canadian	faroes
cantonese	filipino
catalan	finnish
centralatlastamazight	french-be
centralkurdish	french-belgium
chechen	french-ca
cherokee	french-canada
chiga	french-ch
chinese-hans-hk	french-lu
chinese-hans-mo	french-luxembourg
chinese-hans-sg	french-switzerland
chinese-hans	french
chinese-hant-hk	friulian
chinese-hant-mo	fulah
chinese-hant	galician

¹³The name in the CLDR is Old Church Slavonic Cyrillic, but it has been shortened for practical reasons.

ganda
georgian
german-at
german-austria
german-ch
german-switzerland
german
greek
gujarati
gusii
hausa-gh
hausa-ghana
hausa-ne
hausa-niger
hausa
hawaiian
hebrew
hindi
hungarian
icelandic
igbo
inarisami
indonesian
interlingua
irish
italian
japanese
jolafonyi
kabuverdianu
kabyle
kako
kalaallisut
kalenjin
kamba
kannada
kashmiri
kazakh
khmer
kikuyu
kinyarwanda
konkani
korean
koyraborosenni
koyrachiini
kwasio
kyrgyz
lakota
langi
lao
latvian
lingala
lithuanian
lowersorbian
lsorbian

lubakatanga
luo
luxembourgish
luyia
macedonian
machame
makhuwameetto
makonde
malagasy
malay-bn
malay-brunei
malay-sg
malay-singapore
malay
malayalam
maltese
manx
marathi
masai
mazanderani
meru
meta
mexican
mongolian
morisyen
mundang
nama
nepali
newzealand
ngiemboon
ngomba
norsk
northernluri
northernsami
northndebele
norwegianbokmal
norwegiannynorsk
nswissgerman
nuer
nyankole
nynorsk
occitan
oriya
oromo
ossetic
pashto
persian
piedmontese
polish
polytonicgreek
portuguese-br
portuguese-brazil
portuguese-portugal
portuguese-pt

portuguese	slovak
punjabi-arab	slovene
punjabi-arabic	slovenian
punjabi-gurmukhi	soga
punjabi-guru	somali
punjabi	spanish-mexico
quechua	spanish-mx
romanian	spanish
romansh	standardmoroccantamazight
rombo	swahili
rundi	swedish
russian	swissgerman
rwa	tachelhit-latin
sakha	tachelhit-latn
samburu	tachelhit-tfng
samin	tachelhit-tifinagh
sango	tachelhit
sangu	taita
sanskrit-beng	tamil
sanskrit-bengali	tasawaq
sanskrit-deva	telugu
sanskrit-devanagari	teso
sanskrit-gujarati	thai
sanskrit-gujr	tibetan
sanskrit-kannada	tigrinya
sanskrit-knda	tongan
sanskrit-malayalam	turkish
sanskrit-mlym	turkmen
sanskrit-telu	ukenglish
sanskrit-telugu	ukrainian
sanskrit	upporsorbian
scottishgaelic	urdu
sena	usenglish
serbian-cyrillic-bosniaherzegovina	usorbian
serbian-cyrillic-kosovo	uyghur
serbian-cyrillic-montenegro	uzbek-arab
serbian-cyrillic	uzbek-arabic
serbian-cyrl-ba	uzbek-cyrillic
serbian-cyrl-me	uzbek-cyrl
serbian-cyrl-xk	uzbek-latin
serbian-cyrl	uzbek-latn
serbian-latin-bosniaherzegovina	uzbek
serbian-latin-kosovo	vai-latin
serbian-latin-montenegro	vai-latn
serbian-latin	vai-vai
serbian-latn-ba	vai-vaii
serbian-latn-me	vai
serbian-latn-xk	vietnam
serbian-latn	vietnamese
serbian	vunjo
shambala	walser
shona	welsh
sichuanyi	westernfrisian
sinhala	yangben

yiddish
yoruba

zarma
zulu afrikaans

Modifying and adding values to ini files

New 3.39 There is a way to modify the values of ini files when they get loaded with `\babelprovide` and `import`. To set, say, `digits.native` in the `numbers` section, use something like `numbers/digits.native=abcdefghijkl`. Keys may be added, too. Without `import` you may modify the identification keys. This can be used to create private variants easily. All you need is to import the same ini file with a different locale name and different parameters.

1.14 Selecting fonts

New 3.15 Babel provides a high level interface on top of `fontspec` to select fonts. There is no need to load `fontspec` explicitly – babel does it for you with the first `\babelfont`.¹⁴

`\babelfont` [*<language-list>*] {*<font-family>*} [*<font-options>*] {*<font-name>*}

NOTE See the note in the previous section about some issues in specific languages.

The main purpose of `\babelfont` is to define at once in a multilingual document the fonts required by the different languages, with their corresponding language systems (script and language). So, if you load, say, 4 languages, `\babelfont{rm}{FreeSerif}` defines 4 fonts (with their variants, of course), which are switched with the language by babel. It is a tool to make things easier and transparent to the user.

Here *font-family* is `rm`, `sf` or `tt` (or newly defined ones, as explained below), and *font-name* is the same as in `fontspec` and the like.

If no language is given, then it is considered the default font for the family, activated when a language is selected.

On the other hand, if there is one or more languages in the optional argument, the font will be assigned to them, overriding the default one. Alternatively, you may set a font for a script – just precede its name (lowercase) with a star (eg, `*devanagari`). With this optional argument, the font is *not* yet defined, but just predeclared. This means you may define as many fonts as you want ‘just in case’, because if the language is never selected, the corresponding `\babelfont` declaration is just ignored.

Babel takes care of the font language and the font script when languages are selected (as well as the writing direction); see the recognized languages above. In most cases, you will not need *font-options*, which is the same as in `fontspec`, but you may add further key/value pairs if necessary.

EXAMPLE Usage in most cases is very simple. Let us assume you are setting up a document in Swedish, with some words in Hebrew, with a font suited for both languages.

LUATEX/XETEX

```
\documentclass{article}

\usepackage[swedish, bidi=default]{babel}

\babelprovide[import]{hebrew}

\babelfont{rm}{FreeSerif}

\begin{document}
```

¹⁴See also the package `combofont` for a complementary approach.

```
Svenska \foreignlanguage{hebrew}{עברית} svenska.

\end{document}
```

If on the other hand you have to resort to different fonts, you can replace the red line above with, say:

LUATEX/XETEX

```
\babelfont{rm}{Iwona}
\babelfont[hebrew]{rm}{FreeSerif}
```

`\babelfont` can be used to implicitly define a new font family. Just write its name instead of `rm`, `sf` or `tt`. This is the preferred way to select fonts in addition to the three basic families.

EXAMPLE Here is how to do it:

LUATEX/XETEX

```
\babelfont{kai}{FandolKai}
```

Now, `\kaifamily` and `\kaidefault`, as well as `\textkai` are at your disposal.

NOTE You may load `fontspec` explicitly. For example:

LUATEX/XETEX

```
\usepackage{fontspec}
\newfontscript{Devanagari}{deva}
\babelfont[hindi]{rm}{Shobhika}
```

This makes sure the OpenType script for Devanagari is `deva` and not `dev2`, in case it is not detected correctly. You may also pass some options to `fontspec`: with `silent`, the warnings about unavailable scripts or languages are not shown (they are only really useful when the document format is being set up).

NOTE Directionality is a property affecting margins, indentation, column order, etc., not just text. Therefore, it is under the direct control of the language, which applies both the script and the direction to the text. As a consequence, there is no need to set `Script` when declaring a font with `\babelfont` (nor `Language`). In fact, it is even discouraged.

NOTE `\fontspec` is not touched at all, only the preset font families (`rm`, `sf`, `tt`, and the like). If a language is switched when an *ad hoc* font is active, or you select the font with this command, neither the script nor the language is passed. You must add them by hand. This is by design, for several reasons—for example, each font has its own set of features and a generic setting for several of them can be problematic, and also a “lower-level” font selection is useful.

NOTE The keys `Language` and `Script` just pass these values to the *font*, and do *not* set the script for the *language* (and therefore the writing direction). In other words, the `ini` file or `\babelprovide` provides default values for `\babelfont` if omitted, but the opposite is not true. See the note above for the reasons of this behavior.

WARNING Using `\setxxxxfont` and `\babelfont` at the same time is discouraged, but very often works as expected. However, be aware with `\setxxxxfont` the language system will not be set by `babel` and should be set with `fontspec` if necessary.

TROUBLESHOOTING *Package fontspec Warning: ‘Language ‘LANG’ not available for font ‘FONT’ with script ‘SCRIPT’ ‘Default’ language used instead’.*

This is *not* and error. This warning is shown by fontspec, not by babel. It can be irrelevant for English, but not for many other languages, including Urdu and Turkish. This is a useful and harmless warning, and if everything is fine with your document the best thing you can do is just to ignore it altogether.

TROUBLESHOOTING *Package babel Info: The following fonts are not babel standard families.*

This is *not* and error. babel assumes that if you are using `\babelfont` for a family, very likely you want to define the rest of them. If you don’t, you can find some inconsistencies between families. This checking is done at the beginning of the document, at a point where we cannot know which families will be used.

Actually, there is no real need to use `\babelfont` in a monolingual document, if you set the language system in `\setmainfont` (or not, depending on what you want).

As the message explains, *there is nothing intrinsically wrong* with not defining all the families. In fact, there is nothing intrinsically wrong with not using `\babelfont` at all. But you must be aware that this may lead to some problems.

1.15 Modifying a language

Modifying the behavior of a language (say, the chapter “caption”), is sometimes necessary, but not always trivial. In the case of caption names a specific macro is provided, because this is perhaps the most frequent change:

`\setlocalecaption` $\{\langle\text{language-name}\rangle\}\{\langle\text{caption-name}\rangle\}\{\langle\text{string}\rangle\}$

New 3.51 Here *caption-name* is the name as string without the trailing name. An example, which also shows caption names are often a stylistic choice, is:

```
\setlocalecaption{english}{contents}{Table of Contents}
```

This works not only with existing caption names, because it also serves to define new ones by setting the *caption-name* to the name of your choice (name will be postpended). Captions so defined or redefined behave with the ‘new way’ described in the following note.

NOTE There are a few alternative methods:

- With data imported from ini files, you can modify the values of specific keys, like:

```
\babelprovide[import, captions/listtable = Lista de tablas]{spanish}
```

(In this particular case, instead of the captions group you may need to modify the `captions.licr` one.)

- The ‘old way’, still valid for many languages, to redefine a caption is the following:

```
\addto\captionenglish{%  
  \renewcommand\contentsname{Foo}%  
}
```

As of 3.15, there is no need to hide spaces with % (babel removes them), but it is advisable to do so. This redefinition is not activated until the language is selected.

- The ‘new way’, which is found in bulgarian, azerbaijani, spanish, french, turkish, icelandic, vietnamese and a few more, as well as in languages created with `\babelprovide` and its key import, is:

```
\renewcommand\spanishchaptername{Foo}
```

This redefinition is immediate.

NOTE Do *not* redefine a caption in the following way:

```
\AtBeginDocument{\renewcommand\contentsname{Foo}}
```

The changes may be discarded with a language selector, and the original value restored.

Macros to be run when a language is selected can be add to `\extras<lang>`:

```
\addto\extrarussian{\mymacro}
```

There is a counterpart for code to be run when a language is unselected: `\noextras<lang>`.

NOTE These macros (`\captions<lang>`, `\extras<lang>`) may be redefined, but *must not* be used as such – they just pass information to babel, which executes them in the proper context.

Another way to modify a language loaded as a package or class option is by means of `\babelprovide`, described below in depth. So, something like:

```
\usepackage[danish]{babel}
\babelprovide[captions=da,hyphenrules=nohyphenation]{danish}
```

first loads `danish.ldf`, and then redefines the captions for danish (as provided by the `ini` file) and prevents hyphenation. The rest of the language definitions are not touched.

1.16 Creating a language

New 3.10 And what if there is no style for your language or none fits your needs? You may then define quickly a language with the help of the following macro in the preamble (which may be used to modify an existing language, too, as explained in the previous subsection).

`\babelprovide` [`<options>`] {`<language-name>`}

If the language `<language-name>` has not been loaded as class or package option and there are no `<options>`, it creates an “empty” one with some defaults in its internal structure: the hyphen rules, if not available, are set to the current ones, left and right hyphen mins are set to 2 and 3. In either case, caption, date and language system are not defined.

If no `ini` file is imported with `import`, `<language-name>` is still relevant because in such a case the hyphenation and like breaking rules (including those for South East Asian and CJK) are based on it as provided in the `ini` file corresponding to that name; the same applies to OpenType language and script.

Conveniently, some options allow to fill the language, and babel warns you about what to do if there is a missing string. Very likely you will find alerts like that in the log file:

```

Package babel Warning: \mylangchaptername not set. Please, define it
(babel)                after the language has been loaded (typically
(babel)                in the preamble) with something like:
(babel)                \renewcommand\mylangchaptername{..}
(babel)                Reported on input line 18.

```

In most cases, you will only need to define a few macros. Note languages loaded on the fly are not yet available in the preamble.

EXAMPLE If you need a language named arhinish:

```

\usepackage[danish]{babel}
\babelprovide{arhinish}
\renewcommand\arhinishchaptername{Chapitula}
\renewcommand\arhinishrefname{Refirenke}
\renewcommand\arhinishhyphenmins{22}

```

EXAMPLE Locales with names based on BCP 47 codes can be created with something like:

```

\babelprovide[import=en-US]{enUS}

```

Note, however, mixing ways to identify locales can lead to problems. For example, is yi the name of the language spoken by the Yi people or is it the code for Yiddish?

The main language is not changed (danish in this example). So, you must add

`\selectlanguage{arhinish}` or other selectors where necessary.

If the language has been loaded as an argument in `\documentclass` or `\usepackage`, then `\babelprovide` redefines the requested data.

import= *<language-tag>*

New 3.13 Imports data from an ini file, including captions and date (also line breaking rules in newly defined languages). For example:

```

\babelprovide[import=hu]{hungarian}

```

Unicode engines load the UTF-8 variants, while 8-bit engines load the LICR (ie, with macros like `\'` or `\ss`) ones.

New 3.23 It may be used without a value. In such a case, the ini file set in the corresponding `babel-<language>.tex` (where `<language>` is the last argument in `\babelprovide`) is imported. See the list of recognized languages above. So, the previous example can be written:

```

\babelprovide[import]{hungarian}

```

There are about 250 ini files, with data taken from the ldf files and the CLDR provided by Unicode. Not all languages in the latter are complete, and therefore neither are the ini files. A few languages may show a warning about the current lack of suitability of some features.

Besides `\today`, this option defines an additional command for dates: `\<language>date`, which takes three arguments, namely, year, month and day numbers. In fact, `\today` calls `\<language>today`, which in turn calls

`\<language>date{\the\year}{\the\month}{\the\day}`. **New 3.44** More convenient is usually `\localedate`, which prints the date for the current locale.

captions= $\langle\textit{language-tag}\rangle$

Loads only the strings. For example:

```
\babelprovide[captions=hu]{hungarian}
```

hyphenrules= $\langle\textit{language-list}\rangle$

With this option, with a space-separated list of hyphenation rules, babel assigns to the language the first valid hyphenation rules in the list. For example:

```
\babelprovide[hyphenrules=chavacano spanish italian]{chavacano}
```

If none of the listed hyphenrules exist, the default behavior applies. Note in this example we set chavacano as first option – without it, it would select spanish even if chavacano exists.

A special value is +, which allocates a new language (in the T_EX sense). It only makes sense as the last value (or the only one; the subsequent ones are silently ignored). It is mostly useful with luatex, because you can add some patterns with `\babelpatterns`, as for example:

```
\babelprovide[hyphenrules=+]{neo}  
\babelpatterns[neo]{a1 e1 i1 o1 u1}
```

In other engines it just suppresses hyphenation (because the pattern list is empty).

main This valueless option makes the language the main one (thus overriding that set when babel is loaded). Only in newly defined languages.

EXAMPLE Let's assume your document is mainly in Polytonic Greek, but with some sections in Italian. Then, the first attempt should be:

```
\usepackage[italian, greek.polutonic]{babel}
```

But if, say, accents in Greek are not shown correctly, you can try:

```
\usepackage[italian]{babel}  
\babelprovide[import, main]{polytonicgreek}
```

Remember there is an alternative syntax for the latter:

```
\usepackage[italian, polytonicgreek, provide=*]{babel}
```

script= $\langle\textit{script-name}\rangle$

New 3.15 Sets the script name to be used by fontspec (eg, Devanagari). Overrides the value in the ini file. If fontspec does not define it, then babel sets its tag to that provided by the ini file. This value is particularly important because it sets the writing direction, so you must use it if for some reason the default value is wrong.

language= $\langle language-name \rangle$

New 3.15 Sets the language name to be used by fontspec (eg, Hindi). Overrides the value in the ini file. If fontspec does not define it, then babel sets its tag to that provided by the ini file. Not so important, but sometimes still relevant.

alph= $\langle counter-name \rangle$

Assigns to $\backslash alph$ that counter. See the next section.

Alph= $\langle counter-name \rangle$

Same for $\backslash Alph$.

A few options (only luatex) set some properties of the writing system used by the language. These properties are *always* applied to the script, no matter which language is active. Although somewhat inconsistent, this makes setting a language up easier in most typical cases.

onchar= ids | fonts

New 3.38 This option is much like an ‘event’ called when a character belonging to the script of this locale is found (as its name implies, it acts on characters, not on spaces). There are currently two ‘actions’, which can be used at the same time (separated by a space): with ids the $\backslash language$ and the $\backslash localeid$ are set to the values of this locale; with fonts, the fonts are changed to those of this locale (as set with $\backslash babelfont$). This option is not compatible with mapfont. Characters can be added or modified with $\backslash babelcharproperty$.

NOTE An alternative approach with luatex and Harfbuzz is the font option $RawFeature=\{multiscript=auto\}$. It does not switch the babel language and therefore the line breaking rules, but in many cases it can be enough.

intraspace= $\langle base \rangle \langle shrink \rangle \langle stretch \rangle$

Sets the interword space for the writing system of the language, in em units (so, 0 .1 0 is 0em plus .1em). Like $\backslash spaceskip$, the em unit applied is that of the current text (more precisely, the previous glyph). Currently used only in Southeast Asian scripts, like Thai, and CJK.

intrapenalty= $\langle penalty \rangle$

Sets the interword penalty for the writing system of this language. Currently used only in Southeast Asian scripts, like Thai. Ignored if 0 (which is the default value).

mapfont= direction

Assigns the font for the writing direction of this language (only with $bidi=basic$). Whenever possible, instead of this option use onchar, based on the script, which usually makes more sense. More precisely, what $mapfont=direction$ means is, ‘when a character has the same direction as the script for the “provided” language, then change its font to that set for this language’. There are 3 directions, following the bidi Unicode algorithm, namely, Arabic-like, Hebrew-like and left to right. So, there should be at most 3 directives of this kind.

NOTE (1) If you need shorthands, you can define them with $\backslash useshortands$ and $\backslash defineshortand$ as described above. (2) Captions and $\backslash today$ are “ensured” with $\backslash babelensure$ (this is the default in ini-based languages).

1.17 Digits and counters

New 3.20 About thirty ini files define a field named `digits.native`. When it is present, two macros are created: `\<language>digits` and `\<language>counter` (only xetex and luatex). With the first, a string of ‘Latin’ digits are converted to the native digits of that language; the second takes a counter name as argument. With the option `maparabic` in `\babelprovide`, `\arabic` is redefined to produce the native digits (this is done *globally*, to avoid inconsistencies in, for example, page numbering, and note as well dates do not rely on `\arabic`.)

For example:

```
\babelprovide[import]{telugu} % Telugu better with XeTeX
% Or also, if you want:
% \babelprovide[import, maparabic]{telugu}
\babelfont{rm}{Gautami}
\begin{document}
\telugudigits{1234}
\telugucounter{section}
\end{document}
```

Languages providing native digits in all or some variants are:

Arabic	Persian	Lao	Odia	Urdu
Assamese	Gujarati	Northern Luri	Punjabi	Uzbek
Bangla	Hindi	Malayalam	Pashto	Vai
Tibetar	Khmer	Marathi	Tamil	Cantonese
Bodo	Kannada	Burmese	Telugu	Chinese
Central Kurdish	Konkani	Mazanderani	Thai	
Dzongkha	Kashmiri	Nepali	Uyghur	

New 3.30 With luatex there is an alternative approach for mapping digits, namely, `mapdigits`. Conversion is based on the language and it is applied to the typeset text (not math, PDF bookmarks, etc.) before bidi and fonts are processed (ie, to the node list as generated by the T_EX code). This means the local digits have the correct bidirectional behavior (unlike `Numbers=Arabic` in `fontspec`, which is not recommended).

NOTE With xetex you can use the option `Mapping` when defining a font.

New 4.41 Many ‘ini’ locale files has been extended with information about non-positional numerical systems, based on those predefined in CSS. They only work with xetex and luatex and are fully expendable (even inside an unprotected `\edef`). Currently, they are limited to numbers below 10000.

There are several ways to use them (for the available styles in each language, see the list below):

- `\localnumeral{<style>}{<number>}`, like `\localnumeral{abjad}{15}`
- `\localecounter{<style>}{<counter>}`, like `\localecounter{lower}{section}`
- In `\babelprovide`, as an argument to the keys `alph` and `Alph`, which redefine what `\alph` and `\Alph` print. For example:

```
\babelprovide[alph=alphabetic]{thai}
```

The styles are:

Ancient Greek lower.ancient, upper.ancient
Amharic afar, agaw, ari, blin, dizi, gedeo, gumuz, hadiyya, harari, kaffa, kebena, kembata, konso, kunama, meen, oromo, saho, sidama, silti, tigre, wolaita, yemsa
Arabic abjad, maghrebi.abjad
Belarusan, Bulgarian, Macedonian, Serbian lower, upper
Bengali alphabetic
Coptic epact, lower.letters
Hebrew letters (neither geresh nor gershayim yet)
Hindi alphabetic
Armenian lower.letter, upper.letter
Japanese hiragana, hiragana.iroha, katakana, katakana.iroha, circled.katakana, informal, formal, cjk-earthly-branch, cjk-heavenly-stem, fullwidth.lower.alpha, fullwidth.upper.alpha
Georgian letters
Greek lower.modern, upper.modern, lower.ancient, upper.ancient (all with keraia)
Khmer consonant
Korean consonant, syllabe, hanja.informal, hanja.formal, hangul.formal, cjk-earthly-branch, cjk-heavenly-stem, fullwidth.lower.alpha, fullwidth.upper.alpha
Marathi alphabetic
Persian abjad, alphabetic
Russian lower, lower.full, upper, upper.full
Syriac letters
Tamil ancient
Thai alphabetic
Ukrainian lower, lower.full, upper, upper.full
Chinese cjk-earthly-branch, cjk-heavenly-stem, fullwidth.lower.alpha, fullwidth.upper.alpha

New 3.45 In addition, native digits (in languages defining them) may be printed with the numeral style digits.

1.18 Dates

New 3.45 When the data is taken from an ini file, you may print the date corresponding to the Gregorian calendar and other lunisolar systems with the following command.

\localedate [*<calendar=.., variant=..>*]{*<year>*}{*<month>*}{*<day>*}

By default the calendar is the Gregorian, but a ini files may define strings for other calendars (currently ar, ar-*, he, fa, hi.) In the latter case, the three arguments are the year, the month, and the day in those in the corresponding calendar. They are *not* the Gregorian data to be converted (which means, say, 13 is a valid month number with calendar=hebrew).

Even with a certain calendar there may be variants. In Kurmanji the default variant prints something like 30. *Çileyâ Pêşîn 2019*, but with variant=iza fa it prints 31'ê *Çileyâ Pêşînê 2019*.

1.19 Accessing language info

\language The control sequence \language contains the name of the current language.

WARNING Due to some internal inconsistencies in catcodes, it should *not* be used to test its value. Use iflang, by Heiko Oberdiek.

\iflanguage $\{\langle language \rangle\}\{\langle true \rangle\}\{\langle false \rangle\}$

If more than one language is used, it might be necessary to know which language is active at a specific time. This can be checked by a call to `\iflanguage`, but note here “language” is used in the \TeX sense, as a set of hyphenation patterns, and *not* as its babel name. This macro takes three arguments. The first argument is the name of a language; the second and third arguments are the actions to take if the result of the test is true or false respectively.

\localeinfo $\{\langle field \rangle\}$

New 3.38 If an ini file has been loaded for the current language, you may access the information stored in it. This macro is fully expandable, and the available fields are:

`name.english` as provided by the Unicode CLDR.

`tag.ini` is the tag of the ini file (the way this file is identified in its name).

`tag.bcp47` is the full BCP 47 tag (see the warning below).

`language.tag.bcp47` is the BCP 47 language tag.

`tag.opentype` is the tag used by OpenType (usually, but not always, the same as BCP 47).

`script.name`, as provided by the Unicode CLDR.

`script.tag.bcp47` is the BCP 47 tag of the script used by this locale.

`script.tag.opentype` is the tag used by OpenType (usually, but not always, the same as BCP 47).

WARNING **New 3.46** As of version 3.46 `tag.bcp47` returns the full BCP 47 tag. Formerly it returned just the language subtag, which was clearly counterintuitive.

\getlocaleproperty $*\{\langle macro \rangle\}\{\langle locale \rangle\}\{\langle property \rangle\}$

New 3.42 The value of any locale property as set by the ini files (or added/modified with `\babelprovide`) can be retrieved and stored in a macro with this command. For example, after:

```
\getlocaleproperty\hechap{hebrew}{captions/chapter}
```

the macro `\hechap` will contain the string פרק.

If the key does not exist, the macro is set to `\relax` and an error is raised. **New 3.47** With the starred version no error is raised, so that you can take your own actions with undefined properties.

Babel remembers which ini files have been loaded. There is a loop named

`\LocaleForEach` to traverse the list, where #1 is the name of the current item, so that

`\LocaleForEach{\message{ **#1** }}` just shows the loaded ini's.

NOTE ini files are loaded with `\babelprovide` and also when languages are selected if there is a `\babelfont`. To ensure the ini files are loaded (and therefore the corresponding data) even if these two conditions are not met, write `\BabelEnsureInfo` in the preamble.

\localeid

Each language in the babel sense has its own unique numeric identifier, which can be retrieved with `\localeid`.

NOTE The `\localeid` is not the same as the `\language` identifier, which refers to a set of hyphenation patterns (which, in turn, is just a component of the line breaking algorithm described in the next section). The data about preloaded patterns are stored in an internal macro named `\bbl@languages` (see the code for further details), but note several locales may share a single `\language`, so they are separated concepts. In `luatex`, the `\localeid` is saved in each node (where it makes sense) as an attribute, too.

1.20 Hyphenation and line breaking

Babel deals with three kinds of line breaking rules: Western, typically the LGC group, South East Asian, like Thai, and CJK, but support depends on the engine: pdfTeX only deals with the former, xetex also with the second one (although in a limited way), while luatex provides basic rules for the latter, too.

`\babelhyphen` `*{<type>}`
`\babelhyphen` `*{<text>}`

New 3.9a It is customary to classify hyphens in two types: (1) *explicit* or *hard hyphens*, which in T_EX are entered as -, and (2) *optional* or *soft hyphens*, which are entered as \-. Strictly, a *soft hyphen* is not a hyphen, but just a breaking opportunity or, in T_EX terms, a “discretionary”; a *hard hyphen* is a hyphen with a breaking opportunity after it. A further type is a *non-breaking hyphen*, a hyphen without a breaking opportunity. In T_EX, - and \- forbid further breaking opportunities in the word. This is the desired behavior very often, but not always, and therefore many languages provide shorthands for these cases. Unfortunately, this has not been done consistently: for example, - in Dutch, Portuguese, Catalan or Danish is a hard hyphen, while in German, Spanish, Norwegian, Slovak or Russian is a soft hyphen. Furthermore, some of them even redefine \-, so that you cannot insert a soft hyphen without breaking opportunities in the rest of the word. Therefore, some macros are provided with a set of basic “hyphens” which can be used by themselves, to define a user shorthand, or even in language files.

- `\babelhyphen{soft}` and `\babelhyphen{hard}` are self explanatory.
- `\babelhyphen{repeat}` inserts a hard hyphen which is repeated at the beginning of the next line, as done in languages like Polish, Portuguese and Spanish.
- `\babelhyphen{nobreak}` inserts a hard hyphen without a break after it (even if a space follows).
- `\babelhyphen{empty}` inserts a break opportunity without a hyphen at all.
- `\babelhyphen{<text>}` is a hard “hyphen” using `<text>` instead. A typical case is `\babelhyphen{/}`.

With all of them, hyphenation in the rest of the word is enabled. If you don’t want to enable it, there is a starred counterpart: `\babelhyphen*{soft}` (which in most cases is equivalent to the original \-), `\babelhyphen*{hard}`, etc.

Note hard is also good for isolated prefixes (eg, *anti-*) and nobreak for isolated suffixes (eg, *-ism*), but in both cases `\babelhyphen*{nobreak}` is usually better.

There are also some differences with L^AT_EX: (1) the character used is that set for the current font, while in L^AT_EX it is hardwired to - (a typical value); (2) the hyphen to be used in fonts with a negative `\hyphenchar` is -, like in L^AT_EX, but it can be changed to another value by redefining `\babelnullhyphen`; (3) a break after the hyphen is forbidden if preceded by a glue >0 pt (at the beginning of a word, provided it is not immediately preceded by, say, a parenthesis).

`\babelhyphenation` [`<language>`], [`<language>`], ... [`<exceptions>`]

New 3.9a Sets hyphenation exceptions for the languages given or, without the optional argument, for *all* languages (eg, proper nouns or common loan words, and of course monolingual documents). Language exceptions take precedence over global ones. It can be used only in the preamble, and exceptions are set when the language is first selected, thus taking into account changes of `\lccodes`’s done in `\extras{lang}` as well as the language-specific encoding (not set in the preamble by default). Multiple `\babelhyphenation`’s are allowed. For example:

```
\babelhyphenation{Wal-hal-la Dar-bhan-ga}
```

Listed words are saved expanded and therefore it relies on the LICR. Of course, it also works without the LICR if the input and the font encodings are the same, like in Unicode based engines.

NOTE Using `\babelhyphenation` with Southeast Asian scripts is mostly pointless. But with `\babelpatterns` (below) you may fine-tune line breaking (only `luatex`). Even if there are no patterns for the language, you can add at least some typical cases.

`\babelpatterns` [*⟨language⟩*, *⟨language⟩*, ...]{*⟨patterns⟩*}

New 3.9m *In `luatex` only,*¹⁵ adds or replaces patterns for the languages given or, without the optional argument, for *all* languages. If a pattern for a certain combination already exists, it gets replaced by the new one.

It can be used only in the preamble, and patterns are added when the language is first selected, thus taking into account changes of `\lccodes`'s done in `\extras⟨lang⟩` as well as the language-specific encoding (not set in the preamble by default). Multiple `\babelpatterns`'s are allowed.

Listed patterns are saved expanded and therefore it relies on the LICR. Of course, it also works without the LICR if the input and the font encodings are the same, like in Unicode based engines.

New 3.31 (Only `luatex`.) With `\babelprovide` and imported CJK languages, a simple generic line breaking algorithm (push-out-first) is applied, based on a selection of the Unicode rules (**New 3.32** it is disabled in verbatim mode, or more precisely when the `hyphenrules` are set to `nohyphenation`). It can be activated alternatively by setting explicitly the `intraspace`.

New 3.27 Interword spacing for Thai, Lao and Khemer is activated automatically if a language with one of those scripts are loaded with `\babelprovide`. See the sample on the `babel` repository. With both Unicode engines, spacing is based on the “current” em unit (the size of the previous char in `luatex`, and the font size set by the last `\selectfont` in `xetex`).

`\babelposthyphenation` {*⟨hyphenrules-name⟩*}{*⟨lua-pattern⟩*}{*⟨replacement⟩*}

New 3.37-3.39 *With `luatex`* it is now possible to define non-standard hyphenation rules, like `f-f → ff-f`, repeated hyphens, ranked ruled (or more precisely, ‘penalized’ hyphenation points), and so on. No rules are currently provided by default, but they can be defined as shown in the following example, where `{1}` is the first captured char (between `()` in the pattern):

```
\babelposthyphenation{german}{([fmtrp]) | {1}}
{
  { no = {1}, pre = {1}{1}- }, % Replace first char with disc
  remove,                    % Remove automatic disc (2nd node)
  {}                          % Keep last char, untouched
}
```

In the replacements, a captured char may be mapped to another, too. For example, if the first capture reads `([îú])`, the replacement could be `{1|îú|íú}`, which maps `î` to `í`, and `û` to `ú`, so that the diaeresis is removed.

This feature is activated with the first `\babelposthyphenation` or `\babelprehyphenation`.

¹⁵With `luatex` exceptions and patterns can be modified almost freely. However, this is very likely a task for a separate package and `babel` only provides the most basic tools.

See the [babel wiki](#) for a more detailed description and some examples. It also describes a few additional replacement types (string, penalty).

Although the main purpose of this command is non-standard hyphenation, it may actually be used for other transformations (after hyphenation is applied, so you must take discretionaries into account).

You are limited to substitutions as done by lua, although a future implementation may alternatively accept lpeg.

`\babelprehyphenation` `{⟨locale-name⟩}{⟨lua-pattern⟩}{⟨replacement⟩}`

New 3.44-3-52 This command is not strictly about hyphenation, but it is include here because it is a clear counterpart of `\babelposthyphenation`. It is similar to the latter, but (as its name implies) applied before hyphenation. There are other differences: (1) the first argument is the locale instead the name of hyphenation patterns; (2) in the search patterns `=` has no special meaning, while `|` stands for an ordinary space; (3) in the replacement, discretionaries are not accepted.

It handles glyphs and spaces (but you can not insert spaces).

Performance is still somewhat poor in some cases, but it is fast in the most the typical ones. This feature is activated with the first `\babelposthyphenation` or `\babelprehyphenation`.

EXAMPLE You can replace a character (or series of them) by another character (or series of them). Thus, to enter *ž* as *zh* and *š* as *sh* in a newly created locale for transliterated Russian:

```
\babelprovide[hyphenrules=+]{russian-latin} % Create locale
\babelprehyphenation{russian-latin}{([sz])h} % Create rule
{
  string = {1|sz|šž},
  remove
}
```

EXAMPLE The following rule prevent the word “a” from being at the end of a line:

```
\babelprehyphenation{english}{|a|}
{ }, { }, % Keep first space and a
{insert, penalty = 10000}, % Insert penalty
{ } % Keep last space
}
```

1.21 Selection based on BCP 47 tags

New 3.43 The recommended way to select languages is that described at the beginning of this document. However, BCP 47 tags are becoming customary, particularly in documents (or parts of documents) generated by external sources, and therefore babel will provide a set of tools to select the locales in different situations, adapted to the particular needs of each case. Currently, babel provides autoloading of locales as described in this section. In these contexts autoloading is particularly important because we may not know on beforehand which languages will be requested.

It must be activated explicitly, because it is primarily meant for special tasks. Mapping from BCP 47 codes to locale names are not hardcoded in babel. Instead the data is taken from the ini files, which means currently about 250 tags are already recognized. Babel performs a simple lookup in the following way: `fr-Latn-FR` → `fr-Latn` → `fr-FR` → `fr`. Languages with the same resolved name are considered the same. Case is normalized

before, so that `fr-latn-fr` \rightarrow `fr-Latn-FR`. If a tag and a name overlap, the tag takes precedence.

Here is a minimal example:

```
\documentclass{article}

\usepackage[danish]{babel}

\babeladjust{
  autoload.bcp47 = on,
  autoload.bcp47.options = import
}

\begin{document}

Chapter in Danish: \chaptername.

\selectlanguage{de-AT}

\localedate{2020}{1}{30}

\end{document}
```

Currently the locales loaded are based on the `ini` files and decoupled from the main `ldf` files. This is by design, to ensure code generated externally produces the same result regardless of the languages requested in the document, but an option to use the `ldf` instead will be added in a future release, because both options make sense depending on the particular needs of each document (there will be some restrictions, however). The behaviour is adjusted with `\babeladjust` with the following parameters:

`autoload.bcp47` with values `on` and `off`.

`autoload.bcp47.options`, which are passed to `\babelprovide`; empty by default, but you may add `import` (features defined in the corresponding `babel-...tex` file might not be available).

`autoload.bcp47.prefix`. Although the public name used in selectors is the tag, the internal name will be different and generated by prepending a prefix, which by default is `bcp47-`. You may change it with this key.

New 3.46 If an `ldf` file has been loaded, you can enable the corresponding language tags as selector names with:

```
\babeladjust{ bcp47.toname = on }
```

(You can deactivate it with `off`.) So, if `dutch` is one of the package (or class) options, you can write `\selectlanguage{nl}`. Note the language name does not change (in this example is still `dutch`), but you can get it with `\localeinfo` or `\getlanguageproperty`. It must be turned on explicitly for similar reasons to those explained above.

1.22 Selecting scripts

Currently `babel` provides no standard interface to select scripts, because they are best selected with either `\fontencoding` (low-level) or a language name (high-level). Even the

Latin script may require different encodings (ie, sets of glyphs) depending on the language, and therefore such a switch would be in a sense incomplete.¹⁶

Some languages sharing the same script define macros to switch it (eg, `\textcyrillic`), but be aware they may also set the language to a certain default. Even the `babel` core defined `\textlatin`, but it was somewhat buggy because in some cases it messed up encodings and fonts (for example, if the main Latin encoding was LY1), and therefore it has been deprecated.¹⁷

`\ensureascii` $\langle text \rangle$

New 3.9i This macro makes sure $\langle text \rangle$ is typeset with a LICR-savvy encoding in the ASCII range. It is used to redefine `\TeX` and `\LaTeX` so that they are correctly typeset even with LGR or X2 (the complete list is stored in `\BabelNonASCII`, which by default is LGR, X2, OT2, OT3, OT6, LHE, LWN, LMA, LMC, LMS, LMU, but you can modify it). So, in some sense it fixes the bug described in the previous paragraph.

If non-ASCII encodings are not loaded (or no encoding at all), it is no-op (also `\TeX` and `\LaTeX` are not redefined); otherwise, `\ensureascii` switches to the encoding at the beginning of the document if ASCII-savvy, or else the last ASCII-savvy encoding loaded. For example, if you load LY1, LGR, then it is set to LY1, but if you load LY1, T2A it is set to T2A. The symbol encodings TS1, T3, and TS3 are not taken into account, since they are not used for “ordinary” text (they are stored in `\BabelNonText`, used in some special cases when no Latin encoding is explicitly set).

The foregoing rules (which are applied “at begin document”) cover most of the cases. No assumption is made on characters above 127, which may not follow the LICR conventions – the goal is just to ensure most of the ASCII letters and symbols are the right ones.

1.23 Selecting directions

No macros to select the writing direction are provided, either – writing direction is intrinsic to each script and therefore it is best set by the language (which can be a dummy one). Furthermore, there are in fact two right-to-left modes, depending on the language, which differ in the way ‘weak’ numeric characters are ordered (eg, Arabic %123 vs Hebrew 123%).

WARNING The current code for `text` in `luatex` should be considered essentially stable, but, of course, it is not bug-free and there can be improvements in the future, because setting bidi text has many subtleties (see for example <https://www.w3.org/TR/html-bidi/>). A basic stable version for other engines must wait. This applies to text; there is a basic support for **graphical** elements, including the `picture` environment (with `pict2e`) and `pfg/tikz`. Also, indexes and the like are under study, as well as math (there is progress in the latter, too, but for example cases may fail).

An effort is being made to avoid incompatibilities in the future (this one of the reason currently bidi must be explicitly requested as a package option, with a certain bidi model, and also the layout options described below).

WARNING If characters to be mirrored are shown without changes with `luatex`, try with the following line:

¹⁶The so-called Unicode fonts do not improve the situation either. So, a font suited for Vietnamese is not necessarily suited for, say, the romanization of Indic languages, and the fact it contains glyphs for Modern Greek does not mean it includes them for Classic Greek.

¹⁷But still defined for backwards compatibility.

```
\babeladjust{bidi.mirroring=off}
```

There are some package options controlling bidi writing.

bidi= default | basic | basic-r | bidi-l | bidi-r

New 3.14 Selects the bidi algorithm to be used. With default the bidi mechanism is just activated (by default it is not), but every change must be marked up. In xetex and pdftex this is the only option.

In luatex, basic-r provides a simple and fast method for R text, which handles numbers and unmarked L text within an R context many in typical cases. **New 3.19** Finally, basic supports both L and R text, and it is the preferred method (support for basic-r is currently limited). (They are named basic mainly because they only consider the intrinsic direction of scripts and weak directionality.)

New 3.29 In xetex, bidi-r and bidi-l resort to the package bidi (by Vafa Khalighi). Integration is still somewhat tentative, but it mostly works. For RL documents use the former, and for LR ones use the latter.

There are samples on GitHub, under /required/babel/samples. See particularly lua-bidibasic.tex and lua-secenum.tex.

EXAMPLE The following text comes from the Arabic Wikipedia (article about Arabia). Copy-pasting some text from the Wikipedia is a good way to test this feature. Remember basic is available in luatex only.

```
\documentclass{article}

\usepackage[bidi=basic]{babel}

\babelprovide[import, main]{arabic}

\babelfont{rm}{FreeSerif}

\begin{document}

    وقد عرفت شبه جزيرة العرب طيلة العصر الهيليني (الاجريقي) بـ
    Arabia أو Aravia (بالاغريقية Αραβία)، استخدم الرومان ثلاث
    بادئات بـ "Arabia" على ثلاث مناطق من شبه الجزيرة العربية، إلا أنها
    حقيقةً كانت أكبر مما تعرف عليه اليوم.

\end{document}
```

EXAMPLE With bidi=basic *both* L and R text can be mixed without explicit markup (the latter will be only necessary in some special cases where the Unicode algorithm fails). It is used much like bidi=basic-r, but with R text inside L text you may want to map the font so that the correct features are in force. This is accomplished with an option in \babelprovide, as illustrated:

```
\documentclass{book}

\usepackage[english, bidi=basic]{babel}

\babelprovide[onchar=ids fonts]{arabic}
```

```

\babelfont{rm}{Crimson}
\babelfont[*arabic]{rm}{FreeSerif}

\begin{document}

Most Arabic speakers consider the two varieties to be two registers
of one language, although the two registers can be referred to in
Arabic as \textit{fuṣṣḥā l-‘aṣr} (MSA) and
\textit{fuṣṣḥā t-turāth} (CA).

\end{document}

```

In this example, and thanks to `onchar=ids` fonts, any Arabic letter (because the language is arabic) changes its font to that set for this language (here defined via `*arabic`, because `Crimson` does not provide Arabic letters).

NOTE Boxes are “black boxes”. Numbers inside an `\hbox` (for example in a `\ref`) do not know anything about the surrounding chars. So, `\ref{A}-\ref{B}` are not rendered in the visual order A-B, but in the wrong one B-A (because the hyphen does not “see” the digits inside the `\hbox`’es). If you need `\ref` ranges, the best option is to define a dedicated macro like this (to avoid explicit direction changes in the body; here `\texthe` must be defined to select the main language):

```

\newcommand\refrange[2]{\babelsublr{\texthe{\ref{#1}}-\texthe{\ref{#2}}}}

```

In the future a more complete method, reading recursively boxed text, may be added.

layout= sectioning | counters | lists | contents | footnotes | captions | columns | graphics | extras

New 3.16 *To be expanded.* Selects which layout elements are adapted in bidi documents, including some text elements (except with options loading the `bidi` package, which provides its own mechanism to control these elements). You may use several options with a dot-separated list (eg, `layout=counters.contents.sectioning`). This list will be expanded in future releases. Note not all options are required by all engines.

sectioning makes sure the sectioning macros are typeset in the main language, but with the title text in the current language (see below `\BabelPatchSection` for further details).

counters required in all engines (except `luatex` with `bidi=basic`) to reorder section numbers and the like (eg, `\subsection`.`\section`); required in `xetex` and `pdftex` for counters in general, as well as in `luatex` with `bidi=default`; required in `luatex` for numeric footnote marks `>9` with `bidi=basic-r` (but *not* with `bidi=basic`); note, however, it can depend on the counter format.

With counters, `\arabic` is not only considered L text always (with `\babelsublr`, see below), but also an “isolated” block which does not interact with the surrounding chars. So, while 1.2 in R text is rendered in that order with `bidi=basic` (as a decimal number), in `\arabic{c1}.\arabic{c2}` the visual order is `c2.c1`. Of course, you may always adjust the order by changing the language, if necessary.¹⁸

lists required in `xetex` and `pdftex`, but only in bidirectional (with both R and L paragraphs) documents in `luatex`.

¹⁸Next on the roadmap are counters and numeral systems in general. Expect some minor readjustments.

WARNING As of April 2019 there is a bug with `\parshape` in `luatex` (a `TEX` primitive) which makes lists to be horizontally misplaced if they are inside a `\vbox` (like `minipage`) and the current direction is different from the main one. A workaround is to restore the main language before the box and then set the local one inside.

contents required in `xetex` and `pdftex`; in `luatex` toc entries are R by default if the main language is R.

columns required in `xetex` and `pdftex` to reverse the column order (currently only the standard two-column mode); in `luatex` they are R by default if the main language is R (including `multicol`).

footnotes not required in monolingual documents, but it may be useful in bidirectional documents (with both R and L paragraphs) in all engines; you may use alternatively `\BabelFootnote` described below (what this option does exactly is also explained there).

captions is similar to sectioning, but for `\caption`; not required in monolingual documents with `luatex`, but may be required in `xetex` and `pdftex` in some styles (support for the latter two engines is still experimental) **New 3.18** .

tabular required in `luatex` for R `tabular`, so that the first column is the right one (it has been tested only with simple tables, so expect some readjustments in the future); ignored in `pdftex` or `xetex` (which will not support a similar option in the short term). It patches an internal command, so it might be ignored by some packages and classes (or even raise an error). **New 3.18** .

graphics modifies the `picture` environment so that the whole figure is L but the text is R. It *does not* work with the standard `picture`, and `pict2e` is required if you want sloped lines (**With recent versions of L^AT_EX, this feature has stopped working**). It attempts to do the same for `pgf/tikz`. Somewhat experimental. **New 3.32** .

extras is used for miscellaneous readjustments which do not fit into the previous groups. Currently redefines in `luatex` `\underline` and `\LaTeXe` **New 3.19** .

EXAMPLE Typically, in an Arabic document you would need:

```
\usepackage[bidi=basic,
             layout=counters.tabular]{babel}
```

\babelsublr `{\lr-text}`

Digits in `pdftex` must be marked up explicitly (unlike `luatex` with `bidi=basic` or `bidi=basic-r` and, usually, `xetex`). This command is provided to set `{\lr-text}` in L mode if necessary. It's intended for what Unicode calls weak characters, because words are best set with the corresponding language. For this reason, there is no `rl` counterpart. Any `\babelsublr` in *explicit* L mode is ignored. However, with `bidi=basic` and *implicit* L, it first returns to R and then switches to explicit L. To clarify this point, consider, in an R context:

```
RTL A ltr text \thechapter{} and still ltr RTL B
```

There are *three* R blocks and *two* L blocks, and the order is *RTL B and still ltr 1 ltr text RTL A*. This is by design to provide the proper behavior in the most usual cases — but if you need to use `\ref` in an L text inside R, the L text must be marked up explicitly; for example:

```
RTL A \foreignlanguage{english}{ltr text \thechapter{} and still ltr} RTL B
```

\BabelPatchSection `{\langle section-name \rangle}`

Mainly for bidi text, but it can be useful in other cases. `\BabelPatchSection` and the corresponding option `layout=sectioning` takes a more logical approach (at least in many cases) because it applies the global language to the section format (including the `\chaptername` in `\chapter`), while the section text is still the current language. The latter is passed to tocs and marks, too, and with sectioning in layout they both reset the “global” language to the main one, while the text uses the “local” language. With `layout=sectioning` all the standard sectioning commands are redefined (it also “isolates” the page number in heads, for a proper bidi behavior), but with this command you can set them individually if necessary (but note then tocs and marks are not touched).

\BabelFootnote `{\langle cmd \rangle}{\langle local-language \rangle}{\langle before \rangle}{\langle after \rangle}`

New 3.17 Something like:

```
\BabelFootnote{\parsfootnote}{\language}\{ \}
```

defines `\parsfootnote` so that `\parsfootnote{note}` is equivalent to:

```
\footnote{(\foreignlanguage{\language}{note})}
```

but the footnote itself is typeset in the main language (to unify its direction). In addition, `\parsfootnotetext` is defined. The option `footnotes` just does the following:

```
\BabelFootnote{\footnote}{\language}\{ \}%  
\BabelFootnote{\localfootnote}{\language}\{ \}%  
\BabelFootnote{\mainfootnote}\{ \}
```

(which also redefine `\footnotetext` and define `\localfootnotetext` and `\mainfootnotetext`). If the language argument is empty, then no language is selected inside the argument of the footnote. Note this command is available always in bidi documents, even without `layout=footnotes`.

EXAMPLE If you want to preserve directionality in footnotes and there are many footnotes entirely in English, you can define:

```
\BabelFootnote{\enfootnote}{english}\{ \}.
```

It adds a period outside the English part, so that it is placed at the left in the last line. This means the dot the end of the footnote text should be omitted.

1.24 Language attributes

\languageattribute

This is a user-level command, to be used in the preamble of a document (after `\usepackage[...]{babel}`), that declares which attributes are to be used for a given language. It takes two arguments: the first is the name of the language; the second, a (list of) attribute(s) to be used. Attributes must be set in the preamble and only once – they cannot be turned on and off. The command checks whether the language is known in this document and whether the attribute(s) are known for this language. Very often, using a *modifier* in a package option is better.

Several language definition files use their own methods to set options. For example, french uses `\frenchsetup`, magyar (1.5) uses `\magyarOptions`; modifiers provided by spanish have no attribute counterparts. Macros setting options are also used (eg, `\ProsodicMarksOn` in latin).

1.25 Hooks

New 3.9a A hook is a piece of code to be executed at certain events. Some hooks are predefined when `luatex` and `xetex` are used.

`\AddBabelHook` [`<lang>`]{`<name>`}{`<event>`}{`<code>`}

The same name can be applied to several events. Hooks may be enabled and disabled for all defined events with `\EnableBabelHook{<name>}`, `\DisableBabelHook{<name>}`. Names containing the string `babel` are reserved (they are used, for example, by `\useshortands*` to add a hook for the event `afterextras`). **New 3.33** They may be also applied to a specific language with the optional argument; language-specific settings are executed after global ones.

Current events are the following; in some of them you can use one to three \TeX parameters (`#1`, `#2`, `#3`), with the meaning given:

addialect (language name, dialect name) Used by `luababel.def` to load the patterns if not preloaded.

patterns (language name, language with encoding) Executed just after the `\language` has been set. The second argument has the patterns name actually selected (in the form of either `lang:ENC` or `lang`).

hyphenation (language name, language with encoding) Executed locally just before exceptions given in `\babelhyphenation` are actually set.

defaultcommands Used (locally) in `\StartBabelCommands`.

encodedcommands (input, font encodings) Used (locally) in `\StartBabelCommands`. Both `xetex` and `luatex` make sure the encoded text is read correctly.

stopcommands Used to reset the above, if necessary.

write This event comes just after the switching commands are written to the aux file.

beforeextras Just before executing `\extras<language>`. This event and the next one should not contain language-dependent code (for that, add it to `\extras<language>`).

afterextras Just after executing `\extras<language>`. For example, the following deactivates shorthands in all languages:

```
\AddBabelHook{noshort}{afterextras}{\languageshorthands{none}}
```

stringprocess Instead of a parameter, you can manipulate the macro `\BabelString` containing the string to be defined with `\SetString`. For example, to use an expanded version of the string in the definition, write:

```
\AddBabelHook{myhook}{stringprocess}{%
\protected@edef\BabelString{\BabelString}}
```

initiateactive (char as active, char as other, original char) **New 3.9i** Executed just after a shorthand has been ‘initiated’. The three parameters are the same character with different catcodes: active, other (`\string’ed`) and the original one.

afterreset **New 3.9i** Executed when selecting a language just after `\originalTeX` is run and reset to its base value, before executing `\captions<language>` and `\date<language>`.

Four events are used in `hyphen.cfg`, which are handled in a quite different way for efficiency reasons – unlike the precedent ones, they only have a single hook and replace a default definition.

everylanguage (language) Executed before every language patterns are loaded.

loadkernel (file) By default just defines a few basic commands. It can be used to define different versions of them or to load a file.

loadpatterns (patterns file) Loads the patterns file. Used by `luababel.def`.

loadexceptions (exceptions file) Loads the exceptions file. Used by `luababel.def`.

\BabelContentsFiles **New 3.9a** This macro contains a list of “toc” types requiring a command to switch the language. Its default value is `toc,lof,lot`, but you may redefine it with `\renewcommand` (it’s up to you to make sure no toc type is duplicated).

1.26 Languages supported by babel with ldf files

In the following table most of the languages supported by babel with and `.ldf` file are listed, together with the names of the option which you can load babel with for each language. Note this list is open and the current options may be different. It does not include ini files.

Afrikaans afrikaans

Azerbaijani azerbaijani

Basque basque

Breton breton

Bulgarian bulgarian

Catalan catalan

Croatian croatian

Czech czech

Danish danish

Dutch dutch

English english, USenglish, american, UKenglish, british, canadian, australian, newzealand

Esperanto esperanto

Estonian estonian

Finnish finnish

French french, francais, canadien, acadian

Galician galician

German austrian, german, germanb, ngerman, naustrian

Greek greek, polutonikogreek

Hebrew hebrew

Icelandic icelandic

Indonesian indonesian (bahasa, indon, bahasai)

Interlingua interlingua

Irish Gaelic irish

Italian italian

Latin latin

Lower Sorbian lowersorbian

Malay malay, melayu (bahasam)

North Sami samin

Norwegian norsk, nynorsk

Polish polish

Portuguese portuguese, brazilian (portuges, brazil)¹⁹

¹⁹The two last name comes from the times when they had to be shortened to 8 characters

Romanian romanian
Russian russian
Scottish Gaelic scottish
Spanish spanish
Slovakian slovak
Slovenian slovene
Swedish swedish
Serbian serbian
Turkish turkish
Ukrainian ukrainian
Upper Sorbian uppsorbian
Welsh welsh

There are more languages not listed above, including hindi, thai, thaicjk, latvian, turkmen, magyar, mongolian, romansh, lithuanian, spanglish, vietnamese, japanese, pinyin, arabic, farsi, ibygreek, bgreek, serbianc, frenchle, ethiop and friulan. Most of them work out of the box, but some may require extra fonts, encoding files, a preprocessor or even a complete framework (like CJK or luatexja). For example, if you have got the velthuis/devnag package, you can create a file with extension .dn:

```

\documentclass{article}
\usepackage[hindi]{babel}
\begin{document}
{\dn devaanaa.m priya.h}
\end{document}

```

Then you preprocess it with devnag $\langle file \rangle$, which creates $\langle file \rangle.tex$; you can then typeset the latter with \LaTeX .

1.27 Unicode character properties in luatex

New 3.32 Part of the babel job is to apply Unicode rules to some script-specific features based on some properties. Currently, they are 3, namely, direction (ie, bidi class), mirroring glyphs, and line breaking for CJK scripts. These properties are stored in lua tables, which you can modify with the following macro (for example, to set them for glyphs in the PUA).

$\backslash\text{babelcharproperty}$ $\{\langle char-code \rangle\}[\langle to-char-code \rangle]\{\langle property \rangle\}\{\langle value \rangle\}$

New 3.32 Here, $\{\langle char-code \rangle\}$ is a number (with \TeX syntax). With the optional argument, you can set a range of values. There are three properties (with a short name, taken from Unicode): direction (bc), mirror (bmg), linebreak (lb). The settings are global, and this command is allowed only in vertical mode (the preamble or between paragraphs). For example:

```

\babelcharproperty{\z}{mirror}{`?}
\babelcharproperty{\-}{direction}{l} % or al, r, en, an, on, et, cs
\babelcharproperty{`)}{linebreak}{cl} % or id, op, cl, ns, ex, in, hy

```

New 3.39 Another property is locale, which adds characters to the list used by onchar in $\backslash\text{babelprovide}$, or, if the last argument is empty, removes them. The last argument is the locale name:

```
\babelcharproperty{`,`}{locale}{english}
```

1.28 Tweaking some features

`\babeladjust` $\{\langle\textit{key-value-list}\rangle\}$

New 3.36 Sometimes you might need to disable some babel features. Currently this macro understands the following keys (and only for luatex), with values on or off: `bidi.text`, `bidi.mirroring`, `bidi.mapdigits`, `layout.lists`, `layout.tabular`, `linebreak.sea`, `linebreak.cjk`. For example, you can set `\babeladjust{bidi.text=off}` if you are using an alternative algorithm or with large sections not requiring it. With `luahtex` you may need `bidi.mirroring=off`. Use with care, because these options do not deactivate other related options (like paragraph direction with `bidi.text`).

1.29 Tips, workarounds, known issues and notes

- If you use the document class `book` *and* you use `\ref` inside the argument of `\chapter` (or just use `\ref` inside `\MakeUppercase`), \LaTeX will keep complaining about an undefined label. To prevent such problems, you can revert to using uppercase labels, you can use `\lowercase{\ref{foo}}` inside the argument of `\chapter`, or, if you will not use shorthands in labels, set the safe option to `none` or `bib`.
- Both `ltxdoc` and `babel` use `\AtBeginDocument` to change some catcodes, and `babel` reloads `hline` to make sure `:` has the right one, so if you want to change the catcode of `|` it has to be done using the same method at the proper place, with

```
\AtBeginDocument{\DeleteShortVerb{\|}}
```

before loading `babel`. This way, when the document begins the sequence is (1) make `|` active (`ltxdoc`); (2) make it unactive (your settings); (3) make `babel` shorthands active (`babel`); (4) reload `hline` (`babel`, now with the correct catcodes for `|` and `:`).

- Documents with several input encodings are not frequent, but sometimes are useful. You can set different encodings for different languages as the following example shows:

```
\addto\extrasfrench{\inputencoding{latin1}}
\addto\extrasrussian{\inputencoding{koi8-r}}
```

(A recent version of `inputenc` is required.)

- For the hyphenation to work correctly, `lccodes` cannot change, because \TeX only takes into account the values when the paragraph is hyphenated, i.e., when it has been finished.²⁰ So, if you write a chunk of French text with `\foreignlanguage`, the apostrophes might not be taken into account. This is a limitation of \TeX , not of `babel`. Alternatively, you may use `\usesorthands` to activate `'` and `\defineshortand`, or redefine `\textquoteright` (the latter is called by the non-ASCII right quote).
- `\bibitem` is out of sync with `\selectlanguage` in the `.aux` file. The reason is `\bibitem` uses `\immediate` (and others, in fact), while `\selectlanguage` doesn't. There is no known workaround.

²⁰This explains why \LaTeX assumes the lowercase mapping of T1 and does not provide a tool for multiple mappings. Unfortunately, `\savingshyphcodes` is not a solution either, because `lccodes` for hyphenation are frozen in the format and cannot be changed.

- Babel does not take into account `\normalsfcodes` and (non-)French spacing is not always properly (un)set by languages. However, problems are unlikely to happen and therefore this part remains untouched in version 3.9 (but it is in the ‘to do’ list).
- Using a character mathematically active (ie, with math code "8000) as a shorthand can make \TeX enter in an infinite loop in some rare cases. (Another issue in the ‘to do’ list, although there is a partial solution.)

The following packages can be useful, too (the list is still far from complete):

csquotes Logical markup for quotes.
iflang Tests correctly the current language.
hyphsubst Selects a different set of patterns for a language.
translator An open platform for packages that need to be localized.
siunitx Typesetting of numbers and physical quantities.
biblatex Programmable bibliographies and citations.
bicaption Bilingual captions.
babelbib Multilingual bibliographies.
microtype Adjusts the typesetting according to some languages (kerning and spacing). Ligatures can be disabled.
substitutefont Combines fonts in several encodings.
mkpattern Generates hyphenation patterns.
tracklang Tracks which languages have been requested.
ucharclasses (xetex) Switches fonts when you switch from one Unicode block to another.
zhspacing Spacing for CJK documents in xetex.

1.30 Current and future work

The current work is focused on the so-called complex scripts in luatex . In 8-bit engines, babel provided a basic support for bidi text as part of the style for Hebrew, but it is somewhat unsatisfactory and internally replaces some hardwired commands by other hardwired commands (generic changes would be much better). Useful additions would be, for example, time, currency, addresses and personal names.²¹ But that is the easy part, because they don’t require modifying the \TeX internals. Calendars (Arabic, Persian, Indic, etc.) are under study. Also interesting are differences in the sentence structure or related to it. For example, in Basque the number precedes the name (including chapters), in Hungarian “from (1)” is “(1)-ből”, but “from (3)” is “(3)-ból”, in Spanish an item labelled “3.^o” may be referred to as either “ítem 3.^o” or “3.^{er} ítem”, and so on. An option to manage bidirectional document layout in luatex (lists, footnotes, etc.) is almost finished, but xetex required more work. Unfortunately, proper support for xetex requires patching somehow lots of macros and packages (and some issues related to `\specials` remain, like color and hyperlinks), so babel resorts to the bidi package (by Vafa Khalighi). See the babel repository for a small example (xe-bidi).

1.31 Tentative and experimental code

See the code section for `\foreignlanguage*` (a new starred version of `\foreignlanguage`). For old an deprecated functions, see the wiki.

Options for locales loaded on the fly

New 3.51 `\babeladjust{ autoload.options = ... }` sets the options when a language is loaded on the fly (by default, no options). A typical value would be `import`, which

²¹See for example POSIX, ISO 14652 and the Unicode Common Locale Data Repository (CLDR). Those systems, however, have limited application to \TeX because their aim is just to display information and not fine typesetting.

defines captions, date, numerals, etc., but ignores the code in the tex file (for example, extended numerals in Greek).

Labels

New 3.48 There is some work in progress for babel to deal with labels, both with the relation to captions (chapters, part), and how counters are used to define them. It is still somewhat tentative because it is far from trivial – see the wiki for further details.

2 Loading languages with language.dat

T_EX and most engines based on it (pdfT_EX, xetex, ϵ -T_EX, the main exception being luatex) require hyphenation patterns to be preloaded when a format is created (eg, L^AT_EX, XeL^AT_EX, pdfL^AT_EX). babel provides a tool which has become standard in many distributions and based on a “configuration file” named language.dat. The exact way this file is used depends on the distribution, so please, read the documentation for the latter (note also some distributions generate the file with some tool).

New 3.9q With luatex, however, patterns are loaded on the fly when requested by the language (except the “0th” language, typically english, which is preloaded always).²² Until 3.9n, this task was delegated to the package luatex-hyphen, by Khaled Hosny, Élie Roux, and Manuel Pégourié-Gonnard, and required an extra file named language.dat.lua, but now a new mechanism has been devised based solely on language.dat. **You must rebuild the formats** if upgrading from a previous version. You may want to have a local language.dat for a particular project (for example, a book on Chemistry).²³

2.1 Format

In that file the person who maintains a T_EX environment has to record for which languages he has hyphenation patterns *and* in which files these are stored²⁴. When hyphenation exceptions are stored in a separate file this can be indicated by naming that file *after* the file with the hyphenation patterns.

The file can contain empty lines and comments, as well as lines which start with an equals (=) sign. Such a line will instruct L^AT_EX that the hyphenation patterns just processed have to be known under an alternative name. Here is an example:

```
% File      : language.dat
% Purpose   : tell iniTeX what files with patterns to load.
english     english.hyphenations
=british

dutch       hyphen.dutch exceptions.dutch % Nederlands
german      hyphen.ger
```

You may also set the font encoding the patterns are intended for by following the language name by a colon and the encoding code.²⁵ For example:

```
german:T1 hyphenT1.ger
german hyphen.ger
```

²²This feature was added to 3.9o, but it was buggy. Both 3.9o and 3.9p are deprecated.

²³The loader for lua(e)tex is slightly different as it's not based on babel but on etex.src. Until 3.9p it just didn't work, but thanks to the new code it works by reloading the data in the babel way, i.e., with language.dat.

²⁴This is because different operating systems sometimes use very different file-naming conventions.

²⁵This is not a new feature, but in former versions it didn't work correctly.

With the previous settings, if the encoding when the language is selected is T1 then the patterns in `hyphenT1.ger` are used, but otherwise use those in `hyphen.ger` (note the encoding can be set in `\extras<lang>`).

A typical error when using babel is the following:

```
No hyphenation patterns were preloaded for
the language '<lang>' into the format.
Please, configure your TeX system to add them and
rebuild the format. Now I will use the patterns
preloaded for english instead}}
```

It simply means you must reconfigure `language.dat`, either by hand or with the tools provided by your distribution.

3 The interface between the core of babel and the language definition files

The *language definition files* (`ldf`) must conform to a number of conventions, because these files have to fill in the gaps left by the common code in `babel.def`, i.e., the definitions of the macros that produce texts. Also the language-switching possibility which has been built into the babel system has its implications.

The following assumptions are made:

- Some of the language-specific definitions might be used by plain \TeX users, so the files have to be coded so that they can be read by both \LaTeX and plain \TeX . The current format can be checked by looking at the value of the macro `\fmtname`.
- The common part of the babel system redefines a number of macros and environments (defined previously in the document style) to put in the names of macros that replace the previously hard-wired texts. These macros have to be defined in the language definition files.
- The language definition files must define five macros, used to activate and deactivate the language-specific definitions. These macros are `\<lang>hyphenmins`, `\captions<lang>`, `\date<lang>`, `\extras<lang>` and `\noextras<lang>` (the last two may be left empty); where `<lang>` is either the name of the language definition file or the name of the \LaTeX option that is to be used. These macros and their functions are discussed below. You must define all or none for a language (or a dialect); defining, say, `\date<lang>` but not `\captions<lang>` does not raise an error but can lead to unexpected results.
- When a language definition file is loaded, it can define `\l@<lang>` to be a dialect of `\language0` when `\l@<lang>` is undefined.
- Language names must be all lowercase. If an unknown language is selected, babel will attempt setting it after lowercasing its name.
- The semantics of modifiers is not defined (on purpose). In most cases, they will just be simple separated options (eg, `spanish`), but a language might require, say, a set of options organized as a tree with suboptions (in such a case, the recommended separator is `/`).

Some recommendations:

- The preferred shorthand is `"`, which is not used in \LaTeX (quotes are entered as `` `` and `' '`). Other good choices are characters which are not used in a certain context (eg, `=` in an ancient language). Note however `=`, `<`, `>`, `:` and the like can be dangerous, because they may be used as part of the syntax of some elements (numeric expressions, key/value pairs, etc.).
- Captions should not contain shorthands or encoding-dependent commands (the latter is not always possible, but should be clearly documented). They should be defined using the LICR. You may also use the new tools for encoded strings, described below.
- Avoid adding things to `\noextras<lang>` except for `umlauthigh` and `friends`, `\bbl@deactivate`, `\bbl@(non)frenchspacing`, and language-specific macros. Use always, if possible, `\bbl@save` and `\bbl@savevariable` (except if you still want to have access to the previous value). Do not reset a macro or a setting to a hardcoded value. Never. Instead save its value in `\extras<lang>`.
- Do not switch scripts. If you want to make sure a set of glyphs is used, switch either the font encoding (low-level) or the language (high-level, which in turn may switch the font encoding). Usage of things like `\latintext` is deprecated.²⁶
- Please, for “private” internal macros do not use the `\bbl@` prefix. It is used by `babel` and it can lead to incompatibilities.

There are no special requirements for documenting your language files. Now they are not included in the base `babel` manual, so provide a standalone document suited for your needs, as well as other files you think can be useful. A PDF and a “readme” are strongly recommended.

3.1 Guidelines for contributed languages

Currently, the easiest way to contribute a new language is by taking one of the 500 or so `ini` templates available on GitHub as a basis. Just make a pull request or download it and then, after filling the fields, send it to me. Feel free to ask for help or to make feature requests.

As to `ldf` files, now language files are “outsourced” and are located in a separate directory (`/macros/latex/contrib/babel-contrib`), so that they are contributed directly to CTAN (please, do not send to me language styles just to upload them to CTAN).

Of course, placing your style files in this directory is not mandatory, but if you want to do it, here are a few guidelines.

- Do not hesitate stating on the file heads you are the author and the maintainer, if you actually are. There is no need to state the `babel` maintainer(s) as authors if they have not contributed significantly to your language files.
- Fonts are not strictly part of a language, so they are best placed in the corresponding TeX tree. This includes not only `tfm`, `vf`, `ps1`, `otf`, `mf` files and the like, but also `fd` ones.
- Font and input encodings are usually best placed in the corresponding tree, too, but sometimes they belong more naturally to the `babel` style. Note you may also need to define a LICR.
- `Babel ldf` files may just interface a framework, as it happens often with Oriental languages/scripts. This framework is best placed in its own directory.

²⁶But not removed, for backward compatibility.

The following page provides a starting point for ldf files:

<http://www.texnia.com/incubator.html>. See also

<https://github.com/latex3/babel/wiki/List-of-locale-templates>.

If you need further assistance and technical advice in the development of language styles, I am willing to help you. And of course, you can make any suggestion you like.

3.2 Basic macros

In the core of the babel system, several macros are defined for use in language definition files. Their purpose is to make a new language known. The first two are related to hyphenation patterns.

\addlanguage The macro `\addlanguage` is a non-outer version of the macro `\newlanguage`, defined in `plain.tex` version 3.x. Here “language” is used in the T_EX sense of set of hyphenation patterns.

\adddialect The macro `\adddialect` can be used when two languages can (or must) use the same hyphenation patterns. This can also be useful for languages for which no patterns are preloaded in the format. In such cases the default behavior of the babel system is to define this language as a ‘dialect’ of the language for which the patterns were loaded as `\language0`. Here “language” is used in the T_EX sense of set of hyphenation patterns.

\<lang>hyphenmins The macro `\<lang>hyphenmins` is used to store the values of the `\lefthyphenmin` and `\righthyphenmin`. Redefine this macro to set your own values, with two numbers corresponding to these two parameters. For example:

```
\renewcommand\spanishhyphenmins{34}
```

(Assigning `\lefthyphenmin` and `\righthyphenmin` directly in `\extras<lang>` has no effect.)

\providehyphenmins The macro `\providehyphenmins` should be used in the language definition files to set `\lefthyphenmin` and `\righthyphenmin`. This macro will check whether these parameters were provided by the hyphenation file before it takes any action. If these values have been already set, this command is ignored (currently, default pattern files do *not* set them).

\captions<lang> The macro `\captions<lang>` defines the macros that hold the texts to replace the original hard-wired texts.

\date<lang> The macro `\date<lang>` defines `\today`.

\extras<lang> The macro `\extras<lang>` contains all the extra definitions needed for a specific language. This macro, like the following, is a hook – you can add things to it, but it must not be used directly.

\noextras<lang> Because we want to let the user switch between languages, but we do not know what state T_EX might be in after the execution of `\extras<lang>`, a macro that brings T_EX into a predefined state is needed. It will be no surprise that the name of this macro is `\noextras<lang>`.

\bbl@declare@ttribute This is a command to be used in the language definition files for declaring a language attribute. It takes three arguments: the name of the language, the attribute to be defined, and the code to be executed when the attribute is to be used.

\main@language To postpone the activation of the definitions needed for a language until the beginning of a document, all language definition files should use `\main@language` instead of `\selectlanguage`. This will just store the name of the language, and the proper language will be activated at the start of the document.

\ProvidesLanguage The macro `\ProvidesLanguage` should be used to identify the language definition files. Its syntax is similar to the syntax of the L^AT_EX command `\ProvidesPackage`.

\LdfInit The macro `\LdfInit` performs a couple of standard checks that must be made at the beginning of a language definition file, such as checking the category code of the `@`-sign, preventing the `.ldf` file from being processed twice, etc.

<code>\ldf@quit</code>	The macro <code>\ldf@quit</code> does work needed if a <code>.ldf</code> file was processed earlier. This includes resetting the category code of the <code>@</code> -sign, preparing the language to be activated at <code>\begin{document}</code> time, and ending the input stream.
<code>\ldf@finish</code>	The macro <code>\ldf@finish</code> does work needed at the end of each <code>.ldf</code> file. This includes resetting the category code of the <code>@</code> -sign, loading a local configuration file, and preparing the language to be activated at <code>\begin{document}</code> time.
<code>\loadlocalcfg</code>	After processing a language definition file, \TeX can be instructed to load a local configuration file. This file can, for instance, be used to add strings to <code>\captions{lang}</code> to support local document classes. The user will be informed that this configuration file has been loaded. This macro is called by <code>\ldf@finish</code> .
<code>\substitutefontfamily</code>	(Deprecated.) This command takes three arguments, a font encoding and two font family names. It creates a font description file for the first font in the given encoding. This <code>.fd</code> file will instruct \TeX to use a font from the second family when a font from the first family in the given encoding seems to be needed.

3.3 Skeleton

Here is the basic structure of an `ldf` file, with a language, a dialect and an attribute. Strings are best defined using the method explained in sec. 3.8 (babel 3.9 and later).

```

\ProvidesLanguage{<language>}
    [2016/04/23 v0.0 <Language> support from the babel system]
\LdfInit{<language>}{captions<language>}

\ifx\undefined\l@<language>
  \@nopatterns{<Language>}
  \adddialect\l@<language>0
\fi

\adddialect\l@<dialect>\l@<language>

\bbld@declare@ttribute{<language>}{<attrib>}{%
  \expandafter\addto\expandafter\extras<language>
  \expandafter{\extras<attrib><language>}%
  \let\captions<language>\captions<attrib><language>}

\providehyphenmins{<language>}{\tw@\thr@@}

\StartBabelCommands*{<language>}{captions}
\SetString\chaptername{<chapter name>}
% More strings

\StartBabelCommands*{<language>}{date}
\SetString\monthinname{<name of first month>}
% More strings

\StartBabelCommands*{<dialect>}{captions}
\SetString\chaptername{<chapter name>}
% More strings

\StartBabelCommands*{<dialect>}{date}
\SetString\monthinname{<name of first month>}
% More strings

\EndBabelCommands

```



```

\addto\extras<language>{}
\addto\noextras<language>{}
\let\extras<dialect>\extras<language>
\let\noextras<dialect>\noextras<language>

\ldf@finish{<language>}

```

NOTE If for some reason you want to load a package in your style, you should be aware it cannot be done directly in the ldf file, but it can be delayed with `\AtEndOfPackage`. Macros from external packages can be used *inside* definitions in the ldf itself (for example, `\extras<language>`), but if executed directly, the code must be placed inside `\AtEndOfPackage`. A trivial example illustrating these points is:

```

\AtEndOfPackage{%
  \RequirePackage{dingbat}%      Delay package
  \savebox{\myeye}{\eye}%        And direct usage
  \newsavebox{\myeye}
  \newcommand\myanchor{\anchor}% But OK inside command
}

```

3.4 Support for active characters

In quite a number of language definition files, active characters are introduced. To facilitate this, some support macros are provided.

`\initiate@active@char`

The internal macro `\initiate@active@char` is used in language definition files to instruct \TeX to give a character the category code ‘active’. When a character has been made active it will remain that way until the end of the document. Its definition may vary.

`\bbl@activate`
`\bbl@deactivate`

The command `\bbl@activate` is used to change the way an active character expands. `\bbl@activate` ‘switches on’ the active behavior of the character. `\bbl@deactivate` lets the active character expand to its former (mostly) non-active self.

`\declare@shorthand`

The macro `\declare@shorthand` is used to define the various shorthands. It takes three arguments: the name for the collection of shorthands this definition belongs to; the character (sequence) that makes up the shorthand, i.e. `~` or `"a`; and the code to be executed when the shorthand is encountered. (It does *not* raise an error if the shorthand character has not been “initiated”).

`\bbl@add@special`
`\bbl@remove@special`

The \TeX book states: “Plain \TeX includes a macro called `\dospecials` that is essentially a set macro, representing the set of all characters that have a special category code.” [4, p. 380] It is used to set text ‘verbatim’. To make this work if more characters get a special category code, you have to add this character to the macro `\dospecial`. \TeX adds another macro called `\@sanitize` representing the same character set, but without the curly braces. The macros `\bbl@add@special<char>` and `\bbl@remove@special<char>` add and remove the character `<char>` to these two sets.

3.5 Support for saving macro definitions

Language definition files may want to *redefine* macros that already exist. Therefore a mechanism for saving (and restoring) the original definition of those macros is provided. We provide two macros for this²⁷.

`\babel@save`

To save the current meaning of any control sequence, the macro `\babel@save` is provided. It takes one argument, `<cname>`, the control sequence for which the meaning has to be saved.

`\babel@savevariable`

A second macro is provided to save the current value of a variable. In this context,

²⁷This mechanism was introduced by Bernd Raichle.

anything that is allowed after the `\the` primitive is considered to be a variable. The macro takes one argument, the *<variable>*.

The effect of the preceding macros is to append a piece of code to the current definition of `\originalTeX`. When `\originalTeX` is expanded, this code restores the previous definition of the control sequence or the previous value of the variable.

3.6 Support for extending macros

`\addto` The macro `\addto{<control sequence>}{<TeX code>}` can be used to extend the definition of a macro. The macro need not be defined (ie, it can be undefined or `\relax`). This macro can, for instance, be used in adding instructions to a macro like `\extrasenglish`. Be careful when using this macro, because depending on the case the assignment can be either global (usually) or local (sometimes). That does not seem very consistent, but this behavior is preserved for backward compatibility. If you are using `etoolbox`, by Philipp Lehman, consider using the tools provided by this package instead of `\addto`.

3.7 Macros common to a number of languages

`\bbl@allowhyphens` In several languages compound words are used. This means that when `TeX` has to hyphenate such a compound word, it only does so at the ‘-’ that is used in such words. To allow hyphenation in the rest of such a compound word, the macro `\bbl@allowhyphens` can be used.

`\allowhyphens` Same as `\bbl@allowhyphens`, but does nothing if the encoding is `T1`. It is intended mainly for characters provided as real glyphs by this encoding but constructed with `\accent` in `OT1`.

Note the previous command (`\bbl@allowhyphens`) has different applications (hyphens and discretionaries) than this one (composite chars). Note also prior to version 3.7, `\allowhyphens` had the behavior of `\bbl@allowhyphens`.

`\set@low@box` For some languages, quotes need to be lowered to the baseline. For this purpose the macro `\set@low@box` is available. It takes one argument and puts that argument in an `\hbox`, at the baseline. The result is available in `\box0` for further processing.

`\save@sf@q` Sometimes it is necessary to preserve the `\spacefactor`. For this purpose the macro `\save@sf@q` is available. It takes one argument, saves the current `spacefactor`, executes the argument, and restores the `spacefactor`.

`\bbl@frenchspacing`
`\bbl@nonfrenchspacing` The commands `\bbl@frenchspacing` and `\bbl@nonfrenchspacing` can be used to properly switch French spacing on and off.

3.8 Encoding-dependent strings

New 3.9a Babel 3.9 provides a way of defining strings in several encodings, intended mainly for `luatex` and `xetex`. This is the only new feature requiring changes in language files if you want to make use of it.

Furthermore, it must be activated explicitly, with the package option `strings`. If there is no `strings`, these blocks are ignored, except `\SetCases` (and except if forced as described below). In other words, the old way of defining/switching strings still works and it’s used by default.

It consist is a series of blocks started with `\StartBabelCommands`. The last block is closed with `\EndBabelCommands`. Each block is a single group (ie, local declarations apply until the next `\StartBabelCommands` or `\EndBabelCommands`). An `ldf` may contain several series of this kind.

Thanks to this new feature, string values and string language switching are not mixed any more. No need of `\addto`. If the language is `french`, just redefine `\frenchchaptername`.

`\StartBabelCommands` $\{\langle language-list \rangle\}\{\langle category \rangle\}[\langle selector \rangle]$

The $\langle language-list \rangle$ specifies which languages the block is intended for. A block is taken into account only if the `\CurrentOption` is listed here. Alternatively, you can define `\BabelLanguages` to a comma-separated list of languages to be defined (if undefined, `\StartBabelCommands` sets it to `\CurrentOption`). You may write `\CurrentOption` as the language, but this is discouraged – a explicit name (or names) is much better and clearer. A “selector” is a name to be used as value in package option strings, optionally followed by extra info about the encodings to be used. The name `unicode` must be used for `xetex` and `luatex` (the key `strings` has also other two special values: `generic` and `encoded`). If a string is set several times (because several blocks are read), the first one takes precedence (ie, it works much like `\providecommand`).

Encoding info is `charset=` followed by a charset, which if given sets how the strings should be translated to the internal representation used by the engine, typically `utf8`, which is the only value supported currently (default is no translations). Note `charset` is applied by `luatex` and `xetex` when reading the file, not when the macro or string is used in the document.

A list of font encodings which the strings are expected to work with can be given after `fontenc=` (separated with spaces, if two or more) – recommended, but not mandatory, although blocks without this key are not taken into account if you have requested `strings=encoded`.

Blocks without a selector are read always if the key `strings` has been used. They provide fallback values, and therefore must be the last blocks; they should be provided always if possible and all strings should be defined somehow inside it; they can be the only blocks (mainly LGC scripts using the LICR). Blocks without a selector can be activated explicitly with `strings=generic` (no block is taken into account except those). With `strings=encoded`, strings in those blocks are set as default (internally, `?`). With `strings=encoded` strings are protected, but they are correctly expanded in `\MakeUppercase` and the like. If there is no key `strings`, string definitions are ignored, but `\SetCases` are still honored (in a encoded way).

The $\langle category \rangle$ is either `captions`, `date` or `extras`. You must stick to these three categories, even if no error is raised when using other name.²⁸ It may be empty, too, but in such a case using `\SetString` is an error (but not `\SetCase`).

```
\StartBabelCommands{language}{captions}
  [unicode, fontenc=TU EU1 EU2, charset=utf8]
\SetString{\chaptername}{utf8-string}

\StartBabelCommands{language}{captions}
\SetString{\chaptername}{ascii-maybe-LICR-string}

\EndBabelCommands
```

A real example is:

```
\StartBabelCommands{austrian}{date}
  [unicode, fontenc=TU EU1 EU2, charset=utf8]
\SetString\monthiname{Jänner}

\StartBabelCommands{german,austrian}{date}
  [unicode, fontenc=TU EU1 EU2, charset=utf8]
\SetString\monthiiiname{März}
```

²⁸In future releases further categories may be added.

```

\StartBabelCommands{austrian}{date}
  \SetString\monthiname{J}\{a}nner}

\StartBabelCommands{german}{date}
  \SetString\monthiname{Januar}

\StartBabelCommands{german,austrian}{date}
  \SetString\monthiiname{Februar}
  \SetString\monthiiname{M}\{a}rz}
  \SetString\monthivname{April}
  \SetString\monthvname{Mai}
  \SetString\monthviname{Juni}
  \SetString\monthviiname{Juli}
  \SetString\monthviiname{August}
  \SetString\monthixname{September}
  \SetString\monthxname{Oktober}
  \SetString\monthxiname{November}
  \SetString\monthxiiname{Dezenber}
  \SetString\today{\number\day.~%
    \csname month\romannumeral\month name\endcsname\space
    \number\year}

\StartBabelCommands{german,austrian}{captions}
  \SetString\prefacename{Vorwort}
  [etc.]

\EndBabelCommands

```

When used in ldf files, previous values of $\langle category \rangle \langle language \rangle$ are overridden, which means the old way to define strings still works and used by default (to be precise, is first set to undefined and then strings are added). However, when used in the preamble or in a package, new settings are added to the previous ones, if the language exists (in the babel sense, ie, if $\backslash date \langle language \rangle$ exists).

$\backslash StartBabelCommands$ $\star \{ \langle language-list \rangle \} \{ \langle category \rangle \} [\langle selector \rangle]$

The starred version just forces strings to take a value – if not set as package option, then the default for the engine is used. This is not done by default to prevent backward incompatibilities, but if you are creating a new language this version is better. It’s up to the maintainers of the current languages to decide if using it is appropriate.²⁹

$\backslash EndBabelCommands$ Marks the end of the series of blocks.

$\backslash AfterBabelCommands$ $\{ \langle code \rangle \}$

The code is delayed and executed at the global scope just after $\backslash EndBabelCommands$.

$\backslash SetString$ $\{ \langle macro-name \rangle \} \{ \langle string \rangle \}$

Adds $\langle macro-name \rangle$ to the current category, and defines globally $\langle lang-macro-name \rangle$ to $\langle code \rangle$ (after applying the transformation corresponding to the current charset or defined with the hook `stringprocess`).

Use this command to define strings, without including any “logic” if possible, which should be a separated macro. See the example above for the date.

²⁹This replaces in 3.9g a short-lived `\UseStrings` which has been removed because it did not work.

\SetStringLoop {<macro-name>}{<string-list>}

A convenient way to define several ordered names at once. For example, to define \abmoniname, \abmoniiname, etc. (and similarly with abday):

```
\SetStringLoop{abmon#1name}{en,fb,mr,ab,my,jn,jl,ag,sp,oc,nv,dc}
\SetStringLoop{abday#1name}{lu,ma,mi,ju,vi,sa,do}
```

#1 is replaced by the roman numeral.

\SetCase [*<map-list>*]{<toupper-code>}{<tolower-code>}

Sets globally code to be executed at \MakeUppercase and \MakeLowercase. The code would typically be things like \let\BB\bb and \uccode or \lccode (although for the reasons explained above, changes in lc/uc codes may not work). A *<map-list>* is a series of macros using the internal format of \@uclclist (eg, \bb\BB\cc\CC). The mandatory arguments take precedence over the optional one. This command, unlike \SetString, is executed always (even without strings), and it is intended for minor readjustments only. For example, as T1 is the default case mapping in L^AT_EX, we can set for Turkish:

```
\StartBabelCommands{turkish}{}[ot1enc, fontenc=OT1]
\SetCase
{\uccode"10=`I\relax}
{\lccode`I="10\relax}

\StartBabelCommands{turkish}{}[unicode, fontenc=TU EU1 EU2, charset=utf8]
\SetCase
{\uccode`i=`İ\relax
 \uccode`ı=`I\relax}
{\lccode`İ=`i\relax
 \lccode`I=`ı\relax}

\StartBabelCommands{turkish}{}
\SetCase
{\uccode`i="9D\relax
 \uccode"19=`I\relax}
{\lccode"9D=`i\relax
 \lccode`I="19\relax}

\EndBabelCommands
```

(Note the mapping for OT1 is not complete.)

\SetHyphenMap {<to-lower-macros>}

New 3.9g Case mapping serves in T_EX for two unrelated purposes: case transforms (upper/lower) and hyphenation. \SetCase handles the former, while hyphenation is handled by \SetHyphenMap and controlled with the package option hyphenmap. So, even if internally they are based on the same T_EX primitive (\lccode), babel sets them separately. There are three helper macros to be used inside \SetHyphenMap:

- \BabelLower{<uccode>}{<lccode>} is similar to \lccode but it's ignored if the char has been set and saves the original lccode to restore it when switching the language (except with hyphenmap=first).
- \BabelLowerMM{<uccode-from>}{<uccode-to>}{<step>}{<lccode-from>} loops though the given uppercase codes, using the step, and assigns them the lccode, which is also increased (MM stands for *many-to-many*).

- `\BabelLowerMO{⟨ucode-from⟩}{⟨ucode-to⟩}{⟨step⟩}{⟨lcode⟩}` loops through the given uppercase codes, using the step, and assigns them the lcode, which is fixed (MO stands for *many-to-one*).

An example is (which is redundant, because these assignments are done by both `luatex` and `xetex`):

```
\SetHyphenMap{\BabelLowerMM{"100"}{"11F"}{2}{"101"}
```

This macro is not intended to fix wrong mappings done by Unicode (which are the default in both `xetex` and `luatex`) – if an assignment is wrong, fix it directly.

4 Changes

4.1 Changes in babel version 3.9

Most of the changes in version 3.9 were related to bugs, either to fix them (there were lots), or to provide some alternatives. Even new features like `\babelhyphen` are intended to solve a certain problem (in this case, the lacking of a uniform syntax and behavior for shorthands across languages). These changes are described in this manual in the corresponding place. A selective list follows:

- `\select@language` did not set `\language`. This meant the language in force when auxiliary files were loaded was the one used in, for example, shorthands – if the language was german, a `\select@language{spanish}` had no effect.
- `\foreignlanguage` and `otherlanguage*` messed up `\extras<language>`. Scripts, encodings and many other things were not switched correctly.
- The `:ENC` mechanism for hyphenation patterns used the encoding of the *previous* language, not that of the language being selected.
- `'` (with `activeacute`) had the original value when writing to an auxiliary file, and things like an infinite loop can happen. It worked incorrectly with `^` (if activated) and also if deactivated.
- Active chars were not reset at the end of language options, and that led to incompatibilities between languages.
- `\textormath` raised an error with a conditional.
- `\aliasshorthand` didn't work (or only in a few and very specific cases).
- `\l@english` was defined incorrectly (using `\let` instead of `\chardef`).
- `ldf` files not bundled with `babel` were not recognized when called as global options.

Part II

Source code

`babel` is being developed incrementally, which means parts of the code are under development and therefore incomplete. Only documented features are considered complete. In other words, use `babel` only as documented (except, of course, if you want to explore and test them – you can post suggestions about multilingual issues to kadingira@tug.org on <http://tug.org/mailman/listinfo/kadingira>).

5 Identification and loading of required files

Code documentation is still under revision.

The following description is no longer valid, because switch and plain have been merged into babel.def.

The babel package after unpacking consists of the following files:

switch.def defines macros to set and switch languages.

babel.def defines the rest of macros. It has two parts: a generic one and a second one only for LaTeX.

babel.sty is the \LaTeX package, which sets options and loads language styles.

plain.def defines some \LaTeX macros required by `babel.def` and provides a few tools for Plain.

hyphen.cfg is the file to be used when generating the formats to load hyphenation patterns.

The babel installer extends docstrip with a few “pseudo-guards” to set “variables” used at installation time. They are used with `<@name@>` at the appropriated places in the source code and shown below with `<<name>>`. That brings a little bit of literate programming.

6 locale directory

A required component of babel is a set of ini files with basic definitions for about 200 languages. They are distributed as a separate zip file, not packed as dtx. With them, babel will fully support Unicode engines.

Most of them are essentially finished (except bugs and mistakes, of course). Some of them are still incomplete (but they will be usable), and there are some omissions (eg, Latin and polytonic Greek, and there are no geographic areas in Spanish). Hindi, French, Occitan and Breton will show a warning related to dates. Not all include LICR variants.

This is a preliminary documentation.

ini files contain the actual data; tex files are currently just proxies to the corresponding ini files.

Most keys are self-explanatory.

charset the encoding used in the ini file.

version of the ini file

level “version” of the ini specification . which keys are available (they may grow in a compatible way) and how they should be read.

encodings a descriptive list of font encodings.

[captions] section of captions in the file charset

[captions.licr] same, but in pure ASCII using the LICR

date.long fields are as in the CLDR, but the syntax is different. Anything inside brackets is a date field (eg, MMMM for the month name) and anything outside is text. In addition, [] is a non breakable space and [.] is an abbreviation dot.

Keys may be further qualified in a particular language with a suffix starting with an uppercase letter. It can be just a letter (eg, babel.name.A, babel.name.B) or a name (eg, date.long.Nominative, date.long.Formal, but no language is currently using the latter). *Multi-letter* qualifiers are forward compatible in the sense they won’t conflict with new “global” keys (which start always with a lowercase case). There is an exception, however: the section counters has been devised to have arbitrary keys, so you can add lowercased keys if you want.

7 Tools

```
1 <<version=3.52.2245>>
2 <<date=2021/01/07>>
```

Do not use the following macros in ldf files. They may change in the future. This applies mainly to those recently added for replacing, trimming and looping. The older ones, like `\bbl@afterfi`, will not change.

We define some basic macros which just make the code cleaner. `\bbl@add` is now used internally instead of `\addto` because of the unpredictable behavior of the latter. Used in `babel.def` and in `babel.sty`, which means in \LaTeX is executed twice, but we need them when defining options and `babel.def` cannot be load until options have been defined. This does not hurt, but should be fixed somehow.

```
3 <<*Basic macros>> ≡
4 \bbl@trace{Basic macros}
5 \def\bbl@stripslash{\expandafter\@gobble\string}
6 \def\bbl@add#1#2{%
7   \bbl@ifunset{\bbl@stripslash#1}%
8   {\def#1{#2}}%
9   {\expandafter\def\expandafter#1\expandafter{#1#2}}
10 \def\bbl@xin@\@expandtwoargs\in@
11 \def\bbl@csarg#1#2{\expandafter#1\csname bbl@#2\endcsname}%
12 \def\bbl@cs#1{\csname bbl@#1\endcsname}
13 \def\bbl@c1#1{\csname bbl@#1\language\endcsname}
14 \def\bbl@loop#1#2#3{\bbl@loop#1{#3}#2,\@nnil,}
15 \def\bbl@loopx#1#2{\expandafter\bbl@loop\expandafter#1\expandafter{#2}}
16 \def\bbl@loop#1#2#3,{%
17   \ifx\@nnil#3\relax\else
18     \def#1{#3}#2\bbl@afterfi\bbl@loop#1{#2}%
19   \fi}
20 \def\bbl@for#1#2#3{\bbl@loopx#1{#2}{\ifx#1\@empty\else#3\fi}}
```

`\bbl@add@list` This internal macro adds its second argument to a comma separated list in its first argument. When the list is not defined yet (or empty), it will be initiated. It presumes expandable character strings.

```
21 \def\bbl@add@list#1#2{%
22   \edef#1{%
23     \bbl@ifunset{\bbl@stripslash#1}%
24     {}%
25     {\ifx#1\@empty\else#1,\fi}%
26   #2}}
```

`\bbl@afterelse` `\bbl@afterfi` Because the code that is used in the handling of active characters may need to look ahead, we take extra care to ‘throw’ it over the `\else` and `\fi` parts of an `\if`-statement³⁰. These macros will break if another `\if... \fi` statement appears in one of the arguments and it is not enclosed in braces.

```
27 \long\def\bbl@afterelse#1\else#2\fi{\fi#1}
28 \long\def\bbl@afterfi#1\fi{\fi#1}
```

`\bbl@exp` Now, just syntactical sugar, but it makes partial expansion of some code a lot more simple and readable. Here `\` stands for `\noexpand` and `<.>` for `\noexpand` applied to a built macro name (the latter does not define the macro if undefined to `\relax`, because it is created locally). The result may be followed by extra arguments, if necessary.

```
29 \def\bbl@exp#1{%
30   \begingroup
```

³⁰This code is based on code presented in TUGboat vol. 12, no2, June 1991 in “An expansion Power Lemma” by Sonja Maus.


```

31 \let\\\noexpand
32 \def\<##1>\expandafter\noexpand\csname##1\endcsname}%
33 \edef\bbl@exp@aux{\endgroup#1}%
34 \bbl@exp@aux}

```

`\bbl@trim` The following piece of code is stolen (with some changes) from `keyval`, by David Carlisle. It defines two macros: `\bbl@trim` and `\bbl@trim@def`. The first one strips the leading and trailing spaces from the second argument and then applies the first argument (a macro, `\toks@` and the like). The second one, as its name suggests, defines the first argument as the stripped second argument.

```

35 \def\bbl@tempa#1{%
36 \long\def\bbl@trim##1##2{%
37 \futurelet\bbl@trim@a\bbl@trim@c##2\@nil\@nil#1\@nil\relax{##1}}%
38 \def\bbl@trim@c{%
39 \ifx\bbl@trim@a\@sptoken
40 \expandafter\bbl@trim@b
41 \else
42 \expandafter\bbl@trim@b\expandafter#1%
43 \fi}%
44 \long\def\bbl@trim@b#1##1 \@nil{\bbl@trim@i##1}}
45 \bbl@tempa{ }
46 \long\def\bbl@trim@i#1\@nil#2\relax#3{#3{#1}}
47 \long\def\bbl@trim@def#1{\bbl@trim{\def#1}}

```

`\bbl@ifunset` To check if a macro is defined, we create a new macro, which does the same as `\@ifundefined`. However, in an ϵ -tex engine, it is based on `\ifcsname`, which is more efficient, and do not waste memory.

```

48 \begingroup
49 \gdef\bbl@ifunset#1{%
50 \expandafter\ifx\csname#1\endcsname\relax
51 \expandafter\@firstoftwo
52 \else
53 \expandafter\@secondoftwo
54 \fi}
55 \bbl@ifunset{ifcsname}%
56 {}%
57 {\gdef\bbl@ifunset#1{%
58 \ifcsname#1\endcsname
59 \expandafter\ifx\csname#1\endcsname\relax
60 \bbl@afterelse\expandafter\@firstoftwo
61 \else
62 \bbl@afterfi\expandafter\@secondoftwo
63 \fi
64 \else
65 \expandafter\@firstoftwo
66 \fi}}
67 \endgroup

```

`\bbl@ifblank` A tool from `url`, by Donald Arseneau, which tests if a string is empty or space. The companion macros tests if a macro is defined with some ‘real’ value, ie, not `\relax` and not empty,

```

68 \def\bbl@ifblank#1{%
69 \bbl@ifblank@i#1\@nil\@nil\@secondoftwo\@firstoftwo\@nil}
70 \long\def\bbl@ifblank@i#1#2\@nil#3#4#5\@nil{#4}
71 \def\bbl@ifset#1#2#3{%
72 \bbl@ifunset{#1}{#3}{\bbl@exp{\\\bbl@ifblank{#1}}{#3}{#2}}}

```

For each element in the comma separated <key>=<value> list, execute <code> with #1 and #2 as the key and the value of current item (trimmed). In addition, the item is passed verbatim as #3. With the <key> alone, it passes \@empty (ie, the macro thus named, not an empty argument, which is what you get with <key>= and no value).

```

73 \def\bbl@forkv#1#2{%
74   \def\bbl@kvcmd##1##2##3{#2}%
75   \bbl@kvnext#1,\@nil,}
76 \def\bbl@kvnext#1,{%
77   \ifx\@nil#1\relax\else
78     \bbl@ifblank{#1}{\bbl@forkv@eq#1=\@empty=\@nil{#1}}%
79     \expandafter\bbl@kvnext
80   \fi}
81 \def\bbl@forkv@eq#1=#2=#3\@nil#4{%
82   \bbl@trim@def\bbl@forkv@a{#1}%
83   \bbl@trim{\expandafter\bbl@kvcmd\expandafter{\bbl@forkv@a}{#2}{#4}}

```

A *for* loop. Each item (trimmed), is #1. It cannot be nested (it's doable, but we don't need it).

```

84 \def\bbl@vforeach#1#2{%
85   \def\bbl@forcmd##1{#2}%
86   \bbl@fornext#1,\@nil,}
87 \def\bbl@fornext#1,{%
88   \ifx\@nil#1\relax\else
89     \bbl@ifblank{#1}{\bbl@trim\bbl@forcmd{#1}}%
90     \expandafter\bbl@fornext
91   \fi}
92 \def\bbl@foreach#1{\expandafter\bbl@vforeach\expandafter{#1}}

```

\bbl@replace

```

93 \def\bbl@replace#1#2#3{% in #1 -> repl #2 by #3
94   \toks@{}%
95   \def\bbl@replace@aux##1#2##2#2{%
96     \ifx\bbl@nil##2%
97       \toks@\expandafter{\the\toks@##1}%
98     \else
99       \toks@\expandafter{\the\toks@##1#3}%
100     \bbl@afterfi
101     \bbl@replace@aux##2#2%
102   \fi}%
103   \expandafter\bbl@replace@aux#1#2\bbl@nil#2%
104   \edef#1{\the\toks@}

```

An extension to the previous macro. It takes into account the parameters, and it is string based (ie, if you replace elax by ho, then \relax becomes \rho). No checking is done at all, because it is not a general purpose macro, and it is used by babel only when it works (an example where it does *not* work is in \bbl@TG@@date, and also fails if there are macros with spaces, because they are retokenized). It may change! (or even merged with \bbl@replace; I'm not sure ckecking the replacement is really necessary or just paranoia).

```

105 \ifx\detokenize\undefined\else % Unused macros if old Plain TeX
106   \bbl@exp{\def\\bbl@parsedef##1\detokenize{macro:}}#2->#3\relax{%
107     \def\bbl@tempa{#1}%
108     \def\bbl@tempb{#2}%
109     \def\bbl@tempe{#3}}
110   \def\bbl@sreplace#1#2#3{%
111     \begingroup
112     \expandafter\bbl@parsedef\meaning#1\relax
113     \def\bbl@tempc{#2}%
114     \edef\bbl@tempc{\expandafter\strip@prefix\meaning\bbl@tempc}%
115     \def\bbl@tempd{#3}%

```

```

116 \edef\bbl@tempd{\expandafter\strip@prefix\meaning\bbl@tempd}%
117 \bbl@xin@{\bbl@tempc}{\bbl@tempe}% If not in macro, do nothing
118 \ifin@
119 \bbl@exp{\bbl@replace\bbl@tempe{\bbl@tempc}{\bbl@tempd}}%
120 \def\bbl@tempc{% Expanded an executed below as 'uplevel'
121 \\\makeatletter % "internal" macros with @ are assumed
122 \\\scantokens{%
123 \bbl@tempa\\@namedef{\bbl@stripslash#1}\bbl@tempb{\bbl@tempe}}%
124 \catcode64=\the\catcode64\relax}% Restore @
125 \else
126 \let\bbl@tempc\@empty % Not \relax
127 \fi
128 \bbl@exp{% For the 'uplevel' assignments
129 \endgroup
130 \bbl@tempc}} % empty or expand to set #1 with changes
131 \fi

```

Two further tools. `\bbl@samestring` first expand its arguments and then compare their expansion (sanitized, so that the catcodes do not matter). `\bbl@engine` takes the following values: 0 is pdfTeX, 1 is luatex, and 2 is xetex. You may use the latter it in your language style if you want.

```

132 \def\bbl@ifsamestring#1#2{%
133 \begingroup
134 \protected@edef\bbl@tempb{#1}%
135 \edef\bbl@tempb{\expandafter\strip@prefix\meaning\bbl@tempb}%
136 \protected@edef\bbl@tempc{#2}%
137 \edef\bbl@tempc{\expandafter\strip@prefix\meaning\bbl@tempc}%
138 \ifx\bbl@tempb\bbl@tempc
139 \aftergroup\@firstoftwo
140 \else
141 \aftergroup\@secondoftwo
142 \fi
143 \endgroup}
144 \chardef\bbl@engine=%
145 \ifx\directlua\@undefined
146 \ifx\XeTeXinputencoding\@undefined
147 \z@
148 \else
149 \tw@
150 \fi
151 \else
152 \@ne
153 \fi

```

A somewhat hackish tool (hence its name) to avoid spurious spaces in some contexts.

```

154 \def\bbl@bsphack{%
155 \ifhmode
156 \hskip\z@skip
157 \def\bbl@esphack{\loop\ifdim\lastskip>\z@\unskip\repeat\unskip}%
158 \else
159 \let\bbl@esphack\@empty
160 \fi}

```

Another hackish tool, to apply case changes inside a protected macros. It's based on the internal `\let's` made by `\MakeUppercase` and `\MakeLowercase` between things like `\oe` and `\OE`.

```

161 \def\bbl@cased{%
162 \ifx\oe\OE

```

```

163 \expandafter\in@\expandafter
164 {\expandafter\OE\expandafter}\expandafter{\oe}%
165 \ifin@
166 \bbl@afterelse\expandafter\MakeUppercase
167 \else
168 \bbl@afterfi\expandafter\MakeLowercase
169 \fi
170 \else
171 \expandafter\@firstofone
172 \fi}
173 <</Basic macros>>

```

Some files identify themselves with a \LaTeX macro. The following code is placed before them to define (and then undefine) if not in \LaTeX .

```

174 <<*Make sure ProvidesFile is defined>> ≡
175 \ifx\ProvidesFile\@undefined
176 \def\ProvidesFile#1[#2 #3 #4]{%
177 \wlog{File: #1 #4 #3 <#2>}%
178 \let\ProvidesFile\@undefined}
179 \fi
180 <</Make sure ProvidesFile is defined>>

```

7.1 Multiple languages

`\language` Plain \TeX version 3.0 provides the primitive `\language` that is used to store the current language. When used with a pre-3.0 version this function has to be implemented by allocating a counter. The following block is used in `switch.def` and `hyphen.cfg`; the latter may seem redundant, but remember `babel` doesn't require loading `switch.def` in the format.

```

181 <<*Define core switching macros>> ≡
182 \ifx\language\@undefined
183 \csname newcount\endcsname\language
184 \fi
185 <</Define core switching macros>>

```

`\last@language` Another counter is used to store the last language defined. For pre-3.0 formats an extra counter has to be allocated.

`\addlanguage` This macro was introduced for \TeX < 2. Preserved for compatibility.

```

186 <<*Define core switching macros>> ≡
187 <<*Define core switching macros>> ≡
188 \countdef\last@language=19 % TODO. why? remove?
189 \def\addlanguage{\csname newlanguage\endcsname}
190 <</Define core switching macros>>

```

Now we make sure all required files are loaded. When the command `\AtBeginDocument` doesn't exist we assume that we are dealing with a plain-based format or \LaTeX 2.09. In that case the file `plain.def` is needed (which also defines `\AtBeginDocument`, and therefore it is not loaded twice). We need the first part when the format is created, and `\orig@dump` is used as a flag. Otherwise, we need to use the second part, so `\orig@dump` is not defined (`plain.def` undefines it).

Check if the current version of `switch.def` has been previously loaded (mainly, `hyphen.cfg`). If not, load it now. We cannot load `babel.def` here because we first need to declare and process the package options.

7.2 The Package File (L^AT_EX, babel.sty)

This file also takes care of a number of compatibility issues with other packages and defines a few additional package options. Apart from all the language options below we also have a few options that influence the behavior of language definition files.

Many of the following options don't do anything themselves, they are just defined in order to make it possible for babel and language definition files to check if one of them was specified by the user.

The first two options are for debugging.

```
191 <*package>
192 \NeedsTeXFormat{LaTeX2e}[2005/12/01]
193 \ProvidesPackage{babel}[<<date>> <<version>> The Babel package]
194 \@ifpackagewith{babel}{debug}
195   {\providecommand\bbl@trace[1]{\message{^^J[ #1 ]}}%
196    \let\bbl@debug\@firstofone
197    \ifx\directlua\undefined\else
198      \directlua{ Babel = Babel or {}
199        Babel.debug = true }%
200    \fi}
201 {\providecommand\bbl@trace[1]{}%
202  \let\bbl@debug\@gobble
203  \ifx\directlua\undefined\else
204    \directlua{ Babel = Babel or {}
205      Babel.debug = false }%
206  \fi}
207 <<Basic macros>>
208 % Temporarily repeat here the code for errors
209 \def\bbl@error#1#2{%
210   \begingroup
211     \def\{\MessageBreak}%
212     \PackageError{babel}{#1}{#2}%
213   \endgroup}
214 \def\bbl@warning#1{%
215   \begingroup
216     \def\{\MessageBreak}%
217     \PackageWarning{babel}{#1}%
218   \endgroup}
219 \def\bbl@infowarn#1{%
220   \begingroup
221     \def\{\MessageBreak}%
222     \GenericWarning
223       {(babel) \@spaces\@spaces\@spaces}%
224       {Package babel Info: #1}%
225   \endgroup}
226 \def\bbl@info#1{%
227   \begingroup
228     \def\{\MessageBreak}%
229     \PackageInfo{babel}{#1}%
230   \endgroup}
231 \def\bbl@nocaption{\protect\bbl@nocaption@i}
232 \def\bbl@nocaption@i#1#2{% 1: text to be printed 2: caption macro \langXname
233   \global\@namedef{#2}{\textbf{?#1?}}%
234   \@nameuse{#2}%
235   \bbl@warning{%
236     \@backslashchar#2 not set. Please, define it\\%
237     after the language has been loaded (typically\\%
238     in the preamble) with something like:\\%
239     \string\renewcommand\@backslashchar#2{..}\\%
```

```

240   Reported}}
241 \def\bbl@tentative{\protect\bbl@tentative@i}
242 \def\bbl@tentative@i#1{%
243   \bbl@warning{%
244     Some functions for '#1' are tentative.\\%
245     They might not work as expected and their behavior\\%
246     may change in the future.\\%
247     Reported}}
248 \def\@nolanerr#1{%
249   \bbl@error
250   {You haven't defined the language #1\space yet.\\%
251     Perhaps you misspelled it or your installation\\%
252     is not complete}%
253   {Your command will be ignored, type <return> to proceed}}
254 \def\@nopatterns#1{%
255   \bbl@warning
256   {No hyphenation patterns were preloaded for\\%
257     the language `#1' into the format.\\%
258     Please, configure your TeX system to add them and\\%
259     rebuild the format. Now I will use the patterns\\%
260     preloaded for \bbl@nulllanguage\space instead}}
261   % End of errors
262 \@ifpackagewith{babel}{silent}
263 {\let\bbl@info\@gobble
264   \let\bbl@infowarn\@gobble
265   \let\bbl@warning\@gobble}
266 {}
267 %
268 \def\AfterBabelLanguage#1{%
269   \global\expandafter\bbl@add\csname#1.ldf-h@@k\endcsname}%

```

If the format created a list of loaded languages (in `\bbl@languages`), get the name of the 0-th to show the actual language used. Also available with `base`, because it just shows info.

```

270 \ifx\bbl@languages\undefined\else
271   \begingroup
272     \catcode`\^^I=12
273     \@ifpackagewith{babel}{showlanguages}{%
274       \begingroup
275         \def\bbl@elt#1#2#3#4{\wlog{#2^^I#1^^I#3^^I#4}}%
276         \wlog{<*languages>}%
277         \bbl@languages
278         \wlog{</languages>}%
279       \endgroup}{%
280     \endgroup
281     \def\bbl@elt#1#2#3#4{%
282       \ifnum#2=\z@
283         \gdef\bbl@nulllanguage{#1}%
284         \def\bbl@elt##1##2##3##4{}%
285       \fi}%
286     \bbl@languages
287 \fi%

```

7.3 base

The first ‘real’ option to be processed is `base`, which set the hyphenation patterns then resets `ver@babel.sty` so that \LaTeX forgets about the first loading. After a subset of `babel.def` has been loaded (the old `switch.def`) and `\AfterBabelLanguage` defined, it exits.

Now the base option. With it we can define (and load, with luatex) hyphenation patterns, even if we are not interested in the rest of babel.

```

288 \bbl@trace{Defining option 'base'}
289 \@ifpackagewith{babel}{base}{%
290   \let\bbl@onlyswitch\@empty
291   \let\bbl@provide@locale\relax
292   \input babel.def
293   \let\bbl@onlyswitch\@undefined
294   \ifx\directlua\@undefined
295     \DeclareOption*{\bbl@patterns{\CurrentOption}}%
296   \else
297     \input luababel.def
298     \DeclareOption*{\bbl@patterns@lua{\CurrentOption}}%
299   \fi
300   \DeclareOption{base}{}%
301   \DeclareOption{showlanguages}{}%
302   \ProcessOptions
303   \global\expandafter\let\csname opt@babel.sty\endcsname\relax
304   \global\expandafter\let\csname ver@babel.sty\endcsname\relax
305   \global\let\@ifl@ter@@\@ifl@ter
306   \def\@ifl@ter#1#2#3#4#5{\global\let\@ifl@ter\@ifl@ter@@}%
307   \endinput}{}%
308 % \end{macrocode}
309 %
310 % \subsection{\texttt{key=value} options and other general option}
311 %
312 %   The following macros extract language modifiers, and only real
313 %   package options are kept in the option list. Modifiers are saved
314 %   and assigned to |\BabelModifiers| at |\bbl@load@language|; when
315 %   no modifiers have been given, the former is |\relax|. How
316 %   modifiers are handled are left to language styles; they can use
317 %   |\in@|, loop them with |\@for| or load |keyval|, for example.
318 %
319 %   \begin{macrocode}
320 \bbl@trace{key=value and another general options}
321 \bbl@csarg\let\tempa\expandafter\csname opt@babel.sty\endcsname
322 \def\bbl@tempb#1.#2{% Remove trailing dot
323   #1\ifx\@empty#2\else,\bbl@afterfi\bbl@tempb#2\fi}%
324 \def\bbl@tempd#1.#2\@nnil{% TODO. Refactor lists?
325   \ifx\@empty#2%
326     \edef\bbl@tempc{\ifx\bbl@tempc\@empty\else\bbl@tempc,\fi#1}%
327   \else
328     \in@{,provide,},{, #1,}%
329     \ifin@
330       \edef\bbl@tempc{%
331         \ifx\bbl@tempc\@empty\else\bbl@tempc,\fi#1.\bbl@tempb#2}%
332     \else
333       \in@{=}{, #1}%
334       \ifin@
335         \edef\bbl@tempc{\ifx\bbl@tempc\@empty\else\bbl@tempc,\fi#1.#2}%
336       \else
337         \edef\bbl@tempc{\ifx\bbl@tempc\@empty\else\bbl@tempc,\fi#1}%
338       \bbl@csarg\edef{mod#1}{\bbl@tempb#2}%
339     \fi
340   \fi
341 \fi}
342 \let\bbl@tempc\@empty
343 \bbl@foreach\bbl@tempa{\bbl@tempd#1.\@empty\@nnil}

```

```
344 \expandafter\let\csname opt@babel.sty\endcsname\bbl@tempc
```

The next option tells babel to leave shorthand characters active at the end of processing the package. This is *not* the default as it can cause problems with other packages, but for those who want to use the shorthand characters in the preamble of their documents this can help.

```
345 \DeclareOption{KeepShorthandsActive}{}
346 \DeclareOption{activeacute}{}
347 \DeclareOption{activegrave}{}
348 \DeclareOption{debug}{}
349 \DeclareOption{noconfigs}{}
350 \DeclareOption{showlanguages}{}
351 \DeclareOption{silent}{}
352 \DeclareOption{mono}{}
353 \DeclareOption{shorthands=off}{\bbl@tempa shorthands=\bbl@tempa}
354 \chardef\bbl@iniflag\z@
355 \DeclareOption{provide=*}{\chardef\bbl@iniflag\@ne} % main -> +1
356 \DeclareOption{provide+=*}{\chardef\bbl@iniflag\@tw@} % add = 2
357 \DeclareOption{provide*=*}{\chardef\bbl@iniflag\@thr@} % add + main
358 % A separate option
359 \let\bbl@autoload@options\@empty
360 \DeclareOption{provide@=*}{\def\bbl@autoload@options{import}}
361 % Don't use. Experimental. TODO.
362 \newif\ifbbl@single
363 \DeclareOption{selectors=off}{\bbl@singletrue}
364 <<More package options>>
```

Handling of package options is done in three passes. (I [JBL] am not very happy with the idea, anyway.) The first one processes options which has been declared above or follow the syntax <key>=<value>, the second one loads the requested languages, except the main one if set with the key main, and the third one loads the latter. First, we “flag” valid keys with a nil value.

```
365 \let\bbl@opt@shorthands\@nnil
366 \let\bbl@opt@config\@nnil
367 \let\bbl@opt@main\@nnil
368 \let\bbl@opt@headfoot\@nnil
369 \let\bbl@opt@layout\@nnil
```

The following tool is defined temporarily to store the values of options.

```
370 \def\bbl@tempa#1=#2\bbl@tempa{%
371   \bbl@csarg\ifx{opt@#1}\@nnil
372     \bbl@csarg\edef{opt@#1}{#2}%
373   \else
374     \bbl@error
375     {Bad option `#1=#2'. Either you have misspelled the\\%
376     key or there is a previous setting of `#1'. Valid\\%
377     keys are, among others, `shorthands', `main', `bidi',\\%
378     `strings', `config', `headfoot', `safe', `math'.}%
379     {See the manual for further details.}
380   \fi}
```

Now the option list is processed, taking into account only currently declared options (including those declared with a =), and <key>=<value> options (the former take precedence). Unrecognized options are saved in \bbl@language@opts, because they are language options.

```
381 \let\bbl@language@opts\@empty
382 \DeclareOption*{%
383   \bbl@xin@{\string=}{\CurrentOption}%
```



```

384 \ifin@
385 \expandafter\bbbl@tempa\CurrentOption\bbbl@tempa
386 \else
387 \bbbl@add@list\bbbl@language@opts{\CurrentOption}%
388 \fi}

```

Now we finish the first pass (and start over).

```

389 \ProcessOptions*

```

7.4 Conditional loading of shorthands

If there is no `shorthands=<chars>`, the original babel macros are left untouched, but if there is, these macros are wrapped (in `babel.def`) to define only those given.

A bit of optimization: if there is no `shorthands=`, then `\bbbl@ifshorthand` is always true, and it is always false if `shorthands` is empty. Also, some code makes sense only with `shorthands=...`

```

390 \bbbl@trace{Conditional loading of shorthands}
391 \def\bbbl@sh@string#1{%
392   \ifx#1\@empty\else
393     \ifx#1t\string~%
394     \else\ifx#1c\string,%
395     \else\string#1%
396     \fi\fi
397   \expandafter\bbbl@sh@string
398   \fi}
399 \ifx\bbbl@opt@shorthands\@nnil
400   \def\bbbl@ifshorthand#1#2#3{#2}%
401 \else\ifx\bbbl@opt@shorthands\@empty
402   \def\bbbl@ifshorthand#1#2#3{#3}%
403 \else

```

The following macro tests if a shorthand is one of the allowed ones.

```

404 \def\bbbl@ifshorthand#1{%
405   \bbbl@xin@\string#1}{\bbbl@opt@shorthands}%
406   \ifin@
407     \expandafter\@firstoftwo
408   \else
409     \expandafter\@secondoftwo
410   \fi}

```

We make sure all chars in the string are ‘other’, with the help of an auxiliary macro defined above (which also zaps spaces).

```

411 \edef\bbbl@opt@shorthands{%
412   \expandafter\bbbl@sh@string\bbbl@opt@shorthands\@empty}%

```

The following is ignored with `shorthands=off`, since it is intended to take some additional actions for certain chars.

```

413 \bbbl@ifshorthand{'}%
414   {\PassOptionsToPackage{activeacute}{babel}}{}
415 \bbbl@ifshorthand{`}%
416   {\PassOptionsToPackage{activegrave}{babel}}{}
417 \fi\fi

```

With `headfoot=lang` we can set the language used in heads/foots. For example, in `babel/3796` just adds `headfoot=english`. It misuses `\@resetactivechars` but seems to work.

```

418 \ifx\bbbl@opt@headfoot\@nnil\else

```

```

419 \g@addto@macro\@resetactivechars{%
420   \set@typeset@protect
421   \expandafter\select@language@x\expandafter{\bbl@opt@headfoot}%
422   \let\protect\noexpand}
423 \fi

```

For the option `safe` we use a different approach – `\bbl@opt@safe` says which macros are redefined (B for bibs and R for refs). By default, both are set.

```

424 \ifx\bbl@opt@safe\undefined
425   \def\bbl@opt@safe{BR}
426 \fi
427 \ifx\bbl@opt@main\@nnil\else
428   \edef\bbl@language@opts{%
429     \ifx\bbl@language@opts\empty\else\bbl@language@opts,\fi
430     \bbl@opt@main}
431 \fi

```

For layout an auxiliary macro is provided, available for packages and language styles. Optimization: if there is no layout, just do nothing.

```

432 \bbl@trace{Defining IfBabelLayout}
433 \ifx\bbl@opt@layout\@nnil
434   \newcommand\IfBabelLayout[3]{#3}%
435 \else
436   \newcommand\IfBabelLayout[1]{%
437     \@expandtwoargs\in@{.#1.}{.\bbl@opt@layout.}%
438     \ifin@
439       \expandafter\@firstoftwo
440     \else
441       \expandafter\@secondoftwo
442     \fi}
443 \fi

```

Common definitions. *In progress.* Still based on `babel.def`, but the code should be moved here.

```

444 \input babel.def

```

7.5 Cross referencing macros

The \LaTeX book states:

The *key* argument is any sequence of letters, digits, and punctuation symbols; upper- and lowercase letters are regarded as different.

When the above quote should still be true when a document is typeset in a language that has active characters, special care has to be taken of the category codes of these characters when they appear in an argument of the cross referencing macros.

When a cross referencing command processes its argument, all tokens in this argument should be character tokens with category ‘letter’ or ‘other’.

The following package options control which macros are to be redefined.

```

445 <<{*More package options}>> ≡
446 \DeclareOption{safe=none}{\let\bbl@opt@safe\empty}
447 \DeclareOption{safe=bib}{\def\bbl@opt@safe{B}}
448 \DeclareOption{safe=ref}{\def\bbl@opt@safe{R}}
449 <</More package options>>

```

`\@newl@bel` First we open a new group to keep the changed setting of `\protect` local and then we set the `@safe@actives` switch to true to make sure that any shorthand that appears in any of the arguments immediately expands to its non-active self.

```

450 \bbl@trace{Cross referencing macros}
451 \ifx\bbl@opt@safe\empty\else
452   \def\@newl@bel#1#2#3{%
453     {\@safe@activetrue
454       \bbl@ifunset{#1@#2}%
455       \relax
456       {\gdef\@multiplelabels{%
457         \@latex@warning@no@line{There were multiply-defined labels}}%
458         \@latex@warning@no@line{Label `#2' multiply defined}}%
459       \global\@namedef{#1@#2}{#3}}}%

```

`\@testdef` An internal \LaTeX macro used to test if the labels that have been written on the .aux file have changed. It is called by the `\enddocument` macro.

```

460 \CheckCommand*\@testdef[3]{%
461   \def\reserved@a{#3}%
462   \expandafter\ifx\csname#1@#2\endcsname\reserved@a
463   \else
464     \@tempwattrue
465   \fi}

```

Now that we made sure that `\@testdef` still has the same definition we can rewrite it. First we make the shorthands ‘safe’. Then we use `\bbl@tempa` as an ‘alias’ for the macro that contains the label which is being checked. Then we define `\bbl@tempb` just as `\@newl@bel` does it. When the label is defined we replace the definition of `\bbl@tempa` by its meaning. If the label didn’t change, `\bbl@tempa` and `\bbl@tempb` should be identical macros.

```

466 \def\@testdef#1#2#3{% TODO. With @samestring?
467   \@safe@activetrue
468   \expandafter\let\expandafter\bbl@tempa\csname #1@#2\endcsname
469   \def\bbl@tempb{#3}%
470   \@safe@activetrue
471   \ifx\bbl@tempa\relax
472   \else
473     \edef\bbl@tempa{\expandafter\strip@prefix\meaning\bbl@tempa}%
474   \fi
475   \edef\bbl@tempb{\expandafter\strip@prefix\meaning\bbl@tempb}%
476   \ifx\bbl@tempa\bbl@tempb
477   \else
478     \@tempwattrue
479   \fi}
480 \fi

```

`\ref` `\pageref` The same holds for the macro `\ref` that references a label and `\pageref` to reference a page. We make them robust as well (if they weren’t already) to prevent problems if they should become expanded at the wrong moment.

```

481 \bbl@xin@{R}\bbl@opt@safe
482 \ifin@
483   \bbl@redefineroobust\ref#1{%
484     \@safe@activetrue\org@ref{#1}\@safe@activetrue}
485   \bbl@redefineroobust\pageref#1{%
486     \@safe@activetrue\org@pageref{#1}\@safe@activetrue}
487 \else
488   \let\org@ref\ref
489   \let\org@pageref\pageref
490 \fi

```

`\@citex` The macro used to cite from a bibliography, `\cite`, uses an internal macro, `\@citex`. It is this internal macro that picks up the argument(s), so we redefine this internal macro and

leave `\cite` alone. The first argument is used for typesetting, so the shorthands need only be deactivated in the second argument.

```
491 \bbl@xin@{B}\bbl@opt@safe
492 \ifin@
493 \bbl@redefine\@citex[#1]#2{%
494   \@safe@activetrue\edef\@tempa{#2}\@safe@activesfalse
495   \org@@citex[#1]{\@tempa}}
```

Unfortunately, the packages `natbib` and `cite` need a different definition of `\@citex`... To begin with, `natbib` has a definition for `\@citex` with *three* arguments... We only know that a package is loaded when `\begin{document}` is executed, so we need to postpone the different redefinition.

```
496 \AtBeginDocument{%
497   \ifpackageloaded{natbib}{%
```

Notice that we use `\def` here instead of `\bbl@redefine` because `\org@@citex` is already defined and we don't want to overwrite that definition (it would result in parameter stack overflow because of a circular definition).

(Recent versions of `natbib` change dynamically `\@citex`, so PR4087 doesn't seem fixable in a simple way. Just load `natbib` before.)

```
498   \def\@citex[#1][#2]#3{%
499     \@safe@activetrue\edef\@tempa{#3}\@safe@activesfalse
500     \org@@citex[#1][#2]{\@tempa}}%
501   }{}}
```

The package `cite` has a definition of `\@citex` where the shorthands need to be turned off in both arguments.

```
502 \AtBeginDocument{%
503   \ifpackageloaded{cite}{%
504     \def\@citex[#1]#2{%
505       \@safe@activetrue\org@@citex[#1]{#2}\@safe@activesfalse}%
506     }{}}
```

`\nocite` The macro `\nocite` which is used to instruct Bi_BT_EX to extract uncited references from the database.

```
507 \bbl@redefine\nocite#1{%
508   \@safe@activetrue\org@nocite{#1}\@safe@activesfalse}
```

`\bibcite` The macro that is used in the `.aux` file to define citation labels. When packages such as `natbib` or `cite` are not loaded its second argument is used to typeset the citation label. In that case, this second argument can contain active characters but is used in an environment where `\@safe@activetrue` is in effect. This switch needs to be reset inside the `\hbox` which contains the citation label. In order to determine during `.aux` file processing which definition of `\bibcite` is needed we define `\bbl@bblcite` in such a way that it redefines itself with the proper definition. We call `\bbl@cite@choice` to select the proper definition for `\bbl@bblcite`. This new definition is then activated.

```
509 \bbl@redefine\bbl@bblcite{%
510   \bbl@cite@choice
511   \bbl@bblcite}
```

`\bbl@bblcite` The macro `\bbl@bblcite` holds the definition of `\bbl@bblcite` needed when neither `natbib` nor `cite` is loaded.

```
512 \def\bbl@bblcite#1#2{%
513   \org@bblcite{#1}{\@safe@activesfalse#2}}
```

`\bbl@cite@choice` The macro `\bbl@cite@choice` determines which definition of `\bibcite` is needed. First we give `\bibcite` its default definition.

```
514 \def\bbl@cite@choice{%
515   \global\let\bibcite\bbl\bibcite
516   \@ifpackageloaded{natbib}{\global\let\bibcite\org\bibcite}{}%
517   \@ifpackageloaded{cite}{\global\let\bibcite\org\bibcite}{}%
518   \global\let\bbl@cite@choice\relax}
```

When a document is run for the first time, no `.aux` file is available, and `\bibcite` will not yet be properly defined. In this case, this has to happen before the document starts.

```
519 \AtBeginDocument{\bbl@cite@choice}
```

`\@bibitem` One of the two internal \TeX macros called by `\bibitem` that write the citation label on the `.aux` file.

```
520 \bbl@redefine\@bibitem#1{%
521   \@safe@activetrue\org@bibitem{#1}\@safe@activesfalse}
522 \else
523   \let\org@nocite\nocite
524   \let\org@@citex\@citex
525   \let\org@bibcite\bibcite
526   \let\org@bibitem\@bibitem
527 \fi
```

7.6 Marks

`\markright` Because the output routine is asynchronous, we must pass the current language attribute to the head lines. To achieve this we need to adapt the definition of `\markright` and `\markboth` somewhat. However, headlines and footlines can contain text outside marks; for that we must take some actions in the output routine if the 'headfoot' options is used. We need to make some redefinitions to the output routine to avoid an endless loop and to correctly handle the page number in bidi documents.

```
528 \bbl@trace{Marks}
529 \IfBabelLayout{sectioning}
530   {\ifx\bbl@opt@headfoot\@nnil
531     \g@addto@macro\@resetactivechars{%
532       \set@typeset@protect
533       \expandafter\select@language@x\expandafter{\bbl@main@language}%
534       \let\protect\noexpand
535       \ifcase\bbl@bidimode\else % Only with bidi. See also above
536         \edef\thepage{%
537           \noexpand\babelsublr{\unexpanded\expandafter{\thepage}}}%
538       \fi}%
539   \fi}
540 {\ifbbl@single\else
541   \bbl@ifunset{markright } \bbl@redefine\bbl@redefineroobust
542   \markright#1{%
543     \bbl@ifblank{#1}%
544     {\org@markright}{}%
545     {\toks@{#1}%
546       \bbl@exp{%
547         \org@markright{\protect\foreignlanguage{\language}\thepage}%
548         {\protect\bbl@restore@actives\the\toks@}}}%
549   }
```

`\markboth` The definition of `\markboth` is equivalent to that of `\markright`, except that we need two token registers. The documentclasses `report` and `book` define and set the headings for the page. While doing so they also store a copy of `\markboth` in `\@mkboth`. Therefore we need

to check whether `\mkboth` has already been set. If so we need to do that again with the new definition of `\markboth`. (As of Oct 2019, \TeX stores the definition in an intermediate macro, so it's not necessary anymore, but it's preserved for older versions.)

```

549 \ifx\mkboth\markboth
550   \def\bbl@tempc{\let\mkboth\markboth}
551 \else
552   \def\bbl@tempc{}
553 \fi
554 \bbl@ifunset{markboth }{\bbl@redefine\bbl@redefineroobust
555 \markboth#1#2}%
556   \protected@edef\bbl@tempb##1{%
557     \protect\foreignlanguage
558     {\language\name}{\protect\bbl@restore@actives##1}}%
559   \bbl@ifblank{#1}%
560     {\toks@{}}%
561     {\toks@\expandafter{\bbl@tempb{#1}}}%
562   \bbl@ifblank{#2}%
563     {\@temptokena{}}%
564     {\@temptokena\expandafter{\bbl@tempb{#2}}}%
565   \bbl@exp{\org@markboth{\the\toks@}{\the\@temptokena}}
566   \bbl@tempc
567 \fi} % end ifbbl@single, end \IfBabelLayout

```

7.7 Preventing clashes with other packages

7.7.1 `ifthen`

`\ifthenelse` Sometimes a document writer wants to create a special effect depending on the page a certain fragment of text appears on. This can be achieved by the following piece of code:

```

\ifthenelse{\isodd{\pageref{some:label}}}
  {code for odd pages}
  {code for even pages}

```

In order for this to work the argument of `\isodd` needs to be fully expandable. With the above redefinition of `\pageref` it is not in the case of this example. To overcome that, we add some code to the definition of `\ifthenelse` to make things work.

We want to revert the definition of `\pageref` and `\ref` to their original definition for the first argument of `\ifthenelse`, so we first need to store their current meanings. Then we can set the `\@safe@actives` switch and call the original `\ifthenelse`. In order to be able to use shorthands in the second and third arguments of `\ifthenelse` the resetting of the switch *and* the definition of `\pageref` happens inside those arguments.

```

568 \bbl@trace{Preventing clashes with other packages}
569 \bbl@xin@{R}\bbl@opt@safe
570 \ifin@
571 \AtBeginDocument{%
572   \@ifpackageloaded{ifthen}{%
573     \bbl@redefine@long\ifthenelse#1#2#3{%
574       \let\bbl@temp@pref\pageref
575       \let\pageref\org@pageref
576       \let\bbl@temp@ref\ref
577       \let\ref\org@ref
578       \@safe@activestrue
579       \org@ifthenelse{#1}%
580       {\let\pageref\bbl@temp@pref
581        \let\ref\bbl@temp@ref

```

```

582         \@safe@activesfalse
583         #2}%
584     {\let\pageref\bb1@temp@pref
585      \let\ref\bb1@temp@ref
586      \@safe@activesfalse
587      #3}%
588     }%
589   }{}%
590 }

```

7.7.2 varioref

`\@@vpageref` When the package `varioref` is in use we need to modify its internal command `\@@vpageref` in order to prevent problems when an active character ends up in the argument of `\vref`.
`\vrefpagenum` The same needs to happen for `\vrefpagenum`.
`\Ref`

```

591 \AtBeginDocument{%
592   \ifpackageloaded{varioref}{%
593     \bb1@redefine\@@vpageref#1[#2]#3{%
594       \@safe@activestrue
595       \org@@vpageref{#1}[#2]{#3}%
596       \@safe@activesfalse}%
597     \bb1@redefine\vrefpagenum#1#2{%
598       \@safe@activestrue
599       \org\vrefpagenum{#1}{#2}%
600       \@safe@activesfalse}%

```

The package `varioref` defines `\Ref` to be a robust command which uppercases the first character of the reference text. In order to be able to do that it needs to access the expandable form of `\ref`. So we employ a little trick here. We redefine the (internal) command `\Ref` to call `\org@ref` instead of `\ref`. The disadvantage of this solution is that whenever the definition of `\Ref` changes, this definition needs to be updated as well.

```

601   \expandafter\def\csname Ref \endcsname#1{%
602     \protected@edef\@tempa{\org@ref{#1}}\expandafter\MakeUppercase\@tempa}
603   }{}%
604 }
605 \fi

```

7.7.3 hhline

`\hhline` Delaying the activation of the shorthand characters has introduced a problem with the `hhline` package. The reason is that it uses the “`:`” character which is made active by the french support in `babel`. Therefore we need to *reload* the package when the “`:`” is an active character. Note that this happens *after* the category code of the `@`-sign has been changed to other, so we need to temporarily change it to letter again.

```

606 \AtEndOfPackage{%
607   \AtBeginDocument{%
608     \ifpackageloaded{hhline}%
609     {\expandafter\ifx\csname normal@char\string\endcsname\relax
610      \else
611        \makeatletter
612        \def\@currname{hhline}\input{hhline.sty}\makeatother
613        \fi}%
614     {}}}

```

7.7.4 hyperref

`\pdfstringdefDisableCommands` A number of interworking problems between `babel` and `hyperref` are tackled by `hyperref` itself. The following code was introduced to prevent some annoying warnings but it broke bookmarks. This was quickly fixed in `hyperref`, which essentially made it no-op. However, it will not be removed for the moment because `hyperref` is expecting it. TODO. Still true? Commented out in 2020/07/27.

```
615 % \AtBeginDocument{%
616 %   \ifx\pdfstringdefDisableCommands\@undefined\else
617 %     \pdfstringdefDisableCommands{\languageshorthands{system}}%
618 %   \fi}
```

7.7.5 fancyhdr

`\FOREIGNLANGUAGE` The package `fancyhdr` treats the running head and foot lines somewhat differently as the standard classes. A symptom of this is that the command `\foreignlanguage` which `babel` adds to the marks can end up inside the argument of `\MakeUppercase`. To prevent unexpected results we need to define `\FOREIGNLANGUAGE` here.

```
619 \DeclareRobustCommand{\FOREIGNLANGUAGE}[1]{%
620   \lowercase{\foreignlanguage{#1}}}
```

`\substitutefontfamily` The command `\substitutefontfamily` creates an `.fd` file on the fly. The first argument is an encoding mnemonic, the second and third arguments are font family names. This command is deprecated. Use the tools provided by `ℒATX`.

```
621 \def\substitutefontfamily#1#2#3{%
622   \lowercase{\immediate\openout15=#1#2.fd\relax}%
623   \immediate\write15{%
624     \string\ProvidesFile{#1#2.fd}%
625     [\the\year/\two@digits{\the\month}/\two@digits{\the\day}
626     \space generated font description file]^{}
627     \string\DeclareFontFamily{#1}{#2}{}^{}
628     \string\DeclareFontShape{#1}{#2}{m}{n}{<->ssub * #3/m/n}{}^{}
629     \string\DeclareFontShape{#1}{#2}{m}{it}{<->ssub * #3/m/it}{}^{}
630     \string\DeclareFontShape{#1}{#2}{m}{sl}{<->ssub * #3/m/sl}{}^{}
631     \string\DeclareFontShape{#1}{#2}{m}{sc}{<->ssub * #3/m/sc}{}^{}
632     \string\DeclareFontShape{#1}{#2}{b}{n}{<->ssub * #3/bx/n}{}^{}
633     \string\DeclareFontShape{#1}{#2}{b}{it}{<->ssub * #3/bx/it}{}^{}
634     \string\DeclareFontShape{#1}{#2}{b}{sl}{<->ssub * #3/bx/sl}{}^{}
635     \string\DeclareFontShape{#1}{#2}{b}{sc}{<->ssub * #3/bx/sc}{}^{}
636   }%
637   \closeout15
638 }
639 \@onlypreamble\substitutefontfamily
```

7.8 Encoding and fonts

Because documents may use non-ASCII font encodings, we make sure that the logos of `TEX` and `ℒATX` always come out in the right encoding. There is a list of non-ASCII encodings. Unfortunately, `fontenc` deletes its package options, so we must guess which encodings has been loaded by traversing `\@filelist` to search for `<enc>enc.def`. If a non-ASCII has been loaded, we define versions of `\TeX` and `\LaTeX` for them using `\ensureascii`. The default ASCII encoding is set, too (in reverse order): the “main” encoding (when the document begins), the last loaded, or OT1.

`\ensureascii`

```
640 \bbl@trace{Encoding and fonts}
```



```

641 \newcommand\BabelNonASCII{LGR,X2,OT2,OT3,OT6,LHE,LWN,LMA,LMC,LMS,LMU,PU,PD1}
642 \newcommand\BabelNonText{TS1,T3,TS3}
643 \let\org@TeX\TeX
644 \let\org@LaTeX\LaTeX
645 \let\ensureascii\@firstofone
646 \AtBeginDocument{%
647   \in@false
648   \bbl@foreach\BabelNonASCII{% is there a text non-ascii enc?
649     \ifin@ \else
650       \lowercase{\bbl@xin@{,#1enc.def,}{,\@filelist,}}%
651     \fi}%
652   \ifin@ % if a text non-ascii has been loaded
653     \def\ensureascii#1{{\fontencoding{OT1}\selectfont#1}}%
654     \DeclareTextCommandDefault{\TeX}{\org@TeX}%
655     \DeclareTextCommandDefault{\LaTeX}{\org@LaTeX}%
656     \def\bbl@tempb#1\@{\uppercase{\bbl@tempc#1}ENC.DEF\@empty\@}%
657     \def\bbl@tempc#1ENC.DEF#2\@{\%
658       \ifx\@empty#2\else
659         \bbl@ifunset{T@#1}%
660         {}%
661         {\bbl@xin@{,#1,}{,\BabelNonASCII,\BabelNonText,}}%
662       \ifin@
663         \DeclareTextCommand{\TeX}{#1}{\ensureascii{\org@TeX}}%
664         \DeclareTextCommand{\LaTeX}{#1}{\ensureascii{\org@LaTeX}}%
665       \else
666         \def\ensureascii##1{{\fontencoding{#1}\selectfont##1}}%
667       \fi}%
668     \fi}%
669   \bbl@foreach\@filelist{\bbl@tempb#1\@}% TODO - \@ de mas??
670   \bbl@xin@{\cf@encoding,}{,\BabelNonASCII,\BabelNonText,}%
671   \ifin@ \else
672     \edef\ensureascii#1{%
673       \noexpand\fontencoding{\cf@encoding}\noexpand\selectfont#1}}%
674   \fi
675 \fi}

```

Now comes the old deprecated stuff (with a little change in 3.9l, for fontspec). The first thing we need to do is to determine, at `\begin{document}`, which latin fontencoding to use.

`\latinencoding` When text is being typeset in an encoding other than ‘latin’ (OT1 or T1), it would be nice to still have Roman numerals come out in the Latin encoding. So we first assume that the current encoding at the end of processing the package is the Latin encoding.

```

676 \AtEndOfPackage{\edef\latinencoding{\cf@encoding}}

```

But this might be overruled with a later loading of the package fontenc. Therefore we check at the execution of `\begin{document}` whether it was loaded with the T1 option. The normal way to do this (using `\@ifpackageloaded`) is disabled for this package. Now we have to revert to parsing the internal macro `\@filelist` which contains all the filenames loaded.

```

677 \AtBeginDocument{%
678   \@ifpackageloaded{fontspec}%
679   {\xdef\latinencoding{%
680     \ifx\UTFencname\@undefined
681       EU\ifcase\bbl@engine\or2\or1\fi
682     \else
683       \UTFencname
684     \fi}}%
685   {\gdef\latinencoding{OT1}%

```

```

686 \ifx\cf@encoding\bbl@t@one
687 \xdef\latinencoding{\bbl@t@one}%
688 \else
689 \ifx\@fontenc@load@list\@undefined
690 \@ifl@aded{def}{t1enc}{\xdef\latinencoding{\bbl@t@one}}{}%
691 \else
692 \def\@elt#1{,#1,}%
693 \edef\bbl@tempa{\expandafter\@gobbletwo\@fontenc@load@list}%
694 \let\@elt\relax
695 \bbl@xin@{,T1,}\bbl@tempa
696 \ifin@
697 \xdef\latinencoding{\bbl@t@one}%
698 \fi
699 \fi
700 \fi}}

```

`\latintext` Then we can define the command `\latintext` which is a declarative switch to a latin font-encoding. Usage of this macro is deprecated.

```

701 \DeclareRobustCommand{\latintext}{%
702 \fontencoding{\latinencoding}\selectfont
703 \def\encodingdefault{\latinencoding}}

```

`\textlatin` This command takes an argument which is then typeset using the requested font encoding. In order to avoid many encoding switches it operates in a local scope.

```

704 \ifx\@undefined\DeclareTextFontCommand
705 \DeclareRobustCommand{\textlatin}[1]{\leavevmode{\latintext #1}}
706 \else
707 \DeclareTextFontCommand{\textlatin}{\latintext}
708 \fi

```

7.9 Basic bidi support

Work in progress. This code is currently placed here for practical reasons. It will be moved to the correct place soon, I hope.

It is loosely based on `rlbabel.def`, but most of it has been developed from scratch. This babel module (by Johannes Braams and Boris Lavva) has served the purpose of typesetting R documents for two decades, and despite its flaws I think it is still a good starting point (some parts have been copied here almost verbatim), partly thanks to its simplicity. I’ve also looked at ARABI (by Youssef Jabri), which is compatible with babel.

There are two ways of modifying macros to make them “bidi”, namely, by patching the internal low-level macros (which is what I have done with lists, columns, counters, tocs, much like `rlbabel` did), and by introducing a “middle layer” just below the user interface (sectioning, footnotes).

- `pdftex` provides a minimal support for bidi text, and it must be done by hand. Vertical typesetting is not possible.
- `xetex` is somewhat better, thanks to its font engine (even if not always reliable) and a few additional tools. However, very little is done at the paragraph level. Another challenging problem is text direction does not honour $\text{T}_{\text{E}}\text{X}$ grouping.
- `luatex` can provide the most complete solution, as we can manipulate almost freely the node list, the generated lines, and so on, but bidi text does not work out of the box and some development is necessary. It also provides tools to properly set left-to-right and right-to-left page layouts. As `LuaTEX-jā` shows, vertical typesetting is possible, too.

As a first step, add a handler for bidi and digits (and potentially other processes) just before `luaotfload` is applied, which is loaded by default by \LaTeX . Just in case, consider the possibility it has not been loaded.

```

709 \ifodd\bbl@engine
710   \def\bbl@activate@preotf{%
711     \let\bbl@activate@preotf\relax % only once
712     \directlua{
713       Babel = Babel or {}
714       %
715       function Babel.pre_otfload_v(head)
716         if Babel.numbers and Babel.digits_mapped then
717           head = Babel.numbers(head)
718         end
719         if Babel.bidi_enabled then
720           head = Babel.bidi(head, false, dir)
721         end
722         return head
723       end
724       %
725       function Babel.pre_otfload_h(head, gc, sz, pt, dir)
726         if Babel.numbers and Babel.digits_mapped then
727           head = Babel.numbers(head)
728         end
729         if Babel.bidi_enabled then
730           head = Babel.bidi(head, false, dir)
731         end
732         return head
733       end
734       %
735       luatexbase.add_to_callback('pre_linebreak_filter',
736         Babel.pre_otfload_v,
737         'Babel.pre_otfload_v',
738       luatexbase.priority_in_callback('pre_linebreak_filter',
739         'luaotfload.node_processor') or nil)
740       %
741       luatexbase.add_to_callback('hpack_filter',
742         Babel.pre_otfload_h,
743         'Babel.pre_otfload_h',
744       luatexbase.priority_in_callback('hpack_filter',
745         'luaotfload.node_processor') or nil)
746     }}
747 \fi

```

The basic setup. In `luatex`, the output is modified at a very low level to set the `\bodydir` to the `\pagedir`.

```

748 \bbl@trace{Loading basic (internal) bidi support}
749 \ifodd\bbl@engine
750   \ifnum\bbl@bidimode>100 \ifnum\bbl@bidimode<200
751     \let\bbl@beforeforeign\leavevmode
752     \AtEndOfPackage{\EnableBabelHook{babel-bidi}}
753     \RequirePackage{luatexbase}
754     \bbl@activate@preotf
755     \directlua{
756       require('babel-data-bidi.lua')
757       \ifcase\expandafter\@gobbletwo\the\bbl@bidimode\or
758         require('babel-bidi-basic.lua')
759       \or
760         require('babel-bidi-basic-r.lua')

```

```

761     \fi}
762 % TODO - to locale_props, not as separate attribute
763 \newattribute\bbl@attr@dir
764 % TODO. I don't like it, hackish:
765 \bbl@exp{\output{\bodydir\pagedir\the\output}}
766 \AtEndOfPackage{\EnableBabelHook{babel-bidi}}
767 \fi\fi
768 \else
769 \ifnum\bbl@bidimode>100 \ifnum\bbl@bidimode<200
770   \bbl@error
771   {The bidi method 'basic' is available only in\\%
772     luatex. I'll continue with 'bidi=default', so\\%
773     expect wrong results}%
774   {See the manual for further details.}%
775   \let\bbl@beforeforeign\leavevmode
776   \AtEndOfPackage{%
777     \EnableBabelHook{babel-bidi}%
778     \bbl@xebidipar}
779 \fi\fi
780 \def\bbl@loadxebidi#1{%
781   \ifx\RTLfootnotetext\@undefined
782     \AtEndOfPackage{%
783       \EnableBabelHook{babel-bidi}%
784       \ifx\fontspec\@undefined
785         \bbl@loadfontspec % bidi needs fontspec
786         \fi
787       \usepackage#1{bidi}}%
788   \fi}
789 \ifnum\bbl@bidimode>200
790   \ifcase\expandafter\@gobbletwo\the\bbl@bidimode\or
791     \bbl@tentative{bidi=bidi}
792     \bbl@loadxebidi{}
793   \or
794     \bbl@loadxebidi{[rldocument]}
795   \or
796     \bbl@loadxebidi{}
797   \fi
798 \fi
799 \fi
800 \ifnum\bbl@bidimode=\@ne
801   \let\bbl@beforeforeign\leavevmode
802   \ifodd\bbl@engine
803     \newattribute\bbl@attr@dir
804     \bbl@exp{\output{\bodydir\pagedir\the\output}}%
805   \fi
806   \AtEndOfPackage{%
807     \EnableBabelHook{babel-bidi}%
808     \ifodd\bbl@engine\else
809       \bbl@xebidipar
810     \fi}
811 \fi

```

Now come the macros used to set the direction when a language is switched. First the (mostly) common macros.

```

812 \bbl@trace{Macros to switch the text direction}
813 \def\bbl@alscripts{,Arabic,Syriac,Thaana,}
814 \def\bbl@rscripts{% TODO. Base on codes ??
815   ,Imperial Aramaic,Avestan,Cypriot,Hatran,Hebrew,%
816   Old Hungarian,Old Hungarian,Lydian,Mandaean,Manichaeen,%

```

```

817 Manichaeae, Meroitic Cursive, Meroitic, Old North Arabian, %
818 Nabataean, N'Ko, Orkhon, Palmyrene, Inscriptional Pahlavi, %
819 Psalter Pahlavi, Phoenician, Inscriptional Parthian, Samaritan, %
820 Old South Arabian, %}
821 \def\babelprovide@dirs#1{%
822   \babel@xinn{\csname babel@name@#1\endcsname}{\babel@alscripts\babel@rscripts}%
823   \ifin@
824     \global\babel@csarg\chardef{wdir@#1}\@ne
825     \babel@xinn{\csname babel@name@#1\endcsname}{\babel@alscripts}%
826     \ifin@
827       \global\babel@csarg\chardef{wdir@#1}\tw@ % useless in xetex
828     \fi
829   \else
830     \global\babel@csarg\chardef{wdir@#1}\z@
831   \fi
832   \ifodd\babel@engine
833     \babel@csarg\ifcase{wdir@#1}%
834       \directlua{ Babel.locale_props[\the\localeid].texdir = 'l' }%
835     \or
836       \directlua{ Babel.locale_props[\the\localeid].texdir = 'r' }%
837     \or
838       \directlua{ Babel.locale_props[\the\localeid].texdir = 'al' }%
839     \fi
840   \fi}
841 \def\babel@switchdir{%
842   \babel@ifunset{babel@sys@\languagename}{\babel@provide@sys{\languagename}}{}%
843   \babel@ifunset{babel@wdir@\languagename}{\babel@provide@dirs{\languagename}}{}%
844   \babel@exp{\babel@setdirs\babel@cl{wdir}}%
845 \def\babel@setdirs#1{% TODO - math
846   \ifcase\babel@select@type % TODO - strictly, not the right test
847     \babel@bodydir{#1}%
848     \babel@pardir{#1}%
849   \fi
850   \babel@texdir{#1}}
851 % TODO. Only if \babel@bidimode > 0?:
852 \AddBabelHook{babel-bidi}{afterextras}{\babel@switchdir}
853 \DisableBabelHook{babel-bidi}

```

Now the engine-dependent macros. TODO. Must be moved to the engine files?

```

854 \ifodd\babel@engine % luatex=1
855   \chardef\babel@thetexdir\z@
856   \chardef\babel@thepardir\z@
857   \def\babel@getluadir#1{%
858     \directlua{
859       if tex.#1dir == 'TLT' then
860         tex.sprint('0')
861       elseif tex.#1dir == 'TRT' then
862         tex.sprint('1')
863       end}}
864   \def\babel@setluadir#1#2#3{% 1=text/par.. 2=\texdir.. 3=0 lr/1 r1
865     \ifcase#3\relax
866       \ifcase\babel@getluadir{#1}\relax\else
867         #2 TLT\relax
868       \fi
869     \else
870       \ifcase\babel@getluadir{#1}\relax
871         #2 TRT\relax
872       \fi
873     \fi}

```

```

874 \def\bbl@textdir#1{%
875   \bbl@setluadir{text}\textdir{#1}%
876   \chardef\bbl@thetextdir#1\relax
877   \setattribute\bbl@attr@dir{\numexpr\bbl@thepardir*3+#1}}
878 \def\bbl@pardir#1{%
879   \bbl@setluadir{par}\pardir{#1}%
880   \chardef\bbl@thepardir#1\relax}
881 \def\bbl@bodydir{\bbl@setluadir{body}\bodydir}
882 \def\bbl@pagedir{\bbl@setluadir{page}\pagedir}
883 \def\bbl@dirparastext{\pardir\the\textdir\relax}% %%%
884 % Sadly, we have to deal with boxes in math with basic.
885 % Activated every math with the package option bidi=:
886 \def\bbl@mathboxdir{%
887   \ifcase\bbl@thetextdir\relax
888     \everyhbox{\textdir TLT\relax}%
889   \else
890     \everyhbox{\textdir TRT\relax}%
891   \fi}
892 \frozen@everymath\expandafter{%
893   \expandafter\bbl@mathboxdir\the\frozen@everymath}
894 \frozen@everydisplay\expandafter{%
895   \expandafter\bbl@mathboxdir\the\frozen@everydisplay}
896 \else % pdftex=0, xetex=2
897   \newcount\bbl@dirlevel
898   \chardef\bbl@thetextdir\z@
899   \chardef\bbl@thepardir\z@
900   \def\bbl@textdir#1{%
901     \ifcase#1\relax
902       \chardef\bbl@thetextdir\z@
903       \bbl@textdir@i\beginL\endL
904     \else
905       \chardef\bbl@thetextdir\@ne
906       \bbl@textdir@i\beginR\endR
907     \fi}
908   \def\bbl@textdir@i#1#2{%
909     \ifhmode
910       \ifnum\currentgrouplevel>\z@
911         \ifnum\currentgrouplevel=\bbl@dirlevel
912           \bbl@error{Multiple bidi settings inside a group}%
913           {I'll insert a new group, but expect wrong results.}%
914           \bgroup\aftergroup#2\aftergroup\egroup
915         \else
916           \ifcase\currentgrouptype\or % 0 bottom
917             \aftergroup#2% 1 simple {}
918           \or
919             \bgroup\aftergroup#2\aftergroup\egroup % 2 hbox
920           \or
921             \bgroup\aftergroup#2\aftergroup\egroup % 3 adj hbox
922           \or\or\or % vbox vtop align
923           \or
924             \bgroup\aftergroup#2\aftergroup\egroup % 7 noalign
925           \or\or\or\or\or\or % output math disc insert vcent mathchoice
926           \or
927             \aftergroup#2% 14 \begingroup
928           \else
929             \bgroup\aftergroup#2\aftergroup\egroup % 15 adj
930           \fi
931         \fi
932         \bbl@dirlevel\currentgrouplevel

```

```

933 \fi
934 #1%
935 \fi}
936 \def\bbl@pardir#1{\chardef\bbl@thepardir#1\relax}
937 \let\bbl@bodydir\@gobble
938 \let\bbl@pagedir\@gobble
939 \def\bbl@dirparastext{\chardef\bbl@thepardir\bbl@thetextdir}

```

The following command is executed only if there is a right-to-left script (once). It activates the `\everypar` hack for xetex, to properly handle the par direction. Note text and par dirs are decoupled to some extent (although not completely).

```

940 \def\bbl@xebidipar{%
941   \let\bbl@xebidipar\relax
942   \TeXeTstate\@ne
943   \def\bbl@xeverypar{%
944     \ifcase\bbl@thepardir
945       \ifcase\bbl@thetextdir\else\beginR\fi
946       \else
947         {\setbox\z@\lastbox\beginR\box\z@}%
948       \fi}%
949   \let\bbl@severypar\everypar
950   \newtoks\everypar
951   \everypar=\bbl@severypar
952   \bbl@severypar{\bbl@xeverypar\the\everypar}}
953 \ifnum\bbl@bidimode>200
954   \let\bbl@textdir\i\@gobbletwo
955   \let\bbl@xebidipar\@empty
956   \AddBabelHook{bidi}{foreign}{%
957     \def\bbl@tempa{\def\BabelText###1}%
958     \ifcase\bbl@thetextdir
959       \expandafter\bbl@tempa\expandafter{\BabelText\LR{##1}}}%
960     \else
961       \expandafter\bbl@tempa\expandafter{\BabelText\RL{##1}}}%
962     \fi}
963   \def\bbl@pardir#1{\ifcase#1\relax\setLR\else\setRL\fi}
964 \fi
965 \fi

```

A tool for weak L (mainly digits). We also disable warnings with `hyperref`.

```

966 \DeclareRobustCommand\babelsublr[1]{\leavevmode\bbl@textdir\z@#1}}
967 \AtBeginDocument{%
968   \ifx\pdfstringdefDisableCommands\@undefined\else
969     \ifx\pdfstringdefDisableCommands\relax\else
970       \pdfstringdefDisableCommands{\let\babelsublr\@firstofone}%
971     \fi
972   \fi}

```

7.10 Local Language Configuration

`\loadlocalcfg` At some sites it may be necessary to add site-specific actions to a language definition file. This can be done by creating a file with the same name as the language definition file, but with the extension `.cfg`. For instance the file `nor.sk.cfg` will be loaded when the language definition file `nor.sk.ldf` is loaded.

For plain-based formats we don't want to override the definition of `\loadlocalcfg` from `plain.def`.

```

973 \bbl@trace{Local Language Configuration}
974 \ifx\loadlocalcfg\@undefined

```

```

975 \ifpackagewith{babel}{noconfigs}%
976 {\let\loadlocalcfg\@gobble}%
977 {\def\loadlocalcfg#1{%
978   \InputIfFileExists{#1.cfg}%
979   {\typeout{*****^J%
980             * Local config file #1.cfg used^^J%
981             *}}}%
982   \@empty}}
983 \fi

```

Just to be compatible with L^AT_EX 2.09 we add a few more lines of code. TODO. Necessary?
Correct place? Used by some ldf file?

```

984 \ifx\@unexpandable@protect\@undefined
985 \def\@unexpandable@protect{\noexpand\protect\noexpand}
986 \long\def\protected@write#1#2#3{%
987   \begingroup
988     \let\thepage\relax
989     #2%
990     \let\protect\@unexpandable@protect
991     \edef\reserved@a{\write#1{#3}}%
992     \reserved@a
993   \endgroup
994   \if@nobreak\ifvmode\nobreak\fi\fi}
995 \fi
996 %
997 % \subsection{Language options}
998 %
999 % Languages are loaded when processing the corresponding option
1000 % \textit{except} if a |main| language has been set. In such a
1001 % case, it is not loaded until all options has been processed.
1002 % The following macro inputs the ldf file and does some additional
1003 % checks (|\input| works, too, but possible errors are not caught).
1004 %
1005 % \begin{macrocode}
1006 \bbl@trace{Language options}
1007 \let\bbl@afterlang\relax
1008 \let\BabelModifiers\relax
1009 \let\bbl@loaded\@empty
1010 \def\bbl@load@language#1{%
1011   \InputIfFileExists{#1.ldf}%
1012   {\edef\bbl@loaded{\CurrentOption
1013     \ifx\bbl@loaded\@empty\else,\bbl@loaded\fi}%
1014     \expandafter\let\expandafter\bbl@afterlang
1015       \csname\CurrentOption.ldf-h@@k\endcsname
1016     \expandafter\let\expandafter\BabelModifiers
1017       \csname bbl@mod@\CurrentOption\endcsname}%
1018   {\bbl@error{%
1019     Unknown option '\CurrentOption'. Either you misspelled it\\%
1020     or the language definition file \CurrentOption.ldf was not found}}%
1021     Valid options are, among others: shorthands=, KeepShorthandsActive,\\%
1022     activeacute, activegrave, noconfigs, safe=, main=, math=\\%
1023     headfoot=, strings=, config=, hyphenmap=, or a language name.}}}

```

Now, we set a few language options whose names are different from ldf files. These declarations are preserved for backwards compatibility, but they must be eventually removed. Use proxy files instead.

```

1024 \def\bbl@try@load@lang#1#2#3{%
1025   \IfFileExists{\CurrentOption.ldf}%

```



```

1026     {\bbl@load@language{\CurrentOption}}}%
1027     {\#1\bbl@load@language{\#2}\#3}}
1028 \DeclareOption{hebrew}{%
1029   \input{rlbabel.def}%
1030   \bbl@load@language{hebrew}}
1031 \DeclareOption{hungarian}{\bbl@try@load@lang{}{magyar}{}}
1032 \DeclareOption{lowersorbian}{\bbl@try@load@lang{}{lsorbian}{}}
1033 \DeclareOption{nynorsk}{\bbl@try@load@lang{}{norsk}{}}
1034 \DeclareOption{polutonikogreek}{%
1035   \bbl@try@load@lang{}{greek}{\languageattribute{greek}{polutoniko}}}%
1036 \DeclareOption{russian}{\bbl@try@load@lang{}{russianb}{}}
1037 \DeclareOption{ukrainian}{\bbl@try@load@lang{}{ukraineb}{}}
1038 \DeclareOption{uppersorbian}{\bbl@try@load@lang{}{usorbian}{}}

```

Another way to extend the list of ‘known’ options for babel was to create the file `bblopts.cfg` in which one can add option declarations. However, this mechanism is deprecated – if you want an alternative name for a language, just create a new `.ldf` file loading the actual one. You can also set the name of the file with the package option `config=<name>`, which will load `<name>.cfg` instead.

```

1039 \ifx\bbl@opt@config\@nnil
1040   \@ifpackagewith{babel}{noconfigs}{}%
1041   {\InputIfFileExists{bblopts.cfg}%
1042     {\typeout{*****^^J%
1043               * Local config file bblopts.cfg used^^J%
1044               *}}%
1045     {}}%
1046 \else
1047   \InputIfFileExists{\bbl@opt@config.cfg}%
1048   {\typeout{*****^^J%
1049             * Local config file \bbl@opt@config.cfg used^^J%
1050             *}}%
1051   {\bbl@error{%
1052     Local config file '\bbl@opt@config.cfg' not found}{%
1053     Perhaps you misspelled it.}}%
1054 \fi

```

Recognizing global options in packages not having a closed set of them is not trivial, as for them to be processed they must be defined explicitly. So, package options not yet taken into account and stored in `bbl@language@opts` are assumed to be languages (note this list also contains the language given with `main`). If not declared above, the names of the option and the file are the same.

```

1055 \let\bbl@tempc\relax
1056 \bbl@foreach\bbl@language@opts{%
1057   \ifcase\bbl@iniflag % Default
1058     \bbl@ifunset{ds@#1}%
1059     {\DeclareOption{#1}{\bbl@load@language{#1}}}%
1060     {}%
1061   \or % provide=*
1062     \@gobble % case 2 same as 1
1063   \or % provide+=*
1064     \bbl@ifunset{ds@#1}%
1065     {\IfFileExists{#1.ldf}{}%
1066      {\IfFileExists{babel-#1.tex}{\@namedef{ds@#1}}{}}}%
1067     {}%
1068   \bbl@ifunset{ds@#1}%
1069   {\def\bbl@tempc{#1}%
1070    \DeclareOption{#1}{%
1071      \ifnum\bbl@iniflag>\@ne

```

```

1072         \bbl@ldfinit
1073         \babelprovide[import]{#1}%
1074         \bbl@afterldf{}%
1075     \else
1076         \bbl@load@language{#1}%
1077     \fi}%
1078 {}%
1079 \or      % provide*=*
1080     \def\bbl@tempc{#1}%
1081     \bbl@ifunset{ds@#1}%
1082     {\DeclareOption{#1}{%
1083         \bbl@ldfinit
1084         \babelprovide[import]{#1}%
1085         \bbl@afterldf{}}}%
1086     {}%
1087 \fi}

```

Now, we make sure an option is explicitly declared for any language set as global option, by checking if an ldf exists. The previous step was, in fact, somewhat redundant, but that way we minimize accessing the file system just to see if the option could be a language.

```

1088 \let\bbl@tempb\@nnil
1089 \bbl@foreach\@classoptionslist{%
1090     \bbl@ifunset{ds@#1}%
1091     {\IfFileExists{#1.ldf}{}%
1092      {\IfFileExists{babel-#1.tex}{\@namedef{ds@#1}{}}}%
1093     }%
1094     \bbl@ifunset{ds@#1}%
1095     {\def\bbl@tempb{#1}%
1096      \DeclareOption{#1}{%
1097          \ifnum\bbl@iniflag>\@ne
1098              \bbl@ldfinit
1099              \babelprovide[import]{#1}%
1100              \bbl@afterldf{}%
1101          \else
1102              \bbl@load@language{#1}%
1103          \fi}%
1104     }}

```

If a main language has been set, store it for the third pass.

```

1105 \ifnum\bbl@iniflag=\z@ \else
1106     \ifx\bbl@opt@main\@nnil
1107         \ifx\bbl@tempc\relax
1108             \let\bbl@opt@main\bbl@tempb
1109         \else
1110             \let\bbl@opt@main\bbl@tempc
1111         \fi
1112     \fi
1113 \fi
1114 \ifx\bbl@opt@main\@nnil \else
1115     \expandafter
1116     \let\expandafter\bbl@loadmain\csname ds@\bbl@opt@main\endcsname
1117     \expandafter\let\csname ds@\bbl@opt@main\endcsname\@empty
1118 \fi

```

And we are done, because all options for this pass has been declared. Those already processed in the first pass are just ignored.

The options have to be processed in the order in which the user specified them (except, of course, global options, which \LaTeX processes before):

```

1119 \def\AfterBabelLanguage#1{%

```

```

1120 \bbl@ifsamestring\CurrentOption{#1}{\global\bbl@add\bbl@afterlang}{}}
1121 \DeclareOption*{}
1122 \ProcessOptions*

```

This finished the second pass. Now the third one begins, which loads the main language set with the key main. A warning is raised if the main language is not the same as the last named one, or if the value of the key main is not a language. Then execute directly the option (because it could be used only in main). After loading all languages, we deactivate \AfterBabelLanguage.

```

1123 \bbl@trace{Option 'main'}
1124 \ifx\bbl@opt@main\nil
1125 \edef\bbl@tempa{\@classoptionslist,\bbl@language@opts}
1126 \let\bbl@tempc\empty
1127 \bbl@for\bbl@tempb\bbl@tempa{%
1128   \bbl@xin{,\bbl@tempb,}{,\bbl@loaded,}%
1129   \ifin\edef\bbl@tempc{\bbl@tempb}\fi}
1130 \def\bbl@tempa#1,#2\nil{\def\bbl@tempb{#1}}
1131 \expandafter\bbl@tempa\bbl@loaded,\nil
1132 \ifx\bbl@tempb\bbl@tempc\else
1133   \bbl@warning{%
1134     Last declared language option is '\bbl@tempc',\%
1135     but the last processed one was '\bbl@tempb'.\%
1136     The main language cannot be set as both a global\%
1137     and a package option. Use 'main=\bbl@tempc' as\%
1138     option. Reported}%
1139   \fi
1140 \else
1141   \ifodd\bbl@iniflag % case 1,3
1142     \bbl@ldfinit
1143     \let\CurrentOption\bbl@opt@main
1144     \bbl@exp{\bbl@babelprovide[import,main]{\bbl@opt@main}}
1145     \bbl@afterldf{}%
1146   \else % case 0,2
1147     \chardef\bbl@iniflag\z@ % Force ldf
1148     \expandafter\let\csname ds@\bbl@opt@main\endcsname\bbl@loadmain
1149     \ExecuteOptions{\bbl@opt@main}
1150     \DeclareOption*{}%
1151     \ProcessOptions*
1152   \fi
1153 \fi
1154 \def\AfterBabelLanguage{%
1155   \bbl@error
1156   {Too late for \string\AfterBabelLanguage}%
1157   {Languages have been loaded, so I can do nothing}}

```

In order to catch the case where the user forgot to specify a language we check whether \bbl@main@language, has become defined. If not, no language has been loaded and an error message is displayed.

```

1158 \ifx\bbl@main@language\undefined
1159   \bbl@info{%
1160     You haven't specified a language. I'll use 'nil'\%
1161     as the main language. Reported}
1162   \bbl@load@language{nil}
1163 \fi
1164 </package>
1165 <*core>

```

8 The kernel of Babel (babel.def, common)

The kernel of the babel system is currently stored in babel.def. The file babel.def contains most of the code. The file hyphen.cfg is a file that can be loaded into the format, which is necessary when you want to be able to switch hyphenation patterns.

Because plain T_EX users might want to use some of the features of the babel system too, care has to be taken that plain T_EX can process the files. For this reason the current format will have to be checked in a number of places. Some of the code below is common to plain T_EX and L^AT_EX, some of it is for the L^AT_EX case only.

Plain formats based on etex (etex, xetex, luatex) don't load hyphen.cfg but etex.src, which follows a different naming convention, so we need to define the babel names. It presumes language.def exists and it is the same file used when formats were created.

8.1 Tools

```
1166 \ifx\ldf@quit\@undefined\else
1167 \endinput\fi % Same line!
1168 <<Make sure ProvidesFile is defined>>
1169 \ProvidesFile{babel.def}[\<date>] \<version>] Babel common definitions]
```

The file babel.def expects some definitions made in the L^AT_EX 2_ε style file. So, In L^AT_EX 2.09 and Plain we must provide at least some predefined values as well some tools to set them (even if not all options are available). There are no package options, and therefore an alternative mechanism is provided. For the moment, only \babeloptionstrings and \babeloptionmath are provided, which can be defined before loading babel.

\BabelModifiers can be set too (but not sure it works).

```
1170 \ifx\AtBeginDocument\@undefined % TODO. change test.
1171 <<Emulate LaTeX>>
1172 \def\language#1{english}%
1173 \let\bbl@opt@shorthands\@nnil
1174 \def\bbl@ifshorthand#1#2#3{#2}%
1175 \let\bbl@language@opts\@empty
1176 \ifx\babeloptionstrings\@undefined
1177 \let\bbl@opt@strings\@nnil
1178 \else
1179 \let\bbl@opt@strings\babeloptionstrings
1180 \fi
1181 \def\BabelStringsDefault{generic}
1182 \def\bbl@tempa{normal}
1183 \ifx\babeloptionmath\bbl@tempa
1184 \def\bbl@mathnormal{\noexpand\textormath}
1185 \fi
1186 \def\AfterBabelLanguage#1#2{}
1187 \ifx\BabelModifiers\@undefined\let\BabelModifiers\relax\fi
1188 \let\bbl@afterlang\relax
1189 \def\bbl@opt@safe{BR}
1190 \ifx\@uclclist\@undefined\let\@uclclist\@empty\fi
1191 \ifx\bbl@trace\@undefined\def\bbl@trace#1{}\fi
1192 \expandafter\newif\csname ifbbl@single\endcsname
1193 \chardef\bbl@bidimode\z@
1194 \fi
```

Exit immediately with 2.09. An error is raised by the sty file, but also try to minimize the number of errors.

```
1195 \ifx\bbl@trace\@undefined
1196 \let\LdfInit\endinput
1197 \def\ProvidesLanguage#1{\endinput}
1198 \endinput\fi % Same line!
```

And continue.

9 Multiple languages

This is not a separate file (switch.def) anymore.

Plain T_EX version 3.0 provides the primitive `\language` that is used to store the current language. When used with a pre-3.0 version this function has to be implemented by allocating a counter.

```
1199 <<Define core switching macros>>
```

`\adddialect` The macro `\adddialect` can be used to add the name of a dialect or variant language, for which an already defined hyphenation table can be used.

```
1200 \def\bbl@version{<<version>>}%
1201 \def\bbl@date{<<date>>}%
1202 \def\adddialect#1#2{%
1203   \global\chardef#1#2\relax
1204   \bbl@usehooks{adddialect}{#1}{#2}%
1205   \begingroup
1206     \count@#1\relax
1207     \def\bbl@elt##1##2##3##4{%
1208       \ifnum\count@=##2\relax
1209         \bbl@info{\string#1 = using hyphenrules for ##1\\%
1210           (\string\language\the\count@)}%
1211         \def\bbl@elt####1####2####3####4{%
1212           \fi}%
1213         \bbl@cs{languages}%
1214       \endgroup}
```

`\bbl@iflanguage` executes code only if the language `l@` exists. Otherwise raises an error. The argument of `\bbl@fixname` has to be a macro name, as it may get “fixed” if casing (lc/uc) is wrong. It’s intended to fix a long-standing bug when `\foreignlanguage` and the like appear in a `\MakeXXXcase`. However, a lowercase form is not imposed to improve backward compatibility (perhaps you defined a language named MYLANG, but unfortunately mixed case names cannot be trapped). Note `l@` is encapsulated, so that its case does not change.

```
1215 \def\bbl@fixname#1{%
1216   \begingroup
1217   \def\bbl@tempe{l@}%
1218   \edef\bbl@tempd{\noexpand\ifundefined{\noexpand\bbl@tempe#1}}%
1219   \bbl@tempd
1220     {\lowercase\expandafter{\bbl@tempd}%
1221     {\uppercase\expandafter{\bbl@tempd}%
1222     \@empty
1223     {\edef\bbl@tempd{\def\noexpand#1{#1}}%
1224     {\uppercase\expandafter{\bbl@tempd}}}%
1225     {\edef\bbl@tempd{\def\noexpand#1{#1}}%
1226     {\lowercase\expandafter{\bbl@tempd}}}%
1227     \@empty
1228     \edef\bbl@tempd{\endgroup\def\noexpand#1{#1}}%
1229   \bbl@tempd
1230   \bbl@exp{\bbl@usehooks{language}{\language}{#1}}}
1231 \def\bbl@iflanguage#1{%
1232   \ifundefined{l@#1}{\@nolanerr{#1}\@gobble}\@firstofone}
```

After a name has been ‘fixed’, the selectors will try to load the language. If even the fixed name is not defined, will load it on the fly, either based on its name, or if activated, its BCP47 code.

We first need a couple of macros for a simple BCP 47 look up. It also makes sure, with \bbl@bcpcase, casing is the correct one, so that sr-latn-ba becomes fr-Latn-BA. Note #4 may contain some \empty's, but they are eventually removed. \bbl@bcplookup either returns the found ini or it is \relax.

```

1233 \def\bbl@bcpcase#1#2#3#4\@#5{%
1234   \ifx\@empty#3%
1235     \uppercase{\def#5{#1#2}}%
1236   \else
1237     \uppercase{\def#5{#1}}%
1238     \lowercase{\edef#5{#5#2#3#4}}%
1239   \fi}
1240 \def\bbl@bcplookup#1-#2-#3-#4\@{%
1241   \let\bbl@bcp\relax
1242   \lowercase{\def\bbl@tempa{#1}}%
1243   \ifx\@empty#2%
1244     \IfFileExists{babel-\bbl@tempa.ini}{\let\bbl@bcp\bbl@tempa}{}%
1245   \else\ifx\@empty#3%
1246     \bbl@bcpcase#2\@empty\@empty\@#\bbl@tempb
1247     \IfFileExists{babel-\bbl@tempa-\bbl@tempb.ini}%
1248       {\edef\bbl@bcp{\bbl@tempa-\bbl@tempb}}%
1249       {}%
1250     \ifx\bbl@bcp\relax
1251       \IfFileExists{babel-\bbl@tempa.ini}{\let\bbl@bcp\bbl@tempa}{}%
1252     \fi
1253   \else
1254     \bbl@bcpcase#2\@empty\@empty\@#\bbl@tempb
1255     \bbl@bcpcase#3\@empty\@empty\@#\bbl@tempc
1256     \IfFileExists{babel-\bbl@tempa-\bbl@tempb-\bbl@tempc.ini}%
1257       {\edef\bbl@bcp{\bbl@tempa-\bbl@tempb-\bbl@tempc}}%
1258       {}%
1259     \ifx\bbl@bcp\relax
1260       \IfFileExists{babel-\bbl@tempa-\bbl@tempc.ini}%
1261       {\edef\bbl@bcp{\bbl@tempa-\bbl@tempc}}%
1262       {}%
1263     \fi
1264     \ifx\bbl@bcp\relax
1265       \IfFileExists{babel-\bbl@tempa-\bbl@tempc.ini}%
1266       {\edef\bbl@bcp{\bbl@tempa-\bbl@tempc}}%
1267       {}%
1268     \fi
1269     \ifx\bbl@bcp\relax
1270       \IfFileExists{babel-\bbl@tempa.ini}{\let\bbl@bcp\bbl@tempa}{}%
1271     \fi
1272   \fi\fi}
1273 \let\bbl@initoload\relax
1274 \def\bbl@provide@locale{%
1275   \ifx\babelprovide\undefined
1276     \bbl@error{For a language to be defined on the fly 'base'\\%
1277       is not enough, and the whole package must be\\%
1278       loaded. Either delete the 'base' option or\\%
1279       request the languages explicitly}%
1280     {See the manual for further details.}%
1281   \fi
1282 % TODO. Option to search if loaded, with \LocaleForEach
1283 \let\bbl@auxname\language\name % Still necessary. TODO
1284 \bbl@ifunset{\bbl@bcp@map@\language\name}{}% Move uplevel??
1285 {\edef\language\name{\@nameuse{\bbl@bcp@map@\language\name}}}%
1286 \ifbbl@bcpallowed

```

```

1287 \expandafter\ifx\csname date\language\endcsname\relax
1288 \expandafter
1289 \bbl@bcplookup\language-\@empty-\@empty-\@empty\@
1290 \ifx\bbl@bcp\relax\else % Returned by \bbl@bcplookup
1291 \edef\language{\bbl@bcp@prefix\bbl@bcp}%
1292 \edef\localename{\bbl@bcp@prefix\bbl@bcp}%
1293 \expandafter\ifx\csname date\language\endcsname\relax
1294 \let\bbl@initoload\bbl@bcp
1295 \bbl@exp{\bbl@babelprovide[\bbl@autoload@bcptoptions]{\language}}%
1296 \let\bbl@initoload\relax
1297 \fi
1298 \bbl@csarg\xdef{bcp@map@\bbl@bcp}{\localename}%
1299 \fi
1300 \fi
1301 \fi
1302 \expandafter\ifx\csname date\language\endcsname\relax
1303 \IfFileExists{babel-\language.tex}%
1304 {\bbl@exp{\bbl@babelprovide[\bbl@autoload@options]{\language}}}%
1305 {}%
1306 \fi}

```

`\iflanguage` Users might want to test (in a private package for instance) which language is currently active. For this we provide a test macro, `\iflanguage`, that has three arguments. It checks whether the first argument is a known language. If so, it compares the first argument with the value of `\language`. Then, depending on the result of the comparison, it executes either the second or the third argument.

```

1307 \def\iflanguage#1{%
1308 \bbl@iflanguage{#1}{%
1309 \ifnum\csname l@#1\endcsname=\language
1310 \expandafter\@firstoftwo
1311 \else
1312 \expandafter\@secondoftwo
1313 \fi}}

```

9.1 Selecting the language

`\selectlanguage` The macro `\selectlanguage` checks whether the language is already defined before it performs its actual task, which is to update `\language` and activate language-specific definitions.

```

1314 \let\bbl@select@type\z@
1315 \edef\selectlanguage{%
1316 \noexpand\protect
1317 \expandafter\noexpand\csname selectlanguage \endcsname}

```

Because the command `\selectlanguage` could be used in a moving argument it expands to `\protect\selectlanguage_`. Therefore, we have to make sure that a macro `\protect` exists. If it doesn't it is `\let` to `\relax`.

```

1318 \ifx\@undefined\protect\let\protect\relax\fi

```

The following definition is preserved for backwards compatibility. It is related to a trick for 2.09.

```

1319 \let\xstring\string

```

Since version 3.5 babel writes entries to the auxiliary files in order to typeset table of contents etc. in the correct language environment.

`\bbl@pop@language` But when the language change happens *inside* a group the end of the group doesn't write anything to the auxiliary files. Therefore we need TeX's `aftergroup` mechanism to help us. The command `\aftergroup` stores the token immediately following it to be executed when the current group is closed. So we define a temporary control sequence `\bbl@pop@language` to be executed at the end of the group. It calls `\bbl@set@language` with the name of the current language as its argument.

`\bbl@language@stack` The previous solution works for one level of nesting groups, but as soon as more levels are used it is no longer adequate. For that case we need to keep track of the nested languages using a stack mechanism. This stack is called `\bbl@language@stack` and initially empty.

```
1320 \def\bbl@language@stack{}
```

When using a stack we need a mechanism to push an element on the stack and to retrieve the information afterwards.

`\bbl@push@language` The stack is simply a list of languagenames, separated with a '+' sign; the push function can be simple:

`\bbl@pop@language`

```
1321 \def\bbl@push@language{%
1322   \ifx\language\undefined\else
1323     \xdef\bbl@language@stack{\language+\bbl@language@stack}%
1324   \fi}
```

Retrieving information from the stack is a little bit less simple, as we need to remove the element from the stack while storing it in the macro `\language`. For this we first define a helper function.

`\bbl@pop@lang` This macro stores its first element (which is delimited by the '+'-sign) in `\language` and stores the rest of the string in `\bbl@language@stack`.

```
1325 \def\bbl@pop@lang#1+#2\@@{%
1326   \edef\language{#1}%
1327   \xdef\bbl@language@stack{#2}}
```

The reason for the somewhat weird arrangement of arguments to the helper function is the fact it is called in the following way. This means that before `\bbl@pop@lang` is executed TeX first *expands* the stack, stored in `\bbl@language@stack`. The result of that is that the argument string of `\bbl@pop@lang` contains one or more language names, each followed by a '+'-sign (zero language names won't occur as this macro will only be called after something has been pushed on the stack).

```
1328 \let\bbl@ifrestoring\@secondoftwo
1329 \def\bbl@pop@language{%
1330   \expandafter\bbl@pop@lang\bbl@language@stack\@@
1331   \let\bbl@ifrestoring\@firstoftwo
1332   \expandafter\bbl@set@language\expandafter{\language}%
1333   \let\bbl@ifrestoring\@secondoftwo}
```

Once the name of the previous language is retrieved from the stack, it is fed to `\bbl@set@language` to do the actual work of switching everything that needs switching.

An alternative way to identify languages (in the babel sense) with a numerical value is introduced in 3.30. This is one of the first steps for a new interface based on the concept of locale, which explains the name of `\localeid`. This means `\l@...` will be reserved for hyphenation patterns (so that two locales can share the same rules).

```
1334 \chardef\localeid\z@
1335 \def\bbl@id@last{0} % No real need for a new counter
1336 \def\bbl@id@assign{%
1337   \bbl@ifunset\bbl@id@\language}%
1338   {\count\bbl@id@last\relax
```



```

1339 \advance\count@\@ne
1340 \bbl@csarg\chardef{id@\@language}\count@
1341 \edef\bbl@id@last{\the\count@}%
1342 \ifcase\bbl@engine\or
1343 \directlua{
1344     Babel = Babel or {}
1345     Babel.locale_props = Babel.locale_props or {}
1346     Babel.locale_props[\bbl@id@last] = {}
1347     Babel.locale_props[\bbl@id@last].name = '\@language'
1348 }%
1349 \fi}%
1350 {}%
1351 \chardef\localeid\bbl@c1{id@}}

```

The unprotected part of \selectlanguage.

```

1352 \expandafter\def\csname selectlanguage \endcsname#1{%
1353 \ifnum\bbl@hymapsel=\@cclv\let\bbl@hymapsel\tw@\fi
1354 \bbl@push@language
1355 \aftergroup\bbl@pop@language
1356 \bbl@set@language{#1}}

```

\bbl@set@language The macro \bbl@set@language takes care of switching the language environment *and* of writing entries on the auxiliary files. For historical reasons, language names can be either language of \language. To catch either form a trick is used, but unfortunately as a side effect the catcodes of letters in \@language are messed up. This is a bug, but preserved for backwards compatibility. The list of auxiliary files can be extended by redefining \BabelContentsFiles, but make sure they are loaded inside a group (as aux, toc, lof, and lot do) or the last language of the document will remain active afterwards. We also write a command to change the current language in the auxiliary files.

```

1357 \def\BabelContentsFiles{toc,lof,lot}
1358 \def\bbl@set@language#1{% from selectlanguage, pop@
1359 % The old buggy way. Preserved for compatibility.
1360 \edef\@language{%
1361 \ifnum\escapechar=\expandafter`\string#1\@empty
1362 \else\string#1\@empty\fi}%
1363 \ifcat\relax\noexpand#1%
1364 \expandafter\ifx\csname date\@language\endcsname\relax
1365 \edef\@language{#1}%
1366 \let\localename\@language
1367 \else
1368 \bbl@info{Using '\string\@language' instead of 'language' is\\%
1369 deprecated. If what you want is to use a\\%
1370 macro containing the actual locale, make\\%
1371 sure it does not not match any language.\\%
1372 Reported}%
1373 % I'll\\%
1374 % try to fix '\string\localename', but I cannot promise\\%
1375 % anything. Reported}%
1376 \ifx\scantokens\@undefined
1377 \def\localename{??}%
1378 \else
1379 \scantokens\expandafter{\expandafter
1380 \def\expandafter\localename\expandafter{\@language}}%
1381 \fi
1382 \fi
1383 \else
1384 \def\localename{#1}% This one has the correct catcodes
1385 \fi

```

```

1386 \select@language{\language}%
1387 % write to auxs
1388 \expandafter\ifx\csname date\language\endcsname\relax\else
1389   \if@files
1390     \ifx\babel@aux\@gobbletwo\else % Set if single in the first, redundant
1391       \protected@write\@auxout{}\string\babel@aux{\bbl@auxname}{}}%
1392     \fi
1393     \bbl@usehooks{write}}}%
1394   \fi
1395 \fi}
1396 %
1397 \newif\ifbbl@bcpallowed
1398 \bbl@bcpallowedfalse
1399 \def\select@language#1{% from set@, babel@aux
1400   % set hmap
1401   \ifnum\bbl@hymapsel=\@cclv\chardef\bbl@hymapsel4\relax\fi
1402   % set name
1403   \edef\language{#1}%
1404   \bbl@fixname\language
1405   % TODO. name@map must be here?
1406   \bbl@provide@locale
1407   \bbl@iflanguage\language{%
1408     \expandafter\ifx\csname date\language\endcsname\relax
1409       \bbl@error
1410       {Unknown language '\language'. Either you have\\%
1411        misspelled its name, it has not been installed,\\%
1412        or you requested it in a previous run. Fix its name,\\%
1413        install it or just rerun the file, respectively. In\\%
1414        some cases, you may need to remove the aux file}%
1415       {You may proceed, but expect wrong results}%
1416     \else
1417       % set type
1418       \let\bbl@select@type\z@
1419       \expandafter\bbl@switch\expandafter{\language}%
1420     \fi}}
1421 \def\babel@aux#1#2{% TODO. See how to avoid undefined nil's
1422   \select@language{#1}%
1423   \bbl@foreach\BabelContentsFiles{%
1424     \@writefile{##1}{\babel@toc{#1}{#2}}}% %% TODO - ok in plain?
1425 \def\babel@toc#1#2{%
1426   \select@language{#1}}

```

First, check if the user asks for a known language. If so, update the value of `\language` and call `\originalTeX` to bring \TeX in a certain pre-defined state.

The name of the language is stored in the control sequence `\language`.

Then we have to *redefine* `\originalTeX` to compensate for the things that have been activated. To save memory space for the macro definition of `\originalTeX`, we construct the control sequence name for the `\noextras<lang>` command at definition time by expanding the `\csname` primitive.

Now activate the language-specific definitions. This is done by constructing the names of three macros by concatenating three words with the argument of `\selectlanguage`, and calling these macros.

The switching of the values of `\lefthyphenmin` and `\righthyphenmin` is somewhat different. First we save their current values, then we check if `\<lang>hyphenmins` is defined. If it is not, we set default values (2 and 3), otherwise the values in `\<lang>hyphenmins` will be used.

```

1427 \newif\ifbbl@usedategroup

```

```

1428 \def\bbl@switch#1{% from select@, foreign@
1429 % make sure there is info for the language if so requested
1430 \bbl@ensureinfo{#1}%
1431 % restore
1432 \originalTeX
1433 \expandafter\def\expandafter\originalTeX\expandafter{%
1434   \csname noextras#1\endcsname
1435   \let\originalTeX\@empty
1436   \babel@beginsave}%
1437 \bbl@usehooks{afterreset}}}%
1438 \languageshorthands{none}%
1439 % set the locale id
1440 \bbl@id@assign
1441 % switch captions, date
1442 % No text is supposed to be added here, so we remove any
1443 % spurious spaces.
1444 \bbl@bsphack
1445   \ifcase\bbl@select@type
1446     \csname captions#1\endcsname\relax
1447     \csname date#1\endcsname\relax
1448   \else
1449     \bbl@xin@{,captions,}{,}\bbl@select@opts,}%
1450     \ifin@
1451       \csname captions#1\endcsname\relax
1452     \fi
1453     \bbl@xin@{,date,}{,}\bbl@select@opts,}%
1454     \ifin@ % if \foreign... within \<lang>date
1455       \csname date#1\endcsname\relax
1456     \fi
1457   \fi
1458 \bbl@esphack
1459 % switch extras
1460 \bbl@usehooks{beforeextras}}}%
1461 \csname extras#1\endcsname\relax
1462 \bbl@usehooks{afterextras}}}%
1463 % > babel-ensure
1464 % > babel-sh-<short>
1465 % > babel-bidi
1466 % > babel-fontspec
1467 % hyphenation - case mapping
1468 \ifcase\bbl@opt@hyphenmap\or
1469   \def\BabelLower##1##2{\lccode##1=##2\relax}%
1470   \ifnum\bbl@hymapsel>4\else
1471     \csname\language @bbl@hyphenmap\endcsname
1472   \fi
1473   \chardef\bbl@opt@hyphenmap\z@
1474 \else
1475   \ifnum\bbl@hymapsel>\bbl@opt@hyphenmap\else
1476     \csname\language @bbl@hyphenmap\endcsname
1477   \fi
1478 \fi
1479 \let\bbl@hymapsel\@cclv
1480 % hyphenation - select patterns
1481 \bbl@patterns{#1}%
1482 % hyphenation - allow stretching with babelnohyphens
1483 \ifnum\language=\l@babelnohyphens
1484   \babel@savevariable\emergencystretch
1485   \emergencystretch\maxdimen
1486   \babel@savevariable\hbadness

```

```

1487 \hbadness\@M
1488 \fi
1489 % hyphenation - mins
1490 \babel@savevariable\lefthyphenmin
1491 \babel@savevariable\righthyphenmin
1492 \expandafter\ifx\csname #1hyphenmins\endcsname\relax
1493 \set@hyphenmins\tw@\thr@\relax
1494 \else
1495 \expandafter\expandafter\expandafter\set@hyphenmins
1496 \csname #1hyphenmins\endcsname\relax
1497 \fi}

```

`otherlanguage` The `otherlanguage` environment can be used as an alternative to using the `\selectlanguage` declarative command. When you are typesetting a document which mixes left-to-right and right-to-left typesetting you have to use this environment in order to let things work as you expect them to. The `\ignorespaces` command is necessary to hide the environment when it is entered in horizontal mode.

```

1498 \long\def\otherlanguage#1{%
1499 \ifnum\bbl@hymapsel=\@cclv\let\bbl@hymapsel\thr@\fi
1500 \csname selectlanguage \endcsname{#1}%
1501 \ignorespaces}

```

The `\endotherlanguage` part of the environment tries to hide itself when it is called in horizontal mode.

```

1502 \long\def\endotherlanguage{%
1503 \global\@ignoretrue\ignorespaces}

```

`otherlanguage*` The `otherlanguage` environment is meant to be used when a large part of text from a different language needs to be typeset, but without changing the translation of words such as ‘figure’. This environment makes use of `\foreign@language`.

```

1504 \expandafter\def\csname otherlanguage*\endcsname{%
1505 \@ifnextchar[\bbl@otherlanguage@s{\bbl@otherlanguage@s[]}}
1506 \def\bbl@otherlanguage@s[#1]#2{%
1507 \ifnum\bbl@hymapsel=\@cclv\chardef\bbl@hymapsel4\relax\fi
1508 \def\bbl@select@opts{#1}%
1509 \foreign@language{#2}}

```

At the end of the environment we need to switch off the extra definitions. The grouping mechanism of the environment will take care of resetting the correct hyphenation rules and “extras”.

```

1510 \expandafter\let\csname endotherlanguage*\endcsname\relax

```

`\foreignlanguage` The `\foreignlanguage` command is another substitute for the `\selectlanguage` command. This command takes two arguments, the first argument is the name of the language to use for typesetting the text specified in the second argument. Unlike `\selectlanguage` this command doesn’t switch *everything*, it only switches the hyphenation rules and the extra definitions for the language specified. It does this within a group and assumes the `\extras⟨lang⟩` command doesn’t make any `\global` changes. The coding is very similar to part of `\selectlanguage`. `\bbl@beforeforeign` is a trick to fix a bug in bidi texts. `\foreignlanguage` is supposed to be a ‘text’ command, and therefore it must emit a `\leavevmode`, but it does not, and therefore the indent is placed on the opposite margin. For backward compatibility, however, it is done only if a right-to-left script is requested; otherwise, it is no-op. (3.11) `\foreignlanguage*` is a temporary, experimental macro for a few lines with a different script direction, while preserving the paragraph format (thank the braces around

\par, things like \hangindent are not reset). Do not use it in production, because its semantics and its syntax may change (and very likely will, or even it could be removed altogether). Currently it enters in vmode and then selects the language (which in turn sets the paragraph direction).

(3.11) Also experimental are the hook foreign and foreign*. With them you can redefine \BabelText which by default does nothing. Its behavior is not well defined yet. So, use it in horizontal mode only if you do not want surprises.

In other words, at the beginning of a paragraph \foreignlanguage enters into hmode with the surrounding lang, and with \foreignlanguage* with the new lang.

```

1511 \providecommand\bbl@beforeforeign{
1512 \edef\foreignlanguage{%
1513   \noexpand\protect
1514   \expandafter\noexpand\csname foreignlanguage \endcsname}
1515 \expandafter\def\csname foreignlanguage \endcsname{%
1516   \@ifstar\bbl@foreign@s\bbl@foreign@x}
1517 \providecommand\bbl@foreign@x[3][]{%
1518   \begingroup
1519     \def\bbl@select@opts{#1}%
1520     \let\BabelText\@firstofone
1521     \bbl@beforeforeign
1522     \foreign@language{#2}%
1523     \bbl@usehooks{foreign}{}%
1524     \BabelText{#3}% Now in horizontal mode!
1525   \endgroup}
1526 \def\bbl@foreign@s#1#2{% TODO - \shapemode, \setpar, ?\@@par
1527   \begingroup
1528     {\par}%
1529     \let\BabelText\@firstofone
1530     \foreign@language{#1}%
1531     \bbl@usehooks{foreign*}{}%
1532     \bbl@dirparastext
1533     \BabelText{#2}% Still in vertical mode!
1534     {\par}%
1535   \endgroup}

```

`\foreign@language` This macro does the work for \foreignlanguage and the otherlanguage* environment. First we need to store the name of the language and check that it is a known language. Then it just calls bbl@switch.

```

1536 \def\foreign@language#1{%
1537   % set name
1538   \edef\language#1}%
1539   \ifbbl@usedategroup
1540     \bbl@add\bbl@select@opts{,date,}%
1541     \bbl@usedategroupfalse
1542   \fi
1543   \bbl@fixname\language
1544   % TODO. name@map here?
1545   \bbl@provide@locale
1546   \bbl@iflanguage\language{%
1547     \expandafter\ifx\csname date\language\endcsname\relax
1548       \bbl@warning % TODO - why a warning, not an error?
1549       {Unknown language `#1'. Either you have\\%
1550        misspelled its name, it has not been installed,\\%
1551        or you requested it in a previous run. Fix its name,\\%
1552        install it or just rerun the file, respectively. In\\%
1553        some cases, you may need to remove the aux file.\\%
1554        I'll proceed, but expect wrong results.\\%

```

```

1555         Reported}%
1556     \fi
1557     % set type
1558     \let\bbl@select@type\@ne
1559     \expandafter\bbl@switch\expandafter{\language}%

```

\bbl@patterns This macro selects the hyphenation patterns by changing the `\language` register. If special hyphenation patterns are available specifically for the current font encoding, use them instead of the default.

It also sets hyphenation exceptions, but only once, because they are global (here language `\lccode's` has been set, too). `\bbl@hyphenation@` is set to relax until the very first `\babelhyphenation`, so do nothing with this value. If the exceptions for a language (by its number, not its name, so that `:ENC` is taken into account) has been set, then use `\hyphenation` with both global and language exceptions and empty the latter to mark they must not be set again.

```

1560 \let\bbl@hyphlist\@empty
1561 \let\bbl@hyphenation@relax
1562 \let\bbl@pttnlist\@empty
1563 \let\bbl@patterns@relax
1564 \let\bbl@hymapsel=\@ccclv
1565 \def\bbl@patterns#1{%
1566     \language=\expandafter\ifx\csname l@#1:\f@encoding\endcsname\relax
1567         \csname l@#1\endcsname
1568         \edef\bbl@tempa{#1}%
1569     \else
1570         \csname l@#1:\f@encoding\endcsname
1571         \edef\bbl@tempa{#1:\f@encoding}%
1572     \fi
1573     \@expandtwoargs\bbl@usehooks{patterns}{#1}{\bbl@tempa}%
1574     % > luatex
1575     \@ifundefined{bbl@hyphenation@}{% Can be \relax!
1576         \begingroup
1577             \bbl@xin@{\number\language,}{\bbl@hyphlist}%
1578             \ifin@else
1579                 \@expandtwoargs\bbl@usehooks{hyphenation}{#1}{\bbl@tempa}%
1580                 \hyphenation{%
1581                     \bbl@hyphenation@
1582                     \@ifundefined{bbl@hyphenation@#1}%
1583                     \@empty
1584                     {\space\csname bbl@hyphenation@#1\endcsname}}%
1585                 \xdef\bbl@hyphlist{\bbl@hyphlist\number\language,}%
1586             \fi
1587         \endgroup}}

```

hyphenrules The environment `hyphenrules` can be used to select *just* the hyphenation rules. This environment does *not* change `\language` and when the hyphenation rules specified were not loaded it has no effect. Note however, `\lccode's` and font encodings are not set at all, so in most cases you should use other language*.

```

1588 \def\hyphenrules#1{%
1589     \edef\bbl@tempf{#1}%
1590     \bbl@fixname\bbl@tempf
1591     \bbl@iflanguage\bbl@tempf{%
1592         \expandafter\bbl@patterns\expandafter{\bbl@tempf}%
1593         \ifx\languageshorthands\undefined\else
1594             \languageshorthands{none}%
1595         \fi
1596         \expandafter\ifx\csname\bbl@tempf hyphenmins\endcsname\relax

```

```

1597     \set@hyphenmins\tw@\thr@@\relax
1598   \else
1599     \expandafter\expandafter\expandafter\set@hyphenmins
1600     \csname\bbl@tempf hyphenmins\endcsname\relax
1601   \fi}}
1602 \let\endhyphenrules\@empty

\providehyphenmins  The macro \providehyphenmins should be used in the language definition files to provide
                    a default setting for the hyphenation parameters \lefthyphenmin and \righthyphenmin.
                    If the macro \<lang>hyphenmins is already defined this command has no effect.

1603 \def\providehyphenmins#1#2{%
1604   \expandafter\ifx\csname #1hyphenmins\endcsname\relax
1605     \@namedef{#1hyphenmins}{#2}%
1606   \fi}

\set@hyphenmins  This macro sets the values of \lefthyphenmin and \righthyphenmin. It expects two values
                 as its argument.

1607 \def\set@hyphenmins#1#2{%
1608   \lefthyphenmin#1\relax
1609   \righthyphenmin#2\relax}

\ProvidesLanguage  The identification code for each file is something that was introduced in LATEX 2ε. When the
                  command \ProvidesFile does not exist, a dummy definition is provided temporarily. For
                  use in the language definition file the command \ProvidesLanguage is defined by babel.
                  Depending on the format, ie, on if the former is defined, we use a similar definition or not.

1610 \ifx\ProvidesFile\@undefined
1611   \def\ProvidesLanguage#1[#2 #3 #4]{%
1612     \wlog{Language: #1 #4 #3 <#2>}%
1613   }
1614 \else
1615   \def\ProvidesLanguage#1{%
1616     \begingroup
1617       \catcode`\ 10 %
1618       \@makeother\/%
1619       \@ifnextchar[%]
1620         {\@provideslanguage{#1}}{\@provideslanguage{#1}[]}
1621   \def\@provideslanguage#1[#2]{%
1622     \wlog{Language: #1 #2}%
1623     \expandafter\xdef\csname ver@#1.ldf\endcsname{#2}%
1624   \endgroup}
1625 \fi

\originalTeX  The macro \originalTeX should be known to TEX at this moment. As it has to be
              expandable we \let it to \@empty instead of \relax.

1626 \ifx\originalTeX\@undefined\let\originalTeX\@empty\fi

              Because this part of the code can be included in a format, we make sure that the macro
              which initializes the save mechanism, \babel@beginsave, is not considered to be
              undefined.

1627 \ifx\babel@beginsave\@undefined\let\babel@beginsave\relax\fi

              A few macro names are reserved for future releases of babel, which will use the concept of
              ‘locale’:

1628 \providecommand\setlocale{%
1629   \bbl@error
1630   {Not yet available}%

```

```

1631     {Find an armchair, sit down and wait}}
1632 \let\uselocale\setlocale
1633 \let\locale\setlocale
1634 \let\selectlocale\setlocale
1635 \let\localename\setlocale
1636 \let\textlocale\setlocale
1637 \let\textlanguage\setlocale
1638 \let\language\setlocale

```

9.2 Errors

`\@nolanerr` The babel package will signal an error when a documents tries to select a language that hasn't been defined earlier. When a user selects a language for which no hyphenation patterns were loaded into the format he will be given a warning about that fact. We revert to the patterns for `\language=0` in that case. In most formats that will be (US)english, but it might also be empty.

`\@noopterr` When the package was loaded without options not everything will work as expected. An error message is issued in that case.
 When the format knows about `\PackageError` it must be $\LaTeX 2_{\epsilon}$, so we can safely use its error handling interface. Otherwise we'll have to 'keep it simple'.
 Infos are not written to the console, but on the other hand many people think warnings are errors, so a further message type is defined: an important info which is sent to the console.

```

1639 \edef\bbl@nulllanguage{\string\language=0}
1640 \ifx\PackageError\undefined % TODO. Move to Plain
1641   \def\bbl@error#1#2{%
1642     \begingroup
1643       \newlinechar=`^^J
1644       \def\{^^J(babel) }%
1645       \errhelp{#2}\errmessage{\{#1}%
1646     \endgroup}
1647   \def\bbl@warning#1{%
1648     \begingroup
1649       \newlinechar=`^^J
1650       \def\{^^J(babel) }%
1651       \message{\{#1}%
1652     \endgroup}
1653   \let\bbl@infowarn\bbl@warning
1654   \def\bbl@info#1{%
1655     \begingroup
1656       \newlinechar=`^^J
1657       \def\{^^J}%
1658       \wlog{#1}%
1659     \endgroup}
1660 \fi
1661 \def\bbl@nocaption{\protect\bbl@nocaption@i}
1662 \def\bbl@nocaption@i#1#2{% 1: text to be printed 2: caption macro \langXname
1663   \global\@namedef{#2}{\textbf{?#1?}}%
1664   \@nameuse{#2}%
1665   \bbl@warning{%
1666     \@backslashchar#2 not set. Please, define it\\%
1667     after the language has been loaded (typically\\%
1668     in the preamble) with something like:\\%
1669     \string\renewcommand\@backslashchar#2{..}\\%
1670     Reported}}
1671 \def\bbl@tentative{\protect\bbl@tentative@i}
1672 \def\bbl@tentative@i#1{%

```



```

1673 \bbl@warning{%
1674   Some functions for '#1' are tentative.\\%
1675   They might not work as expected and their behavior\\%
1676   could change in the future.\\%
1677   Reported}}
1678 \def\nolanerr#1{%
1679   \bbl@error
1680   {You haven't defined the language #1\space yet.\\%
1681     Perhaps you misspelled it or your installation\\%
1682     is not complete}%
1683   {Your command will be ignored, type <return> to proceed}}
1684 \def\nopatterns#1{%
1685   \bbl@warning
1686   {No hyphenation patterns were preloaded for\\%
1687     the language '#1' into the format.\\%
1688     Please, configure your TeX system to add them and\\%
1689     rebuild the format. Now I will use the patterns\\%
1690     preloaded for \bbl@nulllanguage\space instead}}
1691 \let\bbl@usehooks\@gobbletwo
1692 \ifx\bbl@onlyswitch\@empty\endinput\fi
1693 % Here ended switch.def

Here ended switch.def.

1694 \ifx\directlua\@undefined\else
1695   \ifx\bbl@luapatterns\@undefined
1696     \input luababel.def
1697   \fi
1698 \fi
1699 <<Basic macros>>
1700 \bbl@trace{Compatibility with language.def}
1701 \ifx\bbl@languages\@undefined
1702   \ifx\directlua\@undefined
1703     \openin1 = language.def % TODO. Remove hardcoded number
1704     \ifeof1
1705       \closein1
1706       \message{I couldn't find the file language.def}
1707     \else
1708       \closein1
1709       \begingroup
1710         \def\addlanguage#1#2#3#4#5{%
1711           \expandafter\ifx\csname lang@#1\endcsname\relax\else
1712             \global\expandafter\let\csname l@#1\endcsname
1713               \csname lang@#1\endcsname
1714           \fi}%
1715         \def\uselanguage#1{%
1716           \input language.def
1717         \endgroup
1718       \fi
1719     \fi
1720   \chardef\l@english\z@
1721 \fi

```

\addto It takes two arguments, a *<control sequence>* and T_EX-code to be added to the *<control sequence>*.

If the *<control sequence>* has not been defined before it is defined now. The control sequence could also expand to `\relax`, in which case a circular definition results. The net result is a stack overflow. Note there is an inconsistency, because the assignment in the last branch is global.

```

1722 \def\addto#1#2{%
1723   \ifx#1\undefined
1724     \def#1{#2}%
1725   \else
1726     \ifx#1\relax
1727       \def#1{#2}%
1728     \else
1729       {\toks@\expandafter{#1#2}%
1730        \xdef#1{\the\toks@}}%
1731   \fi
1732 \fi}

```

The macro `\initiate@active@char` below takes all the necessary actions to make its argument a shorthand character. The real work is performed once for each character. But first we define a little tool. `TODO`. Always used with additional expansions. Move them here? Move the macro to basic?

```

1733 \def\bbl@withactive#1#2{%
1734   \begingroup
1735   \lccode`~=#2\relax
1736   \lowercase{\endgroup#1~}}

```

`\bbl@redefine` To redefine a command, we save the old meaning of the macro. Then we redefine it to call the original macro with the ‘sanitized’ argument. The reason why we do it this way is that we don’t want to redefine the `LaTeX` macros completely in case their definitions change (they have changed in the past). A macro named `\macro` will be saved new control sequences named `\org@macro`.

```

1737 \def\bbl@redefine#1{%
1738   \edef\bbl@tempa{\bbl@stripslash#1}%
1739   \expandafter\let\csname org@\bbl@tempa\endcsname#1%
1740   \expandafter\def\csname\bbl@tempa\endcsname{
1741   \@onlypreamble\bbl@redefine

```

`\bbl@redefine@long` This version of `\babel@redefine` can be used to redefine `\long` commands such as `\ifthenelse`.

```

1742 \def\bbl@redefine@long#1{%
1743   \edef\bbl@tempa{\bbl@stripslash#1}%
1744   \expandafter\let\csname org@\bbl@tempa\endcsname#1%
1745   \expandafter\long\expandafter\def\csname\bbl@tempa\endcsname{
1746   \@onlypreamble\bbl@redefine@long

```

`\bbl@redefineroobust` For commands that are redefined, but which *might* be robust we need a slightly more intelligent macro. A robust command `foo` is defined to expand to `\protect\foo_`. So it is necessary to check whether `\foo_` exists. The result is that the command that is being redefined is always robust afterwards. Therefore all we need to do now is define `\foo_`.

```

1747 \def\bbl@redefineroobust#1{%
1748   \edef\bbl@tempa{\bbl@stripslash#1}%
1749   \bbl@ifunset{\bbl@tempa\space}%
1750   {\expandafter\let\csname org@\bbl@tempa\endcsname#1%
1751    \bbl@exp{\def\#1{\protect\<\bbl@tempa\space>}}}%
1752   {\bbl@exp{\let\<org@\bbl@tempa>\<\bbl@tempa\space>}}}%
1753   \@namedef{\bbl@tempa\space}}
1754 \@onlypreamble\bbl@redefineroobust

```

9.3 Hooks

Admittedly, the current implementation is a somewhat simplistic and does very little to catch errors, but it is meant for developers, after all. `\bbl@usehooks` is the commands used

by babel to execute hooks defined for an event.

```

1755 \bbl@trace{Hooks}
1756 \newcommand\AddBabelHook[3][{}]{%
1757   \bbl@ifunset{\bbl@hk@#2}{\EnableBabelHook{#2}}{}%
1758   \def\bbl@tempa##1,##2,##3\@empty{\def\bbl@tempb{##2}}%
1759   \expandafter\bbl@tempa\bbl@evargs,##3=\@empty
1760   \bbl@ifunset{\bbl@ev@#2@#3@#1}%
1761     {\bbl@csarg\bbl@add{ev@#3@#1}{\bbl@elth{#2}}}%
1762     {\bbl@csarg\let{ev@#2@#3@#1}\relax}%
1763   \bbl@csarg\newcommand{ev@#2@#3@#1}[\bbl@tempb]}
1764 \newcommand\EnableBabelHook[1]{\bbl@csarg\let{hk@#1}\@firstofone}
1765 \newcommand\DisableBabelHook[1]{\bbl@csarg\let{hk@#1}\@gobble}
1766 \def\bbl@usehooks#1#2{%
1767   \def\bbl@elth##1{%
1768     \bbl@cs{hk@##1}{\bbl@cs{ev@##1@#1}{#2}}%
1769     \bbl@cs{ev@#1@}%
1770   \ifx\language\@undefined\else % Test required for Plain (?)
1771     \def\bbl@elth##1{%
1772       \bbl@cs{hk@##1}{\bbl@cl{ev@##1@#1}{#2}}%
1773       \bbl@cl{ev@#1}%
1774     \fi}

```

To ensure forward compatibility, arguments in hooks are set implicitly. So, if a further argument is added in the future, there is no need to change the existing code. Note events intended for hyphen.cfg are also loaded (just in case you need them for some reason).

```

1775 \def\bbl@evargs{% <- don't delete this comma
1776   everylanguage=1,loadkernel=1,loadpatterns=1,loadexceptions=1,%
1777   adddialect=2,patterns=2,defaultcommands=0,encodedcommands=2,write=0,%
1778   beforeextras=0,afterextras=0,stopcommands=0,stringprocess=0,%
1779   hyphenation=2,initiateactive=3,afterreset=0,foreign=0,foreign*=0,%
1780   beforestart=0,language=2}

```

`\babelensure` The user command just parses the optional argument and creates a new macro named `\bbl@e@<language>`. We register a hook at the `afterextras` event which just executes this macro in a “complete” selection (which, if undefined, is `\relax` and does nothing). This part is somewhat involved because we have to make sure things are expanded the correct number of times.

The macro `\bbl@e@<language>` contains `\bbl@ensure{\include}{\exclude}{\fontenc}`, which in turn loops over the macros names in `\bbl@captionslist`, excluding (with the help of `\in@`) those in the exclude list. If the `fontenc` is given (and not `\relax`), the `\fontencoding` is also added. Then we loop over the include list, but if the macro already contains `\foreignlanguage`, nothing is done. Note this macro (1) is not restricted to the preamble, and (2) changes are local.

```

1781 \bbl@trace{Defining babelensure}
1782 \newcommand\babelensure[2][{}]{% TODO - revise test files
1783   \AddBabelHook{babel-ensure}{afterextras}{%
1784     \ifcase\bbl@select@type
1785       \bbl@cl{e}%
1786     \fi}%
1787   \begingroup
1788     \let\bbl@ens@include\@empty
1789     \let\bbl@ens@exclude\@empty
1790     \def\bbl@ens@fontenc{\relax}%
1791     \def\bbl@tempb##1{%
1792       \ifx\@empty##1\else\noexpand##1\expandafter\bbl@tempb\fi}%
1793     \edef\bbl@tempa{\bbl@tempb#1\@empty}%
1794     \def\bbl@tempb##1=##2\@{\@namedef{\bbl@ens@##1}{##2}}%

```

```

1795 \bbl@foreach\bbl@tempa{\bbl@tempb##1\@@}%
1796 \def\bbl@tempc{\bbl@ensure}%
1797 \expandafter\bbl@add\expandafter\bbl@tempc\expandafter{%
1798 \expandafter{\bbl@ens@include}}%
1799 \expandafter\bbl@add\expandafter\bbl@tempc\expandafter{%
1800 \expandafter{\bbl@ens@exclude}}%
1801 \toks@\expandafter{\bbl@tempc}%
1802 \bbl@exp{%
1803 \endgroup
1804 \def<bbl@e@#2>{\the\toks@{\bbl@ens@fontenc}}}%
1805 \def\bbl@ensure#1#2#3{% 1: include 2: exclude 3: fontenc
1806 \def\bbl@tempb##1{% elt for (excluding) \bbl@captionslist list
1807 \ifx##1\undefined % 3.32 - Don't assume the macro exists
1808 \edef##1{\noexpand\bbl@nocaption
1809 {\bbl@stripslash##1}{\language\bbl@stripslash##1}}%
1810 \fi
1811 \ifx##1\@empty\else
1812 \in@{##1}{#2}%
1813 \ifin\else
1814 \bbl@ifunset{\bbl@ensure@\language}%
1815 {\bbl@exp{%
1816 \\\DeclareRobustCommand<bbl@ensure@\language>[1]{%
1817 \\\foreignlanguage{\language}%
1818 {\ifx\relax#3\else
1819 \\\fontencoding{#3}\selectfont
1820 \fi
1821 #####1}}}%
1822 {}}%
1823 \toks@\expandafter{##1}%
1824 \edef##1{%
1825 \bbl@csarg\noexpand{ensure@\language}%
1826 {\the\toks@}}%
1827 \fi
1828 \expandafter\bbl@tempb
1829 \fi}%
1830 \expandafter\bbl@tempb\bbl@captionslist\today\@empty
1831 \def\bbl@tempa##1{% elt for include list
1832 \ifx##1\@empty\else
1833 \bbl@csarg\in@{ensure@\language\expandafter}\expandafter{##1}%
1834 \ifin\else
1835 \bbl@tempb##1\@empty
1836 \fi
1837 \expandafter\bbl@tempa
1838 \fi}%
1839 \bbl@tempa#1\@empty}
1840 \def\bbl@captionslist{%
1841 \prefacename\refname\abstractname\bibname\chaptername\appendixname
1842 \contentsname\listfigurename\listtablename\indexname\figurename
1843 \tablename\partname\encname\ccname\headtoname\pagename\seename
1844 \alsoname\proofname\glossaryname}

```

9.4 Setting up language files

`\LdfInit` `\LdfInit` macro takes two arguments. The first argument is the name of the language that will be defined in the language definition file; the second argument is either a control sequence or a string from which a control sequence should be constructed. The existence of the control sequence indicates that the file has been processed before. At the start of processing a language definition file we always check the category code of

the at-sign. We make sure that it is a ‘letter’ during the processing of the file. We also save its name as the last called option, even if not loaded.

Another character that needs to have the correct category code during processing of language definition files is the equals sign, ‘=’, because it is sometimes used in constructions with the `\let` primitive. Therefore we store its current catcode and restore it later on. Now we check whether we should perhaps stop the processing of this file. To do this we first need to check whether the second argument that is passed to `\LdfInit` is a control sequence. We do that by looking at the first token after passing #2 through string. When it is equal to `\@backslashchar` we are dealing with a control sequence which we can compare with `\@undefined`.

If so, we call `\ldf@quit` to set the main language, restore the category code of the @-sign and call `\endinput`

When #2 was *not* a control sequence we construct one and compare it with `\relax`.

Finally we check `\originalTeX`.

```

1845 \bbl@trace{Macros for setting language files up}
1846 \def\bbl@ldfinit{%
1847   \let\bbl@screset\@empty
1848   \let\BabelStrings\bbl@opt@string
1849   \let\BabelOptions\@empty
1850   \let\BabelLanguages\relax
1851   \ifx\originalTeX\@undefined
1852     \let\originalTeX\@empty
1853   \else
1854     \originalTeX
1855   \fi}
1856 \def\LdfInit#1#2{%
1857   \chardef\atcatcode=\catcode`\@
1858   \catcode`\@=11\relax
1859   \chardef\eqcatcode=\catcode`\=
1860   \catcode`\==12\relax
1861   \expandafter\if\expandafter\@backslashchar
1862     \expandafter\@car\string#2\@nil
1863   \ifx#2\@undefined\else
1864     \ldf@quit{#1}%
1865   \fi
1866 \else
1867   \expandafter\ifx\csname#2\endcsname\relax\else
1868     \ldf@quit{#1}%
1869   \fi
1870 \fi
1871 \bbl@ldfinit}

```

`\ldf@quit` This macro interrupts the processing of a language definition file.

```

1872 \def\ldf@quit#1{%
1873   \expandafter\main@language\expandafter{#1}%
1874   \catcode`\@=\atcatcode \let\atcatcode\relax
1875   \catcode`\==\eqcatcode \let\eqcatcode\relax
1876   \endinput}

```

`\ldf@finish` This macro takes one argument. It is the name of the language that was defined in the language definition file.

We load the local configuration file if one is present, we set the main language (taking into account that the argument might be a control sequence that needs to be expanded) and reset the category code of the @-sign.

```

1877 \def\bbl@afterldf#1{% TODO. Merge into the next macro? Unused elsewhere
1878   \bbl@afterlang

```

```

1879 \let\bb1@afterlang\relax
1880 \let\BabelModifiers\relax
1881 \let\bb1@screset\relax}%
1882 \def\ldf@finish#1{%
1883 \ifx\loadlocalcfg@undefined\else % For LaTeX 209
1884 \loadlocalcfg{#1}%
1885 \fi
1886 \bb1@afterldf{#1}%
1887 \expandafter\main@language\expandafter{#1}%
1888 \catcode`\@=\atcatcode \let\atcatcode\relax
1889 \catcode`\==\eqcatcode \let\eqcatcode\relax}

```

After the preamble of the document the commands `\LdfInit`, `\ldf@quit` and `\ldf@finish` are no longer needed. Therefore they are turned into warning messages in `LaTeX`.

```

1890 \onlypreamble\LdfInit
1891 \onlypreamble\ldf@quit
1892 \onlypreamble\ldf@finish

```

`\main@language` This command should be used in the various language definition files. It stores its argument in `\bb1@main@language`; to be used to switch to the correct language at the beginning of the document.

```

1893 \def\main@language#1{%
1894 \def\bb1@main@language{#1}%
1895 \let\languagename\bb1@main@language % TODO. Set localename
1896 \bb1@id@assign
1897 \bb1@patterns{\languagename}}

```

We also have to make sure that some code gets executed at the beginning of the document, either when the aux file is read or, if it does not exist, when the `\AtBeginDocument` is executed. Languages do not set `\pagedir`, so we set here for the whole document to the main `\bodydir`.

```

1898 \def\bb1@beforestart{%
1899 \bb1@usehooks{beforestart}}}%
1900 \global\let\bb1@beforestart\relax}
1901 \AtBeginDocument{%
1902 \@nameuse{bb1@beforestart}%
1903 \if@filesw
1904 \providecommand\babel@aux[2]{}%
1905 \immediate\write\@mainaux{%
1906 \string\providecommand\string\babel@aux[2]{}%
1907 \immediate\write\@mainaux{\string\@nameuse{bb1@beforestart}}}%
1908 \fi
1909 \expandafter\selectlanguage\expandafter{\bb1@main@language}%
1910 \ifbb1@single % must go after the line above.
1911 \renewcommand\selectlanguage[1]{}%
1912 \renewcommand\foreignlanguage[2]{#2}%
1913 \global\let\babel@aux\@gobbletwo % Also as flag
1914 \fi
1915 \ifcase\bb1@engine\or\pagedir\bodydir\fi} % TODO - a better place

```

A bit of optimization. Select in heads/foots the language only if necessary.

```

1916 \def\select@language@x#1{%
1917 \ifcase\bb1@select@type
1918 \bb1@ifsamestring\languagename{#1}{\select@language{#1}}%
1919 \else
1920 \select@language{#1}%
1921 \fi}

```

9.5 Shorthands

`\bbl@add@special` The macro `\bbl@add@special` is used to add a new character (or single character control sequence) to the macro `\dospecials` (and `\@sanitize` if \TeX is used). It is used only at one place, namely when `\initiate@active@char` is called (which is ignored if the char has been made active before). Because `\@sanitize` can be undefined, we put the definition inside a conditional.

Items are added to the lists without checking its existence or the original catcode. It does not hurt, but should be fixed. It's already done with `\nfss@catcodes`, added in 3.10.

```
1922 \bbl@trace{Shorhands}
1923 \def\bbl@add@special#1{% 1:a macro like "\", \?, etc.
1924   \bbl@add\dospecials{\do#1}% test @sanitize = \relax, for back. compat.
1925   \bbl@ifunset{@sanitize}{\bbl@add\@sanitize{\@makeother#1}}%
1926   \ifx\nfss@catcodes\undefined\else % TODO - same for above
1927     \begingroup
1928       \catcode`#1\active
1929       \nfss@catcodes
1930       \ifnum\catcode`#1=\active
1931         \endgroup
1932         \bbl@add\nfss@catcodes{\@makeother#1}%
1933       \else
1934         \endgroup
1935       \fi
1936   \fi}
```

`\bbl@remove@special` The companion of the former macro is `\bbl@remove@special`. It removes a character from the set macros `\dospecials` and `\@sanitize`, but it is not used at all in the babel core.

```
1937 \def\bbl@remove@special#1{%
1938   \begingroup
1939   \def\x##1##2{\ifnum`#1=##2\noexpand\@empty
1940     \else\noexpand##1\noexpand##2\fi}%
1941   \def\do{\x\do}%
1942   \def\@makeother{\x\@makeother}%
1943   \edef\x{\endgroup
1944     \def\noexpand\dospecials{\dospecials}%
1945     \expandafter\ifx\curname @sanitize\endcurname\relax\else
1946       \def\noexpand\@sanitize{\@sanitize}%
1947     \fi}%
1948   \x}
```

`\initiate@active@char` A language definition file can call this macro to make a character active. This macro takes one argument, the character that is to be made active. When the character was already active this macro does nothing. Otherwise, this macro defines the control sequence `\normal@char⟨char⟩` to expand to the character in its ‘normal state’ and it defines the active character to expand to `\normal@char⟨char⟩` by default (`⟨char⟩` being the character to be made active). Later its definition can be changed to expand to `\active@char⟨char⟩` by calling `\bbl@activate{⟨char⟩}`.

For example, to make the double quote character active one could have `\initiate@active@char{"}` in a language definition file. This defines " as `\active@prefix "\active@char"` (where the first " is the character with its original catcode, when the shorthand is created, and `\active@char` is a single token). In protected contexts, it expands to `\protect "` or `\noexpand "` (ie, with the original "); otherwise `\active@char` is executed. This macro in turn expands to `\normal@char` in “safe” contexts (eg, `\label`), but `\user@active` in normal “unsafe” ones. The latter search a definition in the user, language and system levels, in this order, but if none is found, `\normal@char` is used. However, a deactivated shorthand (with `\bbl@deactivate` is defined as `\active@prefix "\normal@char`".

The following macro is used to define shorthands in the three levels. It takes 4 arguments: the (string'ed) character, \<level>@group, <level>@active and <next-level>@active (except in system).

```

1949 \def\bbl@active@def#1#2#3#4{%
1950   \@namedef{#3#1}{%
1951     \expandafter\ifx\csname#2@sh@#1\endcsname\relax
1952       \bbl@afterelse\bbl@sh@select#2#1{#3@arg#1}{#4#1}%
1953     \else
1954       \bbl@afterfi\csname#2@sh@#1\endcsname
1955     \fi}%

```

When there is also no current-level shorthand with an argument we will check whether there is a next-level defined shorthand for this active character.

```

1956   \long\@namedef{#3@arg#1}##1{%
1957     \expandafter\ifx\csname#2@sh@#1\string##1\endcsname\relax
1958       \bbl@afterelse\csname#4#1\endcsname##1%
1959     \else
1960       \bbl@afterfi\csname#2@sh@#1\string##1\endcsname
1961     \fi}%

```

\initiate@active@char calls \@initiate@active@char with 3 arguments. All of them are the same character with different catcodes: active, other (\string'ed) and the original one. This trick simplifies the code a lot.

```

1962 \def\initiate@active@char#1{%
1963   \bbl@ifunset{active@char\string#1}%
1964   {\bbl@withactive
1965     {\expandafter\@initiate@active@char\expandafter}#1\string#1#1}%
1966   {}}

```

The very first thing to do is saving the original catcode and the original definition, even if not active, which is possible (undefined characters require a special treatment to avoid making them \relax).

```

1967 \def\@initiate@active@char#1#2#3{%
1968   \bbl@csarg\edef{oricat@#2}{\catcode`#2=\the\catcode`#2\relax}%
1969   \ifx#1\@undefined
1970     \bbl@csarg\edef{oridef@#2}{\let\noexpand#1\noexpand\@undefined}%
1971   \else
1972     \bbl@csarg\let{oridef@#2}#1%
1973     \bbl@csarg\edef{oridef@#2}{%
1974       \let\noexpand#1%
1975       \expandafter\noexpand\csname bbl@oridef@#2\endcsname}%
1976   \fi

```

If the character is already active we provide the default expansion under this shorthand mechanism. Otherwise we write a message in the transcript file, and define \normal@char<char> to expand to the character in its default state. If the character is mathematically active when babel is loaded (for example ') the normal expansion is somewhat different to avoid an infinite loop (but it does not prevent the loop if the mathcode is set to "8000 *a posteriori*").

```

1977   \ifx#1#3\relax
1978     \expandafter\let\csname normal@char#2\endcsname#3%
1979   \else
1980     \bbl@info{Making #2 an active character}%
1981     \ifnum\mathcode`#2=\ifodd\bbl@engine"1000000 \else"8000 \fi
1982     \@namedef{normal@char#2}{%
1983       \textormath{#3}{\csname bbl@oridef@#2\endcsname}}%
1984   \else
1985     \@namedef{normal@char#2}{#3}%

```


1986 \fi

To prevent problems with the loading of other packages after babel we reset the catcode of the character to the original one at the end of the package and of each language file (except with KeepShorthandsActive). It is re-activate again at \begin{document}. We also need to make sure that the shorthands are active during the processing of the .aux file. Otherwise some citations may give unexpected results in the printout when a shorthand was used in the optional argument of \bibitem for example. Then we make it active (not strictly necessary, but done for backward compatibility).

```

1987     \bbl@restoreactive{#2}%
1988     \AtBeginDocument{%
1989         \catcode`#2\active
1990         \if@filesw
1991             \immediate\write\@mainaux{\catcode`\string#2\active}%
1992         \fi}%
1993     \expandafter\bbl@add@special\csname#2\endcsname
1994     \catcode`#2\active
1995     \fi

```

Now we have set \normal@char⟨char⟩, we must define \active@char⟨char⟩, to be executed when the character is activated. We define the first level expansion of \active@char⟨char⟩ to check the status of the @safe@actives flag. If it is set to true we expand to the ‘normal’ version of this character, otherwise we call \user@active⟨char⟩ to start the search of a definition in the user, language and system levels (or eventually normal@char⟨char⟩).

```

1996     \let\bbl@tempa\@firstoftwo
1997     \if\string^#2%
1998         \def\bbl@tempa{\noexpand\textormath}%
1999     \else
2000         \ifx\bbl@mathnormal\@undefined\else
2001             \let\bbl@tempa\bbl@mathnormal
2002         \fi
2003     \fi
2004     \expandafter\edef\csname active@char#2\endcsname{%
2005         \bbl@tempa
2006         {\noexpand\if@safe@actives
2007             \noexpand\expandafter
2008             \expandafter\noexpand\csname normal@char#2\endcsname
2009             \noexpand\else
2010             \noexpand\expandafter
2011             \expandafter\noexpand\csname bbl@doactive#2\endcsname
2012             \noexpand\fi}%
2013         {\expandafter\noexpand\csname normal@char#2\endcsname}}%
2014     \bbl@csarg\edef{doactive#2}{%
2015         \expandafter\noexpand\csname user@active#2\endcsname}%

```

We now define the default values which the shorthand is set to when activated or deactivated. It is set to the deactivated form (globally), so that the character expands to

\active@prefix ⟨char⟩ \normal@char⟨char⟩

(where \active@char⟨char⟩ is *one* control sequence!).

```

2016     \bbl@csarg\edef{active@#2}{%
2017         \noexpand\active@prefix\noexpand#1%
2018         \expandafter\noexpand\csname active@char#2\endcsname}%
2019     \bbl@csarg\edef{normal@#2}{%
2020         \noexpand\active@prefix\noexpand#1%
2021         \expandafter\noexpand\csname normal@char#2\endcsname}%
2022     \expandafter\let\expandafter#1\csname bbl@normal@#2\endcsname

```

The next level of the code checks whether a user has defined a shorthand for himself with this character. First we check for a single character shorthand. If that doesn't exist we check for a shorthand with an argument.

```
2023 \bbl@active@def#2\user@group{user@active}{language@active}%
2024 \bbl@active@def#2\language@group{language@active}{system@active}%
2025 \bbl@active@def#2\system@group{system@active}{normal@char}%
```

In order to do the right thing when a shorthand with an argument is used by itself at the end of the line we provide a definition for the case of an empty argument. For that case we let the shorthand character expand to its non-active self. Also, When a shorthand combination such as ' ' ends up in a heading \TeX would see `\protect'\protect'`. To prevent this from happening a couple of shorthand needs to be defined at user level.

```
2026 \expandafter\edef\csname\user@group @sh@#2@@\endcsname
2027 {\expandafter\noexpand\csname normal@char#2\endcsname}%
2028 \expandafter\edef\csname\user@group @sh@#2@string\protect\endcsname
2029 {\expandafter\noexpand\csname user@active#2\endcsname}%
```

Finally, a couple of special cases are taken care of. (1) If we are making the right quote (') active we need to change `\pr@m@s` as well. Also, make sure that a single ' in math mode 'does the right thing'. (2) If we are using the caret (^) as a shorthand character special care should be taken to make sure math still works. Therefore an extra level of expansion is introduced with a check for math mode on the upper level.

```
2030 \if\string'#2%
2031 \let\prim@s\bbl@prim@s
2032 \let\active@math@prime#1%
2033 \fi
2034 \bbl@usehooks{initiateactive}{\{#1\}{#2\}{#3\}}
```

The following package options control the behavior of shorthands in math mode.

```
2035 <<*More package options>> ≡
2036 \DeclareOption{math=active}{}
2037 \DeclareOption{math=normal}{\def\bbl@mathnormal{\noexpand\textormath}}
2038 <</More package options>>
```

Initiating a shorthand makes active the char. That is not strictly necessary but it is still done for backward compatibility. So we need to restore the original catcode at the end of package *and* and the end of the *ldf*.

```
2039 \@ifpackagewith{babel}{KeepShorthandsActive}%
2040 {\let\bbl@restoreactive\@gobble}%
2041 {\def\bbl@restoreactive#1{%
2042   \bbl@exp{%
2043     \\\AfterBabelLanguage\\CurrentOption
2044     {\catcode`#1=\the\catcode`#1\relax}%
2045     \\\AtEndOfPackage
2046     {\catcode`#1=\the\catcode`#1\relax}}}%
2047 \AtEndOfPackage{\let\bbl@restoreactive\@gobble}}
```

`\bbl@sh@select` This command helps the shorthand supporting macros to select how to proceed. Note that this macro needs to be expandable as do all the shorthand macros in order for them to work in expansion-only environments such as the argument of `\hyphenation`. This macro expects the name of a group of shorthands in its first argument and a shorthand character in its second argument. It will expand to either `\bbl@firstcs` or `\bbl@scndcs`. Hence two more arguments need to follow it.

```
2048 \def\bbl@sh@select#1#2{%
2049 \expandafter\ifx\csname#1@sh@#2@sel\endcsname\relax
2050 \bbl@afterelse\bbl@scndcs
2051 \else
```

```

2052 \bbl@afterfi\csname#1@sh@#2@sel\endcsname
2053 \fi}

\active@prefix The command \active@prefix which is used in the expansion of active characters has a
function similar to \OT1-cmd in that it \protects the active character whenever \protect
is not \@typeset@protect. The \@gobble is needed to remove a token such as
\activechar: (when the double colon was the active character to be dealt with). There are
two definitions, depending of \ifincsname is available. If there is, the expansion will be
more robust.

2054 \begingroup
2055 \bbl@ifunset{ifincsname}% TODO. Ugly. Correct?
2056 {\gdef\active@prefix#1{%
2057 \ifx\protect\@typeset@protect
2058 \else
2059 \ifx\protect\@unexpandable@protect
2060 \noexpand#1%
2061 \else
2062 \protect#1%
2063 \fi
2064 \expandafter\@gobble
2065 \fi}}
2066 {\gdef\active@prefix#1{%
2067 \ifincsname
2068 \string#1%
2069 \expandafter\@gobble
2070 \else
2071 \ifx\protect\@typeset@protect
2072 \else
2073 \ifx\protect\@unexpandable@protect
2074 \noexpand#1%
2075 \else
2076 \protect#1%
2077 \fi
2078 \expandafter\expandafter\expandafter\@gobble
2079 \fi
2080 \fi}}
2081 \endgroup

\if@safe@actives In some circumstances it is necessary to be able to change the expansion of an active
character on the fly. For this purpose the switch @safe@actives is available. The setting of
this switch should be checked in the first level expansion of \active@char<char>.

2082 \newif\if@safe@actives
2083 \@safe@activesfalse

\bbl@restore@actives When the output routine kicks in while the active characters were made “safe” this must
be undone in the headers to prevent unexpected typeset results. For this situation we
define a command to make them “unsafe” again.

2084 \def\bbl@restore@actives{\if@safe@actives\@safe@activesfalse\fi}

\bbl@activate Both macros take one argument, like \initiate@active@char. The macro is used to
\bbl@deactivate change the definition of an active character to expand to \active@char<char> in the case
of \bbl@activate, or \normal@char<char> in the case of \bbl@deactivate.

2085 \def\bbl@activate#1{%
2086 \bbl@withactive{\expandafter\let\expandafter}#1%
2087 \csname bbl@active@\string#1\endcsname}
2088 \def\bbl@deactivate#1{%
2089 \bbl@withactive{\expandafter\let\expandafter}#1%
2090 \csname bbl@normal@\string#1\endcsname}

```

`\bbl@firstcs` These macros are used only as a trick when declaring shorthands.

```
\bbl@scndcs 2091 \def\bbl@firstcs#1#2{\csname#1\endcsname}
2092 \def\bbl@scndcs#1#2{\csname#2\endcsname}
```

`\declare@shorthand` The command `\declare@shorthand` is used to declare a shorthand on a certain level. It takes three arguments:

1. a name for the collection of shorthands, i.e. ‘system’, or ‘dutch’;
2. the character (sequence) that makes up the shorthand, i.e. ~ or "a;
3. the code to be executed when the shorthand is encountered.

The auxiliary macro `\babel@texpdf` improves the interoperativity with `hyperref` and takes 4 arguments: (1) The \TeX code in text mode, (2) the string for `hyperref`, (3) the \TeX code in math mode, and (4), which is currently ignored, but it’s meant for a string in math mode, like a minus sign instead of an hyphen (currently `hyperref` doesn’t discriminate the mode). This macro may be used in `ldf` files.

```
2093 \def\babel@texpdf#1#2#3#4{%
2094   \ifx\texorpdfstring\undefined
2095     \textormath{#1}{#2}%
2096   \else
2097     \texorpdfstring{\textormath{#1}{#3}}{#2}%
2098     % \texorpdfstring{\textormath{#1}{#3}}{\textormath{#2}{#4}}%
2099   \fi}
2100 %
2101 \def\declare@shorthand#1#2{\@decl@short{#1}#2\nil}
2102 \def\@decl@short#1#2#3\nil#4{%
2103   \def\bbl@tempa{#3}%
2104   \ifx\bbl@tempa\empty
2105     \expandafter\let\csname #1@sh@\string#2@sel\endcsname\bbl@scndcs
2106     \bbl@ifunset{#1@sh@\string#2@}{}%
2107     {\def\bbl@tempa{#4}%
2108      \expandafter\ifx\csname#1@sh@\string#2@\endcsname\bbl@tempa
2109      \else
2110        \bbl@info
2111          {Redefining #1 shorthand \string#2\}%
2112          in language \CurrentOption}%
2113      \fi}%
2114   \@namedef{#1@sh@\string#2@}{#4}%
2115   \else
2116     \expandafter\let\csname #1@sh@\string#2@sel\endcsname\bbl@firstcs
2117     \bbl@ifunset{#1@sh@\string#2@\string#3@}{}%
2118     {\def\bbl@tempa{#4}%
2119      \expandafter\ifx\csname#1@sh@\string#2@\string#3@\endcsname\bbl@tempa
2120      \else
2121        \bbl@info
2122          {Redefining #1 shorthand \string#2\string#3\}%
2123          in language \CurrentOption}%
2124      \fi}%
2125     \@namedef{#1@sh@\string#2@\string#3@}{#4}%
2126   \fi}
```

`\textormath` Some of the shorthands that will be declared by the language definition files have to be usable in both text and mathmode. To achieve this the helper macro `\textormath` is provided.

```
2127 \def\textormath{%
2128   \ifmmode
```

```

2129 \expandafter\@secondoftwo
2130 \else
2131 \expandafter\@firstoftwo
2132 \fi}

\user@group The current concept of ‘shorthands’ supports three levels or groups of shorthands. For
\language@group each level the name of the level or group is stored in a macro. The default is to have a user
\system@group group; use language group ‘english’ and have a system group called ‘system’.

2133 \def\user@group{user}
2134 \def\language@group{english} % TODO. I don't like defaults
2135 \def\system@group{system}

\useshorthands This is the user level macro. It initializes and activates the character for use as a shorthand
character (ie, it's active in the preamble). Languages can deactivate shorthands, so a
starred version is also provided which activates them always after the language has been
switched.

2136 \def\useshorthands{%
2137 \ifstar\bbl@usesh@s{\bbl@usesh@x{}}
2138 \def\bbl@usesh@s#1{%
2139 \bbl@usesh@x
2140 {\AddBabelHook{babel-sh-\string#1}{afterextras}{\bbl@activate{#1}}}%
2141 {#1}}
2142 \def\bbl@usesh@x#1#2{%
2143 \bbl@ifshorthand{#2}%
2144 {\def\user@group{user}%
2145 \initiate@active@char{#2}%
2146 #1%
2147 \bbl@activate{#2}}%
2148 {\bbl@error
2149 {Cannot declare a shorthand turned off (\string#2)}
2150 {Sorry, but you cannot use shorthands which have been\\%
2151 turned off in the package options}}}

\defineshorthand Currently we only support two groups of user level shorthands, named internally user and
user@<lang> (language-dependent user shorthands). By default, only the first one is taken
into account, but if the former is also used (in the optional argument of \defineshorthand)
a new level is inserted for it (user@generic, done by \bbl@set@user@generic); we make
also sure {} and \protect are taken into account in this new top level.

2152 \def\user@language@group{user@\language@group}
2153 \def\bbl@set@user@generic#1#2{%
2154 \bbl@ifunset{user@generic@active#1}%
2155 {\bbl@active@def#1\user@language@group{user@active}{user@generic@active}%
2156 \bbl@active@def#1\user@group{user@generic@active}{language@active}%
2157 \expandafter\edef\csname#2@sh@#1@@\endcsname{%
2158 \expandafter\noexpand\csname normal@char#1\endcsname}%
2159 \expandafter\edef\csname#2@sh@#1@\string\protect@\endcsname{%
2160 \expandafter\noexpand\csname user@active#1\endcsname}}%
2161 \@empty}
2162 \newcommand\defineshorthand[3][user]{%
2163 \edef\bbl@tempa{\zap@space#1 \@empty}%
2164 \bbl@for\bbl@tempb\bbl@tempa{%
2165 \if*\expandafter\@car\bbl@tempb\@nil
2166 \edef\bbl@tempb{user@\expandafter\@gobble\bbl@tempb}%
2167 \@expandtwoargs
2168 \bbl@set@user@generic{\expandafter\string\@car#2\@nil}\bbl@tempb
2169 \fi
2170 \declare@shorthand{\bbl@tempb}{#2}{#3}}}

```

`\languageshorthands` A user level command to change the language from which shorthands are used. Unfortunately, babel currently does not keep track of defined groups, and therefore there is no way to catch a possible change in casing to fix it in the same way languages names are fixed. [TODO].

```
2171 \def\languageshorthands#1{\def\language@group{#1}}
```

`\aliasshorthand` First the new shorthand needs to be initialized. Then, we define the new shorthand in terms of the original one, but note with `\aliasshorthands{"}{/}` is `\active@prefix / \active@char /`, so we still need to let the latest to `\active@char`.

```
2172 \def\aliasshorthand#1#2{%
2173   \bbl@ifshorthand{#2}%
2174   {\expandafter\ifx\csname active@char\string#2\endcsname\relax
2175     \ifx\document\@notprerr
2176       \@notshorthand{#2}%
2177     \else
2178       \initiate@active@char{#2}%
2179       \expandafter\let\csname active@char\string#2\expandafter\endcsname
2180         \csname active@char\string#1\endcsname
2181       \expandafter\let\csname normal@char\string#2\expandafter\endcsname
2182         \csname normal@char\string#1\endcsname
2183       \bbl@activate{#2}%
2184     \fi
2185   \fi}%
2186   {\bbl@error
2187     {Cannot declare a shorthand turned off (\string#2)}
2188     {Sorry, but you cannot use shorthands which have been\\%
2189       turned off in the package options}}}
```

`\@notshorthand`

```
2190 \def\@notshorthand#1{%
2191   \bbl@error{%
2192     The character '\string #1' should be made a shorthand character;\\%
2193     add the command \string\usesshorthands\string{#1\string} to
2194     the preamble.\\%
2195     I will ignore your instruction}%
2196   {You may proceed, but expect unexpected results}}
```

`\shorthandon` The first level definition of these macros just passes the argument on to `\bbl@switch@sh`,
`\shorthandoff` adding `\@nil` at the end to denote the end of the list of characters.

```
2197 \newcommand*\shorthandon[1]{\bbl@switch@sh\@ne#1\@nnil}
2198 \DeclareRobustCommand*\shorthandoff{%
2199   \@ifstar{\bbl@shorthandoff\tw@}{\bbl@shorthandoff\z@}}
2200 \def\bbl@shorthandoff#1#2{\bbl@switch@sh#1#2\@nnil}
```

`\bbl@switch@sh` The macro `\bbl@switch@sh` takes the list of characters apart one by one and subsequently switches the category code of the shorthand character according to the first argument of `\bbl@switch@sh`.

But before any of this switching takes place we make sure that the character we are dealing with is known as a shorthand character. If it is, a macro such as `\active@char` should exist.

Switching off and on is easy – we just set the category code to ‘other’ (12) and `\active`. With the starred version, the original catcode and the original definition, saved in `@initiate@active@char`, are restored.

```
2201 \def\bbl@switch@sh#1#2{%
2202   \ifx#2\@nnil\else
2203     \bbl@ifunset{\bbl@active@\string#2}%
```

```

2204      {\bbl@error
2205        {I cannot switch '\string#2' on or off--not a shorthand}%
2206        {This character is not a shorthand. Maybe you made\\
2207          a typing mistake? I will ignore your instruction}}}%
2208      {\ifcase#1%
2209        \catcode`#212\relax
2210      \or
2211        \catcode`#2\active
2212      \or
2213        \csname bbl@oricat@\string#2\endcsname
2214        \csname bbl@oridef@\string#2\endcsname
2215      \fi}%
2216      \bbl@afterfi\bbl@switch@sh#1%
2217    \fi}

```

Note the value is that at the expansion time; eg, in the preamble shorhands are usually deactivated.

```

2218 \def\babelshorthand{\active@prefix\babelshorthand\bbl@putsh}
2219 \def\bbl@putsh#1{%
2220   \bbl@ifunset{\bbl@active@\string#1}%
2221   {\bbl@putsh@i#1\@empty\@nnil}%
2222   {\csname bbl@active@\string#1\endcsname}}
2223 \def\bbl@putsh@i#1#2\@nnil{%
2224   \csname\language@group @sh@\string#1@%
2225     \ifx\@empty#2\else\string#2\fi\endcsname}
2226 \ifx\bbl@opt@shorthands\@nnil\else
2227   \let\bbl@s@initiate@active@char\initiate@active@char
2228   \def\initiate@active@char#1{%
2229     \bbl@ifshorthand{#1}{\bbl@s@initiate@active@char{#1}}{}}
2230   \let\bbl@s@switch@sh\bbl@switch@sh
2231   \def\bbl@switch@sh#1#2{%
2232     \ifx#2\@nnil\else
2233       \bbl@afterfi
2234       \bbl@ifshorthand{#2}{\bbl@s@switch@sh#1{#2}}{\bbl@switch@sh#1}%
2235     \fi}
2236   \let\bbl@s@activate\bbl@activate
2237   \def\bbl@activate#1{%
2238     \bbl@ifshorthand{#1}{\bbl@s@activate{#1}}{}}
2239   \let\bbl@s@deactivate\bbl@deactivate
2240   \def\bbl@deactivate#1{%
2241     \bbl@ifshorthand{#1}{\bbl@s@deactivate{#1}}{}}
2242 \fi

```

You may want to test if a character is a shorthand. Note it does not test whether the shorthand is on or off.

```

2243 \newcommand\ifbabelshorthand[3]{\bbl@ifunset{\bbl@active@\string#1}{#3}{#2}}

```

\bbl@prim@s One of the internal macros that are involved in substituting \prime for each right quote in
\bbl@pr@m@s mathmode is \prim@s. This checks if the next character is a right quote. When the right quote is active, the definition of this macro needs to be adapted to look also for an active right quote; the hat could be active, too.

```

2244 \def\bbl@prim@s{%
2245   \prime\futurelet\@let@token\bbl@pr@m@s}
2246 \def\bbl@if@primes#1#2{%
2247   \ifx#1\@let@token
2248     \expandafter\@firstoftwo
2249   \else\ifx#2\@let@token
2250     \bbl@afterelse\expandafter\@firstoftwo

```

```

2251 \else
2252 \bbl@afterfi\expandafter\@secondoftwo
2253 \fi\fi}
2254 \begingroup
2255 \catcode`\^=7 \catcode`\*=\active \lccode`\*=\^
2256 \catcode`\'=12 \catcode`\\"=\active \lccode`\\"=\'
2257 \lowercase{%
2258 \gdef\bbl@pr@m@s{%
2259 \bbl@if@primes"%
2260 \pr@@s
2261 {\bbl@if@primes*\pr@@t\egroup}}
2262 \endgroup

```

Usually the ~ is active and expands to `\penalty\@M\.`. When it is written to the `.aux` file it is written expanded. To prevent that and to be able to use the character ~ as a start character for a shorthand, it is redefined here as a one character shorthand on system level. The system declaration is in most cases redundant (when ~ is still a non-break space), and in some cases is inconvenient (if ~ has been redefined); however, for backward compatibility it is maintained (some existing documents may rely on the `babel` value).

```

2263 \initiate@active@char{~}
2264 \declare@shorthand{system}{~}{\leavevmode\nobreak\ }
2265 \bbl@activate{~}

```

\OT1dpos The position of the double quote character is different for the OT1 and T1 encodings. It will
\T1dpos later be selected using the `\f@encoding` macro. Therefore we define two macros here to store the position of the character in these encodings.

```

2266 \expandafter\def\csname OT1dpos\endcsname{127}
2267 \expandafter\def\csname T1dpos\endcsname{4}

```

When the macro `\f@encoding` is undefined (as it is in plain \TeX) we define it here to expand to OT1

```

2268 \ifx\f@encoding\@undefined
2269 \def\f@encoding{OT1}
2270 \fi

```

9.6 Language attributes

Language attributes provide a means to give the user control over which features of the language definition files he wants to enable.

\languageattribute The macro `\languageattribute` checks whether its arguments are valid and then activates the selected language attribute. First check whether the language is known, and then process each attribute in the list.

```

2271 \bbl@trace{Language attributes}
2272 \newcommand\languageattribute[2]{%
2273 \def\bbl@tempc{#1}%
2274 \bbl@fixname\bbl@tempc
2275 \bbl@iflanguage\bbl@tempc{%
2276 \bbl@vforeach{#2}{%

```

We want to make sure that each attribute is selected only once; therefore we store the already selected attributes in `\bbl@known@attribs`. When that control sequence is not yet defined this attribute is certainly not selected before.

```

2277 \ifx\bbl@known@attribs\@undefined
2278 \in@false
2279 \else
2280 \bbl@xin@{\bbl@tempc-##1,}{\bbl@known@attribs,}%

```



```

2281     \fi
2282     \ifin@
2283         \bbl@warning{%
2284             You have more than once selected the attribute '##1'\%
2285             for language #1. Reported}%
2286     \else

```

When we end up here the attribute is not selected before. So, we add it to the list of selected attributes and execute the associated T_EX-code.

```

2287     \bbl@exp{%
2288         \\bbl@add@list\\bbl@known@attribs{\bbl@tempc-##1}}%
2289     \edef\bbl@tempa{\bbl@tempc-##1}%
2290     \expandafter\bbl@ifknown@ttrib\expandafter{\bbl@tempa}\bbl@attributes%
2291     {\csname\bbl@tempc @attr##1\endcsname}%
2292     {\@attrerr{\bbl@tempc}{##1}}%
2293     \fi}}
2294 \@onlypreamble\languageattribute

```

The error text to be issued when an unknown attribute is selected.

```

2295 \newcommand*{\@attrerr}[2]{%
2296     \bbl@error
2297     {The attribute #2 is unknown for language #1.}%
2298     {Your command will be ignored, type <return> to proceed}}

```

`\bbl@declare@ttribute` This command adds the new language/attribute combination to the list of known attributes.
Then it defines a control sequence to be executed when the attribute is used in a document. The result of this should be that the macro `\extras...` for the current language is extended, otherwise the attribute will not work as its code is removed from memory at `\begin{document}`.

```

2299 \def\bbl@declare@ttribute#1#2#3{%
2300     \bbl@xin@{,#2,}{,\BabelModifiers,}%
2301     \ifin@
2302         \AfterBabelLanguage{#1}{\languageattribute{#1}{#2}}%
2303     \fi
2304     \bbl@add@list\bbl@attributes{#1-#2}%
2305     \expandafter\def\csname#1@attr#2\endcsname{#3}}

```

`\bbl@ifattributeset` This internal macro has 4 arguments. It can be used to interpret T_EX code based on whether a certain attribute was set. This command should appear inside the argument to `\AtBeginDocument` because the attributes are set in the document preamble, *after* babel is loaded.

The first argument is the language, the second argument the attribute being checked, and the third and fourth arguments are the true and false clauses.

First we need to find out if any attributes were set; if not we're done. Then we need to check the list of known attributes. When we're this far `\ifin@` has a value indicating if the attribute in question was set or not. Just to be safe the code to be executed is 'thrown over the `\fi`'.

```

2306 \def\bbl@ifattributeset#1#2#3#4{%
2307     \ifx\bbl@known@attribs\@undefined
2308         \in@false
2309     \else
2310         \bbl@xin@{,#1-#2,}{,\bbl@known@attribs,}%
2311     \fi
2312     \ifin@
2313         \bbl@afterelse#3%
2314     \else

```

```

2315 \bbl@afterfi#4%
2316 \fi
2317 }

```

`\bbl@ifknown@ttrib` An internal macro to check whether a given language/attribute is known. The macro takes 4 arguments, the language/attribute, the attribute list, the \TeX -code to be executed when the attribute is known and the \TeX -code to be executed otherwise. We first assume the attribute is unknown. Then we loop over the list of known attributes, trying to find a match. When a match is found the definition of `\bbl@tempa` is changed. Finally we execute `\bbl@tempa`.

```

2318 \def\bbl@ifknown@ttrib#1#2{%
2319 \let\bbl@tempa\@secondoftwo
2320 \bbl@loopx\bbl@tempb{#2}{%
2321 \expandafter\in\expandafter{\expandafter,\bbl@tempb,}{, #1,}%
2322 \ifin@
2323 \let\bbl@tempa\@firstoftwo
2324 \else
2325 \fi}%
2326 \bbl@tempa
2327 }

```

`\bbl@clear@ttribs` This macro removes all the attribute code from \LaTeX 's memory at `\begin{document}` time (if any is present).

```

2328 \def\bbl@clear@ttribs{%
2329 \ifx\bbl@attributes\undefined\else
2330 \bbl@loopx\bbl@tempa{\bbl@attributes}{%
2331 \expandafter\bbl@clear@ttrib\bbl@tempa.
2332 }%
2333 \let\bbl@attributes\undefined
2334 \fi}
2335 \def\bbl@clear@ttrib#1-#2.{%
2336 \expandafter\let\csname#1@attr#2\endcsname\undefined}
2337 \AtBeginDocument{\bbl@clear@ttribs}

```

9.7 Support for saving macro definitions

To save the meaning of control sequences using `\babel@save`, we use temporary control sequences. To save hash table entries for these control sequences, we don't use the name of the control sequence to be saved to construct the temporary name. Instead we simply use the value of a counter, which is reset to zero each time we begin to save new values. This works well because we release the saved meanings before we begin to save a new set of control sequence meanings (see `\selectlanguage` and `\originalTeX`). Note undefined macros are not undefined any more when saved – they are `\relax`'ed.

`\babel@savecnt` The initialization of a new save cycle: reset the counter to zero.
`\babel@beginsave`

```

2338 \bbl@trace{Macros for saving definitions}
2339 \def\babel@beginsave{\babel@savecnt\z@}

```

Before it's forgotten, allocate the counter and initialize all.

```

2340 \newcount\babel@savecnt
2341 \babel@beginsave

```

`\babel@save` The macro `\babel@save<cname>` saves the current meaning of the control sequence `<cname>` to `\originalTeX`³¹. To do this, we let the current meaning to a temporary control sequence, the restore commands are appended to `\originalTeX` and the counter is

³¹`\originalTeX` has to be expandable, i. e. you shouldn't let it to `\relax`.

incremented. The macro `\babel@savevariable<variable>` saves the value of the variable. `<variable>` can be anything allowed after the `\the` primitive.

```

2342 \def\babel@save#1{%
2343   \expandafter\let\csname babel@number\babel@savecnt\endcsname#1\relax
2344   \toks@\expandafter{\originalTeX\let#1=}%
2345   \bbl@exp{%
2346     \def\\originalTeX{\the\toks@<\babel@number\babel@savecnt>\relax}}%
2347   \advance\babel@savecnt@ne}
2348 \def\babel@savevariable#1{%
2349   \toks@\expandafter{\originalTeX #1=}%
2350   \bbl@exp{\def\\originalTeX{\the\toks@the#1\relax}}}
```

`\bbl@frenchspacing` Some languages need to have `\frenchspacing` in effect. Others don't want that. The command `\bbl@frenchspacing` switches it on when it isn't already in effect and `\bbl@nonfrenchspacing` switches it off if necessary.

```

2351 \def\bbl@frenchspacing{%
2352   \ifnum\the\sfcode`.=\@m
2353     \let\bbl@nonfrenchspacing\relax
2354   \else
2355     \frenchspacing
2356     \let\bbl@nonfrenchspacing\nonfrenchspacing
2357   \fi}
2358 \let\bbl@nonfrenchspacing\nonfrenchspacing
2359 %
2360 \let\bbl@elt\relax
2361 \edef\bbl@fs@chars{%
2362   \bbl@elt{\string.}\@m{3000}\bbl@elt{\string?}\@m{3000}%
2363   \bbl@elt{\string!}\@m{3000}\bbl@elt{\string:}\@m{2000}%
2364   \bbl@elt{\string;}\@m{1500}\bbl@elt{\string,}\@m{1250}}
```

9.8 Short tags

`\babeltags` This macro is straightforward. After zapping spaces, we loop over the list and define the macros `\text<tag>` and `\<tag>`. Definitions are first expanded so that they don't contain `\csname` but the actual macro.

```

2365 \bbl@trace{Short tags}
2366 \def\babeltags#1{%
2367   \edef\bbl@tempa{\zap@space#1 \@empty}%
2368   \def\bbl@tempb##1=##2\@{%
2369     \edef\bbl@tempc{%
2370       \noexpand\newcommand
2371       \expandafter\noexpand\csname ##1\endcsname{%
2372         \noexpand\protect
2373         \expandafter\noexpand\csname otherlanguage*\endcsname{##2}}
2374       \noexpand\newcommand
2375       \expandafter\noexpand\csname text##1\endcsname{%
2376         \noexpand\foreignlanguage{##2}}
2377       \bbl@tempc}%
2378   \bbl@for\bbl@tempa\bbl@tempa{%
2379     \expandafter\bbl@tempb\bbl@tempa\@{}}
```

9.9 Hyphens

`\babelhyphenation` This macro saves hyphenation exceptions. Two macros are used to store them: `\bbl@hyphenation@` for the global ones and `\bbl@hyphenation<lang>` for language ones.

See `\bbl@patterns` above for further details. We make sure there is a space between words when multiple commands are used.

```

2380 \bbl@trace{Hyphens}
2381 \@onlypreamble\babelhyphenation
2382 \AtEndOfPackage{%
2383   \newcommand\babelhyphenation[2][\@empty]{%
2384     \ifx\bbl@hyphenation@relax
2385       \let\bbl@hyphenation@\@empty
2386     \fi
2387     \ifx\bbl@hyphlist\@empty\else
2388       \bbl@warning{%
2389         You must not intermingle \string\selectlanguage\space and\%
2390         \string\babelhyphenation\space or some exceptions will not\%
2391         be taken into account. Reported}%
2392     \fi
2393     \ifx\@empty#1%
2394       \protected@edef\bbl@hyphenation@{\bbl@hyphenation@\space#2}%
2395     \else
2396       \bbl@vforeach{#1}{%
2397         \def\bbl@tempa{##1}%
2398         \bbl@fixname\bbl@tempa
2399         \bbl@iflanguage\bbl@tempa{%
2400           \bbl@csarg\protected@edef{hyphenation@\bbl@tempa}{%
2401             \bbl@ifunset{bbl@hyphenation@\bbl@tempa}%
2402               \@empty
2403             {\csname bbl@hyphenation@\bbl@tempa\endcsname\space}%
2404             #2}}}%
2405       \fi}}

```

`\bbl@allowhyphens` This macro makes hyphenation possible. Basically its definition is nothing more than `\nobreak \hskip 0pt` plus [32](#).

```

2406 \def\bbl@allowhyphens{\ifvmode\else\nobreak\hskip\zskip\fi}
2407 \def\bbl@t@one{T1}
2408 \def\allowhyphens{\ifx\cf@encoding\bbl@t@one\else\bbl@allowhyphens\fi}

```

`\babelhyphen` Macros to insert common hyphens. Note the space before `@` in `\babelhyphen`. Instead of protecting it with `\DeclareRobustCommand`, which could insert a `\relax`, we use the same procedure as shorthands, with `\active@prefix`.

```

2409 \newcommand\babelnullhyphen{\char\hyphenchar\font}
2410 \def\babelhyphen{\active@prefix\babelhyphen\bbl@hyphen}
2411 \def\bbl@hyphen{%
2412   \@ifstar{\bbl@hyphen@i @}{\bbl@hyphen@i \@empty}}
2413 \def\bbl@hyphen@i#1#2{%
2414   \bbl@ifunset{bbl@hy@#1#2\@empty}%
2415     {\csname bbl@#1usehyphen\endcsname{\discretionary{#2}{}{#2}}}%
2416     {\csname bbl@hy@#1#2\@empty\endcsname}}

```

The following two commands are used to wrap the “hyphen” and set the behavior of the rest of the word – the version with a single `@` is used when further hyphenation is allowed, while that with `@@` if no more hyphens are allowed. In both cases, if the hyphen is preceded by a positive space, breaking after the hyphen is disallowed.

There should not be a discretionary after a hyphen at the beginning of a word, so it is prevented if preceded by a skip. Unfortunately, this does handle cases like “(-suffix)”. `\nobreak` is always preceded by `\leavevmode`, in case the shorthand starts a paragraph.

```

2417 \def\bbl@usehyphen#1{%

```

³² \TeX begins and ends a word for hyphenation at a glue node. The penalty prevents a linebreak at this glue node.

```

2418 \leavevmode
2419 \ifdim\lastskip>\z@\mbox{#1}\else\nobreak#1\fi
2420 \nobreak\hskip\z@skip}
2421 \def\bbl@usehyphen#1{%
2422 \leavevmode\ifdim\lastskip>\z@\mbox{#1}\else#1\fi}

```

The following macro inserts the hyphen char.

```

2423 \def\bbl@hyphenchar{%
2424 \ifnum\hyphenchar\font=\m@ne
2425 \babeinullhyphen
2426 \else
2427 \char\hyphenchar\font
2428 \fi}

```

Finally, we define the hyphen “types”. Their names will not change, so you may use them in ldf’s. After a space, the \mbox in \bbl@hy@nobreak is redundant.

```

2429 \def\bbl@hy@soft{\bbl@usehyphen{\discretionary{\bbl@hyphenchar}{}}{}}
2430 \def\bbl@hy@soft{\bbl@usehyphen{\discretionary{\bbl@hyphenchar}{}}{}}
2431 \def\bbl@hy@hard{\bbl@usehyphen\bbl@hyphenchar}
2432 \def\bbl@hy@hard{\bbl@usehyphen\bbl@hyphenchar}
2433 \def\bbl@hy@nobreak{\bbl@usehyphen{\mbox{\bbl@hyphenchar}}}
2434 \def\bbl@hy@nobreak{\mbox{\bbl@hyphenchar}}
2435 \def\bbl@hy@repeat{%
2436 \bbl@usehyphen{%
2437 \discretionary{\bbl@hyphenchar}{\bbl@hyphenchar}{\bbl@hyphenchar}}}
2438 \def\bbl@hy@repeat{%
2439 \bbl@usehyphen{%
2440 \discretionary{\bbl@hyphenchar}{\bbl@hyphenchar}{\bbl@hyphenchar}}}
2441 \def\bbl@hy@empty{\hskip\z@skip}
2442 \def\bbl@hy@empty{\discretionary{}{}{}}

```

\bbl@disc For some languages the macro \bbl@disc is used to ease the insertion of discretionaries for letters that behave ‘abnormally’ at a breakpoint.

```

2443 \def\bbl@disc#1#2{\nobreak\discretionary{#2-}{#1}\bbl@allowhyphens}

```

9.10 Multiencoding strings

The aim following commands is to provide a common interface for strings in several encodings. They also contains several hooks which can be used by luatex and xetex. The code is organized here with pseudo-guards, so we start with the basic commands.

Tools But first, a couple of tools. The first one makes global a local variable. This is not the best solution, but it works.

```

2444 \bbl@trace{Multiencoding strings}
2445 \def\bbl@tglobal#1{\global\let#1#1}
2446 \def\bbl@recatcode#1{% TODO. Used only once?
2447 \@tempcnta="7F
2448 \def\bbl@tempa{%
2449 \ifnum\@tempcnta>"FF\else
2450 \catcode\@tempcnta=#1\relax
2451 \advance\@tempcnta\@ne
2452 \expandafter\bbl@tempa
2453 \fi}%
2454 \bbl@tempa}

```

The second one. We need to patch \@uclclist, but it is done once and only if \SetCase is used or if strings are encoded. The code is far from satisfactory for several reasons,

including the fact `\@uclclist` is not a list any more. Therefore a package option is added to ignore it. Instead of gobbling the macro getting the next two elements (usually `\reserved@a`), we pass it as argument to `\bbl@uclc`. The parser is restarted inside `\lang\bbl@uclc` because we do not know how many expansions are necessary (depends on whether strings are encoded). The last part is tricky – when uppercasing, we have:

```
\let\bbl@tolower\@empty\bbl@toupper\@empty
```

and starts over (and similarly when lowercasing).

```
2455 \@ifpackagewith{babel}{nocase}%
2456   {\let\bbl@patchuclc\relax}%
2457   {\def\bbl@patchuclc{%
2458     \global\let\bbl@patchuclc\relax
2459     \gaddto@macro\@uclclist{\reserved@b{\reserved@b\bbl@uclc}}%
2460     \gdef\bbl@uclc##1{%
2461       \let\bbl@encoded\bbl@encoded@uclc
2462       \bbl@ifunset{\language @bbl@uclc}% and resumes it
2463       {##1}%
2464       {\let\bbl@tempa##1\relax % Used by LANG@bbl@uclc
2465        \csname\language @bbl@uclc\endcsname}%
2466       {\bbl@tolower\@empty}{\bbl@toupper\@empty}}}%
2467   \gdef\bbl@tolower{\csname\language @bbl@lc\endcsname}%
2468   \gdef\bbl@toupper{\csname\language @bbl@uc\endcsname}}%

2469 <<More package options>> ≡
2470 \DeclareOption{nocase}{}
2471 <</More package options>>
```

The following package options control the behavior of `\SetString`.

```
2472 <<More package options>> ≡
2473 \let\bbl@opt@strings\@nnil % accept strings=value
2474 \DeclareOption{strings}{\def\bbl@opt@strings{\BabelStringsDefault}}
2475 \DeclareOption{strings=encoded}{\let\bbl@opt@strings\relax}
2476 \def\BabelStringsDefault{generic}
2477 <</More package options>>
```

Main command This is the main command. With the first use it is redefined to omit the basic setup in subsequent blocks. We make sure strings contain actual letters in the range 128-255, not active characters.

```
2478 \@onlypreamble\StartBabelCommands
2479 \def\StartBabelCommands{%
2480   \begingroup
2481   \bbl@recatcode{11}%
2482   <<Macros local to BabelCommands>>
2483   \def\bbl@provstring##1##2{%
2484     \providecommand##1{##2}%
2485     \bbl@tglobal##1}%
2486   \global\let\bbl@scafter\@empty
2487   \let\StartBabelCommands\bbl@startcmds
2488   \ifx\BabelLanguages\relax
2489     \let\BabelLanguages\CurrentOption
2490   \fi
2491   \begingroup
2492   \let\bbl@screset\@nnil % local flag - disable 1st stopcommands
2493   \StartBabelCommands}
2494 \def\bbl@startcmds{%
2495   \ifx\bbl@screset\@nnil\else
```

```

2496 \bbl@usehooks{stopcommands}{}%
2497 \fi
2498 \endgroup
2499 \begingroup
2500 \@ifstar
2501 {\ifx\bbl@opt@strings\@nnil
2502 \let\bbl@opt@strings\BabelStringsDefault
2503 \fi
2504 \bbl@startcmds@i}%
2505 \bbl@startcmds@i}
2506 \def\bbl@startcmds@i#1#2{%
2507 \edef\bbl@L{\zap@space#1 \@empty}%
2508 \edef\bbl@G{\zap@space#2 \@empty}%
2509 \bbl@startcmds@ii}
2510 \let\bbl@startcommands\StartBabelCommands

```

Parse the encoding info to get the label, input, and font parts.

Select the behavior of `\SetString`. There are two main cases, depending of if there is an optional argument: without it and `strings=encoded`, strings are defined always; otherwise, they are set only if they are still undefined (ie, fallback values). With labelled blocks and `strings=encoded`, define the strings, but with another value, define strings only if the current label or font encoding is the value of `strings`; otherwise (ie, no strings or a block whose label is not in strings=) do nothing.

We presume the current block is not loaded, and therefore set (above) a couple of default values to gobble the arguments. Then, these macros are redefined if necessary according to several parameters.

```

2511 \newcommand\bbl@startcmds@ii[1][\@empty]{%
2512 \let\SetString@gobbletwo
2513 \let\bbl@stringdef@gobbletwo
2514 \let\AfterBabelCommands@gobble
2515 \ifx\@empty#1%
2516 \def\bbl@sc@label{generic}%
2517 \def\bbl@encstring##1##2{%
2518 \ProvideTextCommandDefault##1{##2}%
2519 \bbl@tglobal##1%
2520 \expandafter\bbl@tglobal\csname\string?\string##1\endcsname}%
2521 \let\bbl@sctest\in@true
2522 \else
2523 \let\bbl@sc@charset\space % <- zapped below
2524 \let\bbl@sc@fontenc\space % <- " "
2525 \def\bbl@tempa##1=##2\@nil{%
2526 \bbl@csarg\edef{sc@\zap@space##1 \@empty}{##2 }}%
2527 \bbl@vforeach{label=#1}{\bbl@tempa##1\@nil}%
2528 \def\bbl@tempa##1 ##2{% space -> comma
2529 ##1%
2530 \ifx\@empty##2\else\ifx,##1,\else,\fi\bbl@afterfi\bbl@tempa##2\fi}%
2531 \edef\bbl@sc@fontenc{\expandafter\bbl@tempa\bbl@sc@fontenc\@empty}%
2532 \edef\bbl@sc@label{\expandafter\zap@space\bbl@sc@label\@empty}%
2533 \edef\bbl@sc@charset{\expandafter\zap@space\bbl@sc@charset\@empty}%
2534 \def\bbl@encstring##1##2{%
2535 \bbl@foreach\bbl@sc@fontenc{%
2536 \bbl@ifunset{T@###1}%
2537 }%
2538 {\ProvideTextCommand##1{####1}{##2}%
2539 \bbl@tglobal##1%
2540 \expandafter
2541 \bbl@tglobal\csname####1\string##1\endcsname}}}%
2542 \def\bbl@sctest{%

```

```

2543 \bbl@xin@{\bbl@opt@strings,}{\bbl@sc@label,\bbl@sc@fontenc,}}%
2544 \fi
2545 \ifx\bbl@opt@strings\@nnil % ie, no strings key -> defaults
2546 \else\ifx\bbl@opt@strings\relax % ie, strings=encoded
2547 \let\AfterBabelCommands\bbl@aftercmds
2548 \let\SetString\bbl@setstring
2549 \let\bbl@stringdef\bbl@encstring
2550 \else % ie, strings=value
2551 \bbl@sctest
2552 \ifin@
2553 \let\AfterBabelCommands\bbl@aftercmds
2554 \let\SetString\bbl@setstring
2555 \let\bbl@stringdef\bbl@provstring
2556 \fi\fi\fi
2557 \bbl@scswitch
2558 \ifx\bbl@G\@empty
2559 \def\SetString##1##2{%
2560 \bbl@error{Missing group for string \string##1}%
2561 {You must assign strings to some category, typically\\%
2562 captions or extras, but you set none}}%
2563 \fi
2564 \ifx\@empty#1%
2565 \bbl@usehooks{defaultcommands}{}%
2566 \else
2567 \@expandtwoargs
2568 \bbl@usehooks{encodedcommands}{\bbl@sc@charset}{\bbl@sc@fontenc}}%
2569 \fi}

```

There are two versions of `\bbl@scswitch`. The first version is used when `ldfs` are read, and it makes sure `\langle group \rangle \langle language \rangle` is reset, but only once (`\bbl@screset` is used to keep track of this). The second version is used in the preamble and packages loaded after `babel` and does nothing.

The macro `\bbl@forlang` loops `\bbl@L` but its body is executed only if the value is in `\BabelLanguages` (inside `babel`) or `\date \langle language \rangle` is defined (after `babel` has been loaded). There are also two version of `\bbl@forlang`. The first one skips the current iteration if the language is not in `\BabelLanguages` (used in `ldfs`), and the second one skips undefined languages (after `babel` has been loaded).

```

2570 \def\bbl@forlang#1#2{%
2571 \bbl@for#1\bbl@L{%
2572 \bbl@xin@{,#1,}{\BabelLanguages,}%
2573 \ifin@#2\relax\fi}}
2574 \def\bbl@scswitch{%
2575 \bbl@forlang\bbl@tempa{%
2576 \ifx\bbl@G\@empty\else
2577 \ifx\SetString@gobbletwo\else
2578 \edef\bbl@GL{\bbl@G\bbl@tempa}%
2579 \bbl@xin@{\bbl@GL,}{\bbl@screset,}%
2580 \ifin@\else
2581 \global\expandafter\let\csname\bbl@GL\endcsname\@undefined
2582 \xdef\bbl@screset{\bbl@screset,\bbl@GL}%
2583 \fi
2584 \fi
2585 \fi}}
2586 \AtEndOfPackage{%
2587 \def\bbl@forlang#1#2{\bbl@for#1\bbl@L{\bbl@ifunset{date#1}{}{#2}}}%
2588 \let\bbl@scswitch\relax}
2589 \@onlypreamble\EndBabelCommands
2590 \def\EndBabelCommands{%

```



```

2591 \bbl@usehooks{stopcommands}{}%
2592 \endgroup
2593 \endgroup
2594 \bbl@scafter}
2595 \let\bbl@endcommands\EndBabelCommands

```

Now we define commands to be used inside \StartBabelCommands.

Strings The following macro is the actual definition of \SetString when it is “active” First save the “switcher”. Create it if undefined. Strings are defined only if undefined (ie, like \providescommand). With the event stringprocess you can preprocess the string by manipulating the value of \BabelString. If there are several hooks assigned to this event, preprocessing is done in the same order as defined. Finally, the string is set.

```

2596 \def\bbl@setstring#1#2{% eg, \prefacename{<string>}
2597 \bbl@forlang\bbl@tempa{%
2598 \edef\bbl@LC{\bbl@tempa\bbl@stripslash#1}%
2599 \bbl@ifunset{\bbl@LC}% eg, \germanchaptername
2600 {\bbl@exp{%
2601 \global\bbbl@add\<\bbl@G\bbl@tempa>{\bbbl@scset\#1\<\bbl@LC>}}}%
2602 }%
2603 \def\BabelString{#2}%
2604 \bbl@usehooks{stringprocess}{}%
2605 \expandafter\bbl@stringdef
2606 \csname\bbl@LC\expandafter\endcsname\expandafter{\BabelString}}

```

Now, some additional stuff to be used when encoded strings are used. Captions then include \bbl@encoded for string to be expanded in case transformations. It is \relax by default, but in \MakeUppercase and \MakeLowercase its value is a modified expandable \@changed@cmd.

```

2607 \ifx\bbl@opt@strings\relax
2608 \def\bbl@scset#1#2{\def#1{\bbl@encoded#2}}
2609 \bbl@patchuclc
2610 \let\bbl@encoded\relax
2611 \def\bbl@encoded@uclc#1{%
2612 \@inmathwarn#1%
2613 \expandafter\ifx\csname\cf@encoding\string#1\endcsname\relax
2614 \expandafter\ifx\csname ?\string#1\endcsname\relax
2615 \TextSymbolUnavailable#1%
2616 \else
2617 \csname ?\string#1\endcsname
2618 \fi
2619 \else
2620 \csname\cf@encoding\string#1\endcsname
2621 \fi}
2622 \else
2623 \def\bbl@scset#1#2{\def#1{#2}}
2624 \fi

```

Define \SetStringLoop, which is actually set inside \StartBabelCommands. The current definition is somewhat complicated because we need a count, but \count@ is not under our control (remember \SetString may call hooks). Instead of defining a dedicated count, we just “pre-expand” its value.

```

2625 <<(*Macros local to BabelCommands)>> ≡
2626 \def\SetStringLoop##1##2{%
2627 \def\bbl@templ####1{\expandafter\noexpand\csname##1\endcsname}%
2628 \count@\z@
2629 \bbl@loop\bbl@tempa{##2}{% empty items and spaces are ok
2630 \advance\count@\@ne

```

```

2631 \toks@expandafter{\bbl@tempa}%
2632 \bbl@exp{%
2633 \\\SetString\bbl@templ{\romannumeral\count@}{\the\toks@}%
2634 \count@=\the\count@relax}}}%
2635 <</Macros local to BabelCommands>>

```

Delaying code Now the definition of \AfterBabelCommands when it is activated.

```

2636 \def\bbl@aftercmds#1{%
2637 \toks@expandafter{\bbl@scafter#1}%
2638 \xdef\bbl@scafter{\the\toks@}}

```

Case mapping The command \SetCase provides a way to change the behavior of \MakeUppercase and \MakeLowercase. \bbl@tempa is set by the patched \@uclclist to the parsing command.

```

2639 <<*Macros local to BabelCommands>> ≡
2640 \newcommand\SetCase[3][]{%
2641 \bbl@patchucl
2642 \bbl@forlang\bbl@tempa{%
2643 \expandafter\bbl@encstring
2644 \csname\bbl@tempa @bbl@ucl\endcsname{\bbl@tempa##1}%
2645 \expandafter\bbl@encstring
2646 \csname\bbl@tempa @bbl@uc\endcsname{##2}%
2647 \expandafter\bbl@encstring
2648 \csname\bbl@tempa @bbl@lc\endcsname{##3}}}%
2649 <</Macros local to BabelCommands>>

```

Macros to deal with case mapping for hyphenation. To decide if the document is monolingual or multilingual, we make a rough guess – just see if there is a comma in the languages list, built in the first pass of the package options.

```

2650 <<*Macros local to BabelCommands>> ≡
2651 \newcommand\SetHyphenMap[1]{%
2652 \bbl@forlang\bbl@tempa{%
2653 \expandafter\bbl@stringdef
2654 \csname\bbl@tempa @bbl@hyphenmap\endcsname{##1}}}%
2655 <</Macros local to BabelCommands>>

```

There are 3 helper macros which do most of the work for you.

```

2656 \newcommand\BabelLower[2]{% one to one.
2657 \ifnum\lccode#1=#2\else
2658 \babel@savevariable{\lccode#1}%
2659 \lccode#1=#2relax
2660 \fi}
2661 \newcommand\BabelLowerMM[4]{% many-to-many
2662 \@tempcnta=#1relax
2663 \@tempcntb=#4relax
2664 \def\bbl@tempa{%
2665 \ifnum\@tempcnta>#2\else
2666 \@expandtwoargs\BabelLower{\the\@tempcnta}{\the\@tempcntb}%
2667 \advance\@tempcnta#3relax
2668 \advance\@tempcntb#3relax
2669 \expandafter\bbl@tempa
2670 \fi}%
2671 \bbl@tempa}
2672 \newcommand\BabelLowerM0[4]{% many-to-one
2673 \@tempcnta=#1relax
2674 \def\bbl@tempa{%
2675 \ifnum\@tempcnta>#2\else

```

```

2676 \expandafter\BabelLower{\the\@tempcnta}{#4}%
2677 \advance\@tempcnta#3
2678 \expandafter\bb1@tempa
2679 \fi}%
2680 \bb1@tempa}

```

The following package options control the behavior of hyphenation mapping.

```

2681 <(*More package options)> ≡
2682 \DeclareOption{hyphenmap=off}{\chardef\bb1@opt@hyphenmap\z@}
2683 \DeclareOption{hyphenmap=first}{\chardef\bb1@opt@hyphenmap\@ne}
2684 \DeclareOption{hyphenmap=select}{\chardef\bb1@opt@hyphenmap\tw@}
2685 \DeclareOption{hyphenmap=other}{\chardef\bb1@opt@hyphenmap\thr@@}
2686 \DeclareOption{hyphenmap=other*}{\chardef\bb1@opt@hyphenmap4\relax}
2687 <(/More package options)>

```

Initial setup to provide a default behavior if hyphenmap is not set.

```

2688 \AtEndOfPackage{%
2689 \ifx\bb1@opt@hyphenmap\undefined
2690 \bb1@xin@{,}{\bb1@language@opts}%
2691 \chardef\bb1@opt@hyphenmap\ifin4\else\@ne\fi
2692 \fi}

```

This sections ends with a general tool for resetting the caption names with a unique interface. With the old way, which mixes the switcher and the string, we convert it to the new one, which separates these two steps.

```

2693 \newcommand\setlocalecaption{% TODO. Catch typos. What about ensure?
2694 \@ifstar\bb1@setcaption@s\bb1@setcaption@x}
2695 \def\bb1@setcaption@x#1#2#3{% language caption-name string
2696 \bb1@trim@def\bb1@tempa{#2}%
2697 \bb1@xin@{.template}{\bb1@tempa}%
2698 \ifin@
2699 \bb1@ini@captions@template{#3}{#1}%
2700 \else
2701 \edef\bb1@tempd{%
2702 \expandafter\expandafter\expandafter
2703 \strip@prefix\expandafter\meaning\csname captions#1\endcsname}%
2704 \bb1@xin@
2705 {\expandafter\string\csname #2name\endcsname}%
2706 {\bb1@tempd}%
2707 \ifin@ % Renew caption
2708 \bb1@xin@{\string\bb1@scset}{\bb1@tempd}%
2709 \ifin@
2710 \bb1@exp{%
2711 \\\bb1@ifsamestring{\bb1@tempa}{\language}%
2712 {\\\bb1@scset\<#2name>\<#1#2name>}%
2713 {}}%
2714 \else % Old way converts to new way
2715 \bb1@ifunset{#1#2name}%
2716 {\bb1@exp{%
2717 \\\bb1@add\<captions#1>\def\<#2name>\<#1#2name>}}%
2718 \\\bb1@ifsamestring{\bb1@tempa}{\language}%
2719 {\def\<#2name>\<#1#2name>}}%
2720 {}}}%
2721 {}%
2722 \fi
2723 \else
2724 \bb1@xin@{\string\bb1@scset}{\bb1@tempd}% New
2725 \ifin@ % New way
2726 \bb1@exp{%

```

```

2727      \\\bbl@add\<captions#1>\{\\\bbl@scset\<#2name>\<#1#2name>}%
2728      \\\bbl@ifsamestring{\bbl@tempa}{\language}%
2729      {\\\bbl@scset\<#2name>\<#1#2name>}%
2730      {}}%
2731      \else % Old way, but defined in the new way
2732      \bbl@exp{%
2733      \\\bbl@add\<captions#1>\{def\<#2name>\<#1#2name>}}%
2734      \\\bbl@ifsamestring{\bbl@tempa}{\language}%
2735      {\def\<#2name>\<#1#2name>}}%
2736      {}}%
2737      \fi%
2738      \fi
2739      \@namedef{#1#2name}{#3}%
2740      \toks@\expandafter{\bbl@captionslist}%
2741      \bbl@exp{\\\in{\<#2name>}{\the\toks@}}%
2742      \ifin@%
2743      \bbl@exp{\\\bbl@add\\bbl@captionslist{\<#2name>}}%
2744      \bbl@global\bbl@captionslist
2745      \fi
2746      \fi}
2747 % \def\bbl@setcaption@s#1#2#3{} % TODO. Not yet implemented

```

9.11 Macros common to a number of languages

`\set@low@box` The following macro is used to lower quotes to the same level as the comma. It prepares its argument in box register 0.

```

2748 \bbl@trace{Macros related to glyphs}
2749 \def\set@low@box#1{\setbox\tw\hbox{,}\setbox\z@ \hbox{#1}%
2750   \dimen\z@ \ht\z@ \advance\dimen\z@ -\ht\tw@%
2751   \setbox\z@\hbox{\lower\dimen\z@ \box\z@}\ht\z@ \ht\tw@ \dp\z@\dp\tw@}

```

`\save@sf@q` The macro `\save@sf@q` is used to save and reset the current space factor.

```

2752 \def\save@sf@q#1{\leavevmode
2753   \begingroup
2754   \edef\SF{\spacefactor\the\spacefactor}#1\SF
2755   \endgroup}

```

9.12 Making glyphs available

This section makes a number of glyphs available that either do not exist in the OT1 encoding and have to be ‘faked’, or that are not accessible through `T1enc.def`.

9.12.1 Quotation marks

`\quotedblbase` In the T1 encoding the opening double quote at the baseline is available as a separate character, accessible via `\quotedblbase`. In the OT1 encoding it is not available, therefore we make it available by lowering the normal open quote character to the baseline.

```

2756 \ProvideTextCommand{\quotedblbase}{OT1}{%
2757   \save@sf@q{\set@low@box{\textquotedblright\}}%
2758   \box\z@\kern-.04em\bbl@allowhyphens}}

```

Make sure that when an encoding other than OT1 or T1 is used this glyph can still be typeset.

```

2759 \ProvideTextCommandDefault{\quotedblbase}{%
2760   \UseTextSymbol{OT1}{\quotedblbase}}

```

`\quotesinglbase` We also need the single quote character at the baseline.

```
2761 \ProvideTextCommand{\quotesinglbase}{OT1}{%
2762   \save@sf@q{\set@low@box{\textquoteright\}%
2763     \box\z@\kern-.04em\bb1@allowhyphens}}
```

Make sure that when an encoding other than OT1 or T1 is used this glyph can still be typeset.

```
2764 \ProvideTextCommandDefault{\quotesinglbase}{%
2765   \UseTextSymbol{OT1}{\quotesinglbase}}
```

`\guillemetleft` The guillemet characters are not available in OT1 encoding. They are faked. (Wrong names
`\guillemetright` with o preserved for compatibility.)

```
2766 \ProvideTextCommand{\guillemetleft}{OT1}{%
2767   \ifmmode
2768     \ll
2769   \else
2770     \save@sf@q{\nobreak
2771       \raise.2ex\hbox{$\scriptscriptstyle\ll$}\bb1@allowhyphens}%
2772   \fi}
2773 \ProvideTextCommand{\guillemetright}{OT1}{%
2774   \ifmmode
2775     \gg
2776   \else
2777     \save@sf@q{\nobreak
2778       \raise.2ex\hbox{$\scriptscriptstyle\gg$}\bb1@allowhyphens}%
2779   \fi}
2780 \ProvideTextCommand{\guillemotleft}{OT1}{%
2781   \ifmmode
2782     \ll
2783   \else
2784     \save@sf@q{\nobreak
2785       \raise.2ex\hbox{$\scriptscriptstyle\ll$}\bb1@allowhyphens}%
2786   \fi}
2787 \ProvideTextCommand{\guillemotright}{OT1}{%
2788   \ifmmode
2789     \gg
2790   \else
2791     \save@sf@q{\nobreak
2792       \raise.2ex\hbox{$\scriptscriptstyle\gg$}\bb1@allowhyphens}%
2793   \fi}
```

Make sure that when an encoding other than OT1 or T1 is used these glyphs can still be typeset.

```
2794 \ProvideTextCommandDefault{\guillemetleft}{%
2795   \UseTextSymbol{OT1}{\guillemetleft}}
2796 \ProvideTextCommandDefault{\guillemetright}{%
2797   \UseTextSymbol{OT1}{\guillemetright}}
2798 \ProvideTextCommandDefault{\guillemotleft}{%
2799   \UseTextSymbol{OT1}{\guillemotleft}}
2800 \ProvideTextCommandDefault{\guillemotright}{%
2801   \UseTextSymbol{OT1}{\guillemotright}}
```

`\guilsinglleft` The single guillemets are not available in OT1 encoding. They are faked.
`\guilsinglright`

```
2802 \ProvideTextCommand{\guilsinglleft}{OT1}{%
2803   \ifmmode
2804     <%
2805   \else
2806     \save@sf@q{\nobreak
```

```

2807 \raise.2ex\hbox{$\scriptscriptstyle<$}\bbl@allowhyphens}%
2808 \fi}
2809 \ProvideTextCommand{\guilsinglright}{OT1}{%
2810 \ifmmode
2811 >%
2812 \else
2813 \save@sf@q{\nobreak
2814 \raise.2ex\hbox{$\scriptscriptstyle>$}\bbl@allowhyphens}%
2815 \fi}

```

Make sure that when an encoding other than OT1 or T1 is used these glyphs can still be typeset.

```

2816 \ProvideTextCommandDefault{\guilsinglleft}{%
2817 \UseTextSymbol{OT1}{\guilsinglleft}}
2818 \ProvideTextCommandDefault{\guilsinglright}{%
2819 \UseTextSymbol{OT1}{\guilsinglright}}

```

9.12.2 Letters

`\ij` The dutch language uses the letter ‘ij’. It is available in T1 encoded fonts, but not in the OT1 encoded fonts. Therefore we fake it for the OT1 encoding.

```

2820 \DeclareTextCommand{\ij}{OT1}{%
2821 i\kern-0.02em\bbl@allowhyphens j}
2822 \DeclareTextCommand{\IJ}{OT1}{%
2823 I\kern-0.02em\bbl@allowhyphens J}
2824 \DeclareTextCommand{\ij}{T1}{\char188}
2825 \DeclareTextCommand{\IJ}{T1}{\char156}

```

Make sure that when an encoding other than OT1 or T1 is used these glyphs can still be typeset.

```

2826 \ProvideTextCommandDefault{\ij}{%
2827 \UseTextSymbol{OT1}{\ij}}
2828 \ProvideTextCommandDefault{\IJ}{%
2829 \UseTextSymbol{OT1}{\IJ}}

```

`\dj` The croatian language needs the letters `\dj` and `\DJ`; they are available in the T1 encoding, `\DJ` but not in the OT1 encoding by default.

Some code to construct these glyphs for the OT1 encoding was made available to me by Stipčević Mario, (stipcevic@olimp.irb.hr).

```

2830 \def\crrtic@{\hrule height0.1ex width0.3em}
2831 \def\crttic@{\hrule height0.1ex width0.33em}
2832 \def\ddj@{%
2833 \setbox0\hbox{d}\dimen@=\ht0
2834 \advance\dimen@1ex
2835 \dimen@.45\dimen@
2836 \dimen@ii\expandafter\rem@pt\the\fontdimen\@ne\font\dimen@
2837 \advance\dimen@ii.5ex
2838 \leavevmode\rlap{\raise\dimen@\hbox{\kern\dimen@ii\vbox{\crrtic@}}}}
2839 \def\DDJ@{%
2840 \setbox0\hbox{D}\dimen@=.55\ht0
2841 \dimen@ii\expandafter\rem@pt\the\fontdimen\@ne\font\dimen@
2842 \advance\dimen@ii.15ex % correction for the dash position
2843 \advance\dimen@ii-.15\fontdimen7\font % correction for cmtt font
2844 \dimen\thr@@\expandafter\rem@pt\the\fontdimen7\font\dimen@
2845 \leavevmode\rlap{\raise\dimen@\hbox{\kern\dimen@ii\vbox{\crttic@}}}}
2846 %
2847 \DeclareTextCommand{\dj}{OT1}{\ddj@ d}
2848 \DeclareTextCommand{\DJ}{OT1}{\DDJ@ D}

```

Make sure that when an encoding other than OT1 or T1 is used these glyphs can still be typeset.

```
2849 \ProvideTextCommandDefault{\dj}{%
2850   \UseTextSymbol{OT1}{\dj}}
2851 \ProvideTextCommandDefault{\DJ}{%
2852   \UseTextSymbol{OT1}{\DJ}}
```

\SS For the T1 encoding \SS is defined and selects a specific glyph from the font, but for other encodings it is not available. Therefore we make it available here.

```
2853 \DeclareTextCommand{\SS}{OT1}{SS}
2854 \ProvideTextCommandDefault{\SS}{\UseTextSymbol{OT1}{\SS}}
```

9.12.3 Shorthands for quotation marks

Shorthands are provided for a number of different quotation marks, which make them usable both outside and inside mathmode. They are defined with \ProvideTextCommandDefault, but this is very likely not required because their definitions are based on encoding-dependent macros.

\glq The ‘german’ single quotes.

```
\grq 2855 \ProvideTextCommandDefault{\glq}{%
2856   \textormath{\quotesinglbase}{\mbox{\quotesinglbase}}}
```

The definition of \grq depends on the fontencoding. With T1 encoding no extra kerning is needed.

```
2857 \ProvideTextCommand{\grq}{T1}{%
2858   \textormath{\kern\z@\textquoteleft}{\mbox{\textquoteleft}}}
2859 \ProvideTextCommand{\grq}{TU}{%
2860   \textormath{\textquoteleft}{\mbox{\textquoteleft}}}
2861 \ProvideTextCommand{\grq}{OT1}{%
2862   \save@sf@q{\kern-.0125em
2863     \textormath{\textquoteleft}{\mbox{\textquoteleft}}}%
2864     \kern.07em\relax}}
2865 \ProvideTextCommandDefault{\grq}{\UseTextSymbol{OT1}\grq}
```

\glqq The ‘german’ double quotes.

```
\grqq 2866 \ProvideTextCommandDefault{\glqq}{%
2867   \textormath{\quotedblbase}{\mbox{\quotedblbase}}}
```

The definition of \grqq depends on the fontencoding. With T1 encoding no extra kerning is needed.

```
2868 \ProvideTextCommand{\grqq}{T1}{%
2869   \textormath{\textquotedblleft}{\mbox{\textquotedblleft}}}
2870 \ProvideTextCommand{\grqq}{TU}{%
2871   \textormath{\textquotedblleft}{\mbox{\textquotedblleft}}}
2872 \ProvideTextCommand{\grqq}{OT1}{%
2873   \save@sf@q{\kern-.07em
2874     \textormath{\textquotedblleft}{\mbox{\textquotedblleft}}}%
2875     \kern.07em\relax}}
2876 \ProvideTextCommandDefault{\grqq}{\UseTextSymbol{OT1}\grqq}
```

\flq The ‘french’ single guillemets.

```
\frq 2877 \ProvideTextCommandDefault{\flq}{%
2878   \textormath{\guilsinglleft}{\mbox{\guilsinglleft}}}
2879 \ProvideTextCommandDefault{\frq}{%
2880   \textormath{\guilsinglright}{\mbox{\guilsinglright}}}
```

`\flqq` The ‘french’ double guillemets.

```
\frqq 2881 \ProvideTextCommandDefault{\flqq}{%
2882   \textormath{\guillemetleft}{\mbox{\guillemetleft}}}
2883 \ProvideTextCommandDefault{\frqq}{%
2884   \textormath{\guillemetright}{\mbox{\guillemetright}}}
```

9.12.4 Umlauts and tremas

The command `\` needs to have a different effect for different languages. For German for instance, the ‘umlaut’ should be positioned lower than the default position for placing it over the letters a, o, u, A, O and U. When placed over an e, i, E or I it can retain its normal position. For Dutch the same glyph is always placed in the lower position.

`\umlauthigh` To be able to provide both positions of `\` we provide two commands to switch the
`\umlautlow` positioning, the default will be `\umlauthigh` (the normal positioning).

```
2885 \def\uumlauthigh{%
2886   \def\bbl@umlauta##1{\leavevmode\bgroup%
2887     \expandafter\accent\csname\fontencoding dqpos\endcsname
2888     ##1\bbl@allowhyphens\egroup}%
2889   \let\bbl@umlaute\bbl@umlauta}
2890 \def\uumlautlow{%
2891   \def\bbl@umlauta{\protect\lower@umlaut}}
2892 \def\umlautelower{%
2893   \def\bbl@umlaute{\protect\lower@umlaut}}
2894 \umlauthigh
```

`\lower@umlaut` The command `\lower@umlaut` is used to position the `\` closer to the letter.
We want the umlaut character lowered, nearer to the letter. To do this we need an extra *⟨dimen⟩* register.

```
2895 \expandafter\ifx\csname U@D\endcsname\relax
2896   \csname newdimen\endcsname\U@D
2897 \fi
```

The following code fools T_EX’s `make_accent` procedure about the current x-height of the font to force another placement of the umlaut character. First we have to save the current x-height of the font, because we’ll change this font dimension and this is always done globally.

Then we compute the new x-height in such a way that the umlaut character is lowered to the base character. The value of `.45ex` depends on the METAFONT parameters with which the fonts were built. (Just try out, which value will look best.) If the new x-height is too low, it is not changed. Finally we call the `\accent` primitive, reset the old x-height and insert the base character in the argument.

```
2898 \def\lower@umlaut#1{%
2899   \leavevmode\bgroup
2900   \U@D 1ex%
2901   {\setbox\z@\hbox{%
2902     \expandafter\char\csname\fontencoding dqpos\endcsname}%
2903     \dimen@ -.45ex\advance\dimen@\ht\z@
2904     \ifdim 1ex<\dimen@ \fontdimen5\font\dimen@ \fi}%
2905   \expandafter\accent\csname\fontencoding dqpos\endcsname
2906   \fontdimen5\font\U@D #1%
2907   \egroup}
```

For all vowels we declare `\` to be a composite command which uses `\bbl@umlauta` or `\bbl@umlaute` to position the umlaut character. We need to be sure that these definitions override the ones that are provided when the package `fontenc` with option `OT1` is used.

Therefore these declarations are postponed until the beginning of the document. Note these definitions only apply to some languages, but babel sets them for *all* languages – you may want to redefine `\bbl@umlauta` and/or `\bbl@umlaute` for a language in the corresponding ldf (using the babel switching mechanism, of course).

```

2908 \AtBeginDocument{%
2909   \DeclareTextCompositeCommand{"}{OT1}{a}{\bbl@umlauta{a}}%
2910   \DeclareTextCompositeCommand{"}{OT1}{e}{\bbl@umlaute{e}}%
2911   \DeclareTextCompositeCommand{"}{OT1}{i}{\bbl@umlaute{i}}%
2912   \DeclareTextCompositeCommand{"}{OT1}{\i}{\bbl@umlaute{i}}%
2913   \DeclareTextCompositeCommand{"}{OT1}{o}{\bbl@umlauta{o}}%
2914   \DeclareTextCompositeCommand{"}{OT1}{u}{\bbl@umlauta{u}}%
2915   \DeclareTextCompositeCommand{"}{OT1}{A}{\bbl@umlauta{A}}%
2916   \DeclareTextCompositeCommand{"}{OT1}{E}{\bbl@umlaute{E}}%
2917   \DeclareTextCompositeCommand{"}{OT1}{I}{\bbl@umlaute{I}}%
2918   \DeclareTextCompositeCommand{"}{OT1}{O}{\bbl@umlauta{O}}%
2919   \DeclareTextCompositeCommand{"}{OT1}{U}{\bbl@umlauta{U}}

```

Finally, make sure the default hyphenrules are defined (even if empty). For internal use, another empty `\language` is defined. Currently used in Amharic.

```

2920 \ifx\l@english\@undefined
2921   \chardef\l@english\z@
2922 \fi
2923 % The following is used to cancel rules in ini files (see Amharic).
2924 \ifx\l@babelnohyphens\@undefined
2925   \newlanguage\l@babelnohyphens
2926 \fi

```

9.13 Layout

Layout is mainly intended to set bidi documents, but there is at least a tool useful in general.

```

2927 \bbl@trace{Bidi layout}
2928 \providecommand\IfBabelLayout[3]{#3}%
2929 \newcommand\BabelPatchSection[1]{%
2930   \@ifundefined{#1}{}{%
2931     \bbl@exp{\let\<bbl@ss@#1>\<#1>}%
2932     \@namedef{#1}{%
2933       \@ifstar{\bbl@presec@s{#1}}{%
2934         {\@dblarg{\bbl@presec@x{#1}}}}}%
2935 \def\bbl@presec@x#1[#2]#3{%
2936   \bbl@exp{%
2937     \\select@language@x{\bbl@main@language}%
2938     \\bbl@cs{sspre@#1}%
2939     \\bbl@cs{ss@#1}%
2940     [\\foreignlanguage{\language}{\unexpanded{#2}}]%
2941     {\\foreignlanguage{\language}{\unexpanded{#3}}}%
2942     \\select@language@x{\language}}}%
2943 \def\bbl@presec@s#1#2{%
2944   \bbl@exp{%
2945     \\select@language@x{\bbl@main@language}%
2946     \\bbl@cs{sspre@#1}%
2947     \\bbl@cs{ss@#1}*%
2948     {\\foreignlanguage{\language}{\unexpanded{#2}}}%
2949     \\select@language@x{\language}}}%
2950 \IfBabelLayout{sectioning}%
2951   {\BabelPatchSection{part}}%
2952   \BabelPatchSection{chapter}%

```

```

2953 \BabelPatchSection{section}%
2954 \BabelPatchSection{subsection}%
2955 \BabelPatchSection{subsubsection}%
2956 \BabelPatchSection{paragraph}%
2957 \BabelPatchSection{subparagraph}%
2958 \def\babel@toc#1{%
2959     \select@language@x{\bbl@main@language}}{}
2960 \IfBabelLayout{captions}%
2961 {\BabelPatchSection{caption}}{}

```

9.14 Load engine specific macros

```

2962 \bbl@trace{Input engine specific macros}
2963 \ifcase\bbl@engine
2964 \input txtbabel.def
2965 \or
2966 \input luababel.def
2967 \or
2968 \input xebabel.def
2969 \fi

```

9.15 Creating and modifying languages

`\babelprovide` is a general purpose tool for creating and modifying languages. It creates the language infrastructure, and loads, if requested, an ini file. It may be used in conjunction to previously loaded ldf files.

```

2970 \bbl@trace{Creating languages and reading ini files}
2971 \newcommand\babelprovide[2][]{%
2972     \let\bbl@savelangname\language
2973     \edef\bbl@savelocaleid{\the\localeid}%
2974     % Set name and locale id
2975     \edef\language{#2}%
2976     % \global\@namedef{\bbl@lcname@#2}{#2}%
2977     \bbl@id@assign
2978     \let\bbl@KVP@captions\@nil
2979     \let\bbl@KVP@date\@nil
2980     \let\bbl@KVP@import\@nil
2981     \let\bbl@KVP@main\@nil
2982     \let\bbl@KVP@script\@nil
2983     \let\bbl@KVP@language\@nil
2984     \let\bbl@KVP@hyphenrules\@nil
2985     \let\bbl@KVP@mapfont\@nil
2986     \let\bbl@KVP@maparabic\@nil
2987     \let\bbl@KVP@mapdigits\@nil
2988     \let\bbl@KVP@intraspace\@nil
2989     \let\bbl@KVP@intrapenalty\@nil
2990     \let\bbl@KVP@onchar\@nil
2991     \let\bbl@KVP@alph\@nil
2992     \let\bbl@KVP@Alph\@nil
2993     \let\bbl@KVP@labels\@nil
2994     \bbl@csarg\let{KVP@labels*}\@nil
2995     \bbl@forkv{#1}{% TODO - error handling
2996         \in@{/#}{##1}%
2997         \ifin@
2998             \bbl@renewinikey##1\@{##2}%
2999         \else
3000             \bbl@csarg\def{KVP@##1}{##2}%
3001         \fi}%

```

```

3002 % == init ==
3003 \ifx\bb1@screset\@undefined
3004 \bb1@ldfinit
3005 \fi
3006 % == import, captions ==
3007 \ifx\bb1@KVP@import\@nil\else
3008 \bb1@exp{\bb1@ifblank{\bb1@KVP@import}}%
3009 {\ifx\bb1@initload\relax
3010 \begingroup
3011 \def\BabelBeforeIni##1##2{\gdef\bb1@KVP@import{##1}\endinput}%
3012 \bb1@input@texini{##2}%
3013 \endgroup
3014 \else
3015 \xdef\bb1@KVP@import{\bb1@initload}%
3016 \fi}%
3017 {}%
3018 \fi
3019 \ifx\bb1@KVP@captions\@nil
3020 \let\bb1@KVP@captions\bb1@KVP@import
3021 \fi
3022 % Load ini
3023 \bb1@ifunset{date#2}%
3024 {\bb1@provide@new{##2}}%
3025 {\bb1@ifblank{##1}%
3026 {}%
3027 {\bb1@provide@renew{##2}}}%
3028 % Post tasks
3029 \bb1@ifunset{\bb1@extracaps@#2}%
3030 {\bb1@exp{\bb1@babelensure[exclude=\today]{##2}}%
3031 {\toks@%expandafter%expandafter%expandafter
3032 {\csname \bb1@extracaps@#2\endcsname}%
3033 \bb1@exp{\bb1@babelensure[exclude=\today,include=\the\toks@]{##2}}%
3034 \bb1@ifunset{\bb1@ensure@\language}%
3035 {\bb1@exp{%
3036 \\\DeclareRobustCommand\<\bb1@ensure@\language>[1]{%
3037 \\\foreignlanguage{\language}%
3038 {###1}}}%
3039 {}%
3040 \bb1@exp{%
3041 \\\bb1@toglobal\<\bb1@ensure@\language>%
3042 \\\bb1@toglobal\<\bb1@ensure@\language\space>%
3043 % At this point all parameters are defined if 'import'. Now we
3044 % execute some code depending on them. But what about if nothing was
3045 % imported? We just load the very basic parameters.
3046 \bb1@load@basic{##2}%
3047 % == script, language ==
3048 % Override the values from ini or defines them
3049 \ifx\bb1@KVP@script\@nil\else
3050 \bb1@csarg\edef{sname#2}{\bb1@KVP@script}%
3051 \fi
3052 \ifx\bb1@KVP@language\@nil\else
3053 \bb1@csarg\edef{lname#2}{\bb1@KVP@language}%
3054 \fi
3055 % == onchar ==
3056 \ifx\bb1@KVP@onchar\@nil\else
3057 \bb1@luahyphenate
3058 \directlua{
3059 if Babel.locale_mapped == nil then
3060 Babel.locale_mapped = true

```

```

3061     Babel.linebreaking.add_before(Babel.locale_map)
3062     Babel.loc_to_scr = {}
3063     Babel.chr_to_loc = Babel.chr_to_loc or {}
3064   end}%
3065   \bbl@xin@{ ids }{ \bbl@KVP@onchar\space}%
3066   \ifin@
3067     \ifx\bbl@starthyphens\undefined % Needed if no explicit selection
3068       \AddBabelHook{babel-onchar}{beforestart}{{\bbl@starthyphens}}%
3069     \fi
3070     \bbl@exp{\\bbl@add\\bbl@starthyphens
3071       {\bbl@patterns@lua{\language}}}%
3072     % TODO - error/warning if no script
3073     \directlua{
3074       if Babel.script_blocks['\bbl@cl{sbc}'] then
3075         Babel.loc_to_scr[\the\localeid] =
3076           Babel.script_blocks['\bbl@cl{sbc}']
3077         Babel.locale_props[\the\localeid].lc = \the\localeid\space
3078         Babel.locale_props[\the\localeid].lg = \the\nameuse{1@\language}\space
3079       end
3080     }%
3081   \fi
3082   \bbl@xin@{ fonts }{ \bbl@KVP@onchar\space}%
3083   \ifin@
3084     \bbl@ifunset{bbl@lsys@\language}{\bbl@provide@lsys{\language}}}%
3085     \bbl@ifunset{bbl@wdir@\language}{\bbl@provide@dirs{\language}}}%
3086     \directlua{
3087       if Babel.script_blocks['\bbl@cl{sbc}'] then
3088         Babel.loc_to_scr[\the\localeid] =
3089           Babel.script_blocks['\bbl@cl{sbc}']
3090       end}%
3091     \ifx\bbl@mapselect\undefined
3092       \AtBeginDocument{%
3093         \expandafter\bbl@add\csname selectfont \endcsname{{\bbl@mapselect}}}%
3094         {\selectfont}}%
3095       \def\bbl@mapselect{%
3096         \let\bbl@mapselect\relax
3097         \edef\bbl@prefontid{\fontid\font}}%
3098       \def\bbl@mapdir##1{%
3099         {\def\language{##1}%
3100          \let\bbl@ifrestoring\@firstoftwo % To avoid font warning
3101          \bbl@switchfont
3102          \directlua{
3103            Babel.locale_props[\the\csname bbl@id@##1\endcsname]
3104              [\bbl@prefontid] = \fontid\font\space}}}%
3105       \fi
3106       \bbl@exp{\\bbl@add\\bbl@mapselect{\bbl@mapdir{\language}}}%
3107     \fi
3108     % TODO - catch non-valid values
3109   \fi
3110   % == mapfont ==
3111   % For bidi texts, to switch the font based on direction
3112   \ifx\bbl@KVP@mapfont\@nil\else
3113     \bbl@ifsamestring{\bbl@KVP@mapfont}{direction}}}%
3114     {\bbl@error{Option '\bbl@KVP@mapfont' unknown for\
3115       mapfont. Use 'direction'.%
3116       {See the manual for details.}}}%
3117     \bbl@ifunset{bbl@lsys@\language}{\bbl@provide@lsys{\language}}}%
3118     \bbl@ifunset{bbl@wdir@\language}{\bbl@provide@dirs{\language}}}%
3119     \ifx\bbl@mapselect\undefined

```

```

3120 \AtBeginDocument{%
3121   \expandafter\bbbl@add\csname selectfont \endcsname{\bbbl@mapselect}}%
3122   {\selectfont}}%
3123 \def\bbbl@mapselect{%
3124   \let\bbbl@mapselect\relax
3125   \edef\bbbl@prefontid{\fontid\font}}%
3126 \def\bbbl@mapdir##1{%
3127   {\def\language##1}%
3128   \let\bbbl@ifrestoring\@firstoftwo % avoid font warning
3129   \bbbl@switchfont
3130   \directlua{Babel.fontmap
3131     [\the\csname bbl@wdir@##1\endcsname]%
3132     [\bbbl@prefontid]=\fontid\font}}}%
3133 \fi
3134 \bbbl@exp{\bbbl@add\bbbl@mapselect{\bbbl@mapdir{\language}}}%
3135 \fi
3136 % == Line breaking: intraspace, intrapenalty ==
3137 % For CJK, East Asian, Southeast Asian, if interspace in ini
3138 \ifx\bbbl@KVP@intraspace\@nil\else % We can override the ini or set
3139   \bbbl@csarg\edef{intsp@#2}{\bbbl@KVP@intraspace}%
3140 \fi
3141 \bbbl@provide@intraspace
3142 % == Line breaking: hyphenate.other.locale ==
3143 \bbbl@ifunset{\bbbl@hyotl@language}{}%
3144   {\bbbl@csarg\bbbl@replace{\hyotl@language}{ }{ },}%
3145   \bbbl@startcommands*{\language}{}%
3146   \bbbl@csarg\bbbl@foreach{\hyotl@language}{%
3147     \ifcase\bbbl@engine
3148       \ifnum##1<257
3149         \SetHyphenMap{\BabelLower{##1}{##1}}%
3150       \fi
3151     \else
3152       \SetHyphenMap{\BabelLower{##1}{##1}}%
3153     \fi}%
3154   \bbbl@endcommands}%
3155 % == Line breaking: hyphenate.other.script ==
3156 \bbbl@ifunset{\bbbl@hyots@language}{}%
3157   {\bbbl@csarg\bbbl@replace{\hyots@language}{ }{ },}%
3158   \bbbl@csarg\bbbl@foreach{\hyots@language}{%
3159     \ifcase\bbbl@engine
3160       \ifnum##1<257
3161         \global\lccode##1=##1\relax
3162       \fi
3163     \else
3164       \global\lccode##1=##1\relax
3165     \fi}}%
3166 % == Counters: maparabic ==
3167 % Native digits, if provided in ini (TeX level, xe and lua)
3168 \ifcase\bbbl@engine\else
3169   \bbbl@ifunset{\bbbl@dgnat@language}{}%
3170   {\expandafter\ifx\csname bbl@dgnat@language\endcsname\@empty\else
3171     \expandafter\expandafter\expandafter
3172     \bbbl@setdigits\csname bbl@dgnat@language\endcsname
3173     \ifx\bbbl@KVP@maparabic\@nil\else
3174       \ifx\bbbl@latinarabic\@undefined
3175         \expandafter\let\expandafter\@arabic
3176         \csname bbl@counter@language\endcsname
3177       \else % ie, if layout=counters, which redefines \@arabic
3178         \expandafter\let\expandafter\bbbl@latinarabic

```

```

3179         \csname bbl@counter@\language\endcsname
3180     \fi
3181 \fi
3182 \fi}%
3183 \fi
3184 % == Counters: mapdigits ==
3185 % Native digits (lua level).
3186 \ifodd\bbl@engine
3187     \ifx\bbl@KVP@mapdigits\@nil\else
3188         \bbl@ifunset{bbl@dgnat\language}{}%
3189         {\RequirePackage{luatexbase}%
3190         \bbl@activate@preotf
3191         \directlua{
3192             Babel = Babel or {} %% -> presets in luababel
3193             Babel.digits_mapped = true
3194             Babel.digits = Babel.digits or {}
3195             Babel.digits[\the\localeid] =
3196                 table.pack(string.utfvalue('\bbl@cl{dgnat}'))
3197             if not Babel.numbers then
3198                 function Babel.numbers(head)
3199                     local LOCALE = luatexbase.registernumber'bbl@attr@locale'
3200                     local GLYPH = node.id'glyph'
3201                     local inmath = false
3202                     for item in node.traverse(head) do
3203                         if not inmath and item.id == GLYPH then
3204                             local temp = node.get_attribute(item, LOCALE)
3205                             if Babel.digits[temp] then
3206                                 local chr = item.char
3207                                 if chr > 47 and chr < 58 then
3208                                     item.char = Babel.digits[temp][chr-47]
3209                                 end
3210                             end
3211                             elseif item.id == node.id'math' then
3212                                 inmath = (item.subtype == 0)
3213                             end
3214                         end
3215                     return head
3216                 end
3217             end
3218         }}%
3219     \fi
3220 \fi
3221 % == Counters: alph, Alph ==
3222 % What if extras<lang> contains a \babel@save\@alph? It won't be
3223 % restored correctly when exiting the language, so we ignore
3224 % this change with the \bbl@alph@saved trick.
3225 \ifx\bbl@KVP@alph\@nil\else
3226     \toks@\expandafter\expandafter\expandafter{%
3227         \csname extras\language\endcsname}%
3228     \bbl@exp{%
3229         \def\<extras\language>{%
3230             \let\\bbl@alph@saved\\@alph
3231             \the\toks@
3232             \let\\@alph\\bbl@alph@saved
3233             \\babel@save\\@alph
3234             \let\\@alph\<bbl@cntr@bbl@KVP@alph @\language>}}%
3235 \fi
3236 \ifx\bbl@KVP@Alph\@nil\else
3237     \toks@\expandafter\expandafter\expandafter{%

```

```

3238 \csname extras\language\endcsname}%
3239 \bbl@exp{%
3240 \def\<extras\language>{%
3241 \let\\bbl@Alph@savd\\@Alph
3242 \the\toks@
3243 \let\\@Alph\\bbl@Alph@savd
3244 \\babel@save\\@Alph
3245 \let\\@Alph\<bbl@cntr@bbl@KVP@Alph @\language>}}%
3246 \fi
3247 % == require.babel in ini ==
3248 % To load or reload the babel-*.tex, if require.babel in ini
3249 \ifx\bbl@beforestart\relax\else % But not in doc aux or body
3250 \bbl@ifunset{bbl@rqtex@\language}%
3251 {\expandafter\ifx\csname bbl@rqtex@\language\endcsname\@empty\else
3252 \let\BabelBeforeIni@gobbletwo
3253 \chardef\atcatcode=\catcode`\@
3254 \catcode`\@=11\relax
3255 \bbl@input@texini{\bbl@cs{rqtex@\language}}%
3256 \catcode`\@=\atcatcode
3257 \let\atcatcode\relax
3258 \fi}%
3259 \fi
3260 % == main ==
3261 \ifx\bbl@KVP@main\@nil % Restore only if not 'main'
3262 \let\language\bbl@savelangname
3263 \chardef\localeid\bbl@savelocaleid\relax
3264 \fi}

```

Depending on whether or not the language exists, we define two macros.

```

3265 \def\bbl@provide@new#1{%
3266 \@namedef{date#1}{}}% marks lang exists - required by \StartBabelCommands
3267 \@namedef{extras#1}{}%
3268 \@namedef{noextras#1}{}%
3269 \bbl@startcommands*{#1}{captions}%
3270 \ifx\bbl@KVP@captions\@nil % and also if import, implicit
3271 \def\bbl@tempb##1{% elt for \bbl@captionslist
3272 \ifx##1\@empty\else
3273 \bbl@exp{%
3274 \\SetString\\##1{%
3275 \\bbl@nocaption{\bbl@stripslash##1}{#1\bbl@stripslash##1}}}%
3276 \expandafter\bbl@tempb
3277 \fi}%
3278 \expandafter\bbl@tempb\bbl@captionslist\@empty
3279 \else
3280 \ifx\bbl@initoload\relax
3281 \bbl@read@ini{\bbl@KVP@captions}0% Here letters cat = 11
3282 \else
3283 \bbl@read@ini{\bbl@initoload}0% Here all letters cat = 11
3284 \fi
3285 \bbl@after@ini
3286 \bbl@savestrings
3287 \fi
3288 \StartBabelCommands*{#1}{date}%
3289 \ifx\bbl@KVP@import\@nil
3290 \bbl@exp{%
3291 \\SetString\\today{\bbl@nocaption{today}{#1today}}}%
3292 \else
3293 \bbl@savetoday
3294 \bbl@savedate

```

```

3295 \fi
3296 \bbl@endcommands
3297 \bbl@load@basic{#1}%
3298 % == hyphenmins == (only if new)
3299 \bbl@exp{%
3300 \gdef\<#1hyphenmins>{%
3301 {\bbl@ifunset\bbl@lfthm@#1}{2}{\bbl@cs{lfthm@#1}}}%
3302 {\bbl@ifunset\bbl@rgthm@#1}{3}{\bbl@cs{rgthm@#1}}}%
3303 % == hyphenrules ==
3304 \bbl@provide@hyphens{#1}%
3305 % == frenchspacing == (only if new)
3306 \bbl@ifunset\bbl@frspc@#1}{}%
3307 {\edef\bbl@tempa{\bbl@c1{frspc}}}%
3308 \edef\bbl@tempa{\expandafter\car\bbl@tempa\@nil}%
3309 \if u\bbl@tempa % do nothing
3310 \else\if n\bbl@tempa % non french
3311 \expandafter\bbl@add\csname extras#1\endcsname{%
3312 \let\bbl@elt\bbl@fs@elt@i
3313 \bbl@fs@chars}%
3314 \else\if y\bbl@tempa % french
3315 \expandafter\bbl@add\csname extras#1\endcsname{%
3316 \let\bbl@elt\bbl@fs@elt@ii
3317 \bbl@fs@chars}%
3318 \fi\fi\fi}%
3319 %
3320 \ifx\bbl@KVP@main\@nil\else
3321 \expandafter\main@language\expandafter{#1}%
3322 \fi}
3323 % A couple of macros used above, to avoid hashes #####...
3324 \def\bbl@fs@elt@i#1#2#3{%
3325 \ifnum\sfcode`#1=#2\relax
3326 \babel@savevariable{\sfcode`#1}%
3327 \sfcode`#1=#3\relax
3328 \fi}%
3329 \def\bbl@fs@elt@ii#1#2#3{%
3330 \ifnum\sfcode`#1=#3\relax
3331 \babel@savevariable{\sfcode`#1}%
3332 \sfcode`#1=#2\relax
3333 \fi}%
3334 %
3335 \def\bbl@provide@renew#1{%
3336 \ifx\bbl@KVP@captions\@nil\else
3337 \StartBabelCommands*{#1}{captions}%
3338 \bbl@read@ini{\bbl@KVP@captions}0% Here all letters cat = 11
3339 \bbl@after@ini
3340 \bbl@savestrings
3341 \EndBabelCommands
3342 \fi
3343 \ifx\bbl@KVP@import\@nil\else
3344 \StartBabelCommands*{#1}{date}%
3345 \bbl@savetoday
3346 \bbl@savedate
3347 \EndBabelCommands
3348 \fi
3349 % == hyphenrules ==
3350 \bbl@provide@hyphens{#1}}
3351 % Load the basic parameters (ids, typography, counters, and a few
3352 % more), while captions and dates are left out. But it may happen some
3353 % data has been loaded before automatically, so we first discard the

```



```

3354% saved values.
3355 \def\bbbl@linebreak@export{%
3356   \bbbl@exportkey{lnbrk}{typography.linebreaking}{h}%
3357   \bbbl@exportkey{hyphr}{typography.hyphenrules}{}%
3358   \bbbl@exportkey{lfthm}{typography.lefthyphenmin}{2}%
3359   \bbbl@exportkey{rgthm}{typography.righthyphenmin}{3}%
3360   \bbbl@exportkey{prehc}{typography.prehyphenchar}{}%
3361   \bbbl@exportkey{hyotl}{typography.hyphenate.other.locale}{}%
3362   \bbbl@exportkey{hyots}{typography.hyphenate.other.script}{}%
3363   \bbbl@exportkey{intsp}{typography.intraspaces}{}%
3364   \bbbl@exportkey{chrng}{characters.ranges}{}%
3365 \def\bbbl@load@basic#1{%
3366   \bbbl@ifunset{bbbl@inidata@\language}\relax
3367   {\getlocaleproperty\bbbl@tempa{\language}{identification/load.level}%
3368    \ifcase\bbbl@tempa\else
3369     \bbbl@csarg\let{lname@\language}\relax
3370     \fi}%
3371   \bbbl@ifunset{bbbl@lname@#1}%
3372   {\def\BabelBeforeIni##1##2{%
3373     \begingroup
3374       \let\bbbl@ini@captions@aux\@gobbletwo
3375       \def\bbbl@inidate #####1.####2.####3.####4\relax #####5####6}%
3376       \bbbl@read@ini{##1}0%
3377       \bbbl@linebreak@export
3378       \bbbl@exportkey{dgnat}{numbers.digits.native}{}%
3379       \bbbl@exportkey{frspc}{typography.frenchspacing}{u}% unset
3380       \ifx\bbbl@initoload\relax\endinput\fi
3381     \endgroup}%
3382     \begingroup          % boxed, to avoid extra spaces:
3383     \ifx\bbbl@initoload\relax
3384       \bbbl@input@texini{##1}%
3385     \else
3386       \setbox\z@\hbox{\BabelBeforeIni{\bbbl@initoload}}}%
3387     \fi
3388     \endgroup}%
3389   }%

```

The hyphenrules option is handled with an auxiliary macro.

```

3390 \def\bbbl@provide@hyphens#1{%
3391   \let\bbbl@tempa\relax
3392   \ifx\bbbl@KVP@hyphenrules\@nil\else
3393     \bbbl@replace\bbbl@KVP@hyphenrules{ }{,}%
3394     \bbbl@foreach\bbbl@KVP@hyphenrules{%
3395       \ifx\bbbl@tempa\relax % if not yet found
3396         \bbbl@ifsamestring{##1}{+}%
3397         {\bbbl@exp{\addlanguage\<l@##1>}}}%
3398       {}%
3399       \bbbl@ifunset{l@##1}%
3400       {}%
3401       {\bbbl@exp{\let\bbbl@tempa\<l@##1>}}}%
3402     \fi}%
3403   \fi
3404   \ifx\bbbl@tempa\relax % if no opt or no language in opt found
3405     \ifx\bbbl@KVP@import\@nil
3406       \ifx\bbbl@initoload\relax\else
3407         \bbbl@exp{%
3408           \bbbl@ifblank{\bbbl@cs{hyphr@#1}}%
3409           {}%
3410           {\let\bbbl@tempa\<l@bbbl@cl{hyphr}>}}%

```

```

3411 \fi
3412 \else % if importing
3413 \bbl@exp{% and hyphenrules is not empty
3414 \\\bbl@ifblank{\bbl@cs{hyphr@#1}}%
3415 }%
3416 {\let\\bbl@tempa\<l@bbl@c1{hyphr}>}}%
3417 \fi
3418 \fi
3419 \bbl@ifunset{bbl@tempa}% ie, relax or undefined
3420 {\bbl@ifunset{l@#1}% no hyphenrules found - fallback
3421 {\bbl@exp{\\adddialect\<l@#1>\language}}%
3422 }% so, l@<lang> is ok - nothing to do
3423 {\bbl@exp{\\adddialect\<l@#1>bbl@tempa}}% found in opt list or ini
3424

```

The reader of ini files. There are 3 possible cases: a section name (in the form [...]), a comment (starting with ;) and a key/value pair.

```

3425 \ifx\bbl@readstream\undefined
3426 \csname newread\endcsname\bbl@readstream
3427 \fi
3428 \def\bbl@input@texini#1{%
3429 \bbl@bsphack
3430 \bbl@exp{%
3431 \catcode\%%=14 \catcode\==0
3432 \catcode\%={1 \catcode\%}=2
3433 \lowercase{\InputIfFileExists{babel-#1.tex}{}}%
3434 \catcode\%=\the\catcode\%relax
3435 \catcode\%=\the\catcode\%relax
3436 \catcode\%={\the\catcode\%relax
3437 \catcode\%=\the\catcode\%relax}%
3438 \bbl@esphack}
3439 \def\bbl@inipreread#1=#2\@{%
3440 \bbl@trim@def\bbl@tempa{#1}% Redundant below !!
3441 \bbl@trim\toks@{#2}%
3442 % Move trims here ??
3443 \bbl@ifunset{bbl@KVP@\bbl@section/\bbl@tempa}%
3444 {\bbl@exp{%
3445 \\\g@addto@macro\\bbl@inidata{%
3446 \\\bbl@elt{\bbl@section}{\bbl@tempa}{\the\toks@}}%
3447 \expandafter\bbl@inireader\bbl@tempa=#2\@}%
3448 }%
3449 \def\bbl@fetch@ini#1#2{%
3450 \bbl@exp{\def\\bbl@inidata{%
3451 \\\bbl@elt{identification}{tag.ini}{#1}%
3452 \\\bbl@elt{identification}{load.level}{#2}}}%
3453 \openin\bbl@readstream=babel-#1.ini
3454 \ifeof\bbl@readstream
3455 \bbl@error
3456 {There is no ini file for the requested language\\%
3457 (#1). Perhaps you misspelled it or your installation\\%
3458 is not complete.}%
3459 {Fix the name or reinstall babel.}%
3460 \else
3461 \catcode\|=12 \catcode\|=12 \catcode\|=12 \catcode\&=12
3462 \catcode\|=12 \catcode\|=12 \catcode\|=14 \catcode\|=12
3463 \bbl@info{Importing
3464 \ifcase#2 \or font and identification \or basic \fi
3465 data for \language\%
3466 from babel-#1.ini. Reported}%

```

```

3467 \loop
3468 \if T\ifeof\bbl@readstream F\fi T\relax % Trick, because inside \loop
3469 \endlinechar\m@ne
3470 \read\bbl@readstream to \bbl@line
3471 \endlinechar\^^M
3472 \ifx\bbl@line\empty\else
3473 \expandafter\bbl@inline\bbl@line\bbl@inline
3474 \fi
3475 \repeat
3476 \fi}
3477 \def\bbl@read@ini#1#2{%
3478 \bbl@csarg\xdef{lini@\language}\{#1}%
3479 \let\bbl@section\empty
3480 \let\bbl@savestrings\empty
3481 \let\bbl@savetoday\empty
3482 \let\bbl@savestate\empty
3483 \let\bbl@inireader\bbl@iniskip
3484 \bbl@fetch@ini{#1}{#2}%
3485 \bbl@foreach\bbl@renewlist{%
3486 \bbl@ifunset\bbl@renew@##1}{\bbl@inisec[##1]\@}%
3487 \global\let\bbl@renewlist\empty
3488 % Ends last section. See \bbl@inisec
3489 \def\bbl@elt##1##2{\bbl@inireader##1=##2\@}%
3490 \bbl@cs{renew@\bbl@section}%
3491 \global\bbl@csarg\let{renew@\bbl@section}\relax
3492 \bbl@cs{secpost@\bbl@section}%
3493 \bbl@csarg{\global\expandafter\let}{inidata@\language}\bbl@inidata
3494 \bbl@exp{\bbl@add@list\bbl@ini@loaded{\language}}%
3495 \bbl@tglobal\bbl@ini@loaded}
3496 \def\bbl@inline#1\bbl@inline{%
3497 \@ifnextchar[\bbl@inisec{\@ifnextchar\bbl@iniskip\bbl@inipreread}#1\@}% ]

```

The special cases for comment lines and sections are handled by the two following commands. In sections, we provide the possibility to take extra actions at the end or at the start. By default, key=val pairs are ignored. The secpost “hook” is used only by ‘identification’, while secpre only by date.gregorian.licr.

```

3498 \def\bbl@iniskip#1\@{% if starts with ;
3499 \def\bbl@inisec[#1]#2\@{% if starts with opening bracket
3500 \def\bbl@elt##1##2{%
3501 \expandafter\toks@\expandafter{%
3502 \expandafter{\bbl@section}{##1}{##2}}%
3503 \bbl@exp{%
3504 \g@addto@macro\bbl@inidata{\bbl@elt\the\toks@}%
3505 \bbl@inireader##1=##2\@}%
3506 \bbl@cs{renew@\bbl@section}%
3507 \global\bbl@csarg\let{renew@\bbl@section}\relax
3508 \bbl@cs{secpost@\bbl@section}%
3509 % The previous code belongs to the previous section.
3510 % -----
3511 % Now start the current one.
3512 \in@{=date.}{#1}%
3513 \ifin@
3514 \lowercase{\def\bbl@tempa{#1}}%
3515 \bbl@replace\bbl@tempa{=date.gregorian}{}%
3516 \bbl@replace\bbl@tempa{=date.}{}%
3517 \in@{.licr=}{#1}%
3518 \ifin@
3519 \ifcase\bbl@engine
3520 \bbl@replace\bbl@tempa{.licr=}{}%

```

```

3521 \else
3522 \let\bbl@tempa\relax
3523 \fi
3524 \fi
3525 \ifx\bbl@tempa\relax\else
3526 \bbl@replace\bbl@tempa{=}{}%
3527 \bbl@exp{%
3528 \def<\bbl@inikv@#1>####1=####2\\@{%
3529 \\bbl@inidate####1...\relax{####2}{\bbl@tempa}}}%
3530 \fi
3531 \fi
3532 \def\bbl@section{#1}%
3533 \def\bbl@elt##1##2{%
3534 \@namedef{\bbl@KVP@#1/#1}{}}%
3535 \bbl@cs{renew@#1}%
3536 \bbl@cs{secpre@#1}% pre-section 'hook'
3537 \bbl@ifunset{\bbl@inikv@#1}%
3538 {\let\bbl@inireader\bbl@iniskip}%
3539 {\bbl@exp{\let\\bbl@inireader<\bbl@inikv@#1>}}
3540 \let\bbl@renewlist\empty
3541 \def\bbl@renewinikv#1/#2\\@#3{%
3542 \bbl@ifunset{\bbl@renew@#1}%
3543 {\bbl@add@list\bbl@renewlist{#1}}%
3544 {}}%
3545 \bbl@csarg\bbl@add{renew@#1}{\bbl@elt{#2}{#3}}

```

Reads a key=val line and stores the trimmed val in \bbl@kv@<section>.<key>.

```

3546 \def\bbl@inikv#1=#2\\@{% key=value
3547 \bbl@trim@def\bbl@tempa{#1}%
3548 \bbl@trim\toks@{#2}%
3549 \bbl@csarg\edef{\kv@\bbl@section.\bbl@tempa}{\the\toks@}}

```

The previous assignments are local, so we need to export them. If the value is empty, we can provide a default value.

```

3550 \def\bbl@exportkey#1#2#3{%
3551 \bbl@ifunset{\bbl@kv@#2}%
3552 {\bbl@csarg\gdef{#1@\language}\{#3}}%
3553 {\xexpandafter\ifx\csname\bbl@kv@#2\endcsname\empty
3554 \bbl@csarg\gdef{#1@\language}\{#3}}%
3555 \else
3556 \bbl@exp{\global\let<\bbl@#1@\language><\bbl@kv@#2>}}%
3557 \fi}}

```

Key-value pairs are treated differently depending on the section in the ini file. The following macros are the readers for identification and typography. Note \bbl@secpost@identification is called always (via \bbl@inisec), while \bbl@after@ini must be called explicitly after \bbl@read@ini if necessary.

```

3558 \def\bbl@iniwarning#1{%
3559 \bbl@ifunset{\bbl@kv@identification.warning#1}{}}%
3560 {\bbl@warning{%
3561 From babel-\bbl@cs{lini@\language}.ini:\\%
3562 \bbl@cs{@kv@identification.warning#1}\\%
3563 Reported }}%
3564 %
3565 \let\bbl@inikv@identification\bbl@inikv
3566 \def\bbl@secpost@identification{%
3567 \bbl@iniwarning}%
3568 \ifcase\bbl@engine
3569 \bbl@iniwarning{.pdf\latex}%

```

```

3570 \or
3571 \bbl@iniwarning{.lualatex}%
3572 \or
3573 \bbl@iniwarning{.xelatex}%
3574 \fi%
3575 \bbl@exportkey{elname}{identification.name.english}{}%
3576 \bbl@exp{\bbl@exportkey{lname}{identification.name.opentype}%
3577 {\csname bbl@elname@language\endcsname}}%
3578 \bbl@exportkey{tbc}{identification.tag.bcp47}{}%
3579 \bbl@exportkey{lbc}{identification.language.tag.bcp47}{}%
3580 \bbl@exportkey{lotf}{identification.tag.opentype}{dflt}%
3581 \bbl@exportkey{esname}{identification.script.name}{}%
3582 \bbl@exp{\bbl@exportkey{sname}{identification.script.name.opentype}%
3583 {\csname bbl@esname@language\endcsname}}%
3584 \bbl@exportkey{sbc}{identification.script.tag.bcp47}{}%
3585 \bbl@exportkey{sotf}{identification.script.tag.opentype}{DFLT}%
3586 \ifbbl@bcptoname
3587 \bbl@csarg\xdef{bcp@map@bbl@cl{tbc}}{\language}%
3588 \fi}

```

By default, the following sections are just read. Actions are taken later.

```

3589 \let\bbl@inikv@typography\bbl@inikv
3590 \let\bbl@inikv@characters\bbl@inikv
3591 \let\bbl@inikv@numbers\bbl@inikv

```

Additive numerals require an additional definition. When .1 is found, two macros are defined – the basic one, without .1 called by \localnumeral, and another one preserving the trailing .1 for the ‘units’.

```

3592 \def\bbl@inikv@counters#1=#2\@@{%
3593 \bbl@ifsamestring{#1}{digits}%
3594 {\bbl@error{The counter name 'digits' is reserved for mapping\%
3595 decimal digits}%
3596 {Use another name.}}%
3597 }%
3598 \def\bbl@tempc{#1}%
3599 \bbl@trim@def{\bbl@tempb*}{#2}%
3600 \in@{.1$}{#1$}%
3601 \ifin@
3602 \bbl@replace\bbl@tempc{.1}{}%
3603 \bbl@csarg\protected@xdef{cntr@bbl@tempc @\language}{%
3604 \noexpand\bbl@alphanumeric{\bbl@tempc}}%
3605 \fi
3606 \in@{.F.}{#1}%
3607 \ifin@else\in@{.S.}{#1}\fi
3608 \ifin@
3609 \bbl@csarg\protected@xdef{cntr@#1@\language}{\bbl@tempb*}%
3610 \else
3611 \toks@{}% Required by \bbl@buildifcase, which returns \bbl@tempa
3612 \expandafter\bbl@buildifcase\bbl@tempb* \ % Space after \
3613 \bbl@csarg{\global\expandafter\let}{cntr@#1@\language}\bbl@tempa
3614 \fi}
3615 \def\bbl@after@ini{%
3616 \bbl@linebreak@export
3617 \bbl@exportkey{dgnat}{numbers.digits.native}{}%
3618 \bbl@exportkey{rtex}{identification.require.babel}{}%
3619 \bbl@exportkey{frspc}{typography.frenchspacing}{u}% unset
3620 \bbl@tglobal\bbl@savetoday
3621 \bbl@tglobal\bbl@savestate}

```

Now captions and captions.licr, depending on the engine. And below also for dates. They rely on a few auxiliary macros. It is expected the ini file provides the complete set in Unicode and LICR, in that order.

```

3622 \ifcase\bb1@engine
3623   \bb1@csarg\def{inikv@captions.licr}#1=#2\@@{%
3624     \bb1@ini@captions@aux{#1}{#2}}
3625 \else
3626   \def\bb1@inikv@captions#1=#2\@@{%
3627     \bb1@ini@captions@aux{#1}{#2}}
3628 \fi

```

The auxiliary macro for captions define \<caption>name.

```

3629 \def\bb1@ini@captions@template#1#2{% string language tempa=capt-name
3630   \bb1@replace\bb1@tempa{.template}{}}%
3631   \def\bb1@toreplace{#1}{}%
3632   \bb1@replace\bb1@toreplace{[ ]}{\nobreakspace}}%
3633   \bb1@replace\bb1@toreplace{[ ]}{\csname}%
3634   \bb1@replace\bb1@toreplace{[ ]}{\csname the}%
3635   \bb1@replace\bb1@toreplace{[ ]}{\name\endcsname}}%
3636   \bb1@replace\bb1@toreplace{[ ]}{\endcsname}}%
3637   \bb1@xin@{, \bb1@tempa,}{, chapter, appendix, part,}%
3638   \ifin@
3639     \@nameuse{bb1@patch\bb1@tempa}%
3640     \global\bb1@csarg\let{\bb1@tempa fmt@#2}\bb1@toreplace
3641   \fi
3642   \bb1@xin@{, \bb1@tempa,}{, figure, table,}%
3643   \ifin@
3644     \toks@\expandafter{\bb1@toreplace}%
3645     \bb1@exp{\gdef\<fnum@\bb1@tempa>{\the\toks@}}%
3646   \fi}
3647 \def\bb1@ini@captions@aux#1#2{%
3648   \bb1@trim@def\bb1@tempa{#1}%
3649   \bb1@xin@{.template}{\bb1@tempa}%
3650   \ifin@
3651     \bb1@ini@captions@template{#2}\language name
3652   \else
3653     \bb1@ifblank{#2}%
3654       {\bb1@exp{%
3655         \toks@{\bb1@nocaption{\bb1@tempa}{\language name\bb1@tempa name}}}%
3656       {\bb1@trim\toks@{#2}}}%
3657     \bb1@exp{%
3658       \bb1@add\bb1@savestrings{%
3659         \SetString\<\bb1@tempa name>{\the\toks@}}}%
3660     \toks@\expandafter{\bb1@captionslist}%
3661     \bb1@exp{\in@{\<\bb1@tempa name>}{\the\toks@}}%
3662     \ifin@
3663       \bb1@exp{%
3664         \bb1@add\<\bb1@extracaps@\language name>{\<\bb1@tempa name>}%
3665         \bb1@to\global\<\bb1@extracaps@\language name>}%
3666     \fi
3667   \fi}

```

Labels. Captions must contain just strings, no format at all, so there is new group in ini files.

```

3668 \def\bb1@list@the{%
3669   part, chapter, section, subsection, subsubsection, paragraph, %
3670   subparagraph, enumi, enumii, enumiii, enumiv, equation, figure, %
3671   table, page, footnote, mpfootnote, mpfn}

```

```

3672 \def\bbl@map@cnt#1{% #1:roman,etc, // #2:enumi,etc
3673   \bbl@ifunset{bbl@map@#1@\language}%
3674   {\@nameuse{#1}}%
3675   {\@nameuse{bbl@map@#1@\language}}}%
3676 \def\bbl@inikv@labels#1=#2\@{%
3677   \in@{.map}{#1}%
3678   \ifin@
3679     \ifx\bbl@KVP@labels\@nil\else
3680       \bbl@xin@{ map }{ \bbl@KVP@labels\space}%
3681       \ifin@
3682         \def\bbl@tempc{#1}%
3683         \bbl@replace\bbl@tempc{.map}{}%
3684         \in@{,#2,}{,arabic,roman,Roman,alph,Alph,fnsymbol,}%
3685         \bbl@exp{%
3686           \gdef\bbl@map@bbl@tempc @\language>%
3687           {\ifin@<#2>\else\\localecounter{#2}\fi}}%
3688         \bbl@foreach\bbl@list@the{%
3689           \bbl@ifunset{the##1}{}%
3690           {\bbl@exp{\let\\bbl@tempd\<the##1>}%
3691             \bbl@exp{%
3692               \\bbl@sreplace\<the##1>%
3693               {\<\bbl@tempc>{##1}}{\\\bbl@map@cnt{\bbl@tempc}{##1}}}%
3694               \\bbl@sreplace\<the##1>%
3695               {\<\empty @\bbl@tempc>\<c##1>{\\\bbl@map@cnt{\bbl@tempc}{##1}}}%
3696               \expandafter\ifx\csname the##1\endcsname\bbl@tempd\else
3697                 \toks@\expandafter\expandafter\expandafter{%
3698                   \csname the##1\endcsname}%
3699                 \expandafter\xdef\csname the##1\endcsname{{\the\toks@}}%
3700                 \fi}}}%
3701       \fi
3702     \fi
3703   %
3704   \else
3705     %
3706     % The following code is still under study. You can test it and make
3707     % suggestions. Eg, enumerate.2 = ([enumi]).([enumii]). It's
3708     % language dependent.
3709     \in@{enumerate.}{#1}%
3710     \ifin@
3711       \def\bbl@tempa{#1}%
3712       \bbl@replace\bbl@tempa{enumerate.}{}%
3713       \def\bbl@toreplace{#2}%
3714       \bbl@replace\bbl@toreplace{[ ]}{\nobreakspace}}}%
3715       \bbl@replace\bbl@toreplace{[ ]}{\csname the}%
3716       \bbl@replace\bbl@toreplace{ ]}{\endcsname}}}%
3717       \toks@\expandafter{\bbl@toreplace}%
3718       \bbl@exp{%
3719         \\bbl@add\<extras\language>{%
3720           \\babel@save\<labelenum\romannumeral\bbl@tempa>%
3721           \def\<labelenum\romannumeral\bbl@tempa>{\the\toks@}}%
3722           \\bbl@toggle\<extras\language>}%
3723       \fi
3724     \fi}

```

To show correctly some captions in a few languages, we need to patch some internal macros, because the order is hardcoded. For example, in Japanese the chapter number is surrounded by two string, while in Hungarian is placed after. These replacement works in many classes, but not all. Actually, the following lines are somewhat tentative.

```

3725 \def\bbl@chapttype{chapter}

```

```

3726 \ifx\@makechapterhead\undefined
3727 \let\bbl@patchchapter\relax
3728 \else\ifx\thechapter\undefined
3729 \let\bbl@patchchapter\relax
3730 \else\ifx\ps@headings\undefined
3731 \let\bbl@patchchapter\relax
3732 \else
3733 \def\bbl@patchchapter{%
3734 \global\let\bbl@patchchapter\relax
3735 \bbl@add\appendix{\def\bbl@chapttype{appendix}}% Not harmful, I hope
3736 \bbl@tglobal\appendix
3737 \bbl@sreplace\ps@headings
3738 {\@chapapp\thechapter}%
3739 {\bbl@chapterformat}%
3740 \bbl@tglobal\ps@headings
3741 \bbl@sreplace\chaptermark
3742 {\@chapapp\thechapter}%
3743 {\bbl@chapterformat}%
3744 \bbl@tglobal\chaptermark
3745 \bbl@sreplace\@makechapterhead
3746 {\@chapapp\space\thechapter}%
3747 {\bbl@chapterformat}%
3748 \bbl@tglobal\@makechapterhead
3749 \gdef\bbl@chapterformat{%
3750 \bbl@ifunset{\bbl@bbl@chapttype fmt@\languagename}%
3751 {\@chapapp\space\thechapter}
3752 {\@nameuse{\bbl@bbl@chapttype fmt@\languagename}}}}
3753 \let\bbl@patchappendix\bbl@patchchapter
3754 \fi\fi\fi
3755 \ifx\@part\undefined
3756 \let\bbl@patchpart\relax
3757 \else
3758 \def\bbl@patchpart{%
3759 \global\let\bbl@patchpart\relax
3760 \bbl@sreplace\@part
3761 {\partname\nobreakspace\thepart}%
3762 {\bbl@partformat}%
3763 \bbl@tglobal\@part
3764 \gdef\bbl@partformat{%
3765 \bbl@ifunset{\bbl@partfmt@\languagename}%
3766 {\partname\nobreakspace\thepart}
3767 {\@nameuse{\bbl@partfmt@\languagename}}}}
3768 \fi

```

Date. TODO. Document

```

3769 % Arguments are _not_ protected.
3770 \let\bbl@calendar\@empty
3771 \DeclareRobustCommand\localedate[1][\bbl@localedate{#1}]
3772 \def\bbl@localedate#1#2#3#4{%
3773 \begingroup
3774 \ifx\@empty#1\@empty\else
3775 \let\bbl@ld@calendar\@empty
3776 \let\bbl@ld@variant\@empty
3777 \edef\bbl@tempa{\zap@space#1 \@empty}%
3778 \def\bbl@tempb##1=##2\@{\@namedef{\bbl@ld@##1}{##2}}%
3779 \bbl@foreach\bbl@tempa{\bbl@tempb##1\@}%
3780 \edef\bbl@calendar{%
3781 \bbl@ld@calendar
3782 \ifx\bbl@ld@variant\@empty\else

```



```

3783         .\bbl@ld@variant
3784         \fi}%
3785         \bbl@replace\bbl@calendar{gregorian}{}%
3786         \fi
3787         \bbl@cased
3788         {\@nameuse\bbl@date@\languagename @\bbl@calendar}{#2}{#3}{#4}}%
3789     \endgroup}
3790 % eg: 1=months, 2=wide, 3=1, 4=dummy, 5=value, 6=calendar
3791 \def\bbl@inidate#1.#2.#3.#4\relax#5#6{% TODO - ignore with 'captions'
3792     \bbl@trim@def\bbl@tempa{#1.#2}%
3793     \bbl@ifsamestring{\bbl@tempa}{months.wide}%         to savedate
3794     {\bbl@trim@def\bbl@tempa{#3}%
3795         \bbl@trim\toks@{#5}%
3796         \@temptokena\expandafter{\bbl@savestate}%
3797         \bbl@exp{%      Reverse order - in ini last wins
3798             \def\\bbl@savestate{%
3799                 \\SetString\<month\romannumeral\bbl@tempa#6name>{\the\toks@}%
3800                 \the\@temptokena}}%
3801         {\bbl@ifsamestring{\bbl@tempa}{date.long}%         defined now
3802             {\lowercase{\def\bbl@tempb{#6}}%
3803                 \bbl@trim@def\bbl@toreplace{#5}%
3804                 \bbl@TG@@date
3805                 \bbl@ifunset\bbl@date@\languagename @}%
3806                 {\global\bbl@csarg\let{date@\languagename @}\bbl@toreplace
3807                     % TODO. Move to a better place.
3808                     \bbl@exp{%
3809                         \gdef\<\languagename date>{\\protect\<\languagename date >}%
3810                         \gdef\<\languagename date >####1####2####3{%
3811                             \\bbl@usedategroupttrue
3812                             \<bbl@ensure@\languagename>{%
3813                                 \\localedate{####1}{####2}{####3}}}%
3814                             \\bbl@add\\bbl@savetoday{%
3815                                 \\SetString\\today{%
3816                                     \<\languagename date>%
3817                                     {\the\year}{\the\month}{\the\day}}}}}%
3818             }%
3819             \ifx\bbl@tempb\@empty\else
3820                 \global\bbl@csarg\let{date@\languagename @\bbl@tempb}\bbl@toreplace
3821             \fi}%
3822         {}}}}

```

Dates will require some macros for the basic formatting. They may be redefined by language, so “semi-public” names (camel case) are used. Oddly enough, the CLDR places particles like “de” inconsistently in either in the date or in the month name.

```

3823 \let\bbl@calendar\@empty
3824 \newcommand\BabelDateSpace{\nobreakspace}
3825 \newcommand\BabelDateDot{.\@} % TODO. \let instead of repeating
3826 \newcommand\BabelDated[1]{\number#1}
3827 \newcommand\BabelDatedd[1]{\ifnum#1<10 0\fi\number#1}
3828 \newcommand\BabelDateM[1]{\number#1}
3829 \newcommand\BabelDateMM[1]{\ifnum#1<10 0\fi\number#1}
3830 \newcommand\BabelDateMMMM[1]{%
3831     \csname month\romannumeral#1\bbl@calendar name\endcsname}%
3832 \newcommand\BabelDatey[1]{\number#1}%
3833 \newcommand\BabelDateyy[1]{%
3834     \ifnum#1<10 0\number#1 %
3835     \else\ifnum#1<100 \number#1 %
3836     \else\ifnum#1<1000 \expandafter\@gobble\number#1 %
3837     \else\ifnum#1<10000 \expandafter\@gobbletwo\number#1 %

```

```

3838 \else
3839 \bbl@error
3840 {Currently two-digit years are restricted to the\
3841 range 0-9999.}%
3842 {There is little you can do. Sorry.}%
3843 \fi\fi\fi\fi}
3844 \newcommand\BabelDateyyyy[1]{\number#1} % FIXME - add leading 0
3845 \def\bbl@replace@finish@iii#1{%
3846 \bbl@exp{\def\#1###1###2###3{\the\toks@}}
3847 \def\bbl@TG@date{%
3848 \bbl@replace\bbl@toreplace{[ ]}{\BabelDateSpace{}}%
3849 \bbl@replace\bbl@toreplace{[.]}{\BabelDateDot{}}%
3850 \bbl@replace\bbl@toreplace{[d]}{\BabelDated{###3}}%
3851 \bbl@replace\bbl@toreplace{[dd]}{\BabelDatedd{###3}}%
3852 \bbl@replace\bbl@toreplace{[M]}{\BabelDateM{###2}}%
3853 \bbl@replace\bbl@toreplace{[MM]}{\BabelDateMM{###2}}%
3854 \bbl@replace\bbl@toreplace{[MMM]}{\BabelDateMMM{###2}}%
3855 \bbl@replace\bbl@toreplace{[y]}{\BabelDatey{###1}}%
3856 \bbl@replace\bbl@toreplace{[yy]}{\BabelDateyy{###1}}%
3857 \bbl@replace\bbl@toreplace{[yyy]}{\BabelDateyyy{###1}}%
3858 \bbl@replace\bbl@toreplace{[y|]}{\bbl@datecctr[###1|]}%
3859 \bbl@replace\bbl@toreplace{[m|]}{\bbl@datecctr[###2|]}%
3860 \bbl@replace\bbl@toreplace{[d|]}{\bbl@datecctr[###3|]}%
3861 % Note after \bbl@replace \toks@ contains the resulting string.
3862 % TODO - Using this implicit behavior doesn't seem a good idea.
3863 \bbl@replace@finish@iii\bbl@toreplace}
3864 \def\bbl@datecctr{\expandafter\bbl@xdatecctr\expandafter}
3865 \def\bbl@xdatecctr[#1|#2]{\localenumeral{#2}{#1}}

```

Language and Script values to be used when defining a font or setting the direction are set with the following macros.

```

3866 \def\bbl@provide@lsys#1{%
3867 \bbl@ifunset{bbl@lname@#1}%
3868 {\bbl@ini@basic{#1}}%
3869 {}%
3870 \bbl@csarg\let{lsys@#1}\@empty
3871 \bbl@ifunset{bbl@sname@#1}{\bbl@csarg\gdef{sname@#1}{Default}}{}%
3872 \bbl@ifunset{bbl@sotf@#1}{\bbl@csarg\gdef{sotf@#1}{DFLT}}{}%
3873 \bbl@csarg\bbl@add@list{lsys@#1}{Script=\bbl@cs{sname@#1}}%
3874 \bbl@ifunset{bbl@lname@#1}{}%
3875 {\bbl@csarg\bbl@add@list{lsys@#1}{Language=\bbl@cs{lname@#1}}}%
3876 \ifcase\bbl@engine\or\or
3877 \bbl@ifunset{bbl@prehc@#1}{}%
3878 {\bbl@exp{\bbl@ifblank{\bbl@cs{prehc@#1}}}%
3879 {}%
3880 {\ifx\bbl@xenoxyph\@undefined
3881 \let\bbl@xenoxyph\bbl@xenoxyph@d
3882 \ifx\AtBeginDocument\@notprerr
3883 \expandafter\@secondoftwo % to execute right now
3884 \fi
3885 \AtBeginDocument{%
3886 \expandafter\bbl@add
3887 \csname selectfont \endcsname{\bbl@xenoxyph}%
3888 \expandafter\selectlanguage\expandafter{\language}%
3889 \expandafter\bbl@tglobal\csname selectfont \endcsname}%
3890 \fi}}%
3891 \fi
3892 \bbl@csarg\bbl@tglobal{lsys@#1}}
3893 \def\bbl@xenoxyph@d{%

```

```

3894 \bbl@ifset{\bbl@prehc@{language}}%
3895   {\ifnum\hyphenchar\font=\defaultshyphenchar
3896     \iffontchar\font\bbl@cl{prehc}\relax
3897     \hyphenchar\font\bbl@cl{prehc}\relax
3898     \else\iffontchar\font"200B
3899       \hyphenchar\font"200B
3900     \else
3901       \bbl@warning
3902       {Neither 0 nor ZERO WIDTH SPACE are available\\%
3903        in the current font, and therefore the hyphen\\%
3904        will be printed. Try changing the fontspec's\\%
3905        'HyphenChar' to another value, but be aware\\%
3906        this setting is not safe (see the manual)}}%
3907     \hyphenchar\font\defaultshyphenchar
3908   \fi\fi
3909 \fi}%
3910 {\hyphenchar\font\defaultshyphenchar}}
3911 % \fi}

```

The following ini reader ignores everything but the identification section. It is called when a font is defined (ie, when the language is first selected) to know which script/language must be enabled. This means we must make sure a few characters are not active. The ini is not read directly, but with a proxy tex file named as the language (which means any code in it must be skipped, too).

```

3912 \def\bbl@ini@basic#1{%
3913   \def\BabelBeforeIni##1##2{%
3914     \begingroup
3915       \bbl@add\bbl@secpost@identification{\closein\bbl@readstream}%
3916       \bbl@read@ini{##1}1%
3917       \endinput           % babel- .tex may contain onlypreamble's
3918       \endgroup}%        boxed, to avoid extra spaces:
3919   {\bbl@input@texini{#1}}}

```

A tool to define the macros for native digits from the list provided in the ini file. Somewhat convoluted because there are 10 digits, but only 9 arguments in T_EX. Non-digits characters are kept. The first macro is the generic “localized” command.

```

3920 \def\bbl@setdigits#1#2#3#4#5{%
3921   \bbl@exp{%
3922     \def\<\language name digits>####1{%      ie, \langdigits
3923       \<\bbl@digits@\language name>####1\\\nil}%
3924       \let\<\bbl@cntr@digits@\language name>\<\language name digits>%
3925       \def\<\language name counter>####1{%    ie, \langcounter
3926         \\\expandafter\<\bbl@counter@\language name>%
3927         \\\csname c@####1\endcsname}%
3928       \def\<\bbl@counter@\language name>####1{% ie, \bbl@counter@lang
3929         \\\expandafter\<\bbl@digits@\language name>%
3930         \\\number####1\\\nil}}}%
3931   \def\bbl@tempa##1##2##3##4##5{%
3932     \bbl@exp{%      Wow, quite a lot of hashes! :- (
3933       \def\<\bbl@digits@\language name>#####1{%
3934         \\\ifx#####1\\\nil           % ie, \bbl@digits@lang
3935         \\\else
3936           \\\ifx0#####1#1%
3937           \\\else\\\ifx1#####1#2%
3938           \\\else\\\ifx2#####1#3%
3939           \\\else\\\ifx3#####1#4%
3940           \\\else\\\ifx4#####1#5%
3941           \\\else\\\ifx5#####1#1%

```

Alphabetic counters must be converted from a space separated list to an \ifcase structure.

The code for additive counters is somewhat tricky and it's based on the fact the arguments just before `\@@` collects digits which have been left 'unused' in previous arguments, the first of them being the number of digits in the number to be converted. This explains the reverse set 76543210. Digits above 10000 are not handled yet. When the key contains the subkey `.F.`, the number after is treated as a special case, for a fixed form (see `babel-he.ini`, for example).

The information in the identification section can be useful, so the following macro just exposes it with a user command.

```

3989 \newcommand\localeinfo[1]{%
3990   \bbl@ifunset{bbl@\csname bbl@info@#1\endcsname @\language}%
3991   {\bbl@error{I've found no info for the current locale.\%
3992             The corresponding ini file has not been loaded\%
3993             Perhaps it doesn't exist}%
3994             {See the manual for details.}}%
3995   {\bbl@cs{\csname bbl@info@#1\endcsname @\language}}
3996 % \@namedef{bbl@info@name.locale}{lname}
3997 \@namedef{bbl@info@tag.ini}{lini}
3998 \@namedef{bbl@info@name.english}{elname}
3999 \@namedef{bbl@info@name.opentype}{lname}
4000 \@namedef{bbl@info@tag.bcp47}{tbc}
4001 \@namedef{bbl@info@language.tag.bcp47}{lbc}
4002 \@namedef{bbl@info@tag.opentype}{lotf}
4003 \@namedef{bbl@info@script.name}{esname}
4004 \@namedef{bbl@info@script.name.opentype}{sname}
4005 \@namedef{bbl@info@script.tag.bcp47}{sbcp}
4006 \@namedef{bbl@info@script.tag.opentype}{sotf}
4007 \let\bbl@ensureinfo\@gobble
4008 \newcommand\BabelEnsureInfo{%
4009   \ifx\InputIfFileExists\@undefined\else
4010     \def\bbl@ensureinfo##1{%
4011       \bbl@ifunset{bbl@lname@##1}{\bbl@ini@basic{##1}}}%
4012   \fi
4013   \bbl@foreach\bbl@loaded{%
4014     \def\language{##1}%
4015     \bbl@ensureinfo{##1}}%

```

More general, but non-expandable, is `\getlocaleproperty`. To inspect every possible loaded ini, we define `\LocaleForEach`, where `\bbl@ini@loaded` is a comma-separated list of locales, built by `\bbl@read@ini`.

```

4016 \newcommand\getlocaleproperty{%
4017   \@ifstar\bbl@getproperty@s\bbl@getproperty@x}
4018 \def\bbl@getproperty@s#1#2#3{%
4019   \let#1\relax
4020   \def\bbl@elt##1##2##3{%
4021     \bbl@ifsamestring{##1/##2}{##3}%
4022     {\providecommand#1{##3}%
4023     \def\bbl@elt####1####2####3{}}%
4024   }%
4025   \bbl@cs{inidata@#2}}%
4026 \def\bbl@getproperty@x#1#2#3{%
4027   \bbl@getproperty@s{#1}{#2}{#3}%
4028   \ifx#1\relax
4029     \bbl@error
4030     {Unknown key for locale '#2':\%
4031     #3\%
4032     \string#1 will be set to \relax}%
4033     {Perhaps you misspelled it.}%
4034   \fi}
4035 \let\bbl@ini@loaded\@empty
4036 \newcommand\LocaleForEach{\bbl@foreach\bbl@ini@loaded}

```

10 Adjusting the Babel behavior

A generic high level interface is provided to adjust some global and general settings.

```

4037 \newcommand\babeladjust[1]{% TODO. Error handling.

```

```

4038 \bbl@forkv{#1}{%
4039 \bbl@ifunset{bbl@ADJ@##1@##2}%
4040 {\bbl@cs{ADJ@##1}{##2}}%
4041 {\bbl@cs{ADJ@##1@##2}}}
4042 %
4043 \def\bbl@adjust@lua#1#2{%
4044 \ifvmode
4045 \ifnum\currentgrouplevel=\z@
4046 \directlua{ Babel.#2 }%
4047 \expandafter\expandafter\expandafter\@gobble
4048 \fi
4049 \fi
4050 {\bbl@error % The error is gobbled if everything went ok.
4051 {Currently, #1 related features can be adjusted only\\%
4052 in the main vertical list.}%
4053 {Maybe things change in the future, but this is what it is.}}}
4054 \@namedef{bbl@ADJ@bidi.mirroring@on}{%
4055 \bbl@adjust@lua{bidi}{mirroring_enabled=true}}
4056 \@namedef{bbl@ADJ@bidi.mirroring@off}{%
4057 \bbl@adjust@lua{bidi}{mirroring_enabled=false}}
4058 \@namedef{bbl@ADJ@bidi.text@on}{%
4059 \bbl@adjust@lua{bidi}{bidi_enabled=true}}
4060 \@namedef{bbl@ADJ@bidi.text@off}{%
4061 \bbl@adjust@lua{bidi}{bidi_enabled=false}}
4062 \@namedef{bbl@ADJ@bidi.mapdigits@on}{%
4063 \bbl@adjust@lua{bidi}{digits_mapped=true}}
4064 \@namedef{bbl@ADJ@bidi.mapdigits@off}{%
4065 \bbl@adjust@lua{bidi}{digits_mapped=false}}
4066 %
4067 \@namedef{bbl@ADJ@linebreak.sea@on}{%
4068 \bbl@adjust@lua{linebreak}{sea_enabled=true}}
4069 \@namedef{bbl@ADJ@linebreak.sea@off}{%
4070 \bbl@adjust@lua{linebreak}{sea_enabled=false}}
4071 \@namedef{bbl@ADJ@linebreak.cjk@on}{%
4072 \bbl@adjust@lua{linebreak}{cjk_enabled=true}}
4073 \@namedef{bbl@ADJ@linebreak.cjk@off}{%
4074 \bbl@adjust@lua{linebreak}{cjk_enabled=false}}
4075 %
4076 \def\bbl@adjust@layout#1{%
4077 \ifvmode
4078 #1%
4079 \expandafter\@gobble
4080 \fi
4081 {\bbl@error % The error is gobbled if everything went ok.
4082 {Currently, layout related features can be adjusted only\\%
4083 in vertical mode.}%
4084 {Maybe things change in the future, but this is what it is.}}}
4085 \@namedef{bbl@ADJ@layout.tabular@on}{%
4086 \bbl@adjust@layout{\let\@tabular\bbl@NL@tabular}}
4087 \@namedef{bbl@ADJ@layout.tabular@off}{%
4088 \bbl@adjust@layout{\let\@tabular\bbl@OL@tabular}}
4089 \@namedef{bbl@ADJ@layout.lists@on}{%
4090 \bbl@adjust@layout{\let\list\bbl@NL@list}}
4091 \@namedef{bbl@ADJ@layout.lists@off}{%
4092 \bbl@adjust@layout{\let\list\bbl@OL@list}}
4093 \@namedef{bbl@ADJ@hyphenation.extra@on}{%
4094 \bbl@activateposthyphen}
4095 %
4096 \@namedef{bbl@ADJ@autoload.bcp47@on}{%

```

```

4097 \bbl@bcpallowedtrue}
4098 \@namedef{bbl@ADJ@autoload.bcp47@off}{%
4099 \bbl@bcpallowedfalse}
4100 \@namedef{bbl@ADJ@autoload.bcp47.prefix}#1{%
4101 \def\bbl@bcp@prefix{#1}}
4102 \def\bbl@bcp@prefix{bcp47-}
4103 \@namedef{bbl@ADJ@autoload.options}#1{%
4104 \def\bbl@autoload@options{#1}}
4105 \let\bbl@autoload@bcptoptions\@empty
4106 \@namedef{bbl@ADJ@autoload.bcp47.options}#1{%
4107 \def\bbl@autoload@bcptoptions{#1}}
4108 \newif\ifbbl@bcptoname
4109 \@namedef{bbl@ADJ@bcp47.toname@on}{%
4110 \bbl@bcptonametrue
4111 \BabelEnsureInfo}
4112 \@namedef{bbl@ADJ@bcp47.toname@off}{%
4113 \bbl@bcptonamefalse}
4114 % TODO: use babel name, override
4115 %
4116 % As the final task, load the code for lua.
4117 %
4118 \ifx\directlua\@undefined\else
4119 \ifx\bbl@luapatterns\@undefined
4120 \input luababel.def
4121 \fi
4122 \fi
4123 </core>

```

A proxy file for switch.def

```

4124 <*kernel>
4125 \let\bbl@onlyswitch\@empty
4126 \input babel.def
4127 \let\bbl@onlyswitch\@undefined
4128 </kernel>
4129 <*patterns>

```

11 Loading hyphenation patterns

The following code is meant to be read by $\text{iniT}_{\text{E}}\text{X}$ because it should instruct $\text{T}_{\text{E}}\text{X}$ to read hyphenation patterns. To this end the `docstrip` option `patterns` can be used to include this code in the file `hyphen.cfg`. Code is written with lower level macros.

To make sure that $\text{L}_{\text{A}}\text{T}_{\text{E}}\text{X}$ 2.09 executes the `\@begindocumenthook` we would want to alter `\begin{document}`, but as this done too often already, we add the new code at the front of `\@preamblecmds`. But we can only do that after it has been defined, so we add this piece of code to `\dump`.

This new definition starts by adding an instruction to write a message on the terminal and in the transcript file to inform the user of the preloaded hyphenation patterns.

Then everything is restored to the old situation and the format is dumped.

```

4130 <<Make sure ProvidesFile is defined>>
4131 \ProvidesFile{hyphen.cfg}[\<date>] [\<version>] Babel hyphens]
4132 \xdef\bbl@format{\jobname}
4133 \def\bbl@version{\<version>}
4134 \def\bbl@date{\<date>}
4135 \ifx\AtBeginDocument\@undefined
4136 \def\@empty{}
4137 \let\orig@dump\dump

```

```

4138 \def\dump{%
4139   \ifx\@ztryfc\@undefined
4140   \else
4141     \toks0=\expandafter{\@preamblecmds}%
4142     \edef\@preamblecmds{\noexpand\@begindocumenthook\the\toks0}%
4143     \def\@begindocumenthook{}%
4144   \fi
4145   \let\dump\orig@dump\let\orig@dump\@undefined\dump}
4146 \fi
4147 <<Define core switching macros>>

```

`\process@line` Each line in the file `language.dat` is processed by `\process@line` after it is read. The first thing this macro does is to check whether the line starts with `=`. When the first token of a line is an `=`, the macro `\process@synonym` is called; otherwise the macro `\process@language` will continue.

```

4148 \def\process@line#1#2 #3 #4 {%
4149   \ifx=#1%
4150     \process@synonym{#2}%
4151   \else
4152     \process@language{#1#2}{#3}{#4}%
4153   \fi
4154   \ignorespaces}

```

`\process@synonym` This macro takes care of the lines which start with an `=`. It needs an empty token register to begin with. `\bbl@languages` is also set to empty.

```

4155 \toks@{}
4156 \def\bbl@languages{}

```

When no languages have been loaded yet, the name following the `=` will be a synonym for hyphenation register 0. So, it is stored in a token register and executed when the first pattern file has been processed. (The `\relax` just helps to the `\if` below catching synonyms without a language.)

Otherwise the name will be a synonym for the language loaded last.

We also need to copy the hyphenmin parameters for the synonym.

```

4157 \def\process@synonym#1{%
4158   \ifnum\last@language=\m@ne
4159     \toks@\expandafter{\the\toks@\relax\process@synonym{#1}}%
4160   \else
4161     \expandafter\chardef\csname l@#1\endcsname\last@language
4162     \wlog{\string\l@#1=\string\language\the\last@language}%
4163     \expandafter\let\csname #1hyphenmins\endcsname\expandafter\endcsname
4164     \csname\language\endcsname hyphenmins\endcsname
4165     \let\bbl@elt\relax
4166     \edef\bbl@languages{\bbl@languages\bbl@elt{#1}{\the\last@language}{}}%
4167   \fi}

```

`\process@language` The macro `\process@language` is used to process a non-empty line from the ‘configuration file’. It has three arguments, each delimited by white space. The first argument is the ‘name’ of a language; the second is the name of the file that contains the patterns. The optional third argument is the name of a file containing hyphenation exceptions. The first thing to do is call `\addlanguage` to allocate a pattern register and to make that register ‘active’. Then the pattern file is read. For some hyphenation patterns it is needed to load them with a specific font encoding selected. This can be specified in the file `language.dat` by adding for instance ‘:T1’ to the name of the language. The macro `\bbl@get@enc` extracts the font encoding from the language name and stores it in `\bbl@hyph@enc`. The latter can be used in hyphenation files

if you need to set a behavior depending on the given encoding (it is set to empty if no encoding is given).

Pattern files may contain assignments to `\lefthyphenmin` and `\righthyphenmin`. \TeX does not keep track of these assignments. Therefore we try to detect such assignments and store them in the `\langle lang \rangle hyphenmins` macro. When no assignments were made we provide a default setting.

Some pattern files contain changes to the `\lccode` en `\uccode` arrays. Such changes should remain local to the language; therefore we process the pattern file in a group; the `\patterns` command acts globally so its effect will be remembered.

Then we globally store the settings of `\lefthyphenmin` and `\righthyphenmin` and close the group.

When the hyphenation patterns have been processed we need to see if a file with hyphenation exceptions needs to be read. This is the case when the third argument is not empty and when it does not contain a space token. (Note however there is no need to save hyphenation exceptions into the format.)

`\bbl@languages` saves a snapshot of the loaded languages in the form

`\bbl@elt{\langle language-name \rangle}{\langle number \rangle}{\langle patterns-file \rangle}{\langle exceptions-file \rangle}`. Note the last 2 arguments are empty in ‘dialects’ defined in `language.dat` with `=`. Note also the language name can have encoding info.

Finally, if the counter `\language` is equal to zero we execute the synonyms stored.

```

4168 \def\process@language#1#2#3{%
4169   \expandafter\addlanguage\csname l@#1\endcsname
4170   \expandafter\language\csname l@#1\endcsname
4171   \edef\language#1{%
4172     \bbl@hook@everylanguage{#1}%
4173     % > luatex
4174     \bbl@get@enc#1::@@@
4175     \begingroup
4176       \lefthyphenmin\m@ne
4177       \bbl@hook@loadpatterns{#2}%
4178       % > luatex
4179       \ifnum\lefthyphenmin=\m@ne
4180       \else
4181         \expandafter\xdef\csname #1hyphenmins\endcsname{%
4182           \the\lefthyphenmin\the\righthyphenmin}%
4183       \fi
4184     \endgroup
4185   \def\bbl@tempa{#3}%
4186   \ifx\bbl@tempa\@empty\else
4187     \bbl@hook@loadexceptions{#3}%
4188     % > luatex
4189   \fi
4190   \let\bbl@elt\relax
4191   \edef\bbl@languages{%
4192     \bbl@languages\bbl@elt{#1}{\the\language}{#2}{\bbl@tempa}}%
4193   \ifnum\the\language=\z@
4194     \expandafter\ifx\csname #1hyphenmins\endcsname\relax
4195       \set@hyphenmins\tw@\thr@@\relax
4196     \else
4197       \expandafter\expandafter\expandafter\set@hyphenmins
4198       \csname #1hyphenmins\endcsname
4199     \fi
4200     \the\toks@
4201     \toks@{}%
4202   \fi}

```

`\bbl@get@enc` The macro `\bbl@get@enc` extracts the font encoding from the language name and stores it
`\bbl@hyph@enc`

in \bbl@hyph@enc. It uses delimited arguments to achieve this.

```
4203 \def\bbl@get@enc#1:#2:#3\@@{\def\bbl@hyph@enc{#2}}
```

Now, hooks are defined. For efficiency reasons, they are dealt here in a special way. Besides luatex, format-specific configuration files are taken into account. loadkernel currently loads nothing, but define some basic macros instead.

```
4204 \def\bbl@hook@everylanguage#1{}
4205 \def\bbl@hook@loadpatterns#1{\input #1\relax}
4206 \let\bbl@hook@loadexceptions\bbl@hook@loadpatterns
4207 \def\bbl@hook@loadkernel#1{%
4208   \def\addlanguage{\csname newlanguage\endcsname}%
4209   \def\adddialect##1##2{%
4210     \global\chardef##1##2\relax
4211     \wlog{\string##1 = a dialect from \string\language##2}}%
4212   \def\iflanguage##1{%
4213     \expandafter\ifx\csname l@##1\endcsname\relax
4214       \nolater{##1}%
4215     \else
4216       \ifnum\csname l@##1\endcsname=\language
4217         \expandafter\expandafter\expandafter\@firstoftwo
4218       \else
4219         \expandafter\expandafter\expandafter\@secondoftwo
4220       \fi
4221     \fi}%
4222   \def\providehyphenmins##1##2{%
4223     \expandafter\ifx\csname ##1hyphenmins\endcsname\relax
4224       \namedef{##1hyphenmins}{##2}%
4225     \fi}%
4226   \def\set@hyphenmins##1##2{%
4227     \lefthyphenmin##1\relax
4228     \righthyphenmin##2\relax}%
4229   \def\selectlanguage{%
4230     \errhelp{Selecting a language requires a package supporting it}%
4231     \errmessage{Not loaded}}%
4232   \let\foreignlanguage\selectlanguage
4233   \let\otherlanguage\selectlanguage
4234   \expandafter\let\csname otherlanguage*\endcsname\selectlanguage
4235   \def\bbl@usehooks##1##2{% TODO. Temporary!!
4236     \def\setlocale{%
4237       \errhelp{Find an armchair, sit down and wait}%
4238       \errmessage{Not yet available}}%
4239     \let\uselocale\setlocale
4240     \let\locale\setlocale
4241     \let\selectlocale\setlocale
4242     \let\localename\setlocale
4243     \let\textlocale\setlocale
4244     \let\textlanguage\setlocale
4245     \let\languagetext\setlocale}
4246   \begingroup
4247     \def\AddBabelHook#1#2{%
4248       \expandafter\ifx\csname bbl@hook@#2\endcsname\relax
4249         \def\next{\toks1}%
4250       \else
4251         \def\next{\expandafter\gdef\csname bbl@hook@#2\endcsname###1}%
4252       \fi
4253     \next}
4254   \ifx\directlua\@undefined
4255     \ifx\XeTeXinputencoding\@undefined\else
```

```

4256     \input xebabel.def
4257     \fi
4258 \else
4259     \input luababel.def
4260 \fi
4261 \openin1 = babel-\bbl@format.cfg
4262 \ifeof1
4263 \else
4264     \input babel-\bbl@format.cfg\relax
4265 \fi
4266 \closein1
4267 \endgroup
4268 \bbl@hook@loadkernel{switch.def}

```

`\readconfigfile` The configuration file can now be opened for reading.

```

4269 \openin1 = language.dat

```

See if the file exists, if not, use the default hyphenation file `hyphen.tex`. The user will be informed about this.

```

4270 \def\language{english}%
4271 \ifeof1
4272     \message{I couldn't find the file language.dat,\space
4273             I will try the file hyphen.tex}
4274     \input hyphen.tex\relax
4275     \chardef\l@english\z@
4276 \else

```

Pattern registers are allocated using count register `\last@language`. Its initial value is 0. The definition of the macro `\newlanguage` is such that it first increments the count register and then defines the language. In order to have the first patterns loaded in pattern register number 0 we initialize `\last@language` with the value `-1`.

```

4277     \last@language\m@ne

```

We now read lines from the file until the end is found. While reading from the input, it is useful to switch off recognition of the end-of-line character. This saves us stripping off spaces from the contents of the control sequence.

```

4278     \loop
4279         \endlinechar\m@ne
4280         \read1 to \bbl@line
4281         \endlinechar`^^^M

```

If the file has reached its end, exit from the loop here. If not, empty lines are skipped. Add 3 space characters to the end of `\bbl@line`. This is needed to be able to recognize the arguments of `\process@line` later on. The default language should be the very first one.

```

4282     \if T\ifeof1F\fi T\relax
4283     \ifx\bbl@line\@empty\else
4284         \edef\bbl@line{\bbl@line\space\space\space}%
4285         \expandafter\process@line\bbl@line\relax
4286     \fi
4287 \repeat

```

Check for the end of the file. We must reverse the test for `\ifeof` without `\else`. Then reactivate the default patterns, and close the configuration file.

```

4288 \begingroup
4289 \def\bbl@elt#1#2#3#4{%
4290     \global\language=#2\relax
4291     \gdef\language{#1}%
4292     \def\bbl@elt##1##2##3##4{}}%

```

```

4293 \bbl@languages
4294 \endgroup
4295 \fi
4296 \closein1

```

We add a message about the fact that babel is loaded in the format and with which language patterns to the `\everyjob` register.

```

4297 \if/\the\toks@/\else
4298 \errhelp{language.dat loads no language, only synonyms}
4299 \errmessage{Orphan language synonym}
4300 \fi

```

Also remove some macros from memory and raise an error if `\toks@` is not empty. Finally load `switch.def`, but the latter is not required and the line inputting it may be commented out.

```

4301 \let\bbl@line\@undefined
4302 \let\process@line\@undefined
4303 \let\process@synonym\@undefined
4304 \let\process@language\@undefined
4305 \let\bbl@get@enc\@undefined
4306 \let\bbl@hyph@enc\@undefined
4307 \let\bbl@tempa\@undefined
4308 \let\bbl@hook@loadkernel\@undefined
4309 \let\bbl@hook@everylanguage\@undefined
4310 \let\bbl@hook@loadpatterns\@undefined
4311 \let\bbl@hook@loadexceptions\@undefined
4312 </patterns>

```

Here the code for `iniTeX` ends.

12 Font handling with fontspec

Add the bidi handler just before `luaotfload`, which is loaded by default by LaTeX. Just in case, consider the possibility it has not been loaded. First, a couple of definitions related to `bidi` [`misplaced`].

```

4313 <<(*More package options)>> ≡
4314 \chardef\bbl@bidimode\z@
4315 \DeclareOption{bidi=default}{\chardef\bbl@bidimode=\@ne}
4316 \DeclareOption{bidi=basic}{\chardef\bbl@bidimode=101 }
4317 \DeclareOption{bidi=basic-r}{\chardef\bbl@bidimode=102 }
4318 \DeclareOption{bidi=bidi}{\chardef\bbl@bidimode=201 }
4319 \DeclareOption{bidi=bidi-r}{\chardef\bbl@bidimode=202 }
4320 \DeclareOption{bidi=bidi-l}{\chardef\bbl@bidimode=203 }
4321 <</More package options>>

```

With explicit languages, we could define the font at once, but we don't. Just wait and see if the language is actually activated. `bbl@font` replaces hardcoded font names inside `\.family` by the corresponding macro `\.default`.

At the time of this writing, `fontspec` shows a warning about there are languages not available, which some people think refers to `babel`, even if there is nothing wrong. Here is hack to patch `fontspec` to avoid the misleading message, which is replaced by a more explanatory one.

```

4322 <<(*Font selection)>> ≡
4323 \bbl@trace{Font handling with fontspec}
4324 \ifx\ExplSyntaxOn\@undefined\else
4325 \ExplSyntaxOn
4326 \catcode`\ =10

```

```

4327 \def\bbl@loadfontspec{%
4328   \usepackage{fontspec}%
4329   \expandafter
4330   \def\csname msg~text~>~fontspec/language-not-exist\endcsname##1##2##3##4{%
4331     Font '\l_fontspec_fontname_tl' is using the\\%
4332     default features for language '##1'.\\%
4333     That's usually fine, because many languages\\%
4334     require no specific features, but if the output is\\%
4335     not as expected, consider selecting another font.}
4336   \expandafter
4337   \def\csname msg~text~>~fontspec/no-script\endcsname##1##2##3##4{%
4338     Font '\l_fontspec_fontname_tl' is using the\\%
4339     default features for script '##2'.\\%
4340     That's not always wrong, but if the output is\\%
4341     not as expected, consider selecting another font.}}
4342 \ExplSyntaxOff
4343 \fi
4344 \@onlypreamble\babelfont
4345 \newcommand\babelfont[2][{}]{% 1=langs/scripts 2=fam
4346   \bbl@foreach{#1}{%
4347     \expandafter\ifx\csname date##1\endcsname\relax
4348       \IfFileExists{babel-##1.tex}%
4349         {\babelprovide{##1}}%
4350       {}%
4351     \fi}%
4352   \edef\bbl@tempa{#1}%
4353   \def\bbl@tempb{#2}% Used by \bbl@bblfont
4354   \ifx\fontspec@undefined
4355     \bbl@loadfontspec
4356   \fi
4357   \EnableBabelHook{babel-fontspec}% Just calls \bbl@switchfont
4358   \bbl@bblfont}
4359 \newcommand\bbl@bblfont[2][{}]{% 1=features 2=fontname, @font=rm|sf|tt
4360   \bbl@ifunset{\bbl@tempb family}%
4361     {\bbl@providedefam{\bbl@tempb}}%
4362     {\bbl@exp{%
4363       \\bbl@sreplace\<\bbl@tempb family >%
4364       {\@nameuse{\bbl@tempb default}}{\<\bbl@tempb default>}}}%
4365   % For the default font, just in case:
4366   \bbl@ifunset{\bbl@lsys\language\name}{\bbl@provide@lsys{\language\name}}}%
4367   \expandafter\bbl@ifblank\expandafter\bbl@tempa%
4368     {\bbl@csarg\edef{\bbl@tempb dflt@}{<#1>{#2}}% save bbl@rmdflt@
4369     \bbl@exp{%
4370       \let\<\bbl@tempb dflt@\language\name>\<\bbl@tempb dflt@>%
4371       \\bbl@font@set\<\bbl@tempb dflt@\language\name>%
4372       \<\bbl@tempb default>\<\bbl@tempb family>}}}%
4373   {\bbl@foreach\bbl@tempa{% ie bbl@rmdflt@lang / *scrt
4374     \bbl@csarg\def{\bbl@tempb dflt@##1}{<#1>{#2}}}}}%

```

If the family in the previous command does not exist, it must be defined. Here is how:

```

4375 \def\bbl@providedefam#1{%
4376   \bbl@exp{%
4377     \\newcommand\<#1default>{}% Just define it
4378     \\bbl@add@list\\bbl@font@fams{#1}%
4379     \\DeclareRobustCommand\<#1family>{%
4380       \\not@math@alphabet\<#1family>\relax
4381       \\fontfamily\<#1default>\selectfont}%
4382     \\DeclareTextFontCommand{\<text#1>}{\<#1family>}}}%

```

The following macro is activated when the hook babel-fontspec is enabled. But before

we define a macro for a warning, which sets a flag to avoid duplicate them.

```

4383 \def\bbl@nostdfont#1{%
4384   \bbl@ifunset{bbl@WFF@f@family}%
4385   {\bbl@csarg\gdef{WFF@f@family}}}% Flag, to avoid dupl warns
4386   \bbl@infowarn{The current font is not a babel standard family:\%
4387     #1%
4388     \fontname\font\%
4389     There is nothing intrinsically wrong with this warning, and\%
4390     you can ignore it altogether if you do not need these\%
4391     families. But if they are used in the document, you should be\%
4392     aware 'babel' will no set Script and Language for them, so\%
4393     you may consider defining a new family with \string\babelfont.\%
4394     See the manual for further details about \string\babelfont.\%
4395     Reported}}
4396   {}}%
4397 \gdef\bbl@switchfont{%
4398   \bbl@ifunset{bbl@lsys@\language}{\bbl@provide@lsys{\language}}}%
4399   \bbl@exp{% eg Arabic -> arabic
4400     \lowercase{\edef\bbl@tempa{\bbl@cl{sname}}}%
4401     \bbl@foreach\bbl@font@fams{%
4402       \bbl@ifunset{bbl@##1dflt@\language}% (1) language?
4403       {\bbl@ifunset{bbl@##1dflt@*\bbl@tempa}% (2) from script?
4404         {\bbl@ifunset{bbl@##1dflt@}% 2=F - (3) from generic?
4405           {}% 123=F - nothing!
4406           {\bbl@exp{% 3=T - from generic
4407             \global\let<bbl@##1dflt@\language>%
4408             \<bbl@##1dflt@>}}}%
4409           {\bbl@exp{% 2=T - from script
4410             \global\let<bbl@##1dflt@\language>%
4411             \<bbl@##1dflt@*\bbl@tempa>}}}%
4412           {}}% 1=T - language, already defined
4413     \def\bbl@tempa{\bbl@nostdfont}}}%
4414     \bbl@foreach\bbl@font@fams{% don't gather with prev for
4415       \bbl@ifunset{bbl@##1dflt@\language}%
4416       {\bbl@cs{famrst@##1}%
4417         \global\bbl@csarg\let{famrst@##1}\relax}%
4418       {\bbl@exp{% order is relevant. TODO: but sometimes wrong!
4419         \bbl@add\originalTeX{%
4420           \bbl@font@rst{\bbl@cl{##1dflt}}%
4421           \<##1default>\<##1family>{##1}}%
4422         \bbl@font@set<bbl@##1dflt@\language>% the main part!
4423         \<##1default>\<##1family>}}}%
4424     \bbl@ifrestoring{{\bbl@tempa}}%

```

The following is executed at the beginning of the aux file or the document to warn about fonts not defined with \babelfont.

```

4425 \ifx\f@family\undefined\else % if latex
4426   \ifcase\bbl@engine % if pdftex
4427     \let\bbl@ckeckstdfonts\relax
4428   \else
4429     \def\bbl@ckeckstdfonts{%
4430       \begingroup
4431       \global\let\bbl@ckeckstdfonts\relax
4432       \let\bbl@tempa\empty
4433       \bbl@foreach\bbl@font@fams{%
4434         \bbl@ifunset{bbl@##1dflt@}%
4435         {\nameuse{##1family}%
4436         \bbl@csarg\gdef{WFF@f@family}}}% Flag

```

```

4437         \bbl@exp{\bbl@add\bbl@tempa{* \<##1family>= \f@family\\}%
4438         \space\space\fontname\font\\}%
4439         \bbl@csarg\edef{##1dflt@}\f@family}%
4440         \expandafter\edef\csname ##1default\endcsname{\f@family}%
4441         {}}%
4442     \ifx\bbl@tempa\empty\else
4443         \bbl@infowarn{The following font families will use the default\\%
4444         settings for all or some languages:\\%
4445         \bbl@tempa
4446         There is nothing intrinsically wrong with it, but\\%
4447         'babel' will no set Script and Language, which could\\%
4448         be relevant in some languages. If your document uses\\%
4449         these families, consider redefining them with \string\babelfont.\\%
4450         Reported}%
4451     \fi
4452 \endgroup}
4453 \fi
4454 \fi

```

Now the macros defining the font with fontspec.

When there are repeated keys in fontspec, the last value wins. So, we just place the ini settings at the beginning, and user settings will take precedence. We must deactivate temporarily \bbl@mapselect because \selectfont is called internally when a font is defined.

```

4455 \def\bbl@font@set#1#2#3{% eg \bbl@rmdflt@lang \rmdefault \rmfamily
4456 \bbl@xin@{<>}{#1}%
4457 \ifin@
4458 \bbl@exp{\bbl@fontspec@set\#1\expandafter@gobbletwo\#1\#3}%
4459 \fi
4460 \bbl@exp{%
4461     \def\#2{#1}% eg, \rmdefault{\bbl@rmdflt@lang}
4462     \bbl@ifsamestring{#2}{\f@family}%
4463     {\#3%
4464         \bbl@ifsamestring{\f@series}{\bfdefault}{\bfseries}{}%
4465         \let\bbl@tempa\relax}%
4466     {}}
4467 % TODO - next should be global?, but even local does its job. I'm
4468 % still not sure -- must investigate:
4469 \def\bbl@fontspec@set#1#2#3#4{% eg \bbl@rmdflt@lang fnt-opt fnt-nme \xxfamily
4470 \let\bbl@tempa\bbl@mapselect
4471 \let\bbl@mapselect\relax
4472 \let\bbl@temp@fam#4% eg, '\rmfamily', to be restored below
4473 \let#4\empty % Make sure \renewfontfamily is valid
4474 \bbl@exp{%
4475     \let\bbl@temp@pfam\<\bbl@stripslash#4\space>% eg, '\rmfamily '
4476     \<keys_if_exist:nnF>{fontspec-opentype}{Script/\bbl@cl{sname}}}%
4477     {\newfontscript{\bbl@cl{sname}}{\bbl@cl{sotf}}}%
4478     \<keys_if_exist:nnF>{fontspec-opentype}{Language/\bbl@cl{lname}}}%
4479     {\newfontlanguage{\bbl@cl{lname}}{\bbl@cl{lotf}}}%
4480     \renewfontfamily\#4%
4481     [\bbl@cs{lsys@\languagename},#2]{#3}% ie \bbl@exp{.}{#3}
4482 \begingroup
4483     #4%
4484     \xdef#1{\f@family}% eg, \bbl@rmdflt@lang{FreeSerif(0)}
4485 \endgroup
4486 \let#4\bbl@temp@fam
4487 \bbl@exp{\let\<\bbl@stripslash#4\space>\bbl@temp@pfam
4488 \let\bbl@mapselect\bbl@tempa}%

```

font@rst and famrst are only used when there is no global settings, to save and restore de previous families. Not really necessary, but done for optimization.

```
4489 \def\bbbl@font@rst#1#2#3#4{%
4490   \bbbl@csarg\def{famrst@#4}{\bbbl@font@set{#1}#2#3}}
```

The default font families. They are eurocentric, but the list can be expanded easily with \babelfont.

```
4491 \def\bbbl@font@fams{rm,sf,tt}
```

The old tentative way. Short and preverved for compatibility, but deprecated. Note there is no direct alternative for \babelFSfeatures. The reason in explained in the user guide, but essentially – that was not the way to go :-).

```
4492 \newcommand\babelFSstore[2][]{%
4493   \bbbl@ifblank{#1}%
4494   {\bbbl@csarg\def{sname@#2}{Latin}}%
4495   {\bbbl@csarg\def{sname@#2}{#1}}%
4496   \bbbl@provide@dirs{#2}%
4497   \bbbl@csarg\ifnum{wdir@#2}>\z@
4498     \let\bbbl@beforeforeign\leavevmode
4499     \EnableBabelHook{babel-bidi}%
4500   \fi
4501   \bbbl@foreach{#2}{%
4502     \bbbl@FSstore{##1}{rm}\rmdefault\bbbl@save@rmdefault
4503     \bbbl@FSstore{##1}{sf}\sfdefault\bbbl@save@sfdefault
4504     \bbbl@FSstore{##1}{tt}\ttdefault\bbbl@save@ttdefault}}
4505 \def\bbbl@FSstore#1#2#3#4{%
4506   \bbbl@csarg\edef{#2default#1}{#3}%
4507   \expandafter\addto\csname extras#1\endcsname{%
4508     \let#4#3%
4509     \ifx#3\f@family
4510       \edef#3{\csname bbl@#2default#1\endcsname}%
4511       \fontfamily{#3}\selectfont
4512     \else
4513       \edef#3{\csname bbl@#2default#1\endcsname}%
4514       \fi}%
4515   \expandafter\addto\csname noextras#1\endcsname{%
4516     \ifx#3\f@family
4517       \fontfamily{#4}\selectfont
4518     \fi
4519     \let#3#4}}
4520 \let\bbbl@langfeatures\@empty
4521 \def\babelFSfeatures{% make sure \fontspec is redefined once
4522   \let\bbbl@ori@fontspec\fontspec
4523   \renewcommand\fontspec[1][]{%
4524     \bbbl@ori@fontspec[\bbbl@langfeatures##1]}
4525   \let\babelFSfeatures\bbbl@FSfeatures
4526   \babelFSfeatures}
4527 \def\bbbl@FSfeatures#1#2{%
4528   \expandafter\addto\csname extras#1\endcsname{%
4529     \babel@save\bbbl@langfeatures
4530     \edef\bbbl@langfeatures{#2,}}
4531   <</Font selection>>
```


13 Hooks for XeTeX and LuaTeX

13.1 XeTeX

Unfortunately, the current encoding cannot be retrieved and therefore it is reset always to `utf8`, which seems a sensible default.

```
4532 <<{*Footnote changes}>> ≡
4533 \bbl@trace{Bidi footnotes}
4534 \ifnum\bbl@bidimode>\z@
4535   \def\bbl@footnote#1#2#3{%
4536     \ifnextchar[%
4537       {\bbl@footnote@o{#1}{#2}{#3}}%
4538       {\bbl@footnote@x{#1}{#2}{#3}}}
4539   \long\def\bbl@footnote@x#1#2#3#4{%
4540     \bgroup
4541       \select@language@x{\bbl@main@language}%
4542       \bbl@fn@footnote{#2#1{\ignorespaces#4}#3}%
4543     \egroup}
4544   \long\def\bbl@footnote@o#1#2#3[#4]#5{%
4545     \bgroup
4546       \select@language@x{\bbl@main@language}%
4547       \bbl@fn@footnote[#4]{#2#1{\ignorespaces#5}#3}%
4548     \egroup}
4549   \def\bbl@footnotetext#1#2#3{%
4550     \ifnextchar[%
4551       {\bbl@footnotetext@o{#1}{#2}{#3}}%
4552       {\bbl@footnotetext@x{#1}{#2}{#3}}}
4553   \long\def\bbl@footnotetext@x#1#2#3#4{%
4554     \bgroup
4555       \select@language@x{\bbl@main@language}%
4556       \bbl@fn@footnotetext{#2#1{\ignorespaces#4}#3}%
4557     \egroup}
4558   \long\def\bbl@footnotetext@o#1#2#3[#4]#5{%
4559     \bgroup
4560       \select@language@x{\bbl@main@language}%
4561       \bbl@fn@footnotetext[#4]{#2#1{\ignorespaces#5}#3}%
4562     \egroup}
4563   \def\BabelFootnote#1#2#3#4{%
4564     \ifx\bbl@fn@footnote\@undefined
4565       \let\bbl@fn@footnote\footnote
4566     \fi
4567     \ifx\bbl@fn@footnotetext\@undefined
4568       \let\bbl@fn@footnotetext\footnotetext
4569     \fi
4570     \bbl@ifblank{#2}%
4571       {\def#1{\bbl@footnote{\@firstofone}{#3}{#4}}
4572        \@namedef{\bbl@stripslash#1text}%
4573          {\bbl@footnotetext{\@firstofone}{#3}{#4}}}%
4574       {\def#1{\bbl@exp{\bbl@footnote{\bbl@foreignlanguage{#2}}}{#3}{#4}}%
4575        \@namedef{\bbl@stripslash#1text}%
4576          {\bbl@exp{\bbl@footnotetext{\bbl@foreignlanguage{#2}}}{#3}{#4}}}%
4577   \fi
4578 <</Footnote changes>>
```

Now, the code.

```
4579 <{*xetex}>
4580 \def\BabelStringsDefault{unicode}
4581 \let\xebbl@stop\relax
```

```

4582 \AddBabelHook{xetex}{encodedcommands}{%
4583   \def\bbl@tempa{#1}%
4584   \ifx\bbl@tempa@empty
4585     \XeTeXinputencoding"bytes"%
4586   \else
4587     \XeTeXinputencoding"#1"%
4588   \fi
4589   \def\xebbl@stop{\XeTeXinputencoding"utf8"}}
4590 \AddBabelHook{xetex}{stopcommands}{%
4591   \xebbl@stop
4592   \let\xebbl@stop\relax}
4593 \def\bbl@intraspace#1 #2 #3@@{%
4594   \bbl@csarg\gdef{xeisp@language}%
4595     {\XeTeXlinebreakskip #1em plus #2em minus #3em\relax}}
4596 \def\bbl@intrapenalty#1@@{%
4597   \bbl@csarg\gdef{xeipn@language}%
4598     {\XeTeXlinebreakpenalty #1\relax}}
4599 \def\bbl@provide@intraspace{%
4600   \bbl@xin@{\bbl@cl{lnbrk}}{s}%
4601   \ifin@else\bbl@xin@{\bbl@cl{lnbrk}}{c}\fi
4602   \ifin@
4603     \bbl@ifunset{\bbl@intsp@language}{}%
4604     {\expandafter\ifx\cname\bbl@intsp@language\endcsname\@empty\else
4605       \ifx\bbl@KVP@intraspace\@nil
4606         \bbl@exp{%
4607           \\bbl@intraspace\bbl@cl{intsp}\\\\@}%
4608         \fi
4609         \ifx\bbl@KVP@intrapenalty\@nil
4610           \bbl@intrapenalty0@@
4611         \fi
4612       \fi
4613       \ifx\bbl@KVP@intraspace\@nil\else % We may override the ini
4614         \expandafter\bbl@intraspace\bbl@KVP@intraspace@@
4615       \fi
4616       \ifx\bbl@KVP@intrapenalty\@nil\else
4617         \expandafter\bbl@intrapenalty\bbl@KVP@intrapenalty@@
4618       \fi
4619       \bbl@exp{%
4620         \\bbl@add<extras\language>{%
4621           \XeTeXlinebreaklocale "\bbl@cl{tbcpr}"%
4622           \<bbl@xeisp@language>%
4623           \<bbl@xeipn@language>%
4624           \\bbl@toglobal\<extras\language>%
4625           \\bbl@add<noextras\language>{%
4626             \XeTeXlinebreaklocale "en"%
4627             \\bbl@toglobal\<noextras\language>}}%
4628       \ifx\bbl@ispace\@undefined
4629         \gdef\bbl@ispace{\bbl@cl{xeisp}}%
4630       \ifx\AtBeginDocument\@notprerr
4631         \expandafter\@secondoftwo % to execute right now
4632       \fi
4633       \AtBeginDocument{%
4634         \expandafter\bbl@add
4635         \cselectfont \endcsname{\bbl@ispace}%
4636         \expandafter\bbl@toglobal\cselectfont \endcsname}%
4637     \fi}%
4638 \fi}
4639 \ifx\DisableBabelHook\@undefined\endinput\fi
4640 \AddBabelHook{babel-fontspec}{afterextras}{\bbl@switchfont}

```

```

4641 \AddBabelHook{babel-fontspec}{beforestart}{\bbl@cckstdfonts}
4642 \DisableBabelHook{babel-fontspec}
4643 <<Font selection>>
4644 \input txtbabel.def
4645 </xetex>

```

13.2 Layout

In progress.

Note elements like headlines and margins can be modified easily with packages like fancyhdr, typearea or titles, and geometry.

\bbl@startskip and \bbl@endskip are available to package authors. Thanks to the T_EX expansion mechanism the following constructs are valid: \adim\bbl@startskip, \advance\bbl@startskip\adim, \bbl@startskip\adim.

Consider txtbabel as a shorthand for *tex-xet babel*, which is the bidi model in both pdfTeX and xetex.

```

4646 (*texxet)
4647 \providecommand\bbl@provide@intraspace{}
4648 \bbl@trace{Redefinitions for bidi layout}
4649 \def\bbl@sspre@caption{%
4650   \bbl@exp{\everyhbox{\bbl@textdir\bbl@cs{wdir@\bbl@main@language}}}}
4651 \ifx\bbl@opt@layout\@nnil\endinput\fi % No layout
4652 \def\bbl@startskip{\ifcase\bbl@thepardir\leftskip\else\rightskip\fi}
4653 \def\bbl@endskip{\ifcase\bbl@thepardir\rightskip\else\leftskip\fi}
4654 \ifx\bbl@beforeforeign\leavevmode % A poor test for bidi=
4655   \def\hangfrom#1{%
4656     \setbox\@tempboxa\hbox{#1}%
4657     \hangindent\ifcase\bbl@thepardir\wd\@tempboxa\else-\wd\@tempboxa\fi
4658     \noindent\box\@tempboxa}
4659 \def\raggedright{%
4660   \let\@centercr
4661   \bbl@startskip\z@skip
4662   \@rightskip\@flushglue
4663   \bbl@endskip\@rightskip
4664   \parindent\z@
4665   \parfillskip\bbl@startskip}
4666 \def\raggedleft{%
4667   \let\@centercr
4668   \bbl@startskip\@flushglue
4669   \bbl@endskip\z@skip
4670   \parindent\z@
4671   \parfillskip\bbl@endskip}
4672 \fi
4673 \IfBabelLayout{lists}
4674   {\bbl@sreplace\list
4675     {\@totalleftmargin\leftmargin}{\@totalleftmargin\bbl@listleftmargin}%
4676     \def\bbl@listleftmargin{%
4677       \ifcase\bbl@thepardir\leftmargin\else\rightmargin\fi}%
4678     \ifcase\bbl@engine
4679       \def\labelenumii{}\theenumii{}\pdfTeX doesn't reverse ()
4680       \def\p@enumiii{\p@enumii}\theenumii}%
4681     \fi
4682     \bbl@sreplace\@verbatim
4683       {\leftskip\@totalleftmargin}%
4684       {\bbl@startskip\textwidth
4685         \advance\bbl@startskip-\linewidth}%
4686     \bbl@sreplace\@verbatim

```

```

4687     {\rightskip\z@skip}%
4688     {\bbl@endskip\z@skip}}%
4689   {}
4690 \IfBabelLayout{contents}
4691   {\bbl@sreplace\@dottedtocline{\leftskip}{\bbl@startskip}%
4692    \bbl@sreplace\@dottedtocline{\rightskip}{\bbl@endskip}}
4693   {}
4694 \IfBabelLayout{columns}
4695   {\bbl@sreplace\@outputdblcol{\hb@xt@\textwidth}{\bbl@outputbox}%
4696    \def\bbl@outputbox#1{%
4697      \hb@xt@\textwidth{%
4698        \hskip\columnwidth
4699        \hfil
4700        {\normalcolor\vrule \@width\columnseprule}%
4701        \hfil
4702        \hb@xt@\columnwidth{\box\@leftcolumn \hss}%
4703        \hskip-\textwidth
4704        \hb@xt@\columnwidth{\box\@outputbox \hss}%
4705        \hskip\columnsep
4706        \hskip\columnwidth}}}%
4707   {}
4708 <<Footnote changes>>
4709 \IfBabelLayout{footnotes}%
4710   {\BabelFootnote\footnote\language{}{}}%
4711   \BabelFootnote\localfootnote\language{}{}}%
4712   \BabelFootnote\mainfootnote{}{}{}}
4713   {}

```

Implicitly reverses sectioning labels in bidi=basic, because the full stop is not in contact with L numbers any more. I think there must be a better way.

```

4714 \IfBabelLayout{counters}%
4715   {\let\bbl@latinarabic=\@arabic
4716    \def\@arabic#1{\babelsublr{\bbl@latinarabic#1}}%
4717    \let\bbl@asciroman=\@roman
4718    \def\@roman#1{\babelsublr{\ensureascii{\bbl@asciroman#1}}}%
4719    \let\bbl@asciiRoman=\@Roman
4720    \def\@Roman#1{\babelsublr{\ensureascii{\bbl@asciiRoman#1}}}{}}
4721 </texxet>

```

13.3 LuaTeX

The loader for luatex is based solely on language.dat, which is read on the fly. The code shouldn't be executed when the format is build, so we check if \AddBabelHook is defined. Then comes a modified version of the loader in hyphen.cfg (without the hyphenmins stuff, which is under the direct control of babel).

The names \l@<language> are defined and take some value from the beginning because all ldf files assume this for the corresponding language to be considered valid, but patterns are not loaded (except the first one). This is done later, when the language is first selected (which usually means when the ldf finishes). If a language has been loaded, \bbl@hyphendata@<num> exists (with the names of the files read).

The default setup preloads the first language into the format. This is intended mainly for 'english', so that it's available without further intervention from the user. To avoid duplicating it, the following rule applies: if the "0th" language and the first language in language.dat have the same name then just ignore the latter. If there are new synonymous, they are added, but note if the language patterns have not been preloaded they won't at run time.

Other preloaded languages could be read twice, if they have been preloaded into the format. This is not optimal, but it shouldn't happen very often – with luatex patterns are best loaded when the document is typeset, and the “0th” language is preloaded just for backwards compatibility.

As of 1.1b, lua(e)tex is taken into account. Formerly, loading of patterns on the fly didn't work in this format, but with the new loader it does. Unfortunately, the format is not based on babel, and data could be duplicated, because languages are reassigned above those in the format (nothing serious, anyway). Note even with this format language.dat is used (under the principle of a single source), instead of language.def.

Of course, there is room for improvements, like tools to read and reassign languages, which would require modifying the language list, and better error handling.

We need catcode tables, but no format (targeted by babel) provide a command to allocate them (although there are packages like ctablestack). FIX - This isn't true anymore. For the moment, a dangerous approach is used - just allocate a high random number and cross the fingers. To complicate things, etex.sty changes the way languages are allocated.

This files is read at three places: (1) when plain.def, babel.sty starts, to read the list of available languages from language.dat (for the base option); (2) at hyphen.cfg, to modify some macros; (3) in the middle of plain.def and babel.sty, by babel.def, with the commands and other definitions for luatex (eg, \babelpatterns).

```

4722 <*luatex>
4723 \ifx\AddBabelHook\undefined % When plain.def, babel.sty starts
4724 \bbl@trace{Read language.dat}
4725 \ifx\bbl@readstream\undefined
4726   \csname newread\endcsname\bbl@readstream
4727 \fi
4728 \begingroup
4729   \toks@{}
4730   \count@ \z@ % 0=start, 1=0th, 2=normal
4731   \def\bbl@process@line#1#2 #3 #4 {%
4732     \ifx=#1%
4733       \bbl@process@synonym{#2}%
4734     \else
4735       \bbl@process@language{#1#2}{#3}{#4}%
4736     \fi
4737     \ignorespaces}
4738   \def\bbl@manylang{%
4739     \ifnum\bbl@last>\@ne
4740       \bbl@info{Non-standard hyphenation setup}%
4741     \fi
4742     \let\bbl@manylang\relax}
4743   \def\bbl@process@language#1#2#3{%
4744     \ifcase\count@
4745       \@ifundefined{zth#1}{\count@\tw@}{\count@\@ne}%
4746     \or
4747       \count@\tw@
4748     \fi
4749     \ifnum\count@=\tw@
4750       \expandafter\addlanguage\csname l@#1\endcsname
4751       \language\allocationnumber
4752       \chardef\bbl@last\allocationnumber
4753       \bbl@manylang
4754       \let\bbl@elt\relax
4755       \xdef\bbl@languages{%
4756         \bbl@languages\bbl@elt{#1}{\the\language}{#2}{#3}}%
4757     \fi
4758     \the\toks@
4759     \toks@{}}

```

```

4760 \def\bbl@process@synonym@aux#1#2{%
4761   \global\expandafter\chardef\csname l@#1\endcsname#2\relax
4762   \let\bbl@elt\relax
4763   \xdef\bbl@languages{%
4764     \bbl@languages\bbl@elt{#1}{#2}{}}}%
4765 \def\bbl@process@synonym#1{%
4766   \ifcase\count@
4767     \toks@\expandafter{\the\toks@\relax\bbl@process@synonym{#1}}%
4768   \or
4769     \ifundefined{zth@#1}{\bbl@process@synonym@aux{#1}{0}}{}%
4770   \else
4771     \bbl@process@synonym@aux{#1}{\the\bbl@last}%
4772   \fi}
4773 \ifx\bbl@languages\@undefined % Just a (sensible?) guess
4774   \chardef\l@english\z@
4775   \chardef\l@USenglish\z@
4776   \chardef\bbl@last\z@
4777   \global\@namedef{bbl@hyphendata@0}{{hyphen.tex}}
4778   \gdef\bbl@languages{%
4779     \bbl@elt{english}{0}{hyphen.tex}}%
4780     \bbl@elt{USenglish}{0}{}}
4781 \else
4782   \global\let\bbl@languages@format\bbl@languages
4783   \def\bbl@elt#1#2#3#4{% Remove all except language 0
4784     \ifnum#2>\z@\else
4785       \noexpand\bbl@elt{#1}{#2}{#3}{#4}%
4786     \fi}%
4787   \xdef\bbl@languages{\bbl@languages}%
4788 \fi
4789 \def\bbl@elt#1#2#3#4{\@namedef{zth@#1}{}} % Define flags
4790 \bbl@languages
4791 \openin\bbl@readstream=language.dat
4792 \ifeof\bbl@readstream
4793   \bbl@warning{I couldn't find language.dat. No additional\\%
4794     patterns loaded. Reported}%
4795 \else
4796   \loop
4797     \endlinechar\m@ne
4798     \read\bbl@readstream to \bbl@line
4799     \endlinechar\^^M
4800     \if T\ifeof\bbl@readstream F\fi T\relax
4801     \ifx\bbl@line\@empty\else
4802       \edef\bbl@line{\bbl@line\space\space\space}%
4803       \expandafter\bbl@process@line\bbl@line\relax
4804     \fi
4805   \repeat
4806 \fi
4807 \endgroup
4808 \bbl@trace{Macros for reading patterns files}
4809 \def\bbl@get@enc#1:#2:#3\@@{\def\bbl@hyph@enc{#2}}
4810 \ifx\babelcatcodetablenum\@undefined
4811   \ifx\newcatcodetable\@undefined
4812     \def\babelcatcodetablenum{5211}
4813     \def\bbl@pattcodes{\numexpr\babelcatcodetablenum+1\relax}
4814   \else
4815     \newcatcodetable\babelcatcodetablenum
4816     \newcatcodetable\bbl@pattcodes
4817   \fi
4818 \else

```

```

4819 \def\bbl@pattcodes{\numexpr\babelcatcodetablenum+1\relax}
4820 \fi
4821 \def\bbl@luapatterns#1#2{%
4822   \bbl@get@enc#1::\@@@
4823   \setbox\z@\hbox\bgroup
4824     \begingroup
4825       \savecatcodetable\babelcatcodetablenum\relax
4826       \initcatcodetable\bbl@pattcodes\relax
4827       \catcodetable\bbl@pattcodes\relax
4828       \catcode`\#=6 \catcode`\$=3 \catcode`\&=4 \catcode`\^=7
4829       \catcode`\_ =8 \catcode`\{=1 \catcode`\}=2 \catcode`\~ =13
4830       \catcode`\@=11 \catcode`\^^I=10 \catcode`\^^J=12
4831       \catcode`\<=12 \catcode`\>=12 \catcode`\*=12 \catcode`\.=12
4832       \catcode`\-=12 \catcode`\/=12 \catcode`\[=12 \catcode`\]=12
4833       \catcode`\'=12 \catcode`\'=12 \catcode`\`=12
4834       \input #1\relax
4835       \catcodetable\babelcatcodetablenum\relax
4836     \endgroup
4837   \def\bbl@tempa{#2}%
4838   \ifx\bbl@tempa@empty\else
4839     \input #2\relax
4840   \fi
4841 \egroup}%
4842 \def\bbl@patterns@lua#1{%
4843   \language=\expandafter\ifx\csname l@#1:\f@encoding\endcsname\relax
4844     \csname l@#1\endcsname
4845     \edef\bbl@tempa{#1}%
4846   \else
4847     \csname l@#1:\f@encoding\endcsname
4848     \edef\bbl@tempa{#1:\f@encoding}%
4849   \fi\relax
4850   \@namedef{lu@texhyphen@loaded@the\language}{}% Temp
4851   \@ifundefined{bbl@hyphendata@the\language}%
4852     {\def\bbl@elt##1##2##3##4{%
4853       \ifnum##2=\csname l@\bbl@tempa\endcsname % #2=spanish, dutch:OT1...
4854       \def\bbl@tempb{##3}%
4855       \ifx\bbl@tempb@empty\else % if not a synonymous
4856         \def\bbl@tempc{##3}{##4}}%
4857       \fi
4858       \bbl@csarg\xdef{hyphendata@##2}{\bbl@tempc}%
4859     \fi}%
4860   \bbl@languages
4861   \@ifundefined{bbl@hyphendata@the\language}%
4862     {\bbl@info{No hyphenation patterns were set for\%
4863       language '\bbl@tempa'. Reported}}%
4864     {\expandafter\expandafter\expandafter\bbl@luapatterns
4865       \csname bbl@hyphendata@the\language\endcsname}}}%
4866 \endinput\fi
4867 % Here ends \ifx\AddBabelHook\undefined
4868 % A few lines are only read by hyphen.cfg
4869 \ifx\DisableBabelHook\undefined
4870   \AddBabelHook{luatex}{everylanguage}{%
4871     \def\process@language##1##2##3{%
4872       \def\process@line####1####2 ####3 ####4 {}}%
4873   \AddBabelHook{luatex}{loadpatterns}{%
4874     \input #1\relax
4875     \expandafter\gdef\csname bbl@hyphendata@the\language\endcsname
4876       {#1}{}}%
4877   \AddBabelHook{luatex}{loadexceptions}{%

```

```

4878 \input #1\relax
4879 \def\bbl@tempb##1##2{{##1}{##2}}%
4880 \expandafter\def\csname bbl@hyphendata@the\language\endcsname
4881 {\expandafter\expandafter\expandafter\bbl@tempb
4882 \csname bbl@hyphendata@the\language\endcsname}}
4883 \endinput\fi
4884 % Here stops reading code for hyphen.cfg
4885 % The following is read the 2nd time it's loaded
4886 \begingroup % TODO - to a lua file
4887 \catcode`\%=12
4888 \catcode`\'=12
4889 \catcode`\%=12
4890 \catcode`\:=12
4891 \directlua{
4892   Babel = Babel or {}
4893   function Babel.bytes(line)
4894     return line:gsub(".",
4895       function (chr) return unicode.utf8.char(string.byte(chr)) end)
4896   end
4897   function Babel.begin_process_input()
4898     if luatexbase and luatexbase.add_to_callback then
4899       luatexbase.add_to_callback('process_input_buffer',
4900         Babel.bytes, 'Babel.bytes')
4901     else
4902       Babel.callback = callback.find('process_input_buffer')
4903       callback.register('process_input_buffer', Babel.bytes)
4904     end
4905   end
4906   function Babel.end_process_input ()
4907     if luatexbase and luatexbase.remove_from_callback then
4908       luatexbase.remove_from_callback('process_input_buffer', 'Babel.bytes')
4909     else
4910       callback.register('process_input_buffer', Babel.callback)
4911     end
4912   end
4913   function Babel.addpatterns(pp, lg)
4914     local lg = lang.new(lg)
4915     local pats = lang.patterns(lg) or ''
4916     lang.clear_patterns(lg)
4917     for p in pp:gmatch('[^%s]+') do
4918       ss = ''
4919       for i in string.utfcharacters(p:gsub('%d', '')) do
4920         ss = ss .. '%d?' .. i
4921       end
4922       ss = ss:gsub('^%%d%?%', '%%.') .. '%d?'
4923       ss = ss:gsub('%.%%d%?$', '%%.')
4924       pats, n = pats:gsub('%s' .. ss .. '%s', ' ' .. p .. ' ')
4925       if n == 0 then
4926         tex.sprint(
4927           [[\string\csname\space bbl@info\endcsname{New pattern: }]]
4928           .. p .. [[{}]])
4929       pats = pats .. ' ' .. p
4930     else
4931       tex.sprint(
4932         [[\string\csname\space bbl@info\endcsname{Renew pattern: }]]
4933         .. p .. [[{}]])
4934     end
4935   end
4936   lang.patterns(lg, pats)

```



```

4937 end
4938 }
4939 \endgroup
4940 \ifx\newattribute\undefined\else
4941 \newattribute\bbbl@attr@locale
4942 \directlua{ Babel.attr_locale = luatexbase.registernumber'bbbl@attr@locale'}
4943 \AddBabelHook{luatex}{beforeextras}{%
4944 \setattribute\bbbl@attr@locale\localeid}
4945 \fi
4946 \def\BabelStringsDefault{unicode}
4947 \let\luabbbl@stop\relax
4948 \AddBabelHook{luatex}{encodedcommands}{%
4949 \def\bbbl@tempa{utf8}\def\bbbl@tempb{#1}%
4950 \ifx\bbbl@tempa\bbbl@tempb\else
4951 \directlua{Babel.begin_process_input()}%
4952 \def\luabbbl@stop{%
4953 \directlua{Babel.end_process_input()}}%
4954 \fi}%
4955 \AddBabelHook{luatex}{stopcommands}{%
4956 \luabbbl@stop
4957 \let\luabbbl@stop\relax}
4958 \AddBabelHook{luatex}{patterns}{%
4959 \@ifundefined{bbbl@hyphendata@the\language}%
4960 {\def\bbbl@elt##1##2##3##4{%
4961 \ifnum##2=\csname l@##2\endcsname % #2=spanish, dutch:OT1...
4962 \def\bbbl@tempb{##3}%
4963 \ifx\bbbl@tempb\@empty\else % if not a synonymous
4964 \def\bbbl@tempc{##3}{##4}%
4965 \fi
4966 \bbbl@csarg\xdef{hyphendata@##2}{\bbbl@tempc}%
4967 \fi}%
4968 \bbbl@languages
4969 \@ifundefined{bbbl@hyphendata@the\language}%
4970 {\bbbl@info{No hyphenation patterns were set for\%
4971 language '#2'. Reported}}%
4972 {\expandafter\expandafter\expandafter\bbbl@luapatterns
4973 \csname bbl@hyphendata@the\language\endcsname}}}%
4974 \@ifundefined{bbbl@patterns@}{}%
4975 \begingroup
4976 \bbbl@xin@{,\number\language,}{,\bbbl@pttnlist}%
4977 \ifin\else
4978 \ifx\bbbl@patterns@\@empty\else
4979 \directlua{ Babel.addpatterns(
4980 [[\bbbl@patterns@]], \number\language) }%
4981 \fi
4982 \@ifundefined{bbbl@patterns@#1}%
4983 \@empty
4984 {\directlua{ Babel.addpatterns(
4985 [[\space\csname bbl@patterns@#1\endcsname]],
4986 \number\language) }}%
4987 \xdef\bbbl@pttnlist{\bbbl@pttnlist\number\language,}%
4988 \fi
4989 \endgroup}%
4990 \bbbl@exp{%
4991 \bbbl@ifunset{bbbl@prehc@languagename}{}%
4992 {\bbbl@ifblank{\bbbl@cs{prehc@languagename}}}%
4993 {\prehyphenchar=\bbbl@c1{prehc}\relax}}%

```

`\babelpatterns` This macro adds patterns. Two macros are used to store them: `\bbbl@patterns@` for the

global ones and `\bbl@patterns@<lang>` for language ones. We make sure there is a space between words when multiple commands are used.

```

4994 \@onlypreamble\babelpatterns
4995 \AtEndOfPackage{%
4996   \newcommand\babelpatterns[2][\@empty]{%
4997     \ifx\bbl@patterns@relax
4998       \let\bbl@patterns@ \@empty
4999     \fi
5000     \ifx\bbl@pttnlist \@empty\else
5001       \bbl@warning{%
5002         You must not intermingle \string\selectlanguage\space and\%
5003         \string\babelpatterns\space or some patterns will not\%
5004         be taken into account. Reported}%
5005     \fi
5006     \ifx \@empty#1%
5007       \protected@edef\bbl@patterns@{\bbl@patterns@\space#2}%
5008     \else
5009       \edef\bbl@tempb{\zap@space#1 \@empty}%
5010       \bbl@for\bbl@tempa\bbl@tempb{%
5011         \bbl@fixname\bbl@tempa
5012         \bbl@iflanguage\bbl@tempa{%
5013           \bbl@csarg\protected@edef{patterns@\bbl@tempa}{%
5014             \ifundefined\bbl@patterns@\bbl@tempa}%
5015             \@empty
5016             {\csname bbl@patterns@\bbl@tempa\endcsname\space}%
5017             #2}}}%
5018     \fi}}

```

13.4 Southeast Asian scripts

First, some general code for line breaking, used by `\babelposthyphenation`. Replace regular (ie, implicit) discretionaries by spaceskips, based on the previous glyph (which I think makes sense, because the hyphen and the previous char go always together). Other discretionaries are not touched. See Unicode UAX 14.

```

5019% TODO - to a lua file
5020 \directlua{
5021   Babel = Babel or {}
5022   Babel.linebreaking = Babel.linebreaking or {}
5023   Babel.linebreaking.before = {}
5024   Babel.linebreaking.after = {}
5025   Babel.locale = {} % Free to use, indexed with \localeid
5026   function Babel.linebreaking.add_before(func)
5027     tex.print([[ \noexpand\csname bbl@luahyphenate\endcsname]])
5028     table.insert(Babel.linebreaking.before , func)
5029   end
5030   function Babel.linebreaking.add_after(func)
5031     tex.print([[ \noexpand\csname bbl@luahyphenate\endcsname]])
5032     table.insert(Babel.linebreaking.after, func)
5033   end
5034 }
5035 \def\bbl@intraspace#1 #2 #3\@@{%
5036   \directlua{
5037     Babel = Babel or {}
5038     Babel.intraspaces = Babel.intraspaces or {}
5039     Babel.intraspaces['\csname bbl@sbcpr@languagename\endcsname'] = %
5040       {b = #1, p = #2, m = #3}
5041     Babel.locale_props[\the\localeid].intraspace = %

```

```

5042      {b = #1, p = #2, m = #3}
5043    }}
5044 \def\bbl@intrapenalty#1\@@{%
5045   \directlua{
5046     Babel = Babel or {}
5047     Babel.intrapenalties = Babel.intrapenalties or {}
5048     Babel.intrapenalties['\csname bbl@sbc@language\endcsname'] = #1
5049     Babel.locale_props[\the\localeid].intrapenalty = #1
5050   }}
5051 \begingroup
5052 \catcode`\%=12
5053 \catcode`\^=14
5054 \catcode`\'=12
5055 \catcode`\~=12
5056 \gdef\bbl@seaintraspace{^
5057   \let\bbl@seaintraspace\relax
5058   \directlua{
5059     Babel = Babel or {}
5060     Babel.sea_enabled = true
5061     Babel.sea_ranges = Babel.sea_ranges or {}
5062     function Babel.set_chranges (script, chrng)
5063       local c = 0
5064       for s, e in string.gmatch(chrng..' ', '(-)%%.(-)%s') do
5065         Babel.sea_ranges[script..c]={tonumber(s,16), tonumber(e,16)}
5066         c = c + 1
5067       end
5068     end
5069     function Babel.sea_disc_to_space (head)
5070       local sea_ranges = Babel.sea_ranges
5071       local last_char = nil
5072       local quad = 655360      ^% 10 pt = 655360 = 10 * 65536
5073       for item in node.traverse(head) do
5074         local i = item.id
5075         if i == node.id'glyph' then
5076           last_char = item
5077         elseif i == 7 and item.subtype == 3 and last_char
5078           and last_char.char > 0x0C99 then
5079           quad = font.getfont(last_char.font).size
5080           for lg, rg in pairs(sea_ranges) do
5081             if last_char.char > rg[1] and last_char.char < rg[2] then
5082               lg = lg:sub(1, 4)  ^% Remove trailing number of, eg, Cyril
5083               local intraspace = Babel.intraspaces[lg]
5084               local intrapenalty = Babel.intrapenalties[lg]
5085               local n
5086               if intrapenalty ~= 0 then
5087                 n = node.new(14, 0)      ^% penalty
5088                 n.penalty = intrapenalty
5089                 node.insert_before(head, item, n)
5090               end
5091               n = node.new(12, 13)      ^% (glue, spaceskip)
5092               node.setglue(n, intraspace.b * quad,
5093                 intraspace.p * quad,
5094                 intraspace.m * quad)
5095               node.insert_before(head, item, n)
5096               node.remove(head, item)
5097             end
5098           end
5099         end
5100       end

```

```

5101     end
5102 }^^
5103 \bbl@luahyphenate}
5104 \catcode`\%=14
5105 \gdef\bbl@cjkintraspac{%
5106   \let\bbl@cjkintraspac\relax
5107   \directlua{
5108     Babel = Babel or {}
5109     require'babel-data-cjk.lua'
5110     Babel.cjk_enabled = true
5111     function Babel.cjk_linebreak(head)
5112       local GLYPH = node.id'glyph'
5113       local last_char = nil
5114       local quad = 655360      % 10 pt = 655360 = 10 * 65536
5115       local last_class = nil
5116       local last_lang = nil
5117
5118       for item in node.traverse(head) do
5119         if item.id == GLYPH then
5120
5121           local lang = item.lang
5122
5123           local LOCALE = node.get_attribute(item,
5124             luatexbase.registernumber'bbl@attr@locale')
5125           local props = Babel.locale_props[LOCALE]
5126
5127           local class = Babel.cjk_class[item.char].c
5128
5129           if class == 'cp' then class = 'cl' end % )] as CL
5130           if class == 'id' then class = 'I' end
5131
5132           local br = 0
5133           if class and last_class and Babel.cjk_breaks[last_class][class] then
5134             br = Babel.cjk_breaks[last_class][class]
5135           end
5136
5137           if br == 1 and props.linebreak == 'c' and
5138             lang ~= \the\l@nohyphenation\space and
5139             last_lang ~= \the\l@nohyphenation then
5140             local intrapenalty = props.intrapenalty
5141             if intrapenalty ~= 0 then
5142               local n = node.new(14, 0)      % penalty
5143               n.penalty = intrapenalty
5144               node.insert_before(head, item, n)
5145             end
5146             local intraspac = props.intraspac
5147             local n = node.new(12, 13)      % (glue, spaceskip)
5148             node.setglue(n, intraspac.b * quad,
5149               intraspac.p * quad,
5150               intraspac.m * quad)
5151             node.insert_before(head, item, n)
5152           end
5153
5154           if font.getfont(item.font) then
5155             quad = font.getfont(item.font).size
5156           end
5157           last_class = class
5158           last_lang = lang
5159         else % if penalty, glue or anything else

```

```

5160         last_class = nil
5161     end
5162 end
5163 lang.hyphenate(head)
5164 end
5165 }%
5166 \bbl@luahyphenate}
5167 \gdef\bbl@luahyphenate{%
5168 \let\bbl@luahyphenate\relax
5169 \directlua{
5170     luatexbase.add_to_callback('hyphenate',
5171     function (head, tail)
5172         if Babel.linebreaking.before then
5173             for k, func in ipairs(Babel.linebreaking.before) do
5174                 func(head)
5175             end
5176         end
5177         if Babel.cjk_enabled then
5178             Babel.cjk_linebreak(head)
5179         end
5180         lang.hyphenate(head)
5181         if Babel.linebreaking.after then
5182             for k, func in ipairs(Babel.linebreaking.after) do
5183                 func(head)
5184             end
5185         end
5186         if Babel.sea_enabled then
5187             Babel.sea_disc_to_space(head)
5188         end
5189     end,
5190     'Babel.hyphenate')
5191 }
5192 }
5193 \endgroup
5194 \def\bbl@provide@intraspace{%
5195 \bbl@ifunset{\bbl@intsp@languagename}{}%
5196 {\xexpandafter\ifx\csname\bbl@intsp@languagename\endcsname\@empty\else
5197 \bbl@xin@{\bbl@cl{lbrk}}{c}%
5198 \ifin@ % cjk
5199 \bbl@cjk@intraspace
5200 \directlua{
5201     Babel = Babel or {}
5202     Babel.locale_props = Babel.locale_props or {}
5203     Babel.locale_props[\the\localeid].linebreak = 'c'
5204 }%
5205 \bbl@exp{\bbl@intraspace\bbl@cl{intsp}}{\@}%
5206 \ifx\bbl@KVP@intrapenalty\@nil
5207 \bbl@intrapenalty0\@@
5208 \fi
5209 \else % sea
5210 \bbl@sea@intraspace
5211 \bbl@exp{\bbl@intraspace\bbl@cl{intsp}}{\@}%
5212 \directlua{
5213     Babel = Babel or {}
5214     Babel.sea_ranges = Babel.sea_ranges or {}
5215     Babel.set_chranges('\bbl@cl{sbcp}',
5216                       '\bbl@cl{chrng}')
5217 }%
5218 \ifx\bbl@KVP@intrapenalty\@nil

```

```

5219         \bbl@intrapenalty0\@@
5220         \fi
5221     \fi
5222 \fi
5223 \ifx\bbl@KVP@intrapenalty\@nil\else
5224     \expandafter\bbl@intrapenalty\bbl@KVP@intrapenalty\@@
5225 \fi}}

```

13.5 CJK line breaking

Minimal line breaking for CJK scripts, mainly intended for simple documents and short texts as a secondary language. Only line breaking, with a little stretching for justification, without any attempt to adjust the spacing. It is based on (but does not strictly follow) the Unicode algorithm.

We first need a little table with the corresponding line breaking properties. A few characters have an additional key for the width (fullwidth vs. halfwidth), not yet used. There is a separate file, defined below.

Work in progress.

Common stuff.

```

5226 \AddBabelHook{babel-fontspec}{afterextras}{\bbl@switchfont}
5227 \AddBabelHook{babel-fontspec}{beforestart}{\bbl@cckstdfonts}
5228 \DisableBabelHook{babel-fontspec}
5229 <<Font selection>>

```

13.6 Automatic fonts and ids switching

After defining the blocks for a number of scripts (must be extended and very likely fine tuned), we define a short function which just traverse the node list to carry out the replacements. The table `loc_to_scr` gets the locale form a script range (note the locale is the key, and that there is an intermediate table built on the fly for optimization). This locale is then used to get the `\language` and the `\localeid` as stored in `locale_props`, as well as the font (as requested). In the latter table a key starting with `/` maps the font from the global one (the key) to the local one (the value). Maths are skipped and discretionaries are handled in a special way.

```

5230 % TODO - to a lua file
5231 \directlua{
5232 Babel.script_blocks = {
5233   ['dflt'] = {},
5234   ['Arab'] = {{0x0600, 0x06FF}, {0x08A0, 0x08FF}, {0x0750, 0x077F},
5235               {0xFE70, 0xFEFF}, {0xFB50, 0xFDFF}, {0x1EE00, 0x1EEFF}},
5236   ['Armn'] = {{0x0530, 0x058F}},
5237   ['Beng'] = {{0x0980, 0x09FF}},
5238   ['Cher'] = {{0x13A0, 0x13FF}, {0xAB70, 0xABBF}},
5239   ['Copt'] = {{0x03E2, 0x03EF}, {0x2C80, 0x2CFF}, {0x102E0, 0x102FF}},
5240   ['Cyr1'] = {{0x0400, 0x04FF}, {0x0500, 0x052F}, {0x1C80, 0x1C8F},
5241               {0x2DE0, 0x2DFF}, {0xA640, 0xA69F}},
5242   ['Deva'] = {{0x0900, 0x097F}, {0xA8E0, 0xA8FF}},
5243   ['Ethi'] = {{0x1200, 0x137F}, {0x1380, 0x139F}, {0x2D80, 0x2DDF},
5244               {0xAB00, 0xAB2F}},
5245   ['Geor'] = {{0x10A0, 0x10FF}, {0x2D00, 0x2D2F}},
5246   % Don't follow strictly Unicode, which places some Coptic letters in
5247   % the 'Greek and Coptic' block
5248   ['Grek'] = {{0x0370, 0x03E1}, {0x03F0, 0x03FF}, {0x1F00, 0x1FFF}},
5249   ['Hans'] = {{0x2E80, 0x2EFF}, {0x3000, 0x303F}, {0x31C0, 0x31EF},
5250               {0x3300, 0x33FF}, {0x3400, 0x4DBF}, {0x4E00, 0x9FFF},
5251               {0xF900, 0xFAFF}, {0xFE30, 0xFE4F}, {0xFF00, 0xFFEF}},

```

```

5252             {0x20000, 0x2A6DF}, {0x2A700, 0x2B73F},
5253             {0x2B740, 0x2B81F}, {0x2B820, 0x2CEAF},
5254             {0x2CEB0, 0x2EBEF}, {0x2F800, 0x2FA1F}},
5255 ['Hebr'] = {{0x0590, 0x05FF}},
5256 ['Jpan'] = {{0x3000, 0x303F}, {0x3040, 0x309F}, {0x30A0, 0x30FF},
5257             {0x4E00, 0x9FAF}, {0xFF00, 0xFFEF}},
5258 ['Khmr'] = {{0x1780, 0x17FF}, {0x19E0, 0x19FF}},
5259 ['Knda'] = {{0x0C80, 0x0CFF}},
5260 ['Kore'] = {{0x1100, 0x11FF}, {0x3000, 0x303F}, {0x3130, 0x318F},
5261             {0x4E00, 0x9FAF}, {0xA960, 0xA97F}, {0xAC00, 0xD7AF},
5262             {0xD7B0, 0xD7FF}, {0xFF00, 0xFFEF}},
5263 ['Lao'] = {{0x0E80, 0x0EFF}},
5264 ['Latn'] = {{0x0000, 0x007F}, {0x0080, 0x00FF}, {0x0100, 0x017F},
5265             {0x0180, 0x024F}, {0x1E00, 0x1EFF}, {0x2C60, 0x2C7F},
5266             {0xA720, 0xA7FF}, {0xAB30, 0xAB6F}},
5267 ['Mahj'] = {{0x11150, 0x1117F}},
5268 ['Mlym'] = {{0x0D00, 0x0D7F}},
5269 ['Mymr'] = {{0x1000, 0x109F}, {0xAA60, 0xAA7F}, {0xA9E0, 0xA9FF}},
5270 ['Orya'] = {{0x0B00, 0x0B7F}},
5271 ['Sinh'] = {{0x0D80, 0x0DFF}, {0x111E0, 0x111FF}},
5272 ['Syr'] = {{0x0700, 0x074F}, {0x0860, 0x086F}},
5273 ['Taml'] = {{0x0B80, 0x0BFF}},
5274 ['Telu'] = {{0x0C00, 0x0C7F}},
5275 ['Tfng'] = {{0x2D30, 0x2D7F}},
5276 ['Thai'] = {{0x0E00, 0x0E7F}},
5277 ['Tibt'] = {{0x0F00, 0x0FFF}},
5278 ['Vaii'] = {{0xA500, 0xA63F}},
5279 ['Yiii'] = {{0xA000, 0xA48F}, {0xA490, 0xA4CF}}
5280 }
5281
5282 Babel.script_blocks.Cyrs = Babel.script_blocks.Cyrl
5283 Babel.script_blocks.Hant = Babel.script_blocks.Hans
5284 Babel.script_blocks.Kana = Babel.script_blocks.Jpan
5285
5286 function Babel.locale_map(head)
5287   if not Babel.locale_mapped then return head end
5288
5289   local LOCALE = luatexbase.registernumber'bbl@attr@locale'
5290   local GLYPH = node.id('glyph')
5291   local inmath = false
5292   local toloc_save
5293   for item in node.traverse(head) do
5294     local toloc
5295     if not inmath and item.id == GLYPH then
5296       % Optimization: build a table with the chars found
5297       if Babel.chr_to_loc[item.char] then
5298         toloc = Babel.chr_to_loc[item.char]
5299       else
5300         for lc, maps in pairs(Babel.loc_to_scr) do
5301           for _, rg in pairs(maps) do
5302             if item.char >= rg[1] and item.char <= rg[2] then
5303               Babel.chr_to_loc[item.char] = lc
5304               toloc = lc
5305               break
5306             end
5307           end
5308         end
5309       end
5310       % Now, take action, but treat composite chars in a different

```

```

5311 % fashion, because they 'inherit' the previous locale. Not yet
5312 % optimized.
5313 if not toloc and
5314     (item.char >= 0x0300 and item.char <= 0x036F) or
5315     (item.char >= 0x1AB0 and item.char <= 0x1AFF) or
5316     (item.char >= 0x1DC0 and item.char <= 0x1DFF) then
5317     toloc = toloc_save
5318 end
5319 if toloc and toloc > -1 then
5320     if Babel.locale_props[toloc].lg then
5321         item.lang = Babel.locale_props[toloc].lg
5322         node.set_attribute(item, LOCALE, toloc)
5323     end
5324     if Babel.locale_props[toloc]['/'..item.font] then
5325         item.font = Babel.locale_props[toloc]['/'..item.font]
5326     end
5327     toloc_save = toloc
5328 end
5329 elseif not inmath and item.id == 7 then
5330     item.replace = item.replace and Babel.locale_map(item.replace)
5331     item.pre      = item.pre and Babel.locale_map(item.pre)
5332     item.post     = item.post and Babel.locale_map(item.post)
5333 elseif item.id == node.id'math' then
5334     inmath = (item.subtype == 0)
5335 end
5336 end
5337 return head
5338 end
5339 }

```

The code for `\babelcharproperty` is straightforward. Just note the modified lua table can be different.

```

5340 \newcommand\babelcharproperty[1]{%
5341   \count@=#1\relax
5342   \ifvmode
5343     \expandafter\bbl@chprop
5344   \else
5345     \bbl@error{\string\babelcharproperty\space can be used only in\\%
5346               vertical mode (preamble or between paragraphs)}%
5347     {See the manual for futher info}%
5348   \fi}
5349 \newcommand\bbl@chprop[3][\the\count@]{%
5350   \@tempcnta=#1\relax
5351   \bbl@ifunset{\bbl@chprop@#2}%
5352   {\bbl@error{No property named '#2'. Allowed values are\\%
5353             direction (bc), mirror (bmg), and linebreak (lb)}%
5354    {See the manual for futher info}}%
5355   }%
5356   \loop
5357     \bbl@cs{\chprop@#2}{#3}%
5358   \ifnum\count@<\@tempcnta
5359     \advance\count@\@ne
5360   \repeat}
5361 \def\bbl@chprop@direction#1{%
5362   \directlua{
5363     Babel.characters[\the\count@] = Babel.characters[\the\count@] or {}
5364     Babel.characters[\the\count@]['d'] = '#1'
5365   }}
5366 \let\bbl@chprop@bc\bbl@chprop@direction

```



```

5367 \def\bbl@chprop@mirror#1{%
5368   \directlua{
5369     Babel.characters[\the\count@] = Babel.characters[\the\count@] or {}
5370     Babel.characters[\the\count@]['m'] = '\number#1'
5371   }}
5372 \let\bbl@chprop@bmg\bbl@chprop@mirror
5373 \def\bbl@chprop@linebreak#1{%
5374   \directlua{
5375     Babel.cjk_characters[\the\count@] = Babel.cjk_characters[\the\count@] or {}
5376     Babel.cjk_characters[\the\count@]['c'] = '#1'
5377   }}
5378 \let\bbl@chprop@lb\bbl@chprop@linebreak
5379 \def\bbl@chprop@locale#1{%
5380   \directlua{
5381     Babel.chr_to_loc = Babel.chr_to_loc or {}
5382     Babel.chr_to_loc[\the\count@] =
5383       \bbl@ifblank{#1}{-1000}{\the\bbl@cs{id@#1}}\space
5384   }}

```

Post-handling hyphenation patterns for non-standard rules, like ff to ff-f. There are still some issues with speed (not very slow, but still slow).

After declaring the table containing the patterns with their replacements, we define some auxiliary functions: `str_to_nodes` converts the string returned by a function to a node list, taking the node at base as a model (font, language, etc.); `fetch_word` fetches a series of glyphs and discretionaries, which pattern is matched against (if there is a match, it is called again before trying other patterns, and this is very likely the main bottleneck). `post_hyphenate_replace` is the callback applied after `lang.hyphenate`. This means the automatic hyphenation points are known. As empty captures return a byte position (as explained in the `luatex` manual), we must convert it to a utf8 position. With `first`, the last byte can be the leading byte in a utf8 sequence, so we just remove it and add 1 to the resulting length. With `last` we must take into account the capture position points to the next character. Here `word_head` points to the starting node of the text to be matched.

```

5385 \begingroup % TODO - to a lua file
5386 \catcode`\~ = 12
5387 \catcode`\# = 12
5388 \catcode`\% = 12
5389 \catcode`\& = 14
5390 \directlua{
5391   Babel.linebreaking.replacements = {}
5392   Babel.linebreaking.replacements[0] = {} && pre
5393   Babel.linebreaking.replacements[1] = {} && post
5394
5395   && Discretionaries contain strings as nodes
5396   function Babel.str_to_nodes(fn, matches, base)
5397     local n, head, last
5398     if fn == nil then return nil end
5399     for s in string.utfvalues(fn(matches)) do
5400       if base.id == 7 then
5401         base = base.replace
5402       end
5403       n = node.copy(base)
5404       n.char = s
5405       if not head then
5406         head = n
5407       else
5408         last.next = n
5409       end
5410       last = n

```

```

5411     end
5412     return head
5413 end
5414
5415 Babel.fetch_subtext = {}
5416
5417 %% Merging both functions doesn't seem feasible, because there are too
5418 %% many differences.
5419 Babel.fetch_subtext[0] = function(head)
5420     local word_string = ''
5421     local word_nodes = {}
5422     local lang
5423     local item = head
5424     local inmath = false
5425
5426     while item do
5427
5428         if item.id == 11 then
5429             inmath = (item.subtype == 0)
5430         end
5431
5432         if inmath then
5433             %% pass
5434
5435         elseif item.id == 29 then
5436             local locale = node.get_attribute(item, Babel.attr_locale)
5437
5438             if lang == locale or lang == nil then
5439                 if (item.char ~= 124) then %% ie, not | = space
5440                     lang = lang or locale
5441                     word_string = word_string .. unicode.utf8.char(item.char)
5442                     word_nodes[#word_nodes+1] = item
5443                 end
5444             else
5445                 break
5446             end
5447
5448             elseif item.id == 12 and item.subtype == 13 then
5449                 word_string = word_string .. '|'
5450                 word_nodes[#word_nodes+1] = item
5451
5452             %% Ignore leading unrecognized nodes, too.
5453             elseif word_string ~= '' then
5454                 word_string = word_string .. Babel.us_char
5455                 word_nodes[#word_nodes+1] = item %% Will be ignored
5456             end
5457
5458             item = item.next
5459         end
5460
5461         %% Here and above we remove some trailing chars but not the
5462         %% corresponding nodes. But they aren't accessed.
5463         if word_string:sub(-1) == '|' then
5464             word_string = word_string:sub(1,-2)
5465         end
5466         word_string = unicode.utf8.gsub(word_string, Babel.us_char .. '+$', '')
5467         return word_string, word_nodes, item, lang
5468     end
5469

```

```

5470 Babel.fetch_subtext[1] = function(head)
5471     local word_string = ''
5472     local word_nodes = {}
5473     local lang
5474     local item = head
5475     local inmath = false
5476
5477     while item do
5478
5479         if item.id == 11 then
5480             inmath = (item.subtype == 0)
5481         end
5482
5483         if inmath then
5484             &% pass
5485
5486         elseif item.id == 29 then
5487             if item.lang == lang or lang == nil then
5488                 if (item.char ~= 124) and (item.char ~= 61) then &% not =, not |
5489                     lang = lang or item.lang
5490                     word_string = word_string .. unicode.utf8.char(item.char)
5491                     word_nodes[#word_nodes+1] = item
5492                 end
5493             else
5494                 break
5495             end
5496
5497         elseif item.id == 7 and item.subtype == 2 then
5498             word_string = word_string .. '='
5499             word_nodes[#word_nodes+1] = item
5500
5501         elseif item.id == 7 and item.subtype == 3 then
5502             word_string = word_string .. '|'
5503             word_nodes[#word_nodes+1] = item
5504
5505             &% (1) Go to next word if nothing was found, and (2) implicitly
5506             &% remove leading USs.
5507             elseif word_string == '' then
5508                 &% pass
5509
5510             &% This is the responsible for splitting by words.
5511             elseif (item.id == 12 and item.subtype == 13) then
5512                 break
5513
5514             else
5515                 word_string = word_string .. Babel.us_char
5516                 word_nodes[#word_nodes+1] = item &% Will be ignored
5517             end
5518
5519             item = item.next
5520         end
5521
5522         word_string = unicode.utf8.gsub(word_string, Babel.us_char .. '+$', '')
5523         return word_string, word_nodes, item, lang
5524     end
5525
5526 function Babel.pre_hyphenate_replace(head)
5527     Babel.hyphenate_replace(head, 0)
5528 end

```

```

5529
5530 function Babel.post_hyphenate_replace(head)
5531     Babel.hyphenate_replace(head, 1)
5532 end
5533
5534 Babel.us_char = string.char(31)
5535
5536 function Babel.hyphenate_replace(head, mode)
5537     local u = unicode.utf8
5538     local lbkr = Babel.linebreaking.replacements[mode]
5539
5540     local word_head = head
5541
5542     while true do    %% for each subtext block
5543
5544         local w, wn, nw, lang = Babel.fetch_subtext[mode](word_head)
5545
5546         if Babel.debug then
5547             print()
5548             print('@@@@', w, nw)
5549         end
5550
5551         if nw == nil and w == '' then break end
5552
5553         if not lang then goto next end
5554         if not lbkr[lang] then goto next end
5555
5556         %% For each saved (pre|post)hyphenation. TODO. Reconsider how
5557         %% loops are nested.
5558         for k=1, #lbkr[lang] do
5559             local p = lbkr[lang][k].pattern
5560             local r = lbkr[lang][k].replace
5561
5562             if Babel.debug then
5563                 print('====', p, mode)
5564             end
5565
5566             %% This variable is set in some cases below to the first *byte*
5567             %% after the match, either as found by u.match (faster) or the
5568             %% computed position based on sc if w has changed.
5569             local last_match = 0
5570
5571             %% For every match.
5572             while true do
5573                 if Babel.debug then
5574                     print('-----')
5575                 end
5576                 local new    %% used when inserting and removing nodes
5577                 local refetch = false
5578
5579                 local matches = { u.match(w, p, last_match) }
5580                 if #matches < 2 then break end
5581
5582                 %% Get and remove empty captures (with ())'s, which return a
5583                 %% number with the position), and keep actual captures
5584                 %% (from (...)), if any, in matches.
5585                 local first = table.remove(matches, 1)
5586                 local last  = table.remove(matches, #matches)
5587                 %% Non re-fetched substrings may contain \31, which separates

```

```

5588      %% subsubstrings.
5589      if string.find(w:sub(first, last-1), Babel.us_char) then break end
5590
5591      local save_last = last %% with A()BC()D, points to D
5592
5593      %% Fix offsets, from bytes to unicode. Explained above.
5594      first = u.len(w:sub(1, first-1)) + 1
5595      last = u.len(w:sub(1, last-1)) %% now last points to C
5596
5597      if Babel.debug then
5598          print(p)
5599          print('', 'sc', 'first', 'last', 'last_m', 'w')
5600      end
5601
5602      %% This loop traverses the matched substring and takes the
5603      %% corresponding action stored in the replacement list.
5604      %% sc = the position in substr nodes / string
5605      %% rc = the replacement table index
5606      local sc = first-1
5607      local rc = 0
5608      while rc < last-first+1 do %% for each replacement
5609          if Babel.debug then
5610              print('.....')
5611          end
5612          sc = sc + 1
5613          rc = rc + 1
5614          local crep = r[rc]
5615          local char_node = wn[sc]
5616          local char_base = char_node
5617          local end_replacement = false
5618
5619          if crep and crep.data then
5620              char_base = wn[crep.data+first-1]
5621          end
5622
5623          if Babel.debug then
5624              print('*', sc, first, last, last_match, w)
5625          end
5626
5627          if crep and next(crep) == nil then %% {}
5628              last_match = save_last
5629
5630          elseif crep == nil then %% remove
5631              node.remove(head, char_node)
5632              table.remove(wn, sc)
5633              w = u.sub(w, 1, sc-1) .. u.sub(w, sc+1)
5634              last_match = utf8.offset(w, sc)
5635              sc = sc - 1 %% Nothing has been inserted
5636
5637          elseif mode == 1 and crep and (crep.pre or crep.no or crep.post) then
5638              local d = node.new(7, 0) %% (disc, discretionary)
5639              d.pre = Babel.str_to_nodes(crep.pre, matches, char_base)
5640              d.post = Babel.str_to_nodes(crep.post, matches, char_base)
5641              d.replace = Babel.str_to_nodes(crep.no, matches, char_base)
5642              d.attr = char_base.attr
5643              if crep.pre == nil then %% TeXbook p96
5644                  d.penalty = crep.penalty or tex.hyphenpenalty
5645              else
5646                  d.penalty = crep.penalty or tex.exhyphenpenalty

```

```

5647         end
5648         head, new = node.insert_before(head, char_node, d)
5649         end_replacement = true
5650
5651     elseif crep and crep.penalty then
5652         local d = node.new(14, 0)    %% (penalty, userpenalty)
5653         d.attr = char_base.attr
5654         d.penalty = crep.penalty
5655         head, new = node.insert_before(head, char_node, d)
5656         end_replacement = true
5657
5658     elseif crep and crep.string then
5659         local str = crep.string(matches)
5660         if str == '' then    %% Gather with nil
5661             refetch = true
5662             if sc == 1 then
5663                 word_head = char_node.next
5664             end
5665             head, new = node.remove(head, char_node)
5666         elseif char_node.id == 29 and u.len(str) == 1 then
5667             char_node.char = string.utfvalue(str)
5668             w = u.sub(w, 1, sc-1) .. str .. u.sub(w, sc+1)
5669             last_match = utf8.offset(w, sc+1)
5670         else
5671             refetch = true
5672             local n
5673             for s in string.utfvalues(str) do
5674                 if char_node.id == 7 then
5675                     %% TODO. Remove this limitation.
5676                     texio.write_nl('Automatic hyphens cannot be replaced, just removed.')
5677                 else
5678                     n = node.copy(char_base)
5679                 end
5680                 n.char = s
5681                 if sc == 1 then
5682                     head, new = node.insert_before(head, char_node, n)
5683                     word_head = new
5684                 else
5685                     node.insert_before(head, char_node, n)
5686                 end
5687             end
5688             node.remove(head, char_node)
5689         end    %% string length
5690     end    %% if char and char.string (ie replacement cases)
5691
5692     %% Shared by disc and penalty.
5693     if end_replacement then
5694         if sc == 1 then
5695             word_head = new
5696         end
5697         if crep.insert then
5698             last_match = save_last
5699         else
5700             node.remove(head, char_node)
5701             w = u.sub(w, 1, sc-1) .. Babel.us_char .. u.sub(w, sc+1)
5702             last_match = utf8.offset(w, sc)
5703         end
5704     end
5705 end    %% for each replacement

```

```

5706
5707         if Babel.debug then
5708             print('/', sc, first, last, last_match, w)
5709         end
5710
5711         &% TODO. refetch will be eventually unnecessary.
5712         if refetch then
5713             w, wn, nw, lang = Babel.fetch_subtext[mode](word_head)
5714         end
5715
5716         end &% for match
5717     end &% for patterns
5718
5719     ::next::
5720     word_head = nw
5721 end &% for substring
5722 return head
5723 end
5724
5725 &% This table stores capture maps, numbered consecutively
5726 Babel.capture_maps = {}
5727
5728 &% The following functions belong to the next macro
5729 function Babel.capture_func(key, cap)
5730     local ret = "[" .. cap:gsub('{{([0-9])}}', "]]..m[%1]..[" .. "]"
5731     ret = ret:gsub('{{([0-9])|([^\]|+)|(.-)}}', Babel.capture_func_map)
5732     ret = ret:gsub("%[%[%]%]%.%", '')
5733     ret = ret:gsub("%.%[%[%]%]%", '')
5734     return key .. "[=function(m) return ]] .. ret .. [[ end]]
5735 end
5736
5737 function Babel.capt_map(from, mapno)
5738     return Babel.capture_maps[mapno][from] or from
5739 end
5740
5741 &% Handle the {n|abc|ABC} syntax in captures
5742 function Babel.capture_func_map(capno, from, to)
5743     local froms = {}
5744     for s in string.utfcharacters(from) do
5745         table.insert(froms, s)
5746     end
5747     local cnt = 1
5748     table.insert(Babel.capture_maps, {})
5749     local mlen = table.getn(Babel.capture_maps)
5750     for s in string.utfcharacters(to) do
5751         Babel.capture_maps[mlen][froms[cnt]] = s
5752         cnt = cnt + 1
5753     end
5754     return "]]..Babel.capt_map(m[" .. capno .. "], " ..
5755         (mlen) .. ").. " .. "["
5756 end
5757 }

```

Now the \TeX high level interface, which requires the function defined above for converting strings to functions returning a string. These functions handle the $\{n\}$ syntax. For example, $\text{pre}=\{1\}\{1\}$ - becomes `function(m) return m[1]..m[1]..'-' end`, where m are the matches returned after applying the pattern. With a mapped capture the functions are similar to `function(m) return Babel.capt_map(m[1],1) end`, where the last argument identifies the mapping to be applied to $m[1]$. The way it is carried out is

somewhat tricky, but the effect is not dissimilar to lua load – save the code as string in a TeX macro, and expand this macro at the appropriate place. As `\directlua` does not take into account the current catcode of `@`, we just avoid this character in macro names (which explains the internal group, too).

```

5758 \catcode`\#=6
5759 \gdef\babelposthyphenation#1#2#3{&%
5760   \bbl@activateposthyphen
5761   \begingroup
5762     \def\babeltempa{\bbl@add@list\babeltempb}&%
5763     \let\babeltempb\@empty
5764     \bbl@foreach{#3}{&%
5765       \bbl@ifsamestring{##1}{remove}&%
5766       {\bbl@add@list\babeltempb{nil}}&%
5767       {\directlua{
5768         local rep = [[#1]]
5769         rep = rep:gsub('^%s*(insert)%s*', 'insert = true, ')
5770         rep = rep:gsub(' (no)%s*=%s*([^\s,]*)', Babel.capture_func)
5771         rep = rep:gsub(' (pre)%s*=%s*([^\s,]*)', Babel.capture_func)
5772         rep = rep:gsub(' (post)%s*=%s*([^\s,]*)', Babel.capture_func)
5773         rep = rep:gsub('(string)%s*=%s*([^\s,]*)', Babel.capture_func)
5774         tex.print([[string\babeltempa{}}] .. rep .. [[]]})
5775       }}&%
5776     \directlua{
5777       local lbkr = Babel.linebreaking.replacements[1]
5778       local u = unicode.utf8
5779       &% Convert pattern:
5780       local patt = string.gsub([=[#2]=], '%s', '')
5781       if not u.find(patt, '()', nil, true) then
5782         patt = '()' .. patt .. '()'
5783       end
5784       patt = string.gsub(patt, '%(%)%', '^()')
5785       patt = string.gsub(patt, '%$(%)%', '()$')
5786       patt = u.gsub(patt, '{(.)}',
5787         function (n)
5788           return '%' .. (tonumber(n) and (tonumber(n)+1) or n)
5789         end)
5790       lbkr[\the\csname l@#1\endcsname] = lbkr[\the\csname l@#1\endcsname] or {}
5791       table.insert(lbkr[\the\csname l@#1\endcsname],
5792         { pattern = patt, replace = { \babeltempb } })
5793     }&%
5794   \endgroup}
5795 % TODO. Copypaste pattern.
5796 \gdef\babelprehyphenation#1#2#3{&%
5797   \bbl@activateprehyphen
5798   \begingroup
5799     \def\babeltempa{\bbl@add@list\babeltempb}&%
5800     \let\babeltempb\@empty
5801     \bbl@foreach{#3}{&%
5802       \bbl@ifsamestring{##1}{remove}&%
5803       {\bbl@add@list\babeltempb{nil}}&%
5804       {\directlua{
5805         local rep = [[#1]]
5806         rep = rep:gsub('^%s*(insert)%s*', 'insert = true, ')
5807         rep = rep:gsub('(string)%s*=%s*([^\s,]*)', Babel.capture_func)
5808         tex.print([[string\babeltempa{}}] .. rep .. [[]]})
5809       }}&%
5810     \directlua{
5811       local lbkr = Babel.linebreaking.replacements[0]

```



```

5812     local u = unicode.utf8
5813     &% Convert pattern:
5814     local patt = string.gsub(#[=#2]=, '%s', '')
5815     if not u.find(patt, '()', nil, true) then
5816         patt = '()' .. patt .. '()'
5817     end
5818     &% patt = string.gsub(patt, '%(%)^', '^()')
5819     &% patt = string.gsub(patt, '([%^%])%$%$', '%1()$')
5820     patt = u.gsub(patt, '{(.)}',
5821         function (n)
5822             return '%' .. (tonumber(n) and (tonumber(n)+1) or n)
5823         end)
5824     lbkr[\the\csname bbl@id@@#1\endcsname] = lbkr[\the\csname bbl@id@@#1\endcsname] or {}
5825     table.insert(lbkr[\the\csname bbl@id@@#1\endcsname],
5826         { pattern = patt, replace = { \babeltempb } })
5827     }&%
5828 \endgroup}
5829 \endgroup
5830 \def\bbl@activateposthyphen{%
5831 \let\bbl@activateposthyphen\relax
5832 \directlua{
5833     Babel.linebreaking.add_after(Babel.post_hyphenate_replace)
5834 }}
5835 \def\bbl@activateprehyphen{%
5836 \let\bbl@activateprehyphen\relax
5837 \directlua{
5838     Babel.linebreaking.add_before(Babel.pre_hyphenate_replace)
5839 }}

```

13.7 Layout

Unlike xetex, luatex requires only minimal changes for right-to-left layouts, particularly in monolingual documents (the engine itself reverses boxes – including column order or headings –, margins, etc.) with `bidi=basic`, without having to patch almost any macro where text direction is relevant.

`\@hangfrom` is useful in many contexts and it is redefined always with the `layout` option.

There are, however, a number of issues when the text direction is not the same as the box direction (as set by `\bodydir`), and when `\parbox` and `\hangindent` are involved.

Fortunately, latest releases of luatex simplify a lot the solution with `\shapemode`.

With the issue #15 I realized commands are best patched, instead of redefined. With a few lines, a modification could be applied to several classes and packages. Now, `tabular` seems to work (at least in simple cases) with `array`, `tabularx`, `hline`, `colortbl`, `longtable`, `booktabs`, etc. However, `dcolumn` still fails.

```

5840 \bbl@trace{Redefinitions for bidi layout}
5841 \ifx\@eqnnum\@undefined\else
5842 \ifx\bbl@attr@dir\@undefined\else
5843 \edef\@eqnnum{%
5844     \unexpanded{\ifcase\bbl@attr@dir\else\bbl@textdir\@ne\fi}%
5845     \unexpanded\expandafter{\@eqnnum}}
5846 \fi
5847 \fi
5848 \ifx\bbl@opt@layout\@nnil\endinput\fi % if no layout
5849 \ifnum\bbl@bidimode>\z@
5850 \def\bbl@nextfake#1{% non-local changes, use always inside a group!
5851     \bbl@exp{%
5852         \mathdir\the\bodydir
5853         #1%           Once entered in math, set boxes to restore values

```

```

5854 \<ifmmode>%
5855 \everyvbox{%
5856 \the\everyvbox
5857 \bodydir\the\bodydir
5858 \mathdir\the\mathdir
5859 \everyhbox{\the\everyhbox}%
5860 \everyvbox{\the\everyvbox}}%
5861 \everyhbox{%
5862 \the\everyhbox
5863 \bodydir\the\bodydir
5864 \mathdir\the\mathdir
5865 \everyhbox{\the\everyhbox}%
5866 \everyvbox{\the\everyvbox}}%
5867 \<fi>}}%
5868 \def\@hangfrom#1{%
5869 \setbox\@tempboxa\hbox{{#1}}%
5870 \hangindent\wd\@tempboxa
5871 \ifnum\bb@getluadir{page}=\bb@getluadir{par}\else
5872 \shapemode\@ne
5873 \fi
5874 \noindent\box\@tempboxa}
5875 \fi
5876 \IfBabelLayout{tabular}
5877 {\let\bb@OL@tabular\@tabular
5878 \bb@replace\@tabular{$}\{\bb@nextfake$}%
5879 \let\bb@NL@tabular\@tabular
5880 \AtBeginDocument{%
5881 \ifx\bb@NL@tabular\@tabular\else
5882 \bb@replace\@tabular{$}\{\bb@nextfake$}%
5883 \let\bb@NL@tabular\@tabular
5884 \fi}}
5885 {}
5886 \IfBabelLayout{lists}
5887 {\let\bb@OL@list\list
5888 \bb@sreplace\list{\parshape}\{\bb@listparshape}%
5889 \let\bb@NL@list\list
5890 \def\bb@listparshape#1#2#3{%
5891 \parshape #1 #2 #3 %
5892 \ifnum\bb@getluadir{page}=\bb@getluadir{par}\else
5893 \shapemode\tw@
5894 \fi}}
5895 {}
5896 \IfBabelLayout{graphics}
5897 {\let\bb@pictresetdir\relax
5898 \def\bb@pictsetdir#1{%
5899 \ifcase\bb@thetextdir
5900 \let\bb@pictresetdir\relax
5901 \else
5902 \bodydir TLT
5903 % \text|par)dir required in pgf:
5904 \def\bb@pictresetdir{\bodydir TRT\pardir TRT\textdir TRT\relax}%
5905 \fi}%
5906 \ifx\AddToHook\@undefined\else
5907 \AddToHook{env/picture/begin}\{\bb@pictsetdir\z@}%
5908 \fi
5909 \AtBeginDocument
5910 {\ifx\tikz@atbegin@node\@undefined\else
5911 \let\bb@OL@pgfpicture\pgfpicture
5912 \bb@sreplace\pgfpicture{\pgfpicturetrue}%

```

```

5913      {\bbl@pictsetdir\@ne\pgfpicturetrue}%
5914      \bbl@add\pgfsys@beginpicture{\bbl@pictsetdir\@ne}%
5915      \bbl@add\tikz@atbegin@node{\bbl@pictresetdir}%
5916      \fi}}
5917  {}

```

Implicitly reverses sectioning labels in `bidi=basic-r`, because the full stop is not in contact with L numbers any more. I think there must be a better way. Assumes `bidi=basic`, but there are some additional readjustments for `bidi=default`.

```

5918 \IfBabelLayout{counters}%
5919  {\let\bbl@OL@textsuperscript\@textsuperscript
5920   \bbl@sreplace\@textsuperscript{\m@th}{\m@th\mathdir\pagedir}%
5921   \let\bbl@latinarabic=\@arabic
5922   \let\bbl@OL@@arabic\@arabic
5923   \def\@arabic#1{\babelsublr{\bbl@latinarabic#1}}%
5924   \@ifpackagewith{babel}{bidi=default}%
5925   {\let\bbl@asciroman=\@roman
5926    \let\bbl@OL@@roman\@roman
5927    \def\@roman#1{\babelsublr{\ensureascii{\bbl@asciroman#1}}}%
5928    \let\bbl@asciiRoman=\@Roman
5929    \let\bbl@OL@@roman\@Roman
5930    \def\@Roman#1{\babelsublr{\ensureascii{\bbl@asciiRoman#1}}}%
5931    \let\bbl@OL@labelenumii\labelenumii
5932    \def\labelenumii{}\theenumii}%
5933    \let\bbl@OL@p@enumiii\p@enumiii
5934    \def\p@enumiii{\p@enumii}\theenumii{}}{}{}
5935  <<Footnote changes>>
5936 \IfBabelLayout{footnotes}%
5937  {\let\bbl@OL@footnote\footnote
5938   \BabelFootnote\footnote\language{}{}}%
5939   \BabelFootnote\localfootnote\language{}{}}%
5940   \BabelFootnote\mainfootnote{}}{}{}
5941  {}

```

Some \LaTeX macros use internally the math mode for text formatting. They have very little in common and are grouped here, as a single option.

```

5942 \IfBabelLayout{extras}%
5943  {\let\bbl@OL@underline\underline
5944   \bbl@sreplace\underline{\$@@underline}{\bbl@nextfake\$@@underline}%
5945   \let\bbl@OL@LaTeX2e\LaTeX2e
5946   \DeclareRobustCommand{\LaTeXe}{\mbox{\m@th
5947    \if b\expandafter\car\@series\@nil\boldmath\fi
5948    \babelsublr{%
5949     \LaTeX\kern.15em2\bbl@nextfake$_{\textstyle\varepsilon}$}}}%
5950  {}
5951 </luatex>

```

13.8 Auto bidi with basic and basic-r

The file `babel-data-bidi.lua` currently only contains data. It is a large and boring file and it is not shown here (see the generated file), but here is a sample:

```

[0x25]={d='et'},
[0x26]={d='on'},
[0x27]={d='on'},
[0x28]={d='on', m=0x29},
[0x29]={d='on', m=0x28},

```

```
[0x2A]={d='on'},
[0x2B]={d='es'},
[0x2C]={d='cs'},
```

For the meaning of these codes, see the Unicode standard.

Now the basic-r bidi mode. One of the aims is to implement a fast and simple bidi algorithm, with a single loop. I managed to do it for R texts, with a second smaller loop for a special case. The code is still somewhat chaotic, but its behavior is essentially correct. I cannot resist copying the following text from Emacs `bidi.c` (which also attempts to implement the bidi algorithm with a single loop):

Arrrgh!! The UAX#9 algorithm is too deeply entrenched in the assumption of batch-style processing [...]. May the fleas of a thousand camels infest the armpits of those who design supposedly general-purpose algorithms by looking at their own implementations, and fail to consider other possible implementations!

Well, it took me some time to guess what the batch rules in UAX#9 actually mean (in other word, *what* they do and *why*, and not only *how*), but I think (or I hope) I've managed to understand them.

In some sense, there are two bidi modes, one for numbers, and the other for text. Furthermore, setting just the direction in R text is not enough, because there are actually *two* R modes (set explicitly in Unicode with RLM and ALM). In babel the dir is set by a higher protocol based on the language/script, which in turn sets the correct dir (<l>, <r> or <al>).

From UAX#9: "Where available, markup should be used instead of the explicit formatting characters". So, this simple version just ignores formatting characters. Actually, most of that annex is devoted to how to handle them.

BD14-BD16 are not implemented. Unicode (and the W3C) are making a great effort to deal with some special problematic cases in "streamed" plain text. I don't think this is the way to go – particular issues should be fixed by a high level interface taking into account the needs of the document. And here is where `luatex` excels, because everything related to bidi writing is under our control.

```
5952 (*basic-r)
5953 Babel = Babel or {}
5954
5955 Babel.bidi_enabled = true
5956
5957 require('babel-data-bidi.lua')
5958
5959 local characters = Babel.characters
5960 local ranges = Babel.ranges
5961
5962 local DIR = node.id("dir")
5963
5964 local function dir_mark(head, from, to, outer)
5965   dir = (outer == 'r') and 'TLT' or 'TRT' -- ie, reverse
5966   local d = node.new(DIR)
5967   d.dir = '+' .. dir
5968   node.insert_before(head, from, d)
5969   d = node.new(DIR)
5970   d.dir = '-' .. dir
5971   node.insert_after(head, to, d)
5972 end
5973
5974 function Babel.bidi(head, ispar)
```

```

5975 local first_n, last_n          -- first and last char with nums
5976 local last_es                 -- an auxiliary 'last' used with nums
5977 local first_d, last_d         -- first and last char in L/R block
5978 local dir, dir_real

```

Next also depends on script/lang (<al>/<r>). To be set by babel. tex.pardir is dangerous, could be (re)set but it should be changed only in vmode. There are two strong's – strong = l/al/r and strong_lr = l/r (there must be a better way):

```

5979 local strong = ('TRT' == tex.pardir) and 'r' or 'l'
5980 local strong_lr = (strong == 'l') and 'l' or 'r'
5981 local outer = strong
5982
5983 local new_dir = false
5984 local first_dir = false
5985 local inmath = false
5986
5987 local last_lr
5988
5989 local type_n = ''
5990
5991 for item in node.traverse(head) do
5992
5993   -- three cases: glyph, dir, otherwise
5994   if item.id == node.id'glyph'
5995     or (item.id == 7 and item.subtype == 2) then
5996
5997     local itemchar
5998     if item.id == 7 and item.subtype == 2 then
5999       itemchar = item.replace.char
6000     else
6001       itemchar = item.char
6002     end
6003     local chardata = characters[itemchar]
6004     dir = chardata and chardata.d or nil
6005     if not dir then
6006       for nn, et in ipairs(ranges) do
6007         if itemchar < et[1] then
6008           break
6009         elseif itemchar <= et[2] then
6010           dir = et[3]
6011           break
6012         end
6013       end
6014     end
6015     dir = dir or 'l'
6016     if inmath then dir = ('TRT' == tex.mathdir) and 'r' or 'l' end

```

Next is based on the assumption babel sets the language AND switches the script with its dir. We treat a language block as a separate Unicode sequence. The following piece of code is executed at the first glyph after a 'dir' node. We don't know the current language until then. This is not exactly true, as the math mode may insert explicit dirs in the node list, so, for the moment there is a hack by brute force (just above).

```

6017   if new_dir then
6018     attr_dir = 0
6019     for at in node.traverse(item.attr) do
6020       if at.number == luatexbase.registernumber'bbl@attr@dir' then
6021         attr_dir = at.value % 3
6022       end

```

```

6023     end
6024     if attr_dir == 1 then
6025         strong = 'r'
6026     elseif attr_dir == 2 then
6027         strong = 'al'
6028     else
6029         strong = 'l'
6030     end
6031     strong_lr = (strong == 'l') and 'l' or 'r'
6032     outer = strong_lr
6033     new_dir = false
6034 end
6035
6036 if dir == 'nsm' then dir = strong end          -- W1

```

Numbers. The dual <al>/<r> system for R is somewhat cumbersome.

```

6037     dir_real = dir          -- We need dir_real to set strong below
6038     if dir == 'al' then dir = 'r' end -- W3

```

By W2, there are no <en> <et> <es> if strong == <al>, only <an>. Therefore, there are not <et en> nor <en et>, W5 can be ignored, and W6 applied:

```

6039     if strong == 'al' then
6040         if dir == 'en' then dir = 'an' end          -- W2
6041         if dir == 'et' or dir == 'es' then dir = 'on' end -- W6
6042         strong_lr = 'r'                             -- W3
6043     end

```

Once finished the basic setup for glyphs, consider the two other cases: dir node and the rest.

```

6044     elseif item.id == node.id'dir' and not inmath then
6045         new_dir = true
6046         dir = nil
6047     elseif item.id == node.id'math' then
6048         inmath = (item.subtype == 0)
6049     else
6050         dir = nil          -- Not a char
6051     end

```

Numbers in R mode. A sequence of <en>, <et>, <an>, <es> and <cs> is typeset (with some rules) in L mode. We store the starting and ending points, and only when anything different is found (including nil, ie, a non-char), the textdir is set. This means you cannot insert, say, a whatsit, but this is what I would expect (with luacolor you may colorize some digits). Anyway, this behavior could be changed with a switch in the future. Note in the first branch only <an> is relevant if <al>.

```

6052     if dir == 'en' or dir == 'an' or dir == 'et' then
6053         if dir ~= 'et' then
6054             type_n = dir
6055         end
6056         first_n = first_n or item
6057         last_n = last_es or item
6058         last_es = nil
6059     elseif dir == 'es' and last_n then -- W3+W6
6060         last_es = item
6061     elseif dir == 'cs' then          -- it's right - do nothing
6062     elseif first_n then -- & if dir = any but en, et, an, es, cs, inc nil
6063         if strong_lr == 'r' and type_n ~= '' then
6064             dir_mark(head, first_n, last_n, 'r')
6065         elseif strong_lr == 'l' and first_d and type_n == 'an' then

```

```

6066     dir_mark(head, first_n, last_n, 'r')
6067     dir_mark(head, first_d, last_d, outer)
6068     first_d, last_d = nil, nil
6069     elseif strong_lr == 'l' and type_n ~= '' then
6070         last_d = last_n
6071     end
6072     type_n = ''
6073     first_n, last_n = nil, nil
6074 end

```

R text in L, or L text in R. Order of dir_ mark's are relevant: d goes outside n, and therefore it's emitted after. See dir_mark to understand why (but is the nesting actually necessary or is a flat dir structure enough?). Only L, R (and AL) chars are taken into account – everything else, including spaces, whatsits, etc., are ignored:

```

6075     if dir == 'l' or dir == 'r' then
6076         if dir ~= outer then
6077             first_d = first_d or item
6078             last_d = item
6079         elseif first_d and dir ~= strong_lr then
6080             dir_mark(head, first_d, last_d, outer)
6081             first_d, last_d = nil, nil
6082         end
6083     end

```

Mirroring. Each chunk of text in a certain language is considered a “closed” sequence. If <r on r> and <l on l>, it's clearly <r> and <l>, resp'tly, but with other combinations depends on outer. From all these, we select only those resolving <on> → <r>. At the beginning (when last_lr is nil) of an R text, they are mirrored directly.

TODO - numbers in R mode are processed. It doesn't hurt, but should not be done.

```

6084     if dir and not last_lr and dir ~= 'l' and outer == 'r' then
6085         item.char = characters[item.char] and
6086             characters[item.char].m or item.char
6087     elseif (dir or new_dir) and last_lr ~= item then
6088         local mir = outer .. strong_lr .. (dir or outer)
6089         if mir == 'rrr' or mir == 'lrr' or mir == 'rrl' or mir == 'rlr' then
6090             for ch in node.traverse(node.next(last_lr)) do
6091                 if ch == item then break end
6092                 if ch.id == node.id'glyph' and characters[ch.char] then
6093                     ch.char = characters[ch.char].m or ch.char
6094                 end
6095             end
6096         end
6097     end

```

Save some values for the next iteration. If the current node is 'dir', open a new sequence. Since dir could be changed, strong is set with its real value (dir_real).

```

6098     if dir == 'l' or dir == 'r' then
6099         last_lr = item
6100         strong = dir_real          -- Don't search back - best save now
6101         strong_lr = (strong == 'l') and 'l' or 'r'
6102     elseif new_dir then
6103         last_lr = nil
6104     end
6105 end

```

Mirror the last chars if they are no directed. And make sure any open block is closed, too.

```

6106     if last_lr and outer == 'r' then
6107         for ch in node.traverse_id(node.id'glyph', node.next(last_lr)) do

```

```

6108     if characters[ch.char] then
6109         ch.char = characters[ch.char].m or ch.char
6110     end
6111 end
6112 end
6113 if first_n then
6114     dir_mark(head, first_n, last_n, outer)
6115 end
6116 if first_d then
6117     dir_mark(head, first_d, last_d, outer)
6118 end

```

In boxes, the dir node could be added before the original head, so the actual head is the previous node.

```

6119 return node.prev(head) or head
6120 end
6121 </basic-r>

```

And here the Lua code for bidi=basic:

```

6122 <(*basic>
6123 Babel = Babel or {}
6124
6125 -- eg, Babel.fontmap[1][<prefontid>]=<dirfontid>
6126
6127 Babel.fontmap = Babel.fontmap or {}
6128 Babel.fontmap[0] = {}      -- l
6129 Babel.fontmap[1] = {}      -- r
6130 Babel.fontmap[2] = {}      -- al/an
6131
6132 Babel.bidi_enabled = true
6133 Babel.mirroring_enabled = true
6134
6135 require('babel-data-bidi.lua')
6136
6137 local characters = Babel.characters
6138 local ranges = Babel.ranges
6139
6140 local DIR = node.id('dir')
6141 local GLYPH = node.id('glyph')
6142
6143 local function insert_implicit(head, state, outer)
6144     local new_state = state
6145     if state.sim and state.eim and state.sim ~= state.eim then
6146         dir = ((outer == 'r') and 'TLT' or 'TRT') -- ie, reverse
6147         local d = node.new(DIR)
6148         d.dir = '+' .. dir
6149         node.insert_before(head, state.sim, d)
6150         local d = node.new(DIR)
6151         d.dir = '-' .. dir
6152         node.insert_after(head, state.eim, d)
6153     end
6154     new_state.sim, new_state.eim = nil, nil
6155     return head, new_state
6156 end
6157
6158 local function insert_numeric(head, state)
6159     local new
6160     local new_state = state
6161     if state.san and state.ean and state.san ~= state.ean then

```



```

6162     local d = node.new(DIR)
6163     d.dir = '+TLT'
6164     _, new = node.insert_before(head, state.san, d)
6165     if state.san == state.sim then state.sim = new end
6166     local d = node.new(DIR)
6167     d.dir = '-TLT'
6168     _, new = node.insert_after(head, state.ean, d)
6169     if state.ean == state.eim then state.eim = new end
6170 end
6171 new_state.san, new_state.ean = nil, nil
6172 return head, new_state
6173 end
6174
6175 -- TODO - \hbox with an explicit dir can lead to wrong results
6176 -- <R \hbox dir TLT{<R>}> and <L \hbox dir TRT{<L>}>. A small attempt
6177 -- was s made to improve the situation, but the problem is the 3-dir
6178 -- model in babel/Unicode and the 2-dir model in LuaTeX don't fit
6179 -- well.
6180
6181 function Babel.bidi(head, ispar, hdir)
6182     local d -- d is used mainly for computations in a loop
6183     local prev_d = ''
6184     local new_d = false
6185
6186     local nodes = {}
6187     local outer_first = nil
6188     local inmath = false
6189
6190     local glue_d = nil
6191     local glue_i = nil
6192
6193     local has_en = false
6194     local first_et = nil
6195
6196     local ATDIR = luatexbase.registernumber'bbl@attr@dir'
6197
6198     local save_outer
6199     local temp = node.get_attribute(head, ATDIR)
6200     if temp then
6201         temp = temp % 3
6202         save_outer = (temp == 0 and 'l') or
6203                     (temp == 1 and 'r') or
6204                     (temp == 2 and 'al')
6205     elseif ispar then -- Or error? Shouldn't happen
6206         save_outer = ('TRT' == tex.pardir) and 'r' or 'l'
6207     else -- Or error? Shouldn't happen
6208         save_outer = ('TRT' == hdir) and 'r' or 'l'
6209     end
6210     -- when the callback is called, we are just _after_ the box,
6211     -- and the textdir is that of the surrounding text
6212     -- if not ispar and hdir ~= tex.textdir then
6213     --     save_outer = ('TRT' == hdir) and 'r' or 'l'
6214     -- end
6215     local outer = save_outer
6216     local last = outer
6217     -- 'al' is only taken into account in the first, current loop
6218     if save_outer == 'al' then save_outer = 'r' end
6219
6220     local fontmap = Babel.fontmap

```

```

6221
6222 for item in node.traverse(head) do
6223
6224     -- In what follows, #node is the last (previous) node, because the
6225     -- current one is not added until we start processing the neutrals.
6226
6227     -- three cases: glyph, dir, otherwise
6228     if item.id == GLYPH
6229         or (item.id == 7 and item.subtype == 2) then
6230
6231         local d_font = nil
6232         local item_r
6233         if item.id == 7 and item.subtype == 2 then
6234             item_r = item.replace    -- automatic discs have just 1 glyph
6235         else
6236             item_r = item
6237         end
6238         local chardata = characters[item_r.char]
6239         d = chardata and chardata.d or nil
6240         if not d or d == 'nsm' then
6241             for nn, et in ipairs(ranges) do
6242                 if item_r.char < et[1] then
6243                     break
6244                 elseif item_r.char <= et[2] then
6245                     if not d then d = et[3]
6246                     elseif d == 'nsm' then d_font = et[3]
6247                     end
6248                     break
6249                 end
6250             end
6251         end
6252         d = d or 'l'
6253
6254         -- A short 'pause' in bidi for mapfont
6255         d_font = d_font or d
6256         d_font = (d_font == 'l' and 0) or
6257                 (d_font == 'nsm' and 0) or
6258                 (d_font == 'r' and 1) or
6259                 (d_font == 'al' and 2) or
6260                 (d_font == 'an' and 2) or nil
6261         if d_font and fontmap and fontmap[d_font][item_r.font] then
6262             item_r.font = fontmap[d_font][item_r.font]
6263         end
6264
6265         if new_d then
6266             table.insert(nodes, {nil, (outer == 'l') and 'l' or 'r', nil})
6267             if inmath then
6268                 attr_d = 0
6269             else
6270                 attr_d = node.get_attribute(item, ATDIR)
6271                 attr_d = attr_d % 3
6272             end
6273             if attr_d == 1 then
6274                 outer_first = 'r'
6275                 last = 'r'
6276             elseif attr_d == 2 then
6277                 outer_first = 'r'
6278                 last = 'al'
6279             else

```

```

6280         outer_first = 'l'
6281         last = 'l'
6282     end
6283     outer = last
6284     has_en = false
6285     first_et = nil
6286     new_d = false
6287 end
6288
6289 if glue_d then
6290     if (d == 'l' and 'l' or 'r') ~= glue_d then
6291         table.insert(nodes, {glue_i, 'on', nil})
6292     end
6293     glue_d = nil
6294     glue_i = nil
6295 end
6296
6297 elseif item.id == DIR then
6298     d = nil
6299     new_d = true
6300
6301 elseif item.id == node.id'glue' and item.subtype == 13 then
6302     glue_d = d
6303     glue_i = item
6304     d = nil
6305
6306 elseif item.id == node.id'math' then
6307     inmath = (item.subtype == 0)
6308
6309 else
6310     d = nil
6311 end
6312
6313 -- AL <= EN/ET/ES      -- W2 + W3 + W6
6314 if last == 'al' and d == 'en' then
6315     d = 'an'          -- W3
6316 elseif last == 'al' and (d == 'et' or d == 'es') then
6317     d = 'on'          -- W6
6318 end
6319
6320 -- EN + CS/ES + EN      -- W4
6321 if d == 'en' and #nodes >= 2 then
6322     if (nodes[#nodes][2] == 'es' or nodes[#nodes][2] == 'cs')
6323         and nodes[#nodes-1][2] == 'en' then
6324         nodes[#nodes][2] = 'en'
6325     end
6326 end
6327
6328 -- AN + CS + AN         -- W4 too, because uax9 mixes both cases
6329 if d == 'an' and #nodes >= 2 then
6330     if (nodes[#nodes][2] == 'cs')
6331         and nodes[#nodes-1][2] == 'an' then
6332         nodes[#nodes][2] = 'an'
6333     end
6334 end
6335
6336 -- ET/EN                -- W5 + W7->1 / W6->on
6337 if d == 'et' then
6338     first_et = first_et or (#nodes + 1)

```

```

6339     elseif d == 'en' then
6340         has_en = true
6341         first_et = first_et or (#nodes + 1)
6342     elseif first_et then          -- d may be nil here !
6343         if has_en then
6344             if last == 'l' then
6345                 temp = 'l'      -- W7
6346             else
6347                 temp = 'en'     -- W5
6348             end
6349         else
6350             temp = 'on'         -- W6
6351         end
6352         for e = first_et, #nodes do
6353             if nodes[e][1].id == GLYPH then nodes[e][2] = temp end
6354         end
6355         first_et = nil
6356         has_en = false
6357     end
6358
6359     if d then
6360         if d == 'al' then
6361             d = 'r'
6362             last = 'al'
6363         elseif d == 'l' or d == 'r' then
6364             last = d
6365         end
6366         prev_d = d
6367         table.insert(nodes, {item, d, outer_first})
6368     end
6369
6370     outer_first = nil
6371
6372 end
6373
6374 -- TODO -- repeated here in case EN/ET is the last node. Find a
6375 -- better way of doing things:
6376 if first_et then          -- dir may be nil here !
6377     if has_en then
6378         if last == 'l' then
6379             temp = 'l'      -- W7
6380         else
6381             temp = 'en'     -- W5
6382         end
6383     else
6384         temp = 'on'         -- W6
6385     end
6386     for e = first_et, #nodes do
6387         if nodes[e][1].id == GLYPH then nodes[e][2] = temp end
6388     end
6389 end
6390
6391 -- dummy node, to close things
6392 table.insert(nodes, {nil, (outer == 'l') and 'l' or 'r', nil})
6393
6394 ----- NEUTRAL -----
6395
6396 outer = save_outer
6397 last = outer

```

```

6398
6399 local first_on = nil
6400
6401 for q = 1, #nodes do
6402     local item
6403
6404     local outer_first = nodes[q][3]
6405     outer = outer_first or outer
6406     last = outer_first or last
6407
6408     local d = nodes[q][2]
6409     if d == 'an' or d == 'en' then d = 'r' end
6410     if d == 'cs' or d == 'et' or d == 'es' then d = 'on' end --- W6
6411
6412     if d == 'on' then
6413         first_on = first_on or q
6414     elseif first_on then
6415         if last == d then
6416             temp = d
6417         else
6418             temp = outer
6419         end
6420         for r = first_on, q - 1 do
6421             nodes[r][2] = temp
6422             item = nodes[r][1] -- MIRRORING
6423             if Babel.mirroring_enabled and item.id == GLYPH
6424                 and temp == 'r' and characters[item.char] then
6425                 local font_mode = font.fonts[item.font].properties.mode
6426                 if font_mode ~= 'harf' and font_mode ~= 'plug' then
6427                     item.char = characters[item.char].m or item.char
6428                 end
6429             end
6430         end
6431         first_on = nil
6432     end
6433
6434     if d == 'r' or d == 'l' then last = d end
6435 end
6436
6437 ----- IMPLICIT, REORDER -----
6438
6439 outer = save_outer
6440 last = outer
6441
6442 local state = {}
6443 state.has_r = false
6444
6445 for q = 1, #nodes do
6446
6447     local item = nodes[q][1]
6448
6449     outer = nodes[q][3] or outer
6450
6451     local d = nodes[q][2]
6452
6453     if d == 'nsm' then d = last end -- W1
6454     if d == 'en' then d = 'an' end
6455     local isdir = (d == 'r' or d == 'l')
6456

```

```

6457   if outer == 'l' and d == 'an' then
6458       state.san = state.san or item
6459       state.ean = item
6460   elseif state.san then
6461       head, state = insert_numeric(head, state)
6462   end
6463
6464   if outer == 'l' then
6465       if d == 'an' or d == 'r' then      -- im -> implicit
6466           if d == 'r' then state.has_r = true end
6467           state.sim = state.sim or item
6468           state.eim = item
6469       elseif d == 'l' and state.sim and state.has_r then
6470           head, state = insert_implicit(head, state, outer)
6471       elseif d == 'l' then
6472           state.sim, state.eim, state.has_r = nil, nil, false
6473       end
6474   else
6475       if d == 'an' or d == 'l' then
6476           if nodes[q][3] then -- nil except after an explicit dir
6477               state.sim = item -- so we move sim 'inside' the group
6478           else
6479               state.sim = state.sim or item
6480           end
6481           state.eim = item
6482       elseif d == 'r' and state.sim then
6483           head, state = insert_implicit(head, state, outer)
6484       elseif d == 'r' then
6485           state.sim, state.eim = nil, nil
6486       end
6487   end
6488
6489   if isdir then
6490       last = d          -- Don't search back - best save now
6491   elseif d == 'on' and state.san then
6492       state.san = state.san or item
6493       state.ean = item
6494   end
6495
6496 end
6497
6498 return node.prev(head) or head
6499 end
6500 </basic>

```

14 Data for CJK

It is a boring file and it is not shown here (see the generated file), but here is a sample:

```

[0x0021]={c='ex'},
[0x0024]={c='pr'},
[0x0025]={c='po'},
[0x0028]={c='op'},
[0x0029]={c='cp'},
[0x002B]={c='pr'},

```

For the meaning of these codes, see the Unicode standard.

15 The ‘nil’ language

This ‘language’ does nothing, except setting the hyphenation patterns to nohyphenation. For this language currently no special definitions are needed or available.

The macro `\LdfInit` takes care of preventing that this file is loaded more than once, checking the category code of the `@` sign, etc.

```
6501 ⟨*nil⟩
6502 \ProvidesLanguage{nil}[⟨⟨date⟩⟩ ⟨⟨version⟩⟩ Nil language]
6503 \LdfInit{nil}{datenil}
```

When this file is read as an option, i.e. by the `\usepackage` command, `nil` could be an ‘unknown’ language in which case we have to make it known.

```
6504 \ifx\l@nil\@undefined
6505   \newlanguage\l@nil
6506   \@namedef{bbl@hyphendata@the\l@nil}{}{}% Remove warning
6507   \let\bbl@elt\relax
6508   \edef\bbl@languages{% Add it to the list of languages
6509     \bbl@languages\bbl@elt{nil}{the\l@nil}{}{}}
6510 \fi
```

This macro is used to store the values of the hyphenation parameters `\lefthyphenmin` and `\righthyphenmin`.

```
6511 \providehyphenmins{\CurrentOption}{\m@ne\m@ne}
```

The next step consists of defining commands to switch to (and from) the ‘nil’ language.

```
\captionnil
\datenil
6512 \let\captionnil\@empty
6513 \let\datenil\@empty
```

The macro `\ldf@finish` takes care of looking for a configuration file, setting the main language to be switched on at `\begin{document}` and resetting the category code of `@` to its original value.

```
6514 \ldf@finish{nil}
6515 ⟨/nil⟩
```

16 Support for Plain \TeX (`plain.def`)

16.1 Not renaming `hyphen.tex`

As Don Knuth has declared that the filename `hyphen.tex` may only be used to designate *his* version of the american English hyphenation patterns, a new solution has to be found in order to be able to load hyphenation patterns for other languages in a plain-based \TeX -format. When asked he responded:

That file name is “sacred”, and if anybody changes it they will cause severe upward/downward compatibility headaches.

People can have a file `locallyhyphen.tex` or whatever they like, but they mustn’t diddle with `hyphen.tex` (or `plain.tex` except to preload additional fonts).

The files `bplain.tex` and `blplain.tex` can be used as replacement wrappers around `plain.tex` and `lplain.tex` to achieve the desired effect, based on the `babel` package. If you load each of them with `ini \TeX` , you will get a file called either `bplain.fmt` or `blplain.fmt`, which you can use as replacements for `plain.fmt` and `lplain.fmt`. As these files are going to be read as the first thing `ini \TeX` sees, we need to set some category codes just to be able to change the definition of `\input`.

```

6516 <(*bplain | bplain>
6517 \catcode`\{=1 % left brace is begin-group character
6518 \catcode`\}=2 % right brace is end-group character
6519 \catcode`\#=6 % hash mark is macro parameter character

```

If a file called `hyphen.cfg` can be found, we make sure that *it* will be read instead of the file `hyphen.tex`. We do this by first saving the original meaning of `\input` (and I use a one letter control sequence for that so as not to waste multi-letter control sequence on this in the format).

```

6520 \openin 0 hyphen.cfg
6521 \ifeof0
6522 \else
6523   \let\input

```

Then `\input` is defined to forget about its argument and load `hyphen.cfg` instead. Once that's done the original meaning of `\input` can be restored and the definition of `\a` can be forgotten.

```

6524   \def\input #1 {%
6525     \let\input\input
6526     \a hyphen.cfg
6527     \let\input\undefined
6528   }
6529 \fi
6530 >/bplain | bplain>

```

Now that we have made sure that `hyphen.cfg` will be loaded at the right moment it is time to load `plain.tex`.

```

6531 <bplain>\a plain.tex
6532 <bplain>\a lplain.tex

```

Finally we change the contents of `\fmtname` to indicate that this is *not* the plain format, but a format based on plain with the `babel` package preloaded.

```

6533 <bplain>\def\fmtname{babel-plain}
6534 <bplain>\def\fmtname{babel-lplain}

```

When you are using a different format, based on `plain.tex` you can make a copy of `blplain.tex`, rename it and replace `plain.tex` with the name of your format file.

16.2 Emulating some \LaTeX features

The following code duplicates or emulates parts of $\text{\LaTeX} 2_{\epsilon}$ that are needed for `babel`.

```

6535 <(*Emulate LaTeX)> ≡
6536 % == Code for plain ==
6537 \def\@empty{}
6538 \def\loadlocalcfg#1{%
6539   \openin0#1.cfg
6540   \ifeof0
6541     \closein0
6542   \else
6543     \closein0
6544     {\immediate\write16{*****}%
6545      \immediate\write16{* Local config file #1.cfg used}%
6546      \immediate\write16{**}%
6547     }
6548     \input #1.cfg\relax
6549   \fi
6550 \endoflfd}

```


16.3 General tools

A number of \LaTeX macro's that are needed later on.

```
6551 \long\def\@firstofone#1{#1}
6552 \long\def\@firstoftwo#1#2{#1}
6553 \long\def\@secondoftwo#1#2{#2}
6554 \def\@nnil{\@nil}
6555 \def\@gobbletwo#1#2{}
6556 \def\@ifstar#1{\@ifnextchar *{\@firstoftwo{#1}}}
6557 \def\@star@or@long#1{%
6558   \@ifstar
6559   {\let\l@ngrel@x\relax#1}%
6560   {\let\l@ngrel@x\long#1}}
6561 \let\l@ngrel@x\relax
6562 \def\@car#1#2\@nil{#1}
6563 \def\@cdr#1#2\@nil{#2}
6564 \let\@typeset@protect\relax
6565 \let\protected@edef\edef
6566 \long\def\@gobble#1{}
6567 \edef\@backslashchar{\expandafter\@gobble\string\}
6568 \def\strip@prefix#1>{}
6569 \def\g@addto@macro#1#2{%
6570   \toks@\expandafter{#1#2}%
6571   \xdef#1{\the\toks@}}
6572 \def\@namedef#1{\expandafter\def\csname #1\endcsname}
6573 \def\@nameuse#1{\csname #1\endcsname}
6574 \def\@ifundefined#1{%
6575   \expandafter\ifx\csname#1\endcsname\relax
6576   \expandafter\@firstoftwo
6577   \else
6578   \expandafter\@secondoftwo
6579   \fi}
6580 \def\@expandtwoargs#1#2#3{%
6581   \edef\reserved@a{\noexpand#1{#2}{#3}}\reserved@a}
6582 \def\zap@space#1 #2{%
6583   #1%
6584   \ifx#2\@empty\else\expandafter\zap@space\fi
6585   #2}
6586 \let\bbl@trace\@gobble
```

$\LaTeX 2_{\epsilon}$ has the command `\@onlypreamble` which adds commands to a list of commands that are no longer needed after `\begin{document}`.

```
6587 \ifx\@preamblecmds\@undefined
6588   \def\@preamblecmds{}
6589 \fi
6590 \def\@onlypreamble#1{%
6591   \expandafter\gdef\expandafter\@preamblecmds\expandafter{%
6592     \@preamblecmds\do#1}}
6593 \@onlypreamble\@onlypreamble
```

Mimick \LaTeX 's `\AtBeginDocument`; for this to work the user needs to add `\begindocument` to his file.

```
6594 \def\begindocument{%
6595   \@begindocumenthook
6596   \global\let\@begindocumenthook\@undefined
6597   \def\do##1{\global\let##1\@undefined}%
6598   \@preamblecmds
6599   \global\let\do\noexpand}
```

```

6600 \ifx\@begindocumenthook\@undefined
6601   \def\@begindocumenthook{}
6602 \fi
6603 \@onlypreamble\@begindocumenthook
6604 \def\AtBeginDocument{\g@addto@macro\@begindocumenthook}

```

We also have to mimic L^AT_EX's \AtEndOfPackage. Our replacement macro is much simpler; it stores its argument in \@endoflfd.

```

6605 \def\AtEndOfPackage#1{\g@addto@macro\@endoflfd{#1}}
6606 \@onlypreamble\AtEndOfPackage
6607 \def\@endoflfd{}
6608 \@onlypreamble\@endoflfd
6609 \let\bbl@afterlang\@empty
6610 \chardef\bbl@opt@hyphenmap\z@

```

L^AT_EX needs to be able to switch off writing to its auxiliary files; plain doesn't have them by default. There is a trick to hide some conditional commands from the outer \ifx. The same trick is applied below.

```

6611 \catcode`\&=\z@
6612 \ifx&\if@filesw\@undefined
6613   \expandafter\let\csname if@filesw\expandafter\endcsname
6614     \csname iffalse\endcsname
6615 \fi
6616 \catcode`\&=4

```

Mimick L^AT_EX's commands to define control sequences.

```

6617 \def\newcommand{\@star@or@long\new@command}
6618 \def\new@command#1{%
6619   \@testopt{\@newcommand#1}0}
6620 \def\@newcommand#1[#2]{%
6621   \@ifnextchar [{\@xargdef#1[#2]}%
6622     {\@argdef#1[#2]}}
6623 \long\def\@argdef#1[#2]#3{%
6624   \@yargdef#1\@ne{#2}{#3}}
6625 \long\def\@xargdef#1[#2][#3]#4{%
6626   \expandafter\def\expandafter#1\expandafter{%
6627     \expandafter\@protected@testopt\expandafter #1%
6628     \csname\string#1\expandafter\endcsname{#3}}%
6629   \expandafter\@yargdef \csname\string#1\endcsname
6630   \tw@{#2}{#4}}
6631 \long\def\@yargdef#1#2#3{%
6632   \@tempcnta#3\relax
6633   \advance \@tempcnta \@ne
6634   \let\@hash@\relax
6635   \edef\reserved@a{\ifx#2\tw@ [\@hash@1]\fi}%
6636   \@tempcntb #2%
6637   \@whilenum\@tempcntb <\@tempcnta
6638   \do{%
6639     \edef\reserved@a{\reserved@a\@hash@\the\@tempcntb}%
6640     \advance\@tempcntb \@ne}%
6641   \let\@hash@##%
6642   \l@ngrelx\expandafter\def\expandafter#1\reserved@a}
6643 \def\providecommand{\@star@or@long\provide@command}
6644 \def\provide@command#1{%
6645   \begingroup
6646     \escapechar\m@ne\xdef\@gtempa{\string#1}%
6647   \endgroup
6648   \expandafter\ifundefined\@gtempa
6649     {\def\reserved@a{\new@command#1}}%

```

```

6650 {\let\reserved@a\relax
6651 \def\reserved@a{\new@command\reserved@a}}%
6652 \reserved@a}%
6653 \def\DeclareRobustCommand{\@star@or@long\declare@robustcommand}
6654 \def\declare@robustcommand#1{%
6655 \edef\reserved@a{\string#1}%
6656 \def\reserved@b{#1}%
6657 \edef\reserved@b{\expandafter\strip@prefix\meaning\reserved@b}%
6658 \edef#1{%
6659 \ifx\reserved@a\reserved@b
6660 \noexpand\x@protect
6661 \noexpand#1%
6662 \fi
6663 \noexpand\protect
6664 \expandafter\noexpand\csname
6665 \expandafter\@gobble\string#1 \endcsname
6666 }%
6667 \expandafter\new@command\csname
6668 \expandafter\@gobble\string#1 \endcsname
6669 }
6670 \def\x@protect#1{%
6671 \ifx\protect\@typeset@protect\else
6672 \@x@protect#1%
6673 \fi
6674 }
6675 \catcode`\&=\z@ % Trick to hide conditionals
6676 \def\@x@protect#1&#2#3{\fi\protect#1}

```

The following little macro `\in@` is taken from `latex.ltx`; it checks whether its first argument is part of its second argument. It uses the boolean `\in@`; allocating a new boolean inside conditionally executed code is not possible, hence the construct with the temporary definition of `\bbl@tempa`.

```

6677 \def\bbl@tempa{\csname newif\endcsname&ifin@}
6678 \catcode`\&=4
6679 \ifx\in@\@undefined
6680 \def\in@#1#2{%
6681 \def\in@@##1#1##2##3\in@@{%
6682 \ifx\in@@#2\in@false\else\in@true\fi}%
6683 \in@@#2#1\in@\in@@}
6684 \else
6685 \let\bbl@tempa\@empty
6686 \fi
6687 \bbl@tempa

```

\LaTeX has a macro to check whether a certain package was loaded with specific options. The command has two extra arguments which are code to be executed in either the true or false case. This is used to detect whether the document needs one of the accents to be activated (`activegrave` and `activeacute`). For plain \TeX we assume that the user wants them to be active by default. Therefore the only thing we do is execute the third argument (the code for the true case).

```

6688 \def\ifpackagewith#1#2#3#4{#3}

```

The \LaTeX macro `\@ifl@aded` checks whether a file was loaded. This functionality is not needed for plain \TeX but we need the macro to be defined as a no-op.

```

6689 \def\@ifl@aded#1#2#3#4{}

```

For the following code we need to make sure that the commands `\newcommand` and `\providecommand` exist with some sensible definition. They are not fully equivalent to their $\LaTeX 2_{\epsilon}$ versions; just enough to make things work in plain \TeX environments.

```

6690 \ifx\@tempcnta\@undefined
6691   \csname newcount\endcsname\@tempcnta\relax
6692 \fi
6693 \ifx\@tempcntb\@undefined
6694   \csname newcount\endcsname\@tempcntb\relax
6695 \fi

```

To prevent wasting two counters in L^AT_EX 2.09 (because counters with the same name are allocated later by it) we reset the counter that holds the next free counter (`\count10`).

```

6696 \ifx\bye\@undefined
6697   \advance\count10 by -2\relax
6698 \fi
6699 \ifx\@ifnextchar\@undefined
6700   \def\@ifnextchar#1#2#3{%
6701     \let\reserved@d=#1%
6702     \def\reserved@a{#2}\def\reserved@b{#3}%
6703     \futurelet\@let@token\@ifnch}
6704 \def\@ifnch{%
6705   \ifx\@let@token\@sptoken
6706     \let\reserved@c\@xifnch
6707   \else
6708     \ifx\@let@token\reserved@d
6709       \let\reserved@c\reserved@a
6710     \else
6711       \let\reserved@c\reserved@b
6712     \fi
6713   \fi
6714   \reserved@c}
6715 \def\:{\let\@sptoken= } \: % this makes \@sptoken a space token
6716 \def\:{\@xifnch} \expandafter\def\:{\futurelet\@let@token\@ifnch}
6717 \fi
6718 \def\@testopt#1#2{%
6719   \@ifnextchar[#{#1}{#1[#2]}}
6720 \def\@protected@testopt#1{%
6721   \ifx\protect\@typeset@protect
6722     \expandafter\@testopt
6723   \else
6724     \@x@protect#1%
6725   \fi}
6726 \long\def\@whilenum#1\do #2{\ifnum #1\relax #2\relax\@iwhilenum{#1\relax
6727   #2\relax}\fi}
6728 \long\def\@iwhilenum#1{\ifnum #1\relax\expandafter\@iwhilenum
6729   \else\expandafter\@gobble\fi{#1}}

```

16.4 Encoding related macros

Code from `ltoutenc.dtx`, adapted for use in the plain T_EX environment.

```

6730 \def\DeclareTextCommand{%
6731   \@dec@text@cmd\providecommand
6732 }
6733 \def\ProvideTextCommand{%
6734   \@dec@text@cmd\providecommand
6735 }
6736 \def\DeclareTextSymbol#1#2#3{%
6737   \@dec@text@cmd\chardef#1{#2}#3\relax
6738 }
6739 \def\@dec@text@cmd#1#2#3{%
6740   \expandafter\def\expandafter#2%

```

```

6741 \expandafter{%
6742 \csname#3-cmd\expandafter\endcsname
6743 \expandafter#2%
6744 \csname#3\string#2\endcsname
6745 }%
6746 % \let\@ifdefinable\@rc@ifdefinable
6747 \expandafter#1\csname#3\string#2\endcsname
6748 }
6749 \def\@current@cmd#1{%
6750 \ifx\protect\@typeset@protect\else
6751 \noexpand#1\expandafter\@gobble
6752 \fi
6753 }
6754 \def\@changed@cmd#1#2{%
6755 \ifx\protect\@typeset@protect
6756 \expandafter\ifx\csname\cf@encoding\string#1\endcsname\relax
6757 \expandafter\ifx\csname ?\string#1\endcsname\relax
6758 \expandafter\def\csname ?\string#1\endcsname{%
6759 \@changed@x@err{#1}%
6760 }%
6761 \fi
6762 \global\expandafter\let
6763 \csname\cf@encoding \string#1\expandafter\endcsname
6764 \csname ?\string#1\endcsname
6765 \fi
6766 \csname\cf@encoding\string#1%
6767 \expandafter\endcsname
6768 \else
6769 \noexpand#1%
6770 \fi
6771 }
6772 \def\@changed@x@err#1{%
6773 \errhelp{Your command will be ignored, type <return> to proceed}%
6774 \errmessage{Command \protect#1 undefined in encoding \cf@encoding}}
6775 \def\DeclareTextCommandDefault#1{%
6776 \DeclareTextCommand#1?%
6777 }
6778 \def\ProvideTextCommandDefault#1{%
6779 \ProvideTextCommand#1?%
6780 }
6781 \expandafter\let\csname OT1-cmd\endcsname\@current@cmd
6782 \expandafter\let\csname?-cmd\endcsname\@changed@cmd
6783 \def\DeclareTextAccent#1#2#3{%
6784 \DeclareTextCommand#1{#2}[1]{\accent#3 #1}
6785 }
6786 \def\DeclareTextCompositeCommand#1#2#3#4{%
6787 \expandafter\let\expandafter\reserved@a\csname#2\string#1\endcsname
6788 \edef\reserved@b{\string##1}%
6789 \edef\reserved@c{%
6790 \expandafter\@strip@args\meaning\reserved@a:-\@strip@args}%
6791 \ifx\reserved@b\reserved@c
6792 \expandafter\expandafter\expandafter\ifx
6793 \expandafter\@car\reserved@a\relax\relax\@nil
6794 \@text@composite
6795 \else
6796 \edef\reserved@b##1{%
6797 \def\expandafter\noexpand
6798 \csname#2\string#1\endcsname####1{%
6799 \noexpand\@text@composite

```

```

6800             \expandafter\noexpand\csname#2\string#1\endcsname
6801             #####1\noexpand\@empty\noexpand\@text@composite
6802             {##1}%
6803         }%
6804     }%
6805     \expandafter\reserved@b\expandafter{\reserved@a{##1}}%
6806 \fi
6807 \expandafter\def\csname\expandafter\string\csname
6808     #2\endcsname\string#1-\string#3\endcsname{#4}
6809 \else
6810     \errhelp{Your command will be ignored, type <return> to proceed}%
6811     \errmessage{\string\DeclareTextCompositeCommand\space used on
6812         inappropriate command \protect#1}
6813 \fi
6814 }
6815 \def\@text@composite#1#2#3\@text@composite{%
6816     \expandafter\@text@composite@x
6817         \csname\string#1-\string#2\endcsname
6818 }
6819 \def\@text@composite@x#1#2{%
6820     \ifx#1\relax
6821         #2%
6822     \else
6823         #1%
6824     \fi
6825 }
6826 %
6827 \def\@strip@args#1:#2-#3\@strip@args{#2}
6828 \def\DeclareTextComposite#1#2#3#4{%
6829     \def\reserved@a{\DeclareTextCompositeCommand#1{#2}{#3}}%
6830     \bgroup
6831         \lccode`\@=#4%
6832         \lowercase{%
6833     \egroup
6834         \reserved@a @%
6835     }%
6836 }
6837 %
6838 \def\UseTextSymbol#1#2{#2}
6839 \def\UseTextAccent#1#2#3{}
6840 \def\@use@text@encoding#1{}
6841 \def\DeclareTextSymbolDefault#1#2{%
6842     \DeclareTextCommandDefault#1{\UseTextSymbol{#2}#1}%
6843 }
6844 \def\DeclareTextAccentDefault#1#2{%
6845     \DeclareTextCommandDefault#1{\UseTextAccent{#2}#1}%
6846 }
6847 \def\cf@encoding{OT1}

```

Currently we only use the $\text{\LaTeX 2}_{\epsilon}$ method for accents for those that are known to be made active in *some* language definition file.

```

6848 \DeclareTextAccent{"}{OT1}{127}
6849 \DeclareTextAccent{'}{OT1}{19}
6850 \DeclareTextAccent{\^}{OT1}{94}
6851 \DeclareTextAccent{\`}{OT1}{18}
6852 \DeclareTextAccent{\~}{OT1}{126}

```

The following control sequences are used in `babel.def` but are not defined for `PLAIN TEX`.

```

6853 \DeclareTextSymbol{\textquotedblleft}{OT1}{92}

```

```

6854 \DeclareTextSymbol{\textquotedblright}{OT1}{}`"}
6855 \DeclareTextSymbol{\textquoteleft}{OT1}{}`'}
6856 \DeclareTextSymbol{\textquoteright}{OT1}{}`'}
6857 \DeclareTextSymbol{\i}{OT1}{16}
6858 \DeclareTextSymbol{\ss}{OT1}{25}

```

For a couple of languages we need the \LaTeX -control sequence `\scriptsize` to be available. Because plain \TeX doesn't have such a sophisticated font mechanism as \LaTeX has, we just `\let` it to `\sevenrm`.

```

6859 \ifx\scriptsize\@undefined
6860   \let\scriptsize\sevenrm
6861 \fi
6862 % End of code for plain
6863 <</Emulate LaTeX>>

```

A proxy file:

```

6864 <plain>
6865 \input babel.def
6866 </plain>

```

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