

The codelst Package

A **Typst** package to render source code

v0.0.5

2023-07-19

Jonas NEUGEBAUER

<https://github.com/jneug/typst-codelst>

CODELST is a **Typst** package inspired by LaTeX package like **LISTINGS**. It adds functionality to render source code with line numbers, highlighted lines and more.

Table of contents

I. About

II. Usage

II.1. Use as a package (Typst 0.6.0 and later)	3
II.2. Use as a module	3
II.3. Rendering source code	3
II.4. Formatting	10
II.5. Command overview	11

III. Limitations and alternatives

III.1. Limitations	17
III.2. Alternatives	17

IV. Index

Part I.

About

This package was created to render source code on my exercise sheets for my computer science classes. The exercises required source code to be set with line numbers that could be referenced from other parts of the document, to highlight certain lines and to load code from files into my documents.

Since I used LaTeX before, I got inspired by packages like [LISTINGS](https://ctan.org/pkg/listings)¹ and attempted to replicate some of its functionality. [CODELST](#) is the result of this effort.

¹<https://ctan.org/pkg/listings>

Part II.

Usage

II.1. Use as a package (Typst 0.6.0 and later)

For **Typst** 0.6.0 and later **CODELST** can be imported from the preview repository:

```
#import "@preview/codelst:0.0.5": sourcecode
```

Alternatively, the package can be downloaded and saved into the system dependent local package repository.

Either download the current release from GitHub² and unpack the archive into your system dependent local repository folder³ or clone it directly:

```
git clone https://github.com/jneug/typst-codelst.git codelst-0.0.5
```

In either case, make sure the files are placed in a folder with the correct version number: `codelst-0.0.5`

After installing the package, just import it inside your `typ` file:

```
#import "@local/codelst:0.0.5": sourcecode
```

II.2. Use as a module

To use **CODELST** as a module for one project, get the file `codelst.typ` from the repository and save it in your project folder.

Import the module as usual:

```
#import "codelst.typ": sourcecode
```

II.3. Rendering source code

CODELST adds the `#sourcecode()` command with various options to render code blocks. It wraps around any `#raw()` block to add some functionality and formatting options to it:

²<https://github.com/jneug/typst-codelst/releases/latest>

³<https://github.com/typst/packages#local-packages>

```

1  #sourcecode[```typ
2  #show "ArtosFlow": name => box[
3    #box(image(
4      "logo.svg",
5      height: 0.7em,
6    ))
7    #name
8  ]
9
10 This report is embedded in the
11 ArtosFlow project. ArtosFlow is a
12 project of the Artos Institute.
13 ```]

```

```

1  #show "ArtosFlow": name => box[
2    #box(image(
3      "logo.svg",
4      height: 0.7em,
5    ))
6    #name
7  ]
8
9
10 ArtosFlow project. ArtosFlow is a
11 project of the Artos Institute.

```

Line numbers are added to the output, but not much more. `CODELST` refrains from adding formatting to allow easy integration in templates. On the other hand, the package gives some easy ways to change the output of the source code.

Line numbers can be formatted in different ways:

```

1  #sourcecode(
2    numbers-side: right,
3    numbers-format: "I",
4    numbers-start: 10,
5    numbers-style: (i) => align(right, text(fill:blue, emph(i))),
6  )[```typ
7  #show "ArtosFlow": name => box[
8    #box(image(
9      "logo.svg",
10     height: 0.7em,
11   ))
12   #name
13 ]
14

```

```

15 This report is embedded in the
16 ArtosFlow project. ArtosFlow is a
17 project of the Artos Institute.
18 ```]

```

```

#show "ArtosFlow": name => box[                                X
  #box(image(                                                  XI
    "logo.svg",                                              XII
    height: 0.7em,                                          XIII
  ))                                                         XIV
  #name                                                       XV
]                                                            XVI
                                                            XVII
                                                            XVIII
ArtosFlow project. ArtosFlow is a                             XIX
project of the Artos Institute.                               XX

```

It is common to highlight code blocks by putting them inside a `#block()` element. This can be done individually or for all source code with a `#show` rule:

```

1  #show <code>lst: (code) => block(fill:luma(245), stroke:1pt+luma(120),
   radius: 4pt, inset:(x:10pt, y: 5pt), code)
2
3  #sourcecode[```typ
4  #show "ArtosFlow": name => box[
5    #box(image(
6      "logo.svg",
7      height: 0.7em,
8    ))
9    #name
10 ]
11
12 This report is embedded in the
13 ArtosFlow project. ArtosFlow is a
14 project of the Artos Institute.
15 ```]

```

```

1  #show "ArtosFlow": name => box[
2    #box(image(
3      "logo.svg",
4      height: 0.7em,
5    ))
6    #name
7  ]

```

2.3 Rendering source code

```
8
9
10 ArtosFlow project. ArtosFlow is a
11 project of the Artos Institute.
```

Line numbers can be formatted globally in a similar way:

```
1  #show <lineno>: (no) => no.counter.display((n, ..args) =>
   text(fill:luma(120), size:10pt, emph(str(n)) + sym.arrow.r))
2
3  #sourcecode(gutter:2em)[```typ
4  #show "ArtosFlow": name => box[
5      #box(image(
6          "logo.svg",
7          height: 0.7em,
8      ))
9      #name
10 ]
11
12 This report is embedded in the
13 ArtosFlow project. ArtosFlow is a
14 project of the Artos Institute.
15 ```]
```

```
1→  #show "ArtosFlow": name => box[
2→      #box(image(
3→          "logo.svg",
4→          height: 0.7em,
5→      ))
6→      #name
7→  ]
8→
9→
10→ ArtosFlow project. ArtosFlow is a
11→ project of the Artos Institute.
```

CODELST handles whitespace in the code to save space and view the code as intended (and indented), even if tabs are used:

```
1  #sourcecode[```java
2  class HelloWorld {
3      public static void main( String[] args ) {
4          System.out.println("Hello World!");
5      }
```

2.3 Rendering source code

```
6  }  
7  ```]
```

```
1  class HelloWorld {  
2      public static void main( String[] args ) {  
3          System.out.println("Hello World!");  
4      }  
5  }
```

Unnecessary blank lines at the beginning and end will be removed, alongside superfluous indentation:

```
1  #sourcecode[```java  
2  
3      class HelloWorld {  
4          public static void main( String[] args ) {  
5              System.out.println("Hello World!");  
6          }  
7      }  
8  
9  
10  ```]
```

```
1  class HelloWorld {  
2      public static void main( String[] args ) {  
3          System.out.println("Hello World!");  
4      }  
5  }
```

This behavior can be disabled or modified:

```
1  #sourcecode(showlines:true, gobble:false)[```java  
2  
3      class HelloWorld {  
4          public static void main( String[] args ) {  
5              System.out.println("Hello World!");  
6          }  
7      }  
8  
9  
10  ```]
```

2.3 Rendering source code

```
1
2
3     public static void main( String[] args ) {
4         System.out.println("Hello World!");
5     }
6 }
7
8
```

To show code from a file load it with `#read()` and pass the result to `#sourcefile()`:

```
1 #sourcefile(read("typst.toml"), lang:"toml")
```

```
1 [package]
2 name = "codelst"
3 version = "0.0.5"
4 entrypoint = "codelst.typ"
5 authors = ["Jonas Neugebauer"]
6 license = "MIT"
7 description = "A typst package to render sourcecode"
8 repository = "https://github.com/jneug/typst-codelst"
9 exclude = ["example.typ", "example.pdf", "manual.pdf", "manual.typ",
  "tbump.toml"]
```

`#sourcefile()` takes the same arguments as `#sourcecode()`. For example, to limit the output to a range of lines:

```
1 #sourcefile(
2     showrange: (2, 4),
3     read("typst.toml"),
4     lang:"toml"
5 )
```

```
2 name = "codelst"
3 version = "0.0.5"
4 entrypoint = "codelst.typ"
```

Specific lines can be highlighted:

```
1 #sourcefile(
2     highlighted: (2, 3, 4),
```



```

3     read("typst.toml"),
4     lang:"toml"
5 )

```

```

1 [package]
2 name = "codelst"
3 version = "0.0.5"
4 entrypoint = "codelst.typ"
5 authors = ["Jonas Neugebauer"]
6 license = "MIT"
7 description = "A typst package to render sourcecode"
8 repository = "https://github.com/jneug/typst-codelst"
9 exclude = ["example.typ", "example.pdf", "manual.pdf", "manual.typ",
  "tbump.toml"]

```

To reference a line from other parts of the document, **CODELST** looks for labels in the source code and makes them available to **TYPST**. The regex to look for labels can be modified to accommodate different syntaxes:

```

1 #sourcefile(
2   label-regex: regex("\(codelst.typ\)\""),
3   highlight-labels: true,
4   highlight-color: lime,
5   read("typst.toml"),
6   lang:"toml"
7 )
8
9 See #lineref(<codelst.typ>) for the _entrypoint_.

```

```

1 [package]
2 name = "codelst"
3 version = "0.0.5"
4 entrypoint = ""
5 authors = ["Jonas Neugebauer"]
6 license = "MIT"
7 description = "A typst package to render sourcecode"
8 repository = "https://github.com/jneug/typst-codelst"
9 exclude = ["example.typ", "example.pdf", "manual.pdf", "manual.typ",
  "tbump.toml"]

```

See line 4 for the *entrypoint*.

II.4. Formatting

As shown above, source code and line numbers can be formatted using `#show` rules.

```
1 #show <lineno>: (i) => i.counter.display("I")
2 #show <code1st>: (code) => block(fill:luma(245), code)
```

Though `CODELST` does not impose some default formatting by default, it provides the two commands `#number-style()` and `#code-frame()` to quickly apply some styling to source code:

```
1 #show <lineno>: number-style
2 #show <code1st>: code-frame
```

Remember to import the commands first:

```
#import "@preview/codelst:0.0.5": sourcecode, number-style, code-frame
```

If `#sourcecode()` is used inside `#figure()`, it is recommended to also allow page breaks for that kind of figure:

```
1 #show figure.where(kind: raw): set block(breakable: true)
```

To quickly apply these styles to a document, the `#codelst-styles()` command is provided as a shortcut:

```
1 #show: codelst-styles
```

Instead of the build in styles, custom functions can be used:

```
1 #show <lineno>: (i) => i.counter.display(
2   (n, ..args) => text(
3     fill:rgb(220, 65, 241),
4     font:("Comic Sans MS"),
5     str(n)
6   )
7 )
8 #show <code1st>: (code) => block(
9   width:100%,
10  inset:(x:10%, y:0pt),
11  block(fill: green, width:100%, code)
```

```

12 )
13
14 #sourcecode(raw("*some*
15 _source_
16 = code", lang:"typc"))

```

```

1 *some*
2 _source_
3 = code

```

Note that the style function for line numbers receives the result of a call to `#counter.display()`. The counter can be accessed via the counter attribute.

Using other packages like [SHOWYBOX](#) is easy:

```

1 #import "@preview/showybox:0.2.0": showybox
2
3 #show <code>: (code) => showybox(
4   frame: (
5     upper-color: red.darken(40%),
6     lower-color: red.lighten(90%),
7     border-color: black,
8     width: 2pt
9   ),
10   title: "Source code",
11   code
12 )
13
14 #sourcecode[``typ
15 *some*
16 _source_
17 = code
18 ``]

```

Source code

```

1 *some*
2 _source_
3 = code

```

II.5. Command overview

`#sourcecode`(line-numbers: **true**, numbers-format: **"1"**, numbers-start: **auto**, numbers-side: **left**, numbers-style: **(..)** => **..**, continue-numbering: **false**,

2.5 Command overview

gutter: 10pt, **tab-indent: 4**, **gobble: auto**, **highlighted: ()**, **highlight-color: rgb("#eaeabd")**, **label-regex: regex("// <([a-z-]{3,})>\$")**, **highlight-labels: false**, **showrange: none**, **showlines: false**)[code]

line-numbers: true Set to **false** to disable line numbers. **boolean**

numbers-format: "1" The numbering format to use for line numbers. **string**

numbers-start: auto The number of the first code line. If set to **auto**, the first line will be set to the start of **showrange** or **1** otherwise. **auto**

numbers-side: left|right On which side of the code the line numbers should appear. **alignment**

numbers-style: (i) => i A function of one argument to format the line numbers. Should return **content**. **function**

continue-numbering: false If set to **true**, the line numbers will continue from the last call of **#sourcecode()**. **boolean**

```
1  #sourcecode[``
2  one
3  two
4  ``]
5  #lorem(10)
6  #sourcecode(continue-numbering:
7  true)[``
8  three
9  four
10 ``]
```

```
1 one
2 two
```

Lorem ipsum dolor sit amet, consectetur
adipiscing elit, sed do.

```
3 three
4 four
```

gutter: 10pt Gutter between line numbers and code lines. **length**

tab-indent: 4 Number of spaces to replace tabs at the start of each line with. **integer**

gobble: auto How many whitespace characters to remove from each line. By default, the number is automatically determined by finding the maximum number of whitespace all lines **auto | integer | boolean**

2.5 Command overview

have in common. If `gobble: false`, no whitespace is removed.

`highlighted: ()` Line numbers to highlight. array

Note that the numbers will respect `numbers-start`. To highlight the second line with `numbers-start: 15`, pass `highlighted: (17,)`

`highlight-color: rgb("#eaeabd")` Color for highlighting lines. color

`label-regex` A regular expression for matching labels in the regular expression source code. The default value will match labels with at least three characters at the end of lines, separated with a line comment (`//`). For example:

```
#strong[Some text] // <my-line-label>
```

If this line matches on a line, the full match will be removed from the output and the content of the first capture group will be used as the label's name (`my-line-label` in the example above).

Note that to be valid, the expression needs to have at least one capture group.

To reference a line, `#lineref()` should be used.

`highlight-labels: false` If set to `true`, lines matching `label-regex` will be boolean highlighted.

`showrange: none` If set to an array with exactly two integers, the none | array code-lines will be sliced to show only the lines within that range.

For example, `showrange: (5, 10)` will only show the lines 5 to 10.

If settings this and `numbers-start: auto`, the line numbers will start at the number indicated by the first number in `showrange`. Otherwise, the numbering will start as specified with `numbers-start`.

`showlines: false` If set to `true`, no blank lines will be stripped from the boolean start and end of the code. Otherwise, those lines will be removed from the output.

Line numbering will not be adjusted to the removed lines (other than with `showrange`).

`#sourcefile(code, filename: none, lang: auto, ..args)`

2.5 Command overview

Takes a text string `code` loaded via the `#read()` function and passes it to `#sourcecode()` for display. If `filename` is given, the code language is guessed by the file's extension. Otherwise, `lang` can be provided explicitly.

Any other args will be passed to `#sourcecode()`.

```
1 #sourcefile(read("typst.toml"), lang:"toml")

1 [package]
2 name = "code1st"
3 version = "0.0.5"
4 entrypoint = "code1st.typ"
5 authors = ["Jonas Neugebauer"]
6 license = "MIT"
7 description = "A typst package to render sourcecode"
8 repository = "https://github.com/jneug/typst-code1st"
9 exclude = ["example.typ", "example.pdf", "manual.pdf",
"manual.typ", "tbump.toml"]
```

The original intend for `#sourcefile()` was, to raed the provided filename, without the need for the user to call `#read()`. Due to the security measure, that packages can only read files from their own directory, the call to `#read()` needs to happen outside of `#sourcefile()` in the document.

For this reason, the command differs from `#sourcecode()` only insofar as it accepts a `string` instead of raw `content`.

Future releases might use the `filename` for other purposes, though.

To deal with this, simply add the following code to the top of your document:

```
#let srcfile( filename, ..args ) = sourcefile(read(filename),
filename:filename, ..args)
```

`#lineref(label, supplement: "line")`

Creates a reference to a labeled line in the source code. `label` is the label to reference.

```
1 #sourcecode[``java
2 class HelloWorld {
3     public static void main( String[] args ) { // <main-method>
4         System.out.println("Hello World!");
5     }
6 }
7 ``]
8
9 See #lineref(<main-method>) for a main method in Java.
```

```

1 class HelloWorld {
2     public static void main( String[] args ) {
3         System.out.println("Hello World!");
4     }
5 }

```

See line 2 for a main method in Java.

How to set labels for lines, refer to the documentation of `label-regex` at command `#sourcecode()` on page 11.

#code-frame(fill: luma(250), stroke: 1pt + luma(200), inset: (x: 5pt, y: 10pt), radius: 4pt)[code]

Applies the `CODELST` default styles to the document. Source code will be wrapped in `#code-frame()` and numbers styled with `#numbers-style()`.

```

1 #show <code>: code-frame.with(
2     fill: gray,
3     stroke: 2pt + lime,
4     radius: 8pt
5 )
6 #sourcecode[``
7 some code
8 ``]

```

```

1 some code

```

#numbers-style(no)

Applies the default `CODELST` style for line numbers. Can be used in a `#show` rule or as a value to `numbers-style`.

```

1 #for i in range(3,6) [
2     - #numbers-style([#i])
3 ]

```

-
- 3
 - 4
 - 5

#code-lst-styles()[body]

2.5 Command overview

Applies the `CODELST` default styles to the document. Source code will be wrapped in `#code-frame()` and numbers styled with `#numbers-style()`.

```
1  #show: codelst-styles
```


Part III.

Limitations and alternatives

III.1. Limitations

To render code with correct syntax highlighting and line numbers `CODELST` renders content line by line in a table. Since the complete code is rendered *once per line* (!), it has a lot of overhead. This also mostly prevents the selection of code in a PDF.

III.2. Alternatives

There are some alternatives to `CODELST` that fill similar purposes, but have more or other functionality. If `CODELST` does not suit your needs, one of those might do the trick.

platformer/typst-algorithms⁴ *TYPST module for writing algorithms. Use the `algo` function for writing pseudocode and the `code` function for writing code blocks with line numbers.*

hugo-s29/typst-algo⁵ *This package helps you typeset [pseudo] algorithms in TYPST.*

⁴<https://github.com/platformer/typst-algorithms>

⁵<https://github.com/hugo-s29/typst-algo>

Part IV.

Index

C

`#code-frame` 10, 15, 16

`#codelst-styles` 10, 15

F

`#figure` 10

L

`#lineref` 13, 14

N

`#number-style` 10

`#numbers-style` 15, 16

R

`#read` 8, 14

S

`#sourcecode` 3, 11, 15

`#sourcefile` 8, 13