

## ConTEXt comenzile

ro / română 24 septembrie 2016

```
\AfterPar {.*.}
* BEFEHL
\Alphabeticnumerals {.*.}
* NUMMER
\AMSTEX
\AmSTeX
\And
\abbreviation \begin{bmatrix} 1 & 1 & 1 \\ 1 & 1 & 1 \end{bmatrix} { \begin{bmatrix} 1 & 2 \\ 1 & 1 \end{bmatrix} }
1 NAME
2 TEXT
3 CONTENT
\verb|\abjadnaivenumerals {.}^*.}
* NUMMER
\abjadnodotnumerals {.*.}
* NUMMER
\abjadnumerals {.*.}
* NUMMER
\activatespacehandler {.*.}
* on dezactivat da fixat
\acute \{.\overset{*}{\ldots}\}
* CHARACTER
\adaptcollector [...^1] [...,..^2=...]
2 inherits: \setupcollector
\adapteazaaspect [..., ...] [.., ... \stackrel{?}{=} .., ...]
1 NUMMER
2 inaltime = max DIMENSION linii = NUMMER
\adaptfontfeature [...^1] [...,..^2=...]
1 NAME
2 inherits: \definefontfeature
\adaptpapersize [\ldots, 1] [\ldots, 2]
1 inherits: \seteazadimensiunihartie
2 inherits: \seteazadimensiunihartie
```

```
\addfeature [.*.]
\addfeature {.*.}
* NAME
\addtocommalist \{...\} \...
1 TEXT
2 CSNAME
\addtoJSpreamble \{...^1.\} \{...^2\}
1 NAME
2 CONTENT
\addvalue \{ ...^1 ...^2 \}
1 NAME
2 TEXT
\adubuffer [.*.]
* BUFFER
\getbuffer
\adumarcaje \begin{bmatrix} 1 & 1 \\ 1 & 1 \end{bmatrix} \begin{bmatrix} 1 & 2 \\ 1 & 1 \end{bmatrix}
1 BESCHRIFTUNG
2 pagina NAME
\afiseazaaspect [...,*...]
* pt bp cm mm dd cc pc nd nc sp in
\afiseazaculoare [.*.]
* COLOR
\afiseazafonttext [...,*...]
* inherits: \seteazafonttext
\verb|\afiseazagrid [...,*...]|
* reset subsol sus niciunul tot linii incadrat nonumber dreapta stanga extern coloane
\verb|\afiseazagrupculoare [...^1..] [...,^2...]|
2 orizontal vertical numar valoare nume
\afiseazamakeup [....]
* marcaj tot boxes glyph fontkern hbox vbox vtop kern glue penalty strut whatsit simple simplehbox simplevbox
   simplevtop user math italic origin reset
```

```
\afiseazamediufonttext [...,*...]
* inherits: \seteazafonttext
\afiseazapaleta [...] [..., ...]
1 NAME
2 orizontal vertical numar valoare nume
\afiseazarama [\ldots, 1, \ldots] [\ldots, 2, \ldots]
1 sus antet text subsol subsol
{\tt 2} \quad {\tt bordurastanga\ marginestanga\ text\ marginedreapta\ borduradreapta}
\afiseazasetari [...,*...]
* pt bp cm mm dd cc pc nd nc sp in
\afiseazasetsimboluri [.*.]
* NAME
\afiseazastruts
\afiseazatiparire [..., ...] [..., ...] [..., ... \delta
1 inherits: \seteazadimensiunihartie
2 inherits: \seteazadimensiunihartie
3 inherits: \seteazaaspect
\aftersplitstring ... \at ... \to \...
1 TEXT
2 TEXT
3 CSNAME
\aftertestandsplitstring ... \at ... \to \...
1 TEXT
2 TEXT
3 CSNAME
\alignbottom
\aligned [\ldots, 1, \ldots] {\dots\dots\dots\dots}
2 CONTENT
\verb|\alignedbox[..., ...] \|.^2... \{....\}|
2 CSNAME
3 CONTENT
```

```
\alignedline \{...\} \{...\}
3 CONTENT
\alignmentcharacter
\aliniatcentru {.*.}
* CONTENT
\verb|\aliniatdreapta| \{ \mathinner{.}^* . . \}
* CONTENT
\aliniatstanga {.*.}
* CONTENT
\allinputpaths
\alphabeticnumerals \{...^*.\}
* NUMMER
\alwayscitation [..,..^{\frac{1}{2}}..,..] [...^{2}]
1 referinta = REFERENCE
   alternativ =
   inainte = BEFEHL
              = BEFEHL
   dupa
           = BEFEHL
= BEFEHL
   stanga
   dreapta
   inherits: \setupbtx
2 REFERENCE
\alwayscitation [..,..^{\frac{1}{2}}..,..] [..,..^{\frac{2}{2}}..,..]
1 referinta = REFERENCE
   alternativ =
   inainte = BEFEHL
              = BEFEHL
   dupa
           = BEFEHL
= BEFEHL
   stanga
   dreapta
   inherits: \setupbtx
2 KEY = VALUE
\alwayscitation [.1] [.2]
2 REFERENCE
\alwayscite [..,..^{\frac{1}{2}}..,..] [...^{2}]
1 referinta = REFERENCE
   alternativ =
   inainte = BEFEHL
              = BEFEHL
   dupa
           = BEFEHL
   stanga
            = BEFEHL
   dreapta
   inherits: \setupbtx
2 REFERENCE
```

```
\alwayscite [..,..^{\frac{1}{2}}..,..] [..,..^{\frac{2}{2}}..,..]
1 referinta = REFERENCE
    alternativ =
              = BEFEHL
   inainte
              = BEFEHL
   dupa
            = BEFEHL
= BEFEHL
   stanga
   dreapta
   inherits: \setupbtx
2 KEY = VALUE
\alwayscite [.1] [.2]
2 REFERENCE
\ampersand
\anchor [.\ddots] [..,.\delta ..,..] [..,.\delta ..,..] {\dots ...}
1 NAME
2 inherits: \setuplayer
3 inherits: \setuplayerinherits: \seteazainconjurat
4 CONTENT
\appendetoks ... \to \...
1 BEFEHL
2 CSNAME
\appendgvalue \{...^1\} \{...^2\}
1 NAME
2 BEFEHL
\appendtocommalist \{...^1.\} \.\.^2...
1 TEXT
2 CSNAME
\appendtoks ... \to \...
1 BEFEHL
2 CSNAME
\appendtoksonce ... \to \...
1 BEFEHL
2 CSNAME
\appendvalue \{...^1.\} \{...^2.\}
1 NAME
2 BEFEHL
\apply \{ ... \}
1 CONTENT
2 CONTENT
```

```
\applyalternativestyle \{...^*\}
* NAME
\applyprocessor \{ ... \} \{ ... \}
1 NAME
2 CONTENT
\applytocharacters \.\^1...\ \{.\^2..\}
1 CSNAME
2 TEXT
\applytofirstcharacter \setminus .1... \{...^2...\}
1 CSNAME
2 TEXT
\applytosplitstringchar \setminus ... \cdot \{...\}
2 TEXT
\applytosplitstringcharspaced \setminus ... \{...^2\}
1 CSNAME
2 TEXT
1 CSNAME
2 TEXT
\applytosplitstringlinespaced \setminus ... \{...^2\}
1 CSNAME
2 TEXT
\applytosplitstringword \setminus ... { ... }
1 CSNAME
2 TEXT
\verb|\applytosplitstringwordspaced \|.^1... | \{...^2..\}
1 CSNAME
2 TEXT
\applytowords \setminus ... { ... }
1 CSNAME
2 TEXT
\verb|\arabicdecimals {...}||
* NUMMER
```

```
\arabicexnumerals {.*.}
* NUMMER
\verb|\arabicnumerals| \{ . \overset{*}{\ldots} \}
* NUMMER
\arg {.*.}
* CONTENT
\asciistr {.*.}
* CONTENT
\ascundeblocuri [..., ...] [..., ...]
2 + -
\assignalfadimension \{ ... \} \ \ ... \ \{ ... \} \ \{ ... \} \ \{ ... \} \ \{ ... \}
1 mic mediu mare niciunul DIMENSION
2 CSNAME
3 DIMENSION
4 DIMENSION
5 DIMENSION
1 CSNAME
2 DIMENSION
\assigndimension \{...^1\} \.\.^2.. \{...^3\} \.\.^4.\.\} \\\.5.\.\}
1 [-+]mic [-+]mediu [-+]mare niciunul DIMENSION
2 CSNAME
3 DIMENSION
4 DIMENSION
5 DIMENSION
\assignifempty \.\^1...\{\.\^2..\}
1 CSNAME
2 BEFEHL
\assigntranslation [..,..^{\frac{1}{2}}..,..] \to \.\^2...
1 SPRACHE = TEXT
2 CSNAME
```

```
1 mic mediu mare TEXT
2 CSNAME
3 BEFEHL
4 BEFEHL
5 BEFEHL
\assignwidth \{ ... \} \ ... \ \{ ... \} \ \{ ... \}
1 ajustat broad DIMENSION
2 CSNAME
3 TEXT
4 DIMENSION
\assumelongusagecs \setminus ... { ...}
1 CSNAME
2 CONTENT
\astype \{...\}
* CONTENT
\atleftmargin [..,..^{\frac{1}{2}}..,..] [..,..^{\frac{2}{2}}..,..] {...}
1 referinta = REFERENCE
   inherits: \setupmargindata
2 inherits: \setupmarginframed
3 CONTENT
\atrightmargin [..,..^{\frac{1}{2}}..,..] [..,..^{\frac{2}{2}}..,..] {...}
1 referinta = REFERENCE
   inherits: \setupmargindata
2 inherits: \setupmarginframed
3 CONTENT
\attachment [...] [...,... = ...]
1 NAME
2 inherits: \setupattachment
\attachment [.\frac{1}{2}.] [\ldots,\ldots\frac{2}{2}.\ldots.]
1 NAME
2 inherits: \setupattachment
\autocap {.*.}
* TEXT
\autodirhbox ... { ... }
1 TEXT
2 CONTENT
```

\autodirvbox {}
1 TEXT
2 CONTENT
\autodirvtop .1. {.2.}
1 TEXT
2 CONTENT
\autoinsertnextspace
\automathematics {.*.}
* CONTENT
\autosetups {,*}
* NAME
\autostarttext \autostoptext
\availablehsize
\averagecharwidth
\BeforePar {.*.}
* BEFEHL
\Big .*.
* CHARACTER
\Bigg .*.
* CHARACTER
\Biggl .*.
* CHARACTER
\Biggm .*.
* CHARACTER
\Biggr
* CHARACTER
\Big1 .*.
* CHARACTER
\Bigm .*.
* CHARACTER
\Bigr .*.
* CHARACTER

```
\backgroundimage \{ ... \} \{ ... \} \{ ... \} \{ ... \}
1 NUMMER
2 DIMENSION
3 DIMENSION
4 BEFEHL
\backgroundimagefill \{.\overset{1}{\ldots}\} \{.\overset{2}{\ldots}\} \{.\overset{3}{\ldots}\} \{.\overset{4}{\ldots}\}
1 NUMMER
2 DIMENSION
3 DIMENSION
4 BEFEHL
\backgroundline [...^1] \{...\}
2 CONTENT
\bar {.*.}
* CHARACTER
\baraculoare [...,*...]
* COLOR
\barainteractiune [...^1] [...,..^2=...]
2 inherits: \seteazabarainteractiune
\bar {.*.}
* CONTENT
\basegrid [..,..^*=..,..]
               = NUMMER
               = NUMMER
    ny
              = NUMMER
    dx
              = NUMMER
    dy
   dy = NUMMER
factor = NUMMER
scala = NUMMER
xstep = NUMMER
ystep = NUMMER
offset = DIMENSION
xoffset = DIMENSION
yoffset = DIMENSION
    aliniere = centru
    unitate = cm mm in pc pt bp
    stil
    culoare = COLOR
\baselinebottom
\baselineleftbox {.*.}
* CONTENT
\baselinemiddlebox \{.\overset{*}{\dots}\}
* CONTENT
```

```
\baselinerightbox \{...^*\}
* CONTENT
\bbox \{ ...^* . \}
* CONTENT
\beforesplitstring ... \at ... \to \...
1 TEXT
2 TEXT
3 CSNAME
\beforetestandsplitstring \dots^1 \at \dots^2 \to \dots^3.
2 TEXT
3 CSNAME
\beginblock [...,*...] ... \endblock
\beginhbox
\beginofshapebox ... \endofshapebox
\beginvbox
\begstrut ... \endstrut
\big ...
* CHARACTER
\bigbodyfont
\bigg ...
* CHARACTER
\bigger
\biggl ...
* CHARACTER
\biggm .*.
* CHARACTER
\biggr .*.
* CHARACTER
\bigl ....
* CHARACTER
```

```
\bigm .*.
* CHARACTER
\bigr .*.
* CHARACTER
\bigskip
\binom \{...\}
1 CONTENT
2 CONTENT
\bitmapimage [..,..^{\frac{1}{2}}..,..] {...}
1 culoare = rgb cmyk gri
latime = DIMENSION
inaltime = DIMENSION
x = NUMMER
y = NUMMER
2 NUMMER
\blanc [...,*...]
* inherits: \vspacing
\blap {.*.}
* CONTENT
\bleed [\ldots, \ldots^{\frac{1}{2}}, \ldots] {\cdots^2\cdots}
1 inherits: \setupbleeding
2 CONTENT
\bleedheight
\bleedwidth
\blockquote \{ . \overset{*}{.} . \}
* CONTENT
\bodyfontenvironmentlist
\verb|\bodyfontsize|
\bold
\boldface
\bolditalic
\boldslanted
```

```
\booleanmodevalue \{...^*\}
* NAME
 \bottombox {...}
* CONTENT
\bottomleftbox \{...^*\}
 * CONTENT
\bottomrightbox \{...^*\}
 * CONTENT
\boxcursor
 \boxmarker \{...^1.\} \{...^2.\}
1 NAME
2 NUMMER
\boxofsize \setminus 1 \dots 1^2 \dots \{1 \dots 1^3 \dots 
1 CSNAME
2 DIMENSION
3 CONTENT
\boxreference [\ldots, 1, \ldots] \setminus [2, \ldots]^2
1 REFERENCE
2 CSNAME
3 CONTENT
\bpar ... \epar
\bpos \{ ...^* . \}
* NAME
\breve {...}
* CHARACTER
\bTABLE [..,..*...] ... \eTABLE
* inherits: \setupTABLE
\verb|\bTABLEbody| [...,..^*=..,..]| .... \verb|\eTABLEbody|
 * inherits: \setupTABLE
\verb|\bTABLEfoot| [...,.. \stackrel{*}{=} ...,..] | .... \\ \verb|\etaBLEfoot| 
* inherits: \setupTABLE
\verb|\bTABLEhead| [...,.. \stackrel{*}{=} ...,..] | .... \early | eTABLEhead|
* inherits: \setupTABLE
```

```
\bTABLEnext [..,..*.... \eTABLEnext
* inherits: \setupTABLE
\bTC [..,..*...] ... \eTC
* inherits: \bTD
\bTD [..,..*...] ... \eTD
          = NUMMER
* nx
          NUMMER
         = NUMMER
         = NUMMER
         = NUMMER
         = NUMMER
  actiune = REFERENCE
  inherits: \setupTABLE
\bTDs [...] ... \eTDs
* NAME
\bTH [..,..<sup>*</sup>=..,..] ... \eTH
* inherits: \bTD
\bTN [..,..*...] ... \eTN
* inherits: \bTD
\bTR [..,..*...] ... \eTR
* inherits: \setupTABLE
\bTRs [.*.] ... \eTRs
* NAME
\bTX [..,..<sup>*</sup>..,..] ... \eTX
* inherits: \bTD
\bTY [..,..<sup>*</sup>..,..] ... \eTY
* inherits: \setupTABLE
\bthiddencitation [.*.]
* REFERENCE
\btxabbreviatedjournal \{...^*.
* NAME
\btxaddjournal [...] [...]
1 NAME
2 NAME
```

```
\btxalwayscitation [\ldots, \ldots^{\frac{1}{2}}\ldots, \ldots] [\ldots^{2}\ldots]
1 referinta = REFERENCE
   alternativ =
               = BEFEHL
   inainte
              = BEFEHL
   dupa
            = BEFEHL
= BEFEHL
   stanga
   dreapta
   inherits: \setupbtx
2 REFERENCE
\btxalwayscitation [..,..^{\frac{1}{2}}..,..] [..,..^{\frac{2}{2}}..,..]
1 referinta = REFERENCE
   alternativ =
   inainte = BEFEHL
dupa = BEFEHL
   dupa
            = BEFEHL
= BEFEHL
   stanga
   dreapta
   inherits: \setupbtx
2 KEY = VALUE
\btxalwayscitation [.^1.] [.^2.]
2 REFERENCE
\btxauthorfield {.*.}
* initials firstnames vons surnames juniors
\btxdetail \{...^*\}
\verb|\btxdirect {...}^*|
\btxdoif \{...\}
2 TRUE
\btxdoifcombiinlistelse \{...\} \{...\} \{...\}
1 NAME
2 NAME
3 TRUE
4 FALSE
\btxdoifelse \{...\} \{...\} \{...\}
2 TRUE
3 FALSE
```

```
\btxdoifelsecombiinlist \{...^1\} \{...^2\} \{...^3\} \{...^4\}
1 NAME
2 NAME
3 TRUE
4 FALSE
\btxdoifelsesameasprevious \{ . \stackrel{1}{\ldots} \} \ \{ . \stackrel{2}{\ldots} \} \ \{ . \stackrel{3}{\ldots} \}
2 TRUE
3 FALSE
\btxdoifelsesameaspreviouschecked {.1.} {.2.} {.3.} {.4.}
1 totdeauna douafete
3 TRUE
4 FALSE
\btxdoifelseuservariable \{.\overset{1}{\ldots}\} \{.\overset{2}{\ldots}\} \{.\overset{3}{\ldots}\}
1 KEY
2 TRUE
\btxdoifnot \{...^1\}
2 TRUE
\btxdoifsameaspreviouscheckedelse \{.1.\} \{.2.\} \{.3.\} \{.4.\}
1 totdeauna douafete
3 TRUE
4 FALSE
\btxdoifsameaspreviouselse \{ . \stackrel{1}{\ldots} \} \ \{ . \stackrel{2}{\ldots} \} \ \{ . \stackrel{3}{\ldots} \}
2 TRUE
3 FALSE
\btxdoifuservariableelse \{...\} \{...\}
1 KEY
2 TRUE
3 FALSE
\verb|\btxexpandedjournal| \{ . \overset{*}{\ldots} \}
* NAME
\btxfield \{ ...^* . \}
```

```
\btxfieldname {.*.}
\btxfieldtype \{.\overset{*}{\dots}\}
\btxfirstofrange \{.\overset{*}{\ldots}\}
* volume pages
\btxflush {.*.}
\btxflushauthor [...^1.] {...}
1 num normal normalshort inverted invertedshort
\btxflushauthorinverted \{...^*\}
\verb|\btxflushauthorinvertedshort {...}^*|
\verb|\btxflushauthorname| {.*.}|
\btxflushauthornormal \{...^*.\}
\btxflushauthornormalshort \{...^*\}
\btxflushsuffix
\verb|\btxfoundname {...}|
\btxfoundtype {.*.}
\btxhybridcite [..,..^{\frac{1}{2}}..,..] [...]
1 referinta = REFERENCE
   alternativ =
inainte = BEFEHL
dupa = BEFEHL
stanga = BEFEHL
dreapta = BEFEHL
   inherits: \setupbtx
2 REFERENCE
```

```
\btxhybridcite [..,..^{\frac{1}{2}}..,..] [..,..^{\frac{2}{2}}..,..]
1 referinta = REFERENCE
   alternativ =
   inainte = BEFEHL
   dupa
              = BEFEHL
            = BEFEHL
= BEFEHL
   stanga
   dreapta
   inherits: \setupbtx
2 KEY = VALUE
\btxhybridcite [...] [...]
2 REFERENCE
\btxhybridcite \{...^*\}
* REFERENCE
\btxlabellanguage
\btxlabeltext {.*.}
* KEY
\btxlistcitation [\ldots, \ldots^{\frac{1}{2}}\ldots, \ldots] [\ldots^2]
1 referinta = REFERENCE
   alternativ =
   inainte = BEFEHL
              = BEFEHL
   dupa
           = BEFEHL
= BEFEHL
   stanga
   dreapta
   inherits: \setupbtx
2 REFERENCE
\btxlistcitation [..,..^{\frac{1}{2}}..,..] [..,..^{\frac{2}{2}}..,..]
1 referinta = REFERENCE
   alternativ =
   inainte = BEFEHL
              = BEFEHL
   dupa
            = BEFEHL
= BEFEHL
   stanga
   dreapta
   inherits: \setupbtx
2 KEY = VALUE
\btxlistcitation [.1] [.2]
2 REFERENCE
\verb|\btxloadjournalist[...]|
* FILE
\btxoneorrange \{...^1\} \{...^2\} \{...^3\}
1 volume pages
2 TRUE
3 FALSE
```

```
\btxremapauthor [...] [...]
1 TEXT
2 TEXT
\verb|\btxsavejournalist[...^*]|
* FILE
\btxsetup \{ . \overset{*}{.} . \}
* NAME
\btxsingularorplural \{...^1\} \{...^2\}
1 editor producer director
2 TRUE
3 FALSE
\btxsingularplural \{...^1, \} \{...^2, \} \{...^3, \}
1 editor producer director
2 TRUE
3 FALSE
\btxtextcitation [..,..\frac{1}{2}..,..] [.\frac{1}{2}..]
1 referinta = REFERENCE
    alternativ =
   inainte = BEFEHL
dupa = BEFEHL
stanga = BEFEHL
dreapta = BEFEHL
    inherits: \setupbtx
2 REFERENCE
\btxtextcitation [..,..^{\frac{1}{2}}..,..] [..,..^{\frac{2}{2}}..,..]
1 referinta = REFERENCE
    alternativ =
    inainte = BEFEHL
dupa = BEFEHL
    dupa
              = BEFEHL
= BEFEHL
    stanga
    dreapta
    inherits: \setupbtx
2 KEY = VALUE
\btxtextcitation [...^1]
2 REFERENCE
\buildmathaccent \{ . \stackrel{\scriptscriptstyle 1}{\ldots} \} \ \{ . \stackrel{\scriptscriptstyle 2}{\ldots} \}
1 CHARACTER
2 CHARACTER
\buildtextaccent \{ ...^1 . \} \{ ...^2 . \}
1 CHARACTER
2 CHARACTER
```

```
\verb|\buildtextbottomcomma {.*.}|
* CHARACTER
\buildtextbottomdot \{...^*.\}
* CHARACTER
\buildtextcedilla \{...^*.\}
* CHARACTER
\buildtextgrave \{...^*\}
* CHARACTER
\buildtextmacron \{.\overset{*}{\ldots}\}
* CHARACTER
\buildtextognek \{...^*.\}
* CHARACTER
\butoaneinteractiune [..,..^{\frac{1}{2}}..,..] [...,^{2}...]
1 inherits: \seteazabarainteractiune
2 pagina subpagina REFERENCE
\buton [..,..^{\frac{1}{2}}..,..] {...} [...]
1 inherits: \setupbutton
2 TEXT
3 REFERENCE
\butonmeniu [.\ddots] [..,..\frac{2}{=}..,..] {\dots\delta}.\dots {\dots\delta}.
2 inherits: \seteazameniuinteractiune
3 TEXT
4 REFERENCE
\butonmeniu [..,..^{\frac{1}{2}}..,..] {...} {...}
1 inherits: \setupbutton
2 TEXT
3 REFERENCE
\button [..,..\frac{1}{2}..,..] {.\frac{1}{2}..} [.\frac{3}{2}..]
1 inherits: \setupbutton
2 TEXT
3 REFERENCE
\but [.1.] .2. \\
1 REFERENCE
2 TEXT
```

```
\but [...] [...,<sup>2</sup>...]
1 REFERENCE
2 REFERENCE
\texttt{\Caps } \{ \, . \, \overset{*}{\ldots} \, \}
* TEXT
\CONTEXT
\ConTeXt
\Context
\verb|\ConvertConstantAfter | \verb|\|...| | \{ ... \} | \{ ... \} |
1 CSNAME
2 TEXT
3 TEXT
\verb|\ConvertToConstant|| 1... {...} {...} {...}
1 CSNAME
2 TEXT
3 TEXT
\CUVANT \{ . \overset{*}{.} . \}
* TEXT
\CUVINTE {.*.}
* TEXT
\Cuvant \{...^*.\}
* TEXT
\Cuvinte \{...^*\}
* TEXT
\calligraphic
\c \{...\}
* TEXT
\colon [...]
1 NAME
2 TEXT
\catcodetablename
```

```
\cbox .1. {.2.}
1 TEXT
2 CONTENT
\centeraligned \{...^*\}
* CONTENT
\centerbox ... { ... }
1 TEXT
2 CONTENT
\centeredbox ... { ... }
1 TEXT
2 CONTENT
\centeredlastline
\centerednextbox .. \{....\}
1 TEXT
2 CONTENT
\centerline {.*.}
* CONTENT
\cfrac [.1.] {.1.} {.1.}
1 l c r ll lc lr cl cc cr rl rc rr
2 CONTENT
3 CONTENT
\chapter [..., ...] {.2.}
1 REFERENCE
2 TEXT
\characterkerning [.1.] {.2.}
1 NUMMER
2 TEXT
\verb|\chardescription {...}|
* NUMMER
\charwidthlanguage
\check { . * . }
* CHARACTER
\verb|\checkcharacteralign {.}^*.}|
* CONTENT
```

```
\checkedchar \{...^1.\} \{...^2.\}
1 NUMMER
2 CHARACTER
\checkedfiller {.*.}
* sym simbol rigla latime spatiu NAME BEFEHL
\c checkedstrippedcsname \c.
* CSNAME
\c checkedstrippedcsname \c.
* TEXT
\checkinjector [...^*]
* NAME
\verb|\checknextindentation [...^*]|
* da nu auto
\verb|\checknextinjector|[...^*]|
* NAME
\checkpage [...^1] [...,...^2]
1 NAME
2 inherits: \setuppagechecker
\checkparameters [.*.]
* TEXT
\verb|\checkpreviousinjector [.*.]|
* NAME
\checksoundtrack \{...^*\}
* NAME
\checktwopassdata \{...^*.\}
* NAME
\chem \{...^1\} \{...^2\} \{...^3\}
1 TEXT
2 TEXT
3 TEXT
\chemical \begin{bmatrix} 1 & 1 \end{bmatrix} \begin{bmatrix} 1 & 1 \end{bmatrix}
1 NAME
2 TEXT
3 TEXT
```

```
\verb|\chemicalbottext| \{.\overset{*}{\dots}\}
* TEXT
\chemicalmidtext {.*.}
* TEXT
* NAME
\chemicaltext \{...^*\}
* TEXT
\chemicaltoptext \{...^*\}
* TEXT
\chineseallnumerals {.*.}
* NUMMER
\chinesecapnumerals \{.\overset{*}{\ldots}\}
\chinesenumerals {.*.}
* NUMMER
\citat {.*.}
* CONTENT
\citation [\ldots, \ldots^{\frac{1}{2}}, \ldots] [\ldots^{2}]
1 referinta = REFERENCE
alternativ =
   inainte = BEFEHL
dupa = BEFEHL
stanga = BEFEHL
dreapta = BEFEHL
   inherits: \setupbtx
2 REFERENCE
\citation [..,..^{\frac{1}{2}}..,..] [..,..^{\frac{2}{2}}..,..]
1 referinta = REFERENCE
   alternativ =
   inainte = BEFEHL
dupa = BEFEHL
stanga = BEFEHL
dreapta = BEFEHL
   inherits: \setupbtx
2 KEY = VALUE
\citation [.1] [.2]
2 REFERENCE
\citation {.*.}
* REFERENCE
```

```
\cite [..,..^{\frac{1}{2}}..,..] [...^{2}]
1 referinta = REFERENCE
    alternativ =
   inainte = BEFEHL
               = BEFEHL
   dupa
             = BEFEHL
= BEFEHL
   stanga
    dreapta
   inherits: \setupbtx
2 REFERENCE
\cite [..,..^{\frac{1}{2}}..,..] [..,..^{\frac{2}{2}}..,..]
1 referinta = REFERENCE
   alternativ =
   inainte = BEFEHL
dupa = BEFEHL
stanga = BEFEHL
dreapta = BEFEHL
   inherits: \setupbtx
2 KEY = VALUE
\cite [.1.] [.2.]
2 REFERENCE
\cite {.*.}
* REFERENCE
\clap {.*.}
* CONTENT
\classfont \{...^1\}
1 NAME
2 FONT
\verb|\cldcommand {...}^*|
* BEFEHL
\cldcontext {...}
* BEFEHL
\cldloadfile {.*.}
* FILE
\cldprocessfile \{...^*.\}
* FILE
\cleftarrow \{...^1\}
1 TEXT
2 TEXT
\clip [..,..^{\frac{1}{2}}..,..] {...}
1 inherits: \seteazaclipping
2 CONTENT
```

```
\cloneazacamp \begin{bmatrix} 1 & 1 & 1 \end{bmatrix} \cloneazacamp \begin{bmatrix} 1 & 1 & 1 & 1 \end{bmatrix} \cloneazacamp \begin{bmatrix} 1 & 1 & 1 & 1 \\ 1 & 1 & 1 & 1 \end{bmatrix}
1 NAME
2 NAME
3 NAME
4 NAME
\collect {.*.}
* CONTENT
\collectedtext [..,..^{\frac{1}{2}}..,..] [..,..^{\frac{2}{2}}..,..] {.\(\ddots\)}
1 inherits: \setupcollector
    culoare = COLOR
    inherits: \seteazainconjurat
3 TEXT
4 CONTENT
\verb|\collectexpanded {...}^*.|
* CONTENT
\coloana [...,*...]
* inherits: \columnbreak
\colorcomponents {.*.}
* COLOR
\colored [...^1] {...}
1 COLOR
2 CONTENT
\colored [\ldots, \ldots^{\frac{1}{2}}, \ldots] \{\ldots^{2}\}
1 inherits: \definesteculoare
2 CONTENT
\coloronly [.1] \{.2]
1 COLOR
2 CONTENT
\columnbreak [...,*...]
* NAME
```

```
\combinepages [.\frac{1}{2}.] [\ldots,\ldots\frac{2}{2}..,\ldots]
1 FILE
2 alternativ
                   = a b c orizontal vertical
                  = NUMMER
                  = NUMMER
   nx
                  = NUMMER
    ny
   start
                  = NUMMER
                  = NUMMER
   stop
                  = DIMENSION
   distanta
                   = BEFEHL
    sus
                   = BEFEHL
    jos
                   = BEFEHL
    stanga
                   = BEFEHL
   dreapta
                  = BEFEHL
   inainte
                  = BEFEHL
    dupa
                  = BEFEHL
    intre
                  = on dezactivat
   frame
    fundal = primplan culoare NAME culoarefundal = COLOR
   fundal
\commalistelement
\commalistsentence [\ldots, 1, \ldots] [\ldots, 2, \ldots]
1 TEXT
2 TEXT
\commalistsize
\comment [.\frac{1}{2}.] [..,..\frac{2}{2}..,..] {.\frac{3}{2}..}
2 inherits: \seteazacomentariu
3 TEXT
\comentariu [.\frac{1}{2}] [\ldots, \ldots\frac{2}{2}\ldots, \ldots\right] \{\ldots\right]}
1 TEXT
2 inherits: \seteazacomentariu
3 TEXT
\comparagrupculoare [.*.]
* NAME
\comparapaleta [.*.]
* NAME
\comparedimension \{...\}
1 DIMENSION
2 DIMENSION
\comparedimensioneps \{ . \stackrel{1}{\ldots} \} \{ . \stackrel{2}{\ldots} \}
1 DIMENSION
2 DIMENSION
\completeazanumarpagina
```

```
\completebtxrendering [...] [...,..=2..,..]
1 NAME
2 inherits: \setupbtxrendering
\completcombinedlist [..,..^*=..,..]
* inherits: \seteazalista
\completecontent [..,..^*=..,..]
* inherits: \seteazalista
\completeindex [..,..^*=..,..]
* inherits: \seteazaregistru
\completelist [...^1] [...,..^2=...]
1 LISTE
2 inherits: \seteazalista
\completelistofabbreviations [..,..^*=..,..]
* inherits: \seteazasinonime
\completelistofchemicals [..,..^*=..,..]
* inherits: \seteazalista
\completelistoffigures [..,..*=..,..]
* inherits: \seteazalista
\verb|\complete list of floats [..,.. \stackrel{*}{=} ..,..]|
* inherits: \seteazalista
\completelistofgraphics [..,..^*=..,..]
* inherits: \seteazalista
\completelistofintermezzi [..,..*=..,..]
* inherits: \seteazalista
\completelistoflogos [..,..^*=..,..]
* inherits: \seteazasortare
\completelistofpublications [...^1] [...,..^2]
2 inherits: \setupbtxrendering
\completelistofsorts [...^1] [...,..^2]
1 SINGULAR
2 inherits: \seteazasortare
\completelistofsorts [..,..^*=..,..]
* inherits: \seteazasortare
```

```
\completelistofsynonyms [.\frac{1}{2}...\frac{2}{2}...\frac{2}{2}...\frac{2}{2}
1 SINGULAR
2 inherits: \seteazasinonime
\completelistofsynonyms [..,..^*=..,..]
* inherits: \seteazasinonime
\verb|\complete list of tables [..,.. \displays ......]|
* inherits: \seteazalista
\completeregister [...^1] [...,..^2=...]
1 NAME
2 inherits: \seteazaregistru
\completregistru [..,..^*=..,..]
* inherits: \seteazaregistru
\complexorsimpleempty \time.
* CSNAME
\complexorsimpleempty \{...^*.\}
* TEXT CSNAME
\complexorsimple \table ...
* CSNAME
\complexorsimple {.*.}
* TEXT CSNAME
\componenta [...]
* FILE
\componenta .*.
* FILE
\composedcollector {...}
* NAME
\composedlayer {.*.}
* NAME
\compresult
\com .*. \\
* TEXT
\constantdimen \.*..
* CSNAME
```

```
\constantdimenargument \.*..
* CSNAME
\verb|\constantemptyargument| \verb|\.^*..
* CSNAME
\constantnumber \setminus.*..
* CSNAME
\verb|\constantnumberargument| \verb|\.^*. .
* CSNAME
\contentreference [\ldots, 1] [\ldots, 2] [\ldots, 2] [\ldots, 2]
1 REFERENCE
2 inherits: \seteazainconjurat
3 CONTENT
\verb|\continued number {...}|
* NUMMER
\verb|\continueifinputfile {...}|
* FILE
\convertargument ..\to \.\.2..
1 TEXT
2 CSNAME
\verb|\convertcommand | ... | to | | ...
1 CSNAME
2 CSNAME
\convertedcounter [.\frac{1}{2}...,..\frac{2}{2}...,..]
2 inherits: \setupcounter
\converteddimen \{ . \stackrel{1}{\ldots} \} \ \{ . \stackrel{2}{\ldots} \}
1 DIMENSION
2 ex em pt in cm mm sp bp pc dd cc nc
\converted subcounter \begin{bmatrix} 1 & 1 \end{bmatrix} \begin{bmatrix} 1 & 1 \end{bmatrix}
1 NAME
3 inherits: \setupcounter
```

```
\convertestenumar \{ ... \} \{ ... \}
1 gol implicit niciunul luna month:mnem caracter Caracter caractere Caractere a A Numere cuvant words Cuvant Cuvinte
   n N numereromane Numereromane i I r R KR RK grec Grec g G abjadnumerals abjadnodotnumerals abjadnaivenumerals
   thainumerals devanagarinumerals gurmurkhinumerals gujaratinnumerals tibetannumerals greeknumerals Greeknumerals
   arabicnumerals persiannumerals arabicexnumerals arabicdecimals persiandecimals koreannumerals koreannumerals
   koreancirclenumerals kr kr-p kr-c chinesenumerals chinesecapnumerals chineseallnumerals cn cn-c cn-a sloveniannumerals
   {\tt slovenianNumerals\ spanishnumerals\ mathgreek\ set} {\tt lo} {\tt 0\ set} {\tt lo} {\tt 1\ set} {\tt lo} {\tt 2\ set} {\tt lo} {\tt 3\ continued\ NAME}
2 NUMMER
\verb|\convertmonth| \{ . \overset{*}{\ldots} \}
\convertvalue ... \to \...
1 NAME
2 CSNAME
\convertvboxtohbox
\copiazacamp [.1] [.2]
1 NAME
2 NAME
\copybtxlabeltext [...^1] [...,..^2=...]
1 SPRACHE
2 KEY = KEY
\copyheadtext [...^1] [...,..^2]
1 SPRACHE
2 \quad KEY = KEY
\copylabeltext [.\frac{1}{2}.] [\ldots, \ldots\frac{2}{2}..,\ldots]
1 SPRACHE
2 KEY = KEY
\copyetichetatext [.\frac{1}{2}.] [\ldots, \ldots\frac{2}{2}..\ldots]
1 SPRACHE
2 KEY = KEY
\copymathlabeltext [...] [...,..=2..,..]
1 SPRACHE
2 KEY = KEY
\copyoperatortext [...^1] [...,..^2=...,..]
1 SPRACHE
2 KEY = KEY
```

```
1 FILE
2 marcaje = on dezactivat
  offset = DIMENSION
            = NUMMER
3 inherits: \setupexternalfigure
\copyparameters \begin{bmatrix} 1 & 1 \\ 1 & 1 \end{bmatrix} \begin{bmatrix} 1 & 2 \\ 1 & 1 \end{bmatrix} \begin{bmatrix} 1 & 1 \\ 1 & 1 \end{bmatrix}
1 TEXT
2 TEXT
3 КЕҮ
\copyposition \{...^1\} \{...^2\}
1 NAME
2 NAME
\copyprefixtext [...^1] [...,...^2]
1 SPRACHE
2 KEY = KEY
\copytaglabeltext [.^{1}.] [..,..^{2}..,..]
1 SPRACHE
2 KEY = KEY
\copyunittext [.\frac{1}{2}.] [\ldots, \ldots\frac{2}{2}..,\ldots]
1 SPRACHE
2 KEY = KEY
\verb|\corecteaz as paticulb {...}|
* CONTENT
\countersubs [.1.] [.2.]
1 NAME
2 NUMMER
\counttoken .. \in .. \to \...
1 TEXT
2 TEXT
3 CSNAME
\counttokens ... \to \...
1 TEXT
2 CSNAME
\cramped \{...^*\}
* CONTENT
```

```
\verb|\crampedclap| {...}^*.}
* CONTENT
\verb|\crampedllap {...}^*|
* CONTENT
\crampedrlap \{ ...^* . \}
* CONTENT
\crightarrow \{.\overset{1}{\ldots}\} \{.\overset{2}{\ldots}\}
1 TEXT
2 TEXT
\verb|\crightoverleftarrow| \{ . \stackrel{1}{\ldots} \} | \{ . \stackrel{2}{\ldots} \}
1 TEXT
2 TEXT
\ctop .1. {.2.}
1 TEXT
2 CONTENT
\ctxcommand \{.\overset{*}{\ldots}\}
* BEFEHL
\ctxdirectcommand \{.\overset{*}{\ldots}\}
* BEFEHL
\verb|\ctxdirectlua| {...}^*|
* BEFEHL
\ctxfunction \{.\overset{*}{.}.\}
* NAME
\ctxfunctiondefinition
\ctxfunction
\ctxlatecommand \{...^*.\}
* BEFEHL
\ctxlatelua \{.\overset{*}{\ldots}\}
* BEFEHL
\ctxloadluafile {.*.}
* FILE
\ctxlua \{...^*.\}
* BEFEHL
```

```
\verb|\ctxluabuffer [...^*.]|
* BUFFER
\ctxluacode {.*.}
* BEFEHL
\ctxreport \{...^*\}
* BEFEHL
\ctxsprint \{...^*\}
* BEFEHL
\culoare \begin{bmatrix} 1 \\ 1 \end{bmatrix} {\frac{1}{2}}
1 COLOR
2 CONTENT
\culoaregri [.1.] {.2.}
1 COLOR
2 CONTENT
\currentassignmentlistkey
\currentassignmentlistvalue
\verb|\currentbtxuservariable {.*.}|
* KEY
\currentcommalistitem
\currentcomponent
\currentenvironment
\currentfeaturetest
\currentinterface
\currenteticheta [\ldots, 1, \ldots] {...}
1 REFERENCE
2 TEXT
\currentlanguage
\verb|\currentlistentrydestinationattribute|
\verb|\currentlistentrylimitedtext|{...}^*|
* TEXT
\currentlistentrynumber
```

```
\currentlistentrypagenumber
\currentlistentryreferenceattribute \{...^*\}
* numar text numarpagina tot
\currentlistentrytitle
\currentlistentrytitlerendered
\currentlistsymbol
\currentmainlanguage
\currentmessagetext
\verb|\currentmoduleparameter {...^*}|
\currentproduct
\currentproject
\currentregime
\verb|\currentregisterpageuserdata|{...^*}|
* KEY
\currentresponses
\currenttime [\dots, \dots]
* h m TEXT
\currentvalue
\currentxtablecolumn
\currentxtablerow
\cuvantdreapta [.^1.] {.^2.}
1 dreapta DIMENSION
2 CONTENT
\cuvantmarginal [..,..^{\frac{1}{2}}..,..] [..,..^{\frac{2}{2}}..,..] {.3.}
1 referinta = REFERENCE
   inherits: \setupmargindata
2 inherits: \setupmarginframed
3 CONTENT
```

```
\d {...}
* CHARACTER
\data [..,..=..,..] [...,2...]
1 d = NUMMER
   m = NUMMER
   y = NUMMER
2 inherits: \datacurenta
\datacurenta [...,*...]
* da moth zi zisaptamana y yy Y m mm M d dd D w W spatiu \_ month:mnem m:mnem d:ord day:ord dd:ord D:ord TEXT
\datasetvariable \{.1.\} \{.1.\}
1 NAME
2 NAME NUMMER
3 KEY realpage
\dayoftheweek \{...^1.\} \{...^2.\} \{...^3.\}
1 NUMMER
2 NUMMER
3 NUMMER
\dayspermonth \{...^1.\} \{...^2.\}
1 NUMMER
2 NUMMER
\dbinom \{...\}
1 CONTENT
2 CONTENT
\ddot {.*.}
* CHARACTER
\decrementcounter [...^1] [...^2]
1 NAME
2 NUMMER
\decremented counter [.*.]
* NAME
\decrementpagenumber
\decrementsubpagenumber
\decrementvalue \{...^*.\}
* NAME
\decrement \.*..
* CSNAME
```

```
\decrement cd:paren*theses-l
* CSNAME NUMMER
\defaultinterface
\defaultobjectpage
\defaultobjectreference
1 CSNAME
2 CHARACTER NUMMER
3 BEFEHL
\defconvertedargument \setminus ... \{...\}
1 CSNAME
2 TEXT
\defconvertedcommand \setminus 1^{1} \cdot \cdot \cdot \setminus 2^{2} \cdot \cdot \cdot
1 CSNAME
2 CSNAME
1 CSNAME
2 NAME
\defineactivecharacter ... { ... }
1 CHARACTER
2 BEFEHL
\definealternativestyle [..., ...] [...]
1 NAME
2 BEFEHL
3 BEFEHL
\defineanchor [...^{1}] [...,..^{3}] [...,..^{4}] [...,..^{4}]
1 NAME
2 NAME
3 inherits: \setuplayer
4 inherits: \setuplayerinherits: \seteazainconjurat
\defineattachment [...^1] [...^2] [...,...^3]
1 NAME
2 NAME
```

3 inherits: \setupattachment

```
\defineattribute [...] [..., ...]
1 NAME
2 local global public private
\definebackground [.\overset{1}{\dots}] [.\overset{2}{\dots}] [..,..\overset{3}{=}..,..]
1 NAME
2 NAME
3 inherits: \seteazafundal
\definebar [.1] [.2] [..,.3]
1 NAME
2 NAME
3 inherits: \setupbar
\definebodyfontswitch [.1] [..., ...]
2 inherits: \seteazafonttext
\definebreakpoint \begin{bmatrix} 1 & 1 \\ 1 & 1 \end{bmatrix} \begin{bmatrix} 1 & 1 \\ 1 & 1 \end{bmatrix} \begin{bmatrix} 1 & 1 \\ 1 & 1 \end{bmatrix} \begin{bmatrix} 1 & 1 \\ 1 & 1 \end{bmatrix}
2 CHARACTER
                 = 12345
3 type
    nstanga = NUMMER
    ndreapta = NUMMER
    stanga = BEFEHL
    mijloc = BEFEHL
dreapta = BEFEHL
    mijloc
    language = SPRACHE
\definebreakpoints [.*.]
\definebtx [.\frac{1}{2}] [.\frac{2}{2}] [..\frac{3}{2}..\frac{3}{2}]
1 NAME
2 NAME
3 inherits: \setupbtx
\definebtxdataset [...] [...] [...]
1 NAME
3 inherits: \setupbtxdataset
\definebtxregister \begin{bmatrix} 1 & 1 \end{bmatrix} \begin{bmatrix} 1 & 1 \end{bmatrix}
1 NAME
2 NAME
3 inherits: \setupbtxregister
```

```
\definebtxrendering [.1] [.2] [..,...
1 NAME
3 inherits: \setupbtxrendering
\definebutton [...^1] [...^2] [...,...^3]
2 NAME
3 inherits: \setupbutton
\definecapitals \begin{bmatrix} 1 & 1 \\ 1 & 1 \end{bmatrix} \begin{bmatrix} 1 & 2 \\ 1 & 1 \end{bmatrix} \begin{bmatrix} 1 & 1 \\ 1 & 1 \end{bmatrix} \begin{bmatrix} 1 & 1 \\ 1 & 1 \end{bmatrix}
1 NAME
2 NAME
3 inherits: \seteazamajuscule
\definecharacterkerning [.1] [.2] [..,.3] [..,.3]
1 NAME
2 NAME
3 inherits: \setupcharacterkerning
\define character spacing [...]
* NAME
\definechemical [...^1] {...}
1 NAME
2 CONTENT
\definechemicals [...^1] [...^2] [...,...^3...]
1 NAME
2 NAME
3 inherits: \setupchemical
\definechemical symbol [...^1]
1 NAME
2 TEXT
\definecollector [.1] [.2] [..,.3]
1 NAME
2 NAME
3 inherits: \setupcollector
\definecolumnbreak [...] [...,...]
1 NAME
```

```
\definecombination \begin{bmatrix} 1 & 1 & 1 \end{bmatrix} \begin{bmatrix} 1 & 1 & 1 \end{bmatrix} \begin{bmatrix} 1 & 1 & 1 \end{bmatrix} \begin{bmatrix} 1 & 1 & 1 & 1 \end{bmatrix}
1 NAME
3 inherits: \setupcombination
\definecomment [.1] [.2] [..,.3]
2 NAME
3 inherits: \seteazacomentariu
\definecomplexorsimpleempty \definecomplexorsimple 
 * CSNAME
 \verb|\definecomplexorsimpleempty {...}|
* TEXT CSNAME
 \define complex or simple \table ...
 * CSNAME
 \definecomplexorsimple \{...^*\}
* TEXT CSNAME
\defineconversionset [.1] [..., ...] [.3]
 1 NAME SECTIONBLOCK: NAME
2 NAME PROCESSOR->NAME
3 NAME PROCESSOR->NAME
\definecounter \begin{bmatrix} 1 \\ 1 \end{bmatrix} \begin{bmatrix} 1 \\ 2 \end{bmatrix} \begin{bmatrix} 1 \\ 1 \end{bmatrix} \begin{bmatrix} 1 \\ 1 \end{bmatrix} \begin{bmatrix} 1 \\ 1 \end{bmatrix}
1 NAME
2 NAME
3 inherits: \setupcounter
\definedataset [.\dot1.] [.\dot2.] [..,.\delta=..,..]
1 NAME
2 NAME
3 inherits: \setupdataset
\label{eq:defined_limited} $$ \end{substrate} $$ 
 1 NAME
2 NAME
3 inherits: \setupdelimitedtext
 \definedfont [.*.]
 * FONT
```

```
\defineeffect [...] [...] [...,...
1 NAME
3 inherits: \setupeffect
\defineenumerations \begin{bmatrix} 1 & 1 \\ 1 & 1 \end{bmatrix} \begin{bmatrix} 1 & 1 \\ 1 & 1 \end{bmatrix} \begin{bmatrix} 1 & 1 \\ 1 & 1 \end{bmatrix} \begin{bmatrix} 1 & 1 \\ 1 & 1 \end{bmatrix}
2 NAME
3 inherits: \setupenumeration
\defineexpandable [.^{1}.] \^{2}.. {.^{3}.}
1 NUMMER
2 CSNAME
3 CONTENT
\defineexternalfigure [...^1] [...^2] [...,...^3]
1 NAME
2 NAME
3 inherits: \setupexternalfigure
\definefallbackfamily [...] [...] [...] [...]
1 NAME
2 rm ss tt mm hw cg roman serif regular sansserif sans suport teletype type mono scrismanual caligrafic math
              matematica
3 FONT
                                                              = NUMMER
4 rscale
              designsize = implicit auto
                                                     = FILE
               goodies
                                                           = NUMMER NAME
              range
                                                          = NUMMER NAME
              offset
               check
                                                           = da nu
              fortat
                                                            = da nu
              features = NAME
                                                            = TEXT
              t.f
                                                           = TEXT
              bf
                                                            = TEXT
              sl
                                                             = TEXT
              bi
              bs
                                                             = TEXT
                                                              = TEXT
\label{eq:define_define_define} $$ \end{subarray} \begin{subarray}{ll} $\cdot$ & $\cdot$ &
1 NAME
2 rm ss tt mm hw cg roman serif regular sansserif sans suport teletype type mono scrismanual caligrafic math
              matematica
3 FONT
4 NAME
\definefieldbody [.^{1}.] [.^{2}.] [..,..^{3}..,..]
2 NAME
3 inherits: \setupfieldbody
```

```
\verb| \definefield body set [...] [..., ...]|
1 NAME
2 NAME
\definefieldcategory [...^1] [...^2] [...,...^3=...,..]
1 NAME
2 NAME
3 inherits: \setupfieldcategory
\verb| definefileconstant {...} | {...} |
1 NAME
2 NAME
\definefilefallback [.^1.] [...,^2...]
1 NAME
2 FILE
\verb| definefilesynonym [...^1] [...^2] |
1 NAME
2 FILE
\definefiller [.1] [.2] [..,.3]
1 NAME
2 NAME
3 inherits: \setupfiller
\definefirstline [...^1] [...^2] [...,...^3]
1 NAME
3 inherits: \setupfirstline
\label{eq:define_define} $$ \ensuremath{\operatorname{definefittingpage}} \ [.\stackrel{\scriptscriptstyle 1}{\ldots}] \ [\stackrel{\scriptscriptstyle 2}{\ldots}] \ [\dots,\dots\stackrel{\scriptscriptstyle 3}{=}\dots,\dots] $$
1 NAME
2 NAME
3 inherits: \setupfittingpage
\definefontalternative [.*.]
* NAME
\label{eq:local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_
1 NAME
2 FONT NAME
3 NAME NUMMER
4 rscale = NUMMER
           fortat = da nu
            check = da nu
            offset = NUMMER NAME
```

```
\definefontfamilypreset [...] [..,...^{\frac{2}{2}}..,..]
1 NAME
2 inherits: \definefontfamily
\definefontfamilypreset [...^1] [...^2]
1 NAME
2 NAME
\definefontfamily [.1] [.2] [.3] [..,..4]
2 rm ss tt mm hw cg roman serif regular sansserif sans suport teletype type mono scrismanual caligrafic math
   {\tt matematica}
3 FONT
4 rscale
             = NUMMER
   designsize = implicit auto
   goodies
             = FILE
   features = NAME
             = TEXT
             = TEXT
             = TEXT
   it
             = TEXT
   sl
             = TEXT
   bi
   bs
             = TEXT
             = TEXT
   sc
\definefontfamily [.1] [.2] [.3] [..., ...]
1 NAME
2 rm ss tt mm hw cg roman serif regular sansserif sans suport teletype type mono scrismanual caligrafic math
   matematica
3 FONT
4 NAME
```

```
\definefontfeature \begin{bmatrix} 1 & 1 \\ 1 & 1 \end{bmatrix} \begin{bmatrix} 1 & 1 \\ 1 & 1 \end{bmatrix} \begin{bmatrix} 1 & 1 \\ 1 & 1 \end{bmatrix} \begin{bmatrix} 1 & 1 \\ 1 & 1 \end{bmatrix}
1 NAME
3 language
                           = NAME
                           = NAME auto
    script
    mode
                           = node base auto niciunul
                           = da nu
    liga
                           = da nu
    kern
    extrakerns
                           = da nu
                           = da nu
    tlig
                           = da nu
    trep
                           = da nu
    missing
                           = da nu
    dummies
    analyze
                           = da nu
    unicoding
                           = da nu
                           = NAME
    expansiune
                           = NAME
    protrusion
                           = da nu
    nostackmath
    realdimensions
                           = da nu
    itlc
                           = da nu
                           = da nu
    textitalics
    mathitalics
                           = da nu
    slant
                           = NUMMER
                           = NUMMER
    extend
                           = NUMMER
    dimensions
                           = da nu
    boundingbox
                           = da nu
    compose
                           = da nu
    char-ligatures
                           = da nu
    compat-ligatures
                           = FILE
    goodies
                           = da nu
    extrafeatures
                           = NAME
    featureset
                           = NAME
    colorsheme
    postprocessor
                           = NAME
    mathdimensions
                           = NAME
    keepligatures
                           = da nu auto
    devanagari
                           = da nu
                           = da nu
    features
                           = da nu
    tcom
    {\tt anum}
                           = da nu
    mathsize
                           = da nu
                           = da nu
    decomposehangul
                           = da nu
    mathalternatives
                           = da nu
    {\tt mathgaps}
    NAME
                           = da nu
    CD:MATHNOLIMITSMODE = NUMMER
\definefontfile \begin{bmatrix} 1 & 1 \\ 1 & 1 \end{bmatrix} \begin{bmatrix} 1 & 2 \\ 1 & 1 \end{bmatrix} \begin{bmatrix} 1 & 1 \\ 1 & 1 \end{bmatrix}
1 NAME
2 FILE
3 features
                 = NAME
    fallbacks = NAME
    goodies
                 = NAME
    designsize = auto implicit
\definefontsize [.*.]
* NAME
\definefontsolution [...^1] [...^2] [...,...^3]
1 NAME
2 NAME
3 inherits: \setupfontsolution
```

```
\defineformula \begin{bmatrix} 1 & 1 \\ 1 & 1 \end{bmatrix} \begin{bmatrix} 1 & 1 \\ 1 & 1 \end{bmatrix} \begin{bmatrix} 1 & 1 \\ 1 & 1 \end{bmatrix} \begin{bmatrix} 1 & 1 \\ 1 & 1 \end{bmatrix}
1 NAME
3 inherits: \setupformula
 \defineformulaalternative [.1] [.2] [.3]
2 CSNAME
3 CSNAME
\defineframedcontent [.1] [.2] [..,..3]
 1 NAME
2 NAME
3 inherits: \setupframedcontent
 \definefrozenfont [...^1] [...^2]
 1 NAME
2 FONT
 \defineglobalcolor [...^1] [...,..^2]
2 inherits: \definesteculoare
 \defineglobalcolor [.1.] [.2.]
 1 NAME
2 COLOR
 \definegraphictypesynonym [.1.] [.2.]
 1 NAME
2 NAME
\definegridsnapping [...]^2 [...]^2
 2 local global noheight nodepth box max min niciunul linie jumatatelinie primul ultim inaltimeminima maxheight
                    mindepth maxdepth sus subsol strut NUMMER minheight:NUMMER maxheight:NUMMER mindepth:NUMMER maxdepth:NUMMER
                    box:NUMMER top:NUMMER bottom:NUMMER offset:NUMMER
 \defineheadalternative [...] [...] [...,...]
 1 NAME
3 inherits: \setupheadalternative
\label{eq:definehelp} $$ $$ \left[ \begin{array}{c} 1 \\ 1 \end{array} \right] $$ $\left[ \begin{array}{c} 2 \\ 1 \end{array} \right] $$ $\left[ \begin{array}{c} 3 \\ 1 \end{array}
2 NAME
 3 inherits: \setuphelp
```

```
\definehigh \begin{bmatrix} 1 & 1 & 1 \end{bmatrix} \begin{bmatrix} 1 & 1 & 1 \end{bmatrix}
1 NAME
3 inherits: \setuphigh
\label{eq:definehighlight} $$ \ensuremath{\operatorname{definehighlight}} \ [.\begin{subarray}{c} .\begin{subarray}{c} 1\begin{subarray}{c} .\begin{subarray}{c} .\beg
2 NAME
3 inherits: \setuphighlight
\definehspace [.1] [.2] [.3]
1 NAME
2 NAME
3 DIMENSION
\definehypenationfeatures [...^1] [..,..^2]
1 NAME
                                                                  = TEXT
2 characters
           hyphens
                                                                  = da tot TEXT
            joiners
                                                                 = da tot TEXT
                                                                  = NUMMER
           rightwords
           hyphenmin
                                                                 = NUMMER
           lefthyphenmin = NUMMER
           righthyphenmin = NUMMER
lefthyphenchar = NUMMER
           righthyphenchar = NUMMER
            alternativ
                                                                  = original tex hyphenate expanded traditional niciunul
            borduradreapta = tex
            rightchars
                                                                  = cuvant NUMMER
\defineindentedtext \begin{bmatrix} 1 & 1 \\ 1 & 1 \end{bmatrix} \begin{bmatrix} 1 & 2 \\ 1 & 1 \end{bmatrix} \begin{bmatrix} 1 & 1 \\ 1 & 1 \end{bmatrix} \begin{bmatrix} 1 & 1 \\ 1 & 1 \end{bmatrix}
1 NAME
3 inherits: \setupindentedtext
\defineindenting [...]^{1} [...,..]
2 [-+]mic [-+]mediu [-+]mare niciunul nu nu primul urmatorul da totdeauna niciodata impar par normal reset toggle
            DIMENSION
\defineinitial \begin{bmatrix} 1 \\ 1 \end{bmatrix} \begin{bmatrix} 1 \\ 1 \end{bmatrix}
1 NAME
3 inherits: \setupinitial
\defineinsertion [.^1.] [.^2.] [..,..^3..,..]
1 NAME
2 NAME
3 inherits: \setupinsertion
```

```
\defineinteraction \begin{bmatrix} 1 & 1 \\ 1 & 1 \end{bmatrix} \begin{bmatrix} 1 & 1 \\ 1 & 1 \end{bmatrix} \begin{bmatrix} 1 & 1 \\ 1 & 1 \end{bmatrix} \begin{bmatrix} 1 & 1 \\ 1 & 1 \end{bmatrix}
1 NAME
3 inherits: \seteazainteractiunea
\defineinteractionbar [.1] [.2] [..,.3]
2 NAME
3 inherits: \seteazabarainteractiune
\defineinterfaceconstant \{ ... \} \{ ... \}
1 NAME
2 NAME
\verb| define interface element {...} | {...} |
2 NAME
\defineinterfacevariable \{ ... \} \{ ... \}
2 NAME
\defineinterlinespace [.1] [.2] [..,.3]
2 NAME
3 inherits: \seteazaspatiuinterliniar
\defineintermediatecolor [...^1] [...,..] [...,..]
2 COLOR NUMMER
3 a = NUMMER
   t = NUMMER
\defineitemgroup [.1] [.2] [..,.3]
1 NAME
2 NAME
3 inherits: \setupitemgroup
\defineitems \begin{bmatrix} 1 & 1 \\ 1 & 1 \end{bmatrix} \begin{bmatrix} 1 & 2 \\ 1 & 1 \end{bmatrix} \begin{bmatrix} 1 & 1 \\ 1 & 1 \end{bmatrix} \begin{bmatrix} 1 & 1 \\ 1 & 1 \end{bmatrix}
1 NAME
2 NAME
3 inherits: \seteazaelemente
\definelabelclass [...] [...]
1 NAME
2 NUMMER
```

```
\definelayer [.^{1}.] [.^{2}.] [..,.^{3}..,..]
1 NAME
3 inherits: \setuplayer
\definelayerpreset [...] [..,... = ...]
2 inherits: \setuplayer
\definelayerpreset [.1] [.2]
2 NAME
\definelayout [.1] [.2] [..,.3]
1 NAME
3 inherits: \seteazaaspect
\definelinenote [.\delta] [.\delta] [..\delta] [..\delta]
2 NAME
3 inherits: \setuplinenote
\definelinenumbering \begin{bmatrix} 1 & 1 \end{bmatrix} \begin{bmatrix} 1 & 1 \end{bmatrix}
1 NAME
2 NAME
3 inherits: \seteazanumerotarelinii
\definelines [...] [...] [...,...
1 NAME
2 NAME
3 inherits: \seteazalinii
\definelistalternative \begin{bmatrix} 1 & 1 \\ 1 & 1 \end{bmatrix} \begin{bmatrix} 1 & 1 \\ 1 & 1 \end{bmatrix} \begin{bmatrix} 1 & 1 \\ 1 & 1 \end{bmatrix} \begin{bmatrix} 1 & 1 \\ 1 & 1 \end{bmatrix}
1 NAME
2 NAME
3 inherits: \setuplistalternative
\definelistextra [...^1] [...^2] [...,...^3=...,..]
2 NAME
3 inherits: \setuplistextra
\definelow [...^1] [...,...^3]
1 NAME
2 NAME
3 inherits: \setuplow
```

```
\definelowhigh \begin{bmatrix} 1 & 1 & 1 \\ 1 & 1 & 1 \end{bmatrix} \begin{bmatrix} 1 & 1 & 1 \\ 1 & 1 & 1 \end{bmatrix} \begin{bmatrix} 1 & 1 & 1 \\ 1 & 1 & 1 \end{bmatrix}
1 NAME
3 inherits: \setuplowhigh
\label{eq:define_low_midhigh} $$ [.\overset{\scriptscriptstyle 1}{\ldots}] $$ [.\overset{\scriptscriptstyle 2}{\ldots}] $$ [\ldots,\ldots\overset{\scriptscriptstyle 3}{=}\ldots,\ldots]$
2 NAME
3 inherits: \setuplowmidhigh
\defineMPinstance \begin{bmatrix} 1 & 1 \\ 1 & 1 \end{bmatrix} \begin{bmatrix} 1 & 2 \\ 1 & 1 \end{bmatrix} \begin{bmatrix} 1 & 1 \\ 1 & 1 \end{bmatrix} \begin{bmatrix} 1 & 1 \\ 1 & 1 \end{bmatrix}
1 NAME
2 NAME
3 inherits: \setupMPinstance
\label{eq:definemarginblock} $$ \left[ \begin{array}{c} 1 \\ 1 \end{array} \right] $$ \left[ \begin{array}{c} 2 \\ 1 \end{array} \right] $$ \left[ \begin{array}{c} 3 \\ 1 \end{array} \right] $$ \left[ \begin{array}{c} 3 \\ 1 \end{array} \right] $$
1 NAME
2 NAME
3 inherits: \setupmarginblock
\definemargindata \begin{bmatrix} 1 & 1 \\ 1 & 1 \end{bmatrix} \begin{bmatrix} 1 & 2 \\ 1 & 1 \end{bmatrix} \begin{bmatrix} 1 & 1 \\ 1 & 1 \end{bmatrix} \begin{bmatrix} 1 & 1 \\ 1 & 1 \end{bmatrix}
1 NAME
3 inherits: \setupmargindata
\definemarker [.*.]
\definemathaccent \dots^1 \dots^2.
1 NAME
2 CHARACTER
\definemathalignment [...] [...] [...]
1 NAME
2 NAME
3 inherits: \setupmathalignment
\definemathcases \begin{bmatrix} . & . \\ . & . \end{bmatrix} \begin{bmatrix} . & . \\ . & . \end{bmatrix} \begin{bmatrix} . & . \\ . & . \end{bmatrix}
1 NAME
2 NAME
3 inherits: \setupmathcases
\label{eq:definemathcommand} $$ \left[ \begin{array}{c} 1 \\ 1 \end{array} \right] $$ \left[ \begin{array}{c} 2 \\ 1 \end{array} \right] $$ \left[ \begin{array}{c} 3 \\ 1 \end{array} \right] $$ \left\{ \begin{array}{c} 4 \\ 1 \end{array} \right\} $$
2 ord op bin rel open close punct alpha intern nothing limop nolop box
3 unu doi
4 BEFEHL CD: ONEARGUMENT CD: TWO ARGUMENTS
```

```
\verb|\definemathdouble extensible [...] [...] [...] [...] [...]
1 ambele vfenced
2 NAME
3 NUMMER
4 NUMMER
\definemathematics [.^{1}.] [.^{2}.] [..,..^{3}..,..]
 1 NAME
2 NAME
3 inherits: \setupmathematics
\definemathextensible [ \ . \ . \ . \ ] \ [ \ . \ . \ . \ ] \ [ \ . \ . \ . \ ]
1 reverse matematica text chemistry
3 NUMMER
\definemathfence [...^1] [...,...^3]
1 NAME
2 NAME
3 inherits: \setupmathfence
 \definemathfraction \begin{bmatrix} 1 & 1 \\ 1 & 1 \end{bmatrix} \begin{bmatrix} 1 & 1 \\ 1 & 1 \end{bmatrix} \begin{bmatrix} 1 & 1 \\ 1 & 1 \end{bmatrix} \begin{bmatrix} 1 & 1 \\ 1 & 1 \end{bmatrix}
1 NAME
2 NAME
3 inherits: \setupmathfraction
 \definemathframed \begin{bmatrix} 1 & 1 \end{bmatrix} \begin{bmatrix} 1 & 1 \end{bmatrix}
1 NAME
2 NAME
3 inherits: \setupmathframed
 \definemathmatrix [...] [...] [...,...
1 NAME
2 NAME
3 inherits: \setupmathmatrix
\label{eq:definemathornament} $$ \left[ \begin{array}{c} 1 \\ 1 \end{array} \right] $$ \left[ \begin{array}{c} 1
1 NAME
3 inherits: \setupmathornament
\definemathoverextensible [.\overset{1}{\ldots}] [.\overset{2}{\ldots}]
 1 sus vfenced
2 NAME
3 NUMMER
```

```
\definemathovertextextensible [.^1.] [.^2.] [.^3.]
1 bothtext
2 NAME
3 NUMMER
\definemathradical \begin{bmatrix} 1 & 1 \end{bmatrix} \begin{bmatrix} 1 & 1 \end{bmatrix}
2 NAME
3 inherits: \setupmathradical
\definemathstackers [.\overset{1}{\dots}] [.\overset{2}{\dots}] [..,..\overset{3}{=}..,..]
1 NAME
2 NAME
3 inherits: \setupmathstackers
\definemathstyle [...] [..., ...]
1 NAME
\definemathtriplet [.1] [.2] [.3]
1 NAME
2 NAME
3 TEXT
\definemathunderextensible [...] [...]
1 subsol vfenced
2 NAME
3 NUMMER
\verb|\definemathundertextextensible [.$^{1}$.] [.$^{2}$.] [.$^{3}$.]
1 bothtext
2 NAME
3 NUMMER
\definemathunstacked [.<sup>1</sup>.] [.<sup>2</sup>.] [.<sup>3</sup>.]
1 larg
2 NAME
3 NUMMER
\definemeasure [...^1] [...^2]
1 NAME
2 DIMENSION
\verb| definemessageconstant {.*.}|
* NAME
```

```
\definemixedcolumns \begin{bmatrix} 1 \\ 1 \end{bmatrix} \begin{bmatrix} 1 \\ 1 \end{bmatrix}
1 NAME
3 inherits: \setupmixedcolumns
\definemode [..., ...] [...]
2 da nu mentine
\definemultitonecolor \begin{bmatrix} 1 & 1 & 1 \\ 1 & 1 & 1 \end{bmatrix} \begin{bmatrix} 1 & 1 & 1 \\ 1 & 1 & 1 \end{bmatrix} \begin{bmatrix} 1 & 1 & 1 \\ 1 & 1 & 1 \end{bmatrix} \begin{bmatrix} 1 & 1 & 1 \\ 1 & 1 & 1 \end{bmatrix} \begin{bmatrix} 1 & 1 & 1 \\ 1 & 1 & 1 \end{bmatrix} \begin{bmatrix} 1 & 1 & 1 \\ 1 & 1 & 1 \end{bmatrix} \begin{bmatrix} 1 & 1 & 1 \\ 1 & 1 & 1 \end{bmatrix}
2 COLOR = NUMMER
3 inherits: \definesteculoare
4 inherits: \definespotcolor
\definenamedcolor [...^1] [...,..^2]....
2 inherits: \definesteculoare
\definenamedcolor [.1] [.2]
1 NAME
2 COLOR
\definenamespace [...] [...,..]
1 NAME
                   = TEXT
2 nume
     parent
                  = TEXT
                   = da nu
     comanda = da nu lista
     setup
                  = da nu lista
     set
                   = da nu lista
     frame
\definenarrower [...] [...] [...]
1 NAME
3 inherits: \seteazaingust
\definenote \begin{bmatrix} 1 & 1 & 1 \end{bmatrix} \begin{bmatrix} 1 & 1 & 1 \\ 1 & 1 & 1 \end{bmatrix} \begin{bmatrix} 1 & 1 & 1 \\ 1 & 1 & 1 \end{bmatrix} \begin{bmatrix} 1 & 1 & 1 \\ 1 & 1 & 1 \end{bmatrix}
1 NAME
2 NAME
3 inherits: \setupnote
\defineornament [.1] [..,..2] [..,..3] [..,..3]
1 NAME
2 alternativ = a b
     inherits: \setupcollector
     culoare = COLOR
     inherits: \seteazainconjurat
```

```
\defineornament [.\delta] [..,.\delta]...] [..,.\delta]
1 NAME
2 alternativ = a b
    inherits: \setuplayer
3 inherits: \setuplayeredtext
\defineoutputroutine [...^1] [...^2] [...,...^3=...,..]
1 NAME
2 NAME
3 inherits: \setupoutputroutine
\verb| define output routine command [...,*...]|
* KEY
\definepage [...^1] [...^2]
1 NAME
2 REFERENCE
\definepagebreak [...^1] [..., ...]
1 NAME
\definepagechecker \begin{bmatrix} 1 & 1 \end{bmatrix} \begin{bmatrix} 1 & 1 \end{bmatrix}
1 NAME
2 NAME
3 inherits: \setuppagechecker
\definepagegrid [...^1] [...^2] [...,...^3]
1 NAME
2 NAME
3 inherits: \setuppagegrid
\definepagegridarea [...^1] [...^2] [...,...^3]
1 NAME
2 NAME
3 inherits: \setuppagegridarea
\label{eq:definepagegridspan} $$ [\overset{1}{\ldots}] \ [\overset{2}{\ldots}] \ [\ldots, \overset{3}{\ldots}, \ldots] $$
1 NAME
2 NAME
3 inherits: \setuppagegridspan
\definepageinjection [...^1] [...^2] [...,...^3=...,..]
1 NAME
3 inherits: \setuppageinjection
```

```
\definepageinjectionalternative [.\ddots] [.\ddots] [.\dots] [..,..\ddots]
 1 NAME
 3 inherits: \setuppageinjectionalternative
 \label{eq:definepageshift [.1] [.2] [..3] [...} definepageshift [.1] [.2] [...]
 2 orizontal vertical
 3 DIMENSION
\label{eq:definepagestate} $$ \left[ \begin{array}{c} 1 \\ 1 \end{array} \right] $$ \left[ \begin{array}{c} 1 \\ 
 1 NAME
 2 NAME
 3 inherits: \setuppagestate
  \definepairedbox [...^1] [...^2] [...,...^3]
 1 NAME
 2 NAME
 3 inherits: \setuppairedbox
 \label{eq:defineparagraph} $$ \begin{bmatrix} . & 1 & 1 \\ 1 & 1 & 1 \end{bmatrix} $$ [ . & . . . ] $$ [ . . . . . . ]
 1 NAME
 2 NAME
 3 inherits: \setupparagraph
 \label{eq:define_parallel} $$ \left[ \begin{array}{c} 1 \\ 1 \end{array} \right] $$ \left[ \begin{array}{c} 1 \\ 1 \end{array} \right] $$ \left[ \begin{array}{c} 1 \\ 1 \end{array} \right] $$
 1 NAME
 2 NAME
  \defineparbuilder [.*.]
  * NAME
  \defineplacement [...^1] [...^2] [...,...^3]
 1 NAME
 2 NAME
 3 inherits: \setupplacement
 \definepositioning [.1] [.2] [..,.3]
 1 NAME
 2 NAME
 3 inherits: \setarepozitie
 \defineprefixset [...] [..., ...] [...]
 1 NAME SECTIONBLOCK: NAME
  2 ABSCHNITT
 3 ABSCHNITT
```

```
\label{eq:local_define} $$ \define process color [...] [...] [...] $$
1 NAME
2 COLOR
3 inherits: \definesteculoare
\defineprocessor \begin{bmatrix} 1 & 1 & 1 \end{bmatrix} \begin{bmatrix} 1 & 1 & 1 \end{bmatrix} \begin{bmatrix} 1 & 1 & 1 & 1 \end{bmatrix} \begin{bmatrix} 1 & 1 & 1 & 1 & 1 \end{bmatrix}
2 NAME
3 inherits: \setupprocessor
\definepushbutton [...] [...,..=2..,..]
1 NAME
2 inherits: \setupfieldcontentframed
\definepushsymbol [...] [...]
1 NAME
2 nrd
\label{eq:continuous_continuous_continuous} $$ \definerendering window [...] [...] [...,...] $$
2 NAME
3 inherits: \setuprenderingwindow
\defineresetset [...^1] [..., ...] [...^3]
1 NAME SECTIONBLOCK: NAME
2 NUMMER
3 NUMMER
\definescale \begin{bmatrix} 1 & 1 \end{bmatrix} \begin{bmatrix} 1 & 1 \end{bmatrix}
1 NAME
2 NAME
3 inherits: \setupscale
\definescript [.1] [.2] [..,.3]
1 NAME
2 NAME
3 inherits: \setupscript
\definesectionlevels [...] [..., ...]
1 NAME
2 ABSCHNITT
\defineselector [.1] [..,..=2]...]
2 inherits: \setupselector
```

```
\defineseparatorset [.\overset{1}{\dots}] [...,\overset{2}{\dots}] [\overset{3}{\dots}]
1 NAME SECTIONBLOCK: NAME
\defineshift [.1] [.2] [..,.3]
2 NAME
3 inherits: \setupshift
\definesidebar [...^1] [...] [...,...^3]
1 NAME
2 NAME
3 inherits: \setupsidebar
\definesort \begin{bmatrix} 1 \\ 1 \end{bmatrix} \begin{bmatrix} 1 \\ 2 \end{bmatrix} \begin{bmatrix} 1 \\ 1 \end{bmatrix} \begin{bmatrix} 1 \\ 1 \end{bmatrix}
1 da nu
2 SINGULAR
3 NAME
4 CONTENT
\definespotcolor \begin{bmatrix} 1 & 1 & 1 \end{bmatrix} \begin{bmatrix} 1 & 1 & 1 \end{bmatrix} \begin{bmatrix} 1 & 1 & 1 \\ 1 & 1 & 1 \end{bmatrix} \begin{bmatrix} 1 & 1 & 1 \\ 1 & 1 & 1 \end{bmatrix}
1 NAME
2 COLOR
3 a =
    t = NUMMER
    e = TEXT
    p = NUMMER
\defineste [...^1] \.\.^2...\{...\}
1 NUMMER
2 CSNAME
3 CONTENT
\definesteaccent \dots^1 \dots^2 \dots^3.
1 CHARACTER
2 CHARACTER
3 CHARACTER
\definesteantet [.\delta.] [.\delta.] [..\delta.\delta.]
2 ABSCHNITT
3 inherits: \seteazatitlu
1 NAME
2 NAME
3 inherits: \seteazabloc
```

```
\definesteblocsectiune \begin{bmatrix} 1 & 1 \\ 1 & 1 \end{bmatrix} \begin{bmatrix} 1 & 2 \\ 1 & 1 \end{bmatrix} \begin{bmatrix} 1 & 1 \\ 1 & 1 \end{bmatrix}
1 NAME
3 inherits: \seteazablocsectiune
\definestebuffer [.1] [.2] [..,.3]
2 BUFFER
3 inherits: \seteazabuffer
\definestecamp [.1] [.2] [.3] [...4] [.5]
1 NAME
2 radio sub text linie push check signature
4 NAME
5 NAME
\definestecaracter . . . . . . .
1 CHARACTER
2 NUMMER
\definestecomanda \dots^1 \dots^2.
1 CHARACTER
2 BEFEHL
\definesteconversie [.1] [.2] [.3]
1 SPRACHE
2 NAME
3 CSNAME
\definesteconversie \begin{bmatrix} 1 & 1 \end{bmatrix} \begin{bmatrix} 1 & 2 \\ 1 & 3 \end{bmatrix} \begin{bmatrix} 1 & 1 \\ 1 & 3 \end{bmatrix}
1 SPRACHE
2 NAME
\definesteculoare [...] [...,..]
1 NAME
2 r = NUMMER
   g = NUMMER
   b = NUMMER
   c = NUMMER
   m = NUMMER
   y = NUMMER
   k = NUMMER
   h = NUMMER
   s = NUMMER
   v = NUMMER
   x = NUMMER
    t = NUMMER
```

```
\definesteculoare [...^1] [...^2]
1 NAME
2 COLOR
\definestedescriere \begin{bmatrix} 1 \\ 1 \end{bmatrix} \begin{bmatrix} 1 \\ 1 \end{bmatrix}
1 NAME
2 NAME
3 inherits: \setupdescription
\definestedimensiumehartie [...] [...,..]
2 latime = DIMENSION
             inaltime = DIMENSION
                                                = BEFEHL
             sus
                                                = BEFEHL
              jos
             stanga = BEFEHL
dreapta = BEFEHL
             distanta = DIMENSION
                                                = inherits: \seteazadimensiunihartie
              pagina
              hartie
                                                = inherits: \seteazadimensiunihartie
\definestedimensiunehartie \begin{bmatrix} 1 \\ 1 \end{bmatrix} \begin{bmatrix} 1 \\ 1 \end{bmatrix}
2 inherits: \seteazadimensiunihartie
3 inherits: \seteazadimensiunihartie
\definesteeticheta \begin{bmatrix} 1 & 1 \end{bmatrix} \begin{bmatrix} 1 & 1 \end{bmatrix}
1 NAME
2 NAME
3 inherits: \setuplabel
\label{eq:definestefloat [...] [...] [...,...$} $$ ( ) $$ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ ( ) $ 
1 SINGULAR
2 PLURAL
3 inherits: \seteazafloat
\definestefloat [...^1] [...^2] [...^3]
1 SINGULAR
2 PLURAL
3 SINGULAR
```

```
\definestefonttext [..., ...] [..., ...] [..., ...] [..., ...]
1 NAME implicit
2 NAME DIMENSION
3 rm ss tt hw cg
         = FILE
   bf
         = FILE
         = FILE
         = FILE
         = FILE
   bi
         = FILE
   bs
         = FILE
         = FILE
   mrlr = FILE
   mrrl = FILE
   mb
          = FILE
   mblr = FILE
mbrl = FILE
\definestefonttext [\ldots, 1, \ldots] [\ldots, 2, \ldots] [\ldots, 3, \ldots] [\ldots, 4, \ldots]
1 NAME implicit
2 NAME DIMENSION
3 rm ss tt hw cg
4 NAME
\definestefont [...] [...] [...,...
1 NAME
2 FONT
3 inherits: \seteazaspatiuinterliniar
\definestefont [...^1] [...^2] [...^3]
1 NAME
2 FONT
3 NAME
\definesteformatreferinte [.1] [.2] [..,..3]
1 NAME
3 inherits: \setupreferenceformat
\definestegrupculori [...] [...] [x:y:3z,..]
1 NAME
2 gri rgb cmyk spot
3 TRIPLET
\definestehbox [...^1] [...^2]
1 NAME
2 DIMENSION
\definesteinconjurare \begin{bmatrix} 1 & 1 \\ 1 & 1 \end{bmatrix} \begin{bmatrix} 1 & 1 \\ 1 & 1 \end{bmatrix} \begin{bmatrix} 1 & 1 \\ 1 & 1 \end{bmatrix} \begin{bmatrix} 1 & 1 \\ 1 & 1 \end{bmatrix}
1 NAME
2 NAME
3 inherits: \seteazainconjurat
```

```
\definestelista [...] [...] [...,...
1 NAME
2 LISTE
3 inherits: \seteazalista
\definestelistacombinata [...] [...,..] [...,...]
2 LISTE
3 inherits: \seteazalista
\definestemakeup [...^1] [...^2] [...,...^3]
1 NAME
2 NAME
3 inherits: \seteazamakeup
\definestemarcaje [.\delta] [.\delta] [..\delta]
1 NAME
2 BESCHRIFTUNG
3 inherits: \seteazamarcaje
\definestemediulfonttext \begin{bmatrix} 1 & 1 \\ 1 & 1 \end{bmatrix} \begin{bmatrix} 1 & 1 \\ 1 & 1 \end{bmatrix} \begin{bmatrix} 1 & 1 \\ 1 & 1 \end{bmatrix} \begin{bmatrix} 1 & 1 \\ 1 & 1 \end{bmatrix}
1 NAME
2 implicit DIMENSION
3 mare
                             = DIMENSION NUMMER
                             = DIMENSION NUMMER
                            = DIMENSION NUMMER
                             = DIMENSION NUMMER
    b
                            = DIMENSION NUMMER
                             = DIMENSION NUMMER
    text
                             = DIMENSION NUMMER
                            = DIMENSION NUMMER
    xx

    DIMENSION NUMMER.

    script
                            = DIMENSION NUMMER
    scriptscript
                            = DIMENSION NUMMER
    spatiereinterliniara = DIMENSION
                             = inclinat italic
                             = NUMMER
\definestemeniuinteractiune \begin{bmatrix} 1 & 1 \\ 1 & 1 \end{bmatrix} \begin{bmatrix} 1 & 2 \\ 1 & 1 \end{bmatrix} \begin{bmatrix} 1 & 1 \\ 1 & 1 \end{bmatrix} \begin{bmatrix} 1 & 1 \\ 1 & 1 \end{bmatrix}
1 NAME
2 NAME
3 inherits: \seteazameniuinteractiune
\definesteoverlay [\ldots, 1, \ldots] [\ldots, 2, \ldots]
1 NAME
2 NAME
3 BEFEHL
\definestepaleta [...] [...,... = ...]
1 NAME.
2 NAME = COLOR
```

```
\definestepaleta [...^1] [...]
  1 NAME
  2 NAME
     \definesteparagraf \begin{bmatrix} 1 & 1 \end{bmatrix} \begin{bmatrix} 1 & 1 \end{bmatrix}
  1 NAME
  2 NAME
  3 inherits: \seteazaparagrafe
  \label{eq:definesteprofil} $$ $$ (...) $$ [...] $$
  2 NAME
  3 inherits: \setupprofile
  \label{eq:definesteprogram} $$ \left[ \begin{array}{c} 1 \\ 1 \end{array} \right] $$ \left[ \begin{array}{c} 2 \\ 1 \end{array} \right] $$ \left[ \begin{array}{c} 3 \\ 1 \end{array} \right] $$
     1 NAME
  2 TEXT
  3 TEXT
     \definestereferinte [...] [..., ...]
     1 NAME
  2 REFERENCE
\label{eq:definesteregistru} $$ \left[ \begin{array}{c} 1 \\ 1 \end{array} \right] $$ \left[ \begin{array}{c} 1 
  1 NAME
  2 NAME
  3 inherits: \seteazaregistru
  \label{eq:definestesablontabel} $$ \end{substitute} $$ \end{subs
  1 NAME
  2 TEMPLATE
  3 NAME
  4 NAME
     \definestesectiune [...]
  * NAME
  \definestesimbol [...^1] [...^2] [...^3]
  1 NAME
  2 NAME
  3 BEFEHL
\label{eq:local_definestesimbolfigura} $$ \left[ \begin{array}{c} 1 \\ 1 \end{array} \right] $$ \left[ \begin{array}{c} 2 \\ 1 \end{array} \right] $$ \left[ \begin{array}{c} 3 \\ 1 \end{array} \right] $$ 
  1 NAME
  2 FILE NAME
  3 inherits: \figuraexterna
```

```
\label{eq:definestesinonim} $$ \left[ \begin{array}{c} 1 \\ 1 \end{array} \right] \left[ \begin{array}{c} 2 \\ 1 \end{array} \right] \left[ \begin{array}{c} 3 \\ 1 \end{array} \right] \left[ \begin{array}{c} 4 \\ 1 \end{array} \right]
1 SINGULAR
2 PLURAL
3 CSNAME
4 CSNAME
\label{eq:definestesinonimfont} $$ \left[ \begin{array}{c} 1 \\ \dots \end{array} \right] $$ \left[ \begin{array}{c} 2 \\ \dots \end{array} \right] $$ \left[ \begin{array}{c} 3 \\ \dots \end{array} \right] $$
1 NAME
2 FONT
3 features
                      = NAME
    fallbacks = NAME
                     = NAME
     goodies
     designsize = auto implicit
\definestesortare [...^1] [...^2] [...]
1 SINGULAR
2 PLURAL
3 niciunul CSNAME
\definestestartstop [...^1] [...^2] [...,...^3]
2 NAME
3 inherits: \setupstartstop
\definestestil \begin{bmatrix} 1 \\ 1 \end{bmatrix} \begin{bmatrix} 1 \\ 2 \end{bmatrix} \begin{bmatrix} 1 \\ 1 \end{bmatrix} \begin{bmatrix} 1 \\ 1 \end{bmatrix} \begin{bmatrix} 1 \\ 1 \end{bmatrix}
1 NAME
2 NAME
3 inherits: \setupstyle
\definestestilfont [..., ...] [...]
1 NAME
2 NAME
\definestestivacampuri [...^1] [...,..^2] [...,..^3]
1 NAME
2 NAME
3 inherits: \setupfieldcategory
\definestesubcamp [...^1] [...^2] [...,...]
1 NAME
2 NAME
3 NAME
\verb| definestetabulatori [... ] [... ] [|... |]
1 NAME
2 NAME
3 TEMPLATE
```

```
\definestetext [.1] [.2] [.3] [.4] [.5] [.6] [.7]
1 NAME
2 sus antet text subsol subsol
3 text margine bordura
4 data numarpagina BESCHRIFTUNG TEXT BEFEHL
5 data numarpagina BESCHRIFTUNG TEXT BEFEHL
6 data numarpagina BESCHRIFTUNG TEXT BEFEHL
7 data numarpagina BESCHRIFTUNG TEXT BEFEHL
\definestetextinconjurat [.1] [.2] [..,.3] [..,.3]
1 NAME
2 NAME
3 inherits: \setupframedtext
\definestetyping [...^1] [...] [...,...]
1 NAME
3 inherits: \seteazatyping
\definestyleinstance \begin{bmatrix} 1 & 1 \\ 1 & 1 \end{bmatrix} \begin{bmatrix} 1 & 2 \\ 1 & 1 \end{bmatrix} \begin{bmatrix} 1 & 3 \\ 1 & 1 \end{bmatrix} \begin{bmatrix} 1 & 4 \\ 1 & 1 \end{bmatrix}
2 rm ss tt mm hw cg
3 tf bf it sl bi bs sc
\definesubformula \begin{bmatrix} 1 & 1 \end{bmatrix} \begin{bmatrix} 1 & 2 & 3 \end{bmatrix} \begin{bmatrix} 1 & 1 & 3 \end{bmatrix} \begin{bmatrix} 1 & 1 & 3 \end{bmatrix}
1 NAME
2 NAME
3 inherits: \setupsubformula
\definesynonym [.<sup>1</sup>.] [.<sup>2</sup>.] [.<sup>3</sup>.] {.<sup>4</sup>.} {.<sup>5</sup>.}
1 da nu
2 SINGULAR
3 NAME
4 TEXT
5 CONTENT
\definesystemattribute [...] [..., ...]
1 NAME
2 local global public private
\definesystemconstant \{...^*\}
* NAME
\definesystemvariable \{...^*\}
* NAME
```

```
\defineTABLEsetup [...^1] [...,..^2=...]
1 NAME
2 inherits: \setupTABLE
\definetabulation [...] [...] [...,...
1 NAME
2 NAME
3 inherits: \setuptabulation
\definetextbackground [...^1] [...^2] [...,...^3]
1 NAME
2 NAME
3 inherits: \setuptextbackground
\definetextflow [.^1.] [.^2.] [..,..^3..,..]
1 NAME
2 NAME
3 inherits: \setuptextflow
\label{eq:definetooltip} $$ \begin{bmatrix} . & 1 \\ . & . \end{bmatrix} $$ [..., ... \frac{3}{2} ..., ...] $$
1 NAME
2 NAME
3 inherits: \setuptooltip
\definetransparency [.1.] [.2.]
1 NAME
2 NUMMER
\definetransparency [.1] [..,.2]
1 NAME
2 a =
  t = NUMMER
\verb| definetransparency [...^1] [...^2] |
1 NAME
2 NAME
\verb| definetwopasslist {.*.}|
* NAME
\definetype [.<sup>1</sup>.] [.<sup>2</sup>.] [.,.<sup>3</sup>..,.]
1 NAME
2 NAME
3 inherits: \seteazatype
```

```
\definetypeface [.\ddot{1}] [.\ddot{2}] [.\ddot{3}] [.\ddot{4}] [.\ddot{5}] [..,..\delta]
1 NAME
2 rm ss tt mm hw cg
3 serif sans mono math handwriting calligraphy
5 implicit dtp
                    = auto NUMMER
6 rscale
     features
                   = NAME
    fallbacks = NAME
     goodies
                    = NAME
     designsize = auto implicit
                   = ambele
    directie
\definetypescriptprefix [...^1] [...^2]
1 NAME
2 TEXT
\definetypescriptsynonym [...] [...]
1 NAME
2 TEXT
\definetypesetting [.1] [.2] [..,..3]
1 NAME
2 TEXT
3 inherits: \setupexternalfigure
\defineunit \begin{bmatrix} 1 & 1 & 1 \end{bmatrix} \begin{bmatrix} 1 & 1 & 1 \end{bmatrix}
1 NAME
2 NAME
3 inherits: \setupunit
\label{eq:local_define_viewerlayer} $$ \end{substrate} $$ \left[ \begin{array}{c} 1\\ 1\\ \end{array} \right] $$ $\left[ \begin{array}{c} 2\\ \end{array} \right] $$ $\left[ \begin{array}{c} 3\\ \end{array} \right], \ldots \end{substrate} $$
1 NAME
2 NAME
3 inherits: \setupviewerlayer
\definevspace \begin{bmatrix} 1 & 1 \\ 1 & 1 \end{bmatrix} \begin{bmatrix} 1 & 2 \\ 1 & 1 \end{bmatrix}
1 NAME
2 NAME
3 DIMENSION
\definevspacing [...] [...]
1 NAME
2 inherits: \vspacing
\definevspacingamount [.1] [.2] [.3]
1 NAME
2 DIMENSION
3 DIMENSION
```

```
\definextable \begin{bmatrix} 1 & 1 & 1 \end{bmatrix} \begin{bmatrix} 1 & 1 & 1 & 1 \end{bmatrix} \begin{bmatrix} 1 & 1 & 1 & 1 & 1 \end{bmatrix}
1 NAME
3 inherits: \setupxtable
\delimited [...^1] {...}
1 NAME
2 CONTENT
\delimitedtext [...^1] {...}
1 NAME
2 CONTENT
\delimitedtext {.*.}
* CONTENT
\depthofstring \{...^*\}
* TEXT
\depthonlybox {.*.}
* CONTENT
\depthspanningtext \{...\} \{...\}
1 TEXT
2 DIMENSION
3 FONT
\descriere [\ldots, 1, \ldots] {\delta^2\) \.\ \par
1 REFERENCE
2 TEXT
3 CONTENT
\despre [.*.]
* REFERENCE
\determinacaracteristicilelistei [..., ...] [..., ... \stackrel{2}{=}..., ...]
1 LISTE
2 inherits: \seteazalista
\label{eq:local_determinace} $$ \determinace a caracteristic in equation $[ \dots ]$ $[ \dots , \dots ]^2 \dots , \dots ]$ $$
1 NAME
2 language
   {\tt metoda}
   numberorder = numere
                  = da nu tot
   compress
                 = local text curent precedent tot ABSCHNITT
    criteriu
\determinanumartitlu [.*.]
* ABSCHNITT
```

```
\determinenoflines \{...^*\}
* CONTENT
\devanagarinumerals {.*.}
* NUMMER
\dfrac {.1.} {.2.}
1 CONTENT
2 CONTENT
\digits \{ . \overset{*}{.} . \}
* NUMMER
\digits \ ...
* NUMMER
\dimensiontocount \{ ...^1 ... \} \ \ ...^2 ...
1 DIMENSION
2 CSNAME
\dim [...]
* REFERENCE
\directcolor [.*.]
* COLOR
\directcolored [.*.]
* COLOR
\directcolored [..,..^*=..,..]
* inherits: \definesteculoare
\directconvertedcounter \{...^1\}
1 NAME
2 primul precedent urmatorul ultim numar
\verb|\directdummyparameter {.*.}|
* KEY
\verb|\directgetboxllx| ...^*.
* CSNAME NUMMER
\directgetboxlly ....
* CSNAME NUMMER
\directhighlight \{...^1\}
1 NAME
2 TEXT
```

```
\directlocalframed [...^1] \{...^2\}
1 NAME
2 CONTENT
\verb|\directluacode| {...}^*.}
* BEFEHL
\directselect {.1.} {.2.} {.3.} {.4.} {.5.} {.6.}
1 NAME
2 CONTENT
3 CONTENT
4 CONTENT
5 CONTENT
6 CONTENT
\directsetbar {.*.}
* NAME
\directsetup \{.\overset{*}{\ldots}\}
* NAME
\directsymbol \{...^1\}
1 NAME
2 NAME
\directvspacing \{\dots, *, \dots\}
* inherits: \vspacing
\dis {.*.}
* CONTENT
\disabledirectives [\dots, \dots]
* NAME
\disable experiments [\dots, \dots]
* NAME
\disablemode [...,*...]
* NAME
\disableoutputstream
\disableparpositions
\disableregime
\disabletrackers [...,*...]
* NAME
```

```
\displaymath {.*.}
* CONTENT
\verb|\displaymathematics {.*.}|
* CONTENT
\displaymessage {...}
* TEXT
\distributedhsize \{...\} \{...\}
1 DIMENSION
2 DIMENSION
3 NUMMER
\dividedsize \{...\} \{...\}
1 DIMENSION
2 DIMENSION
3 NUMMER
\verb|\doadaptleftskip {...}|
\verb|\doadaptrightskip {...}^*.}
\verb|\doaddfeature| {. \dot{.} .}|
* NAME
\doassign [...^1] [...^2]
1 TEXT
2 KEY = VALUE
\doassignempty [...1.] [...2..]
1 TEXT
2 KEY = VALUE
\doboundtext \{.1.\} \{.2.\} \{.3.\}
1 TEXT
2 DIMENSION
3 BEFEHL
\verb|\docheckassignment| \{.\overset{*}{\dots}\}
* TEXT
```

```
1 REFERENCE
2 BEFEHL
3 BEFEHL
4 BEFEHL
5 BEFEHL
6 BEFEHL
7 BEFEHL
\verb|\docheckedpair {...,*...}|
* TEXT
\documentvariable \{...^*.\}
\verb|\dodoubleargument|| \cdot .^1 . . [.^2 .] [.^3 .]
1 CSNAME
2 TEXT
3 TEXT
\verb|\dodoubleargumentwithset||...||...|||...|||...||
1 CSNAME
2 TEXT
3 TEXT
\dodoubleempty \setminus .1... [.2.] [.3.]
1 CSNAME
2 TEXT
3 TEXT
\verb|\dodoubleemptywithset|| ... | [..., ...] | [...]
1 CSNAME
2 TEXT
\dodoublegroupempty \.\dots. \{\.\dots\} \{\.\dots\}
1 CSNAME
2 TEXT
3 TEXT
\doeassign [...^1] [...^2]
1 TEXT
2 KEY = VALUE
\doexpandedrecurse \{...^1\} \{...^2\}
1 NUMMER
2 BEFEHL
```

```
\dogetattribute {.*.}
* NAME
\verb|\dogetattributeid {...}^*.}
* NAME
1 NUMMER
2 TEXT
3 CSNAME
\dogobbledoubleempty [...^1]
1 TEXT
2 TEXT
\dots
* TEXT
\doif \{...^1\} \{...^2\} \{...^3\}
1 CONTENT
2 CONTENT
3 TRUE
\doifallcommon {.*.}
* TRUE
\doifallcommonelse \{ . \stackrel{1}{\ldots} \} \ \{ . \stackrel{2}{\ldots} \}
1 TRUE
2 FALSE
\doifalldefinedelse \{\ldots, 1, \ldots\} \{\ldots, 2, \ldots\}
1 NAME
2 TRUE
3 FALSE
\doifallmodes \{\ldots, 1, \ldots\} \{\ldots, 2, \ldots\}
1 NAME
2 TRUE
3 FALSE
\doifallmodeselse \{\ldots, 1, \ldots\} \{\ldots, 2, \ldots\}
1 NAME
2 TRUE
3 FALSE
```

```
\doifassignmentelse \{ . \stackrel{1}{\ldots} \} \{ . \stackrel{2}{\ldots} \} \{ . \stackrel{3}{\ldots} \}
1 TEXT
2 TRUE
3 FALSE
\doifblackelse \{...\} \{...\}
2 TRUE
3 FALSE
\doifbothsides \{ ... \} \{ ... \} \{ ... \}
1 BEFEHL
2 BEFEHL
3 BEFEHL
\doifbothsidesoverruled \{.\overset{1}{\ldots}\} \{.\overset{2}{\ldots}\}
1 BEFEHL
2 BEFEHL
3 BEFEHL
\doifboxelse \{...\} \{...\} \{...\}
1 NAME
2 NAME
3 TRUE
4 FALSE
\doifbufferelse \{ ... \} \{ ... \} \{ ... \}
1 BUFFER
2 TRUE
3 FALSE
\doifcolor \{...^1.\} \{...^2.\}
1 COLOR
2 TRUE
\doifcolorelse \{ ... \} \{ ... \} \{ ... \}
1 COLOR
2 TRUE
3 FALSE
1 CSNAME
2 NAME
3 TRUE
```

```
1 CSNAME
2 NAME
3 TRUE
4 FALSE
\doifcommon {.*.}
* TRUE
\doifcommonelse \{...\}
1 TRUE
2 FALSE
\doifcontent \{...\} \{...\} \{...\} \{...\}
1 BEFEHL
2 BEFEHL
3 BEFEHL
4 CSNAME
5 CONTENT
\doifconversiondefinedelse \{...\} \{...\}
1 NAME
2 TRUE
3 FALSE
\doifconversionnumberelse \{...\} \{...\} \{...\}
1 NAME
2 NUMMER
3 TRUE
4 FALSE
\doifcounter \{.1.\} \{.1.\}
1 NAME
2 TRUE
\doifcounterelse \{ ... \} \{ ... \} \{ ... \}
1 NAME
2 TRUE
3 FALSE
\doifcurrentfonthasfeatureelse \{...\} \{...\}
1 NAME
2 TRUE
3 FALSE
```

```
\doifdefined \{ \dots^1 \} \{ \dots^2 \}
1 NAME
2 TRUE
\doifdefinedcounter \{...\}
1 NAME
2 TRUE
\verb|\doifdefined counterelse {...}| {...}| {...}|
1 NAME
2 TRUE
3 FALSE
\doifdefinedelse \{ . \stackrel{1}{\ldots} \} \{ . \stackrel{2}{\ldots} \} \{ . \stackrel{3}{\ldots} \}
1 NAME
2 TRUE
3 FALSE
\doifdimensionelse \{.\overset{1}{\ldots}\} \{.\overset{2}{\ldots}\}
2 TRUE
3 FALSE
\doifdimenstringelse \{ . \stackrel{1}{\ldots} \} \ \{ . \stackrel{2}{\ldots} \} \ \{ . \stackrel{3}{\ldots} \}
1 TEXT
2 TRUE
3 FALSE
\doifdocumentargument \{...\}
1 NAME
2 TRUE
\doifdocumentargumentelse \{ ...^1 ... \} \{ ...^2 ... \}
1 NAME
2 TRUE
3 FALSE
\doifdocumentfilename \{ . \stackrel{1}{\ldots} \} \ \{ . \stackrel{2}{\ldots} \}
1 NUMMER
\doifdocumentfilenameelse \{...\} \{...\}
1 NUMMER
2 TRUE
3 FALSE
```

```
\doifdrawingblackelse \{...^1\}
1 TRUE
2 FALSE
\doifelse \{...\} \{...\} \{...\}
1 CONTENT
2 CONTENT
3 TRUE
4 FALSE
1 TRUE
2 FALSE
\doifelsealldefined \{\ldots, 1, \ldots\} \{\ldots, 1\}
2 TRUE
3 FALSE
\doifelseallmodes \{\ldots, 1, \ldots\} \{\ldots, 1\}
1 NAME
2 TRUE
3 FALSE
\doifelseassignment \{ \begin{array}{c} 1 \\ \cdot \\ \cdot \\ \cdot \\ \end{array} \} \{ \begin{array}{c} 1 \\ \cdot \\ \cdot \\ \cdot \\ \end{array} \}
1 TEXT
2 TRUE
3 FALSE
\doifelseblack \{...^1\} \{...^2\} \{...^3\}
1 COLOR
2 TRUE
3 FALSE
\doifelsebox {.1.} {.2.} {.3.} {.4.}
1 NAME
2 NAME
3 TRUE
4 FALSE
\doifelsebuffer \{...\} \{...\}
1 BUFFER
2 TRUE
3 FALSE
```

```
\doifelsecolor \{...^1\} \{...^2\}
1 COLOR
2 TRUE
3 FALSE
\doifelsecommandhandler \.\^1...\ \{.\^2..\} \\ \{.\^3..\} \\ \{.\^4..\}
2 NAME
3 TRUE
4 FALSE
\doifelsecommon \{...^1\} \{...^2\}
1 TRUE
2 FALSE
\doifelseconversiondefined \{...\} \{...\}
1 NAME
2 TRUE
3 FALSE
\doifelseconversionnumber \{...\} \{...\} \{...\}
1 NAME
2 NUMMER
3 TRUE
4 FALSE
\doifelsecounter \{...^1, \{...^2, \{...^3, \}
1 NAME
2 TRUE
3 FALSE
\doifelsecurrentfonthasfeature \{...^1\} \{...^2\} \{...^3\}
1 NAME
2 TRUE
3 FALSE
\doifelsecurrentsortingused \{...^1\}
1 TRUE
2 FALSE
\verb|\doifelsecurrentsynonymshown {...} | {...} |
1 TRUE
2 FALSE
\doifelsecurrentsynonymused \{...\}
1 TRUE
2 FALSE
```

```
\doifelsedefined \{ . \stackrel{1}{\ldots} \} \ \{ . \stackrel{2}{\ldots} \} \ \{ . \stackrel{3}{\ldots} \}
1 NAME
2 TRUE
3 FALSE
\verb|\doifelsedefinedcounter {...}| {...}| {...}|
2 TRUE
3 FALSE
\doifelsedimension \{ . \stackrel{1}{\ldots} \} \{ . \stackrel{2}{\ldots} \} \{ . \stackrel{3}{\ldots} \}
1 TEXT
2 TRUE
3 FALSE
\doifelsedimenstring \{.\overset{1}{\ldots}\} \{.\overset{2}{\ldots}\}
1 TEXT
2 TRUE
3 FALSE
\verb|\doifelsedocumentargument| \{ . \stackrel{\scriptscriptstyle 1}{\ldots} \} \ \{ . \stackrel{\scriptscriptstyle 2}{\ldots} \} \ \{ . \stackrel{\scriptscriptstyle 3}{\ldots} \}
1 NAME
2 TRUE
3 FALSE
\doifelsedocumentfilename \{...\} \{...\} \{...\}
1 NUMMER
2 TRUE
3 FALSE
\verb|\doifelsedrawingblack {...}^1 {...} {...}
1 TRUE
2 FALSE
\doifelseempty \{.\overset{1}{\ldots}\} \{.\overset{2}{\ldots}\}
1 CONTENT
2 TRUE
3 FALSE
\doifelseemptyvalue \{...^1.\} \{...^2\}
1 NAME
2 TRUE
3 FALSE
```

```
\verb|\doifelseemptyvariable {...} {...} {...} {...} {...} {...}
1 NAME
2 KEY
3 TRUE
4 FALSE
\doifelseenv \{...\} \{...\}
1 KEY
2 TRUE
3 FALSE
\doifelsefastoptionalcheck \{...\}
1 TRUE
2 FALSE
1 CSNAME
2 CSNAME
\doifelsefieldbody \{...^{1}..\} \{...^{2}..\}
1 NAME
2 TRUE
3 FALSE
\doifelsefieldcategory \{ . \stackrel{1}{\ldots} \} \ \{ . \stackrel{2}{\ldots} \} \ \{ . \stackrel{3}{\ldots} \}
1 NAME
2 TRUE
3 FALSE
\doifelsefigure \{...\} \{...\}
1 FILE
2 TRUE
3 FALSE
\doifelsefile \{...^1\} \{...^2\} \{...^3\}
1 FILE
2 TRUE
3 FALSE
\doifelsefiledefined \{...\} \{...\} \{...\}
1 NAME
2 TRUE
3 FALSE
```

```
\doifelsefileexists \{...\} \{...\}
1 FILE
2 TRUE
3 FALSE
\doifelsefirstchar \{.\overset{1}{\ldots}\} \{.\overset{2}{\ldots}\} \{.\overset{3}{\ldots}\} \{.\overset{4}{\ldots}\}
2 TEXT
3 TRUE
4 FALSE
\doifelseflagged \{...\} \{...\} \{...\}
1 NAME
2 TRUE
3 FALSE
\doifelsefontchar \{ ...^1 ... \} \{ ...^2 ... \} \{ ...^4 ... \}
1 FONT
2 NUMMER
3 TRUE
4 FALSE
\doifelsefontpresent \{...^1\} \{...^2\}
1 FONT
2 TRUE
3 FALSE
\verb|\doifelsefontsynonym| \{ . \stackrel{\scriptscriptstyle 1}{\ldots} \} \ \{ . \stackrel{\scriptscriptstyle 2}{\ldots} \} \ \{ . \stackrel{\scriptscriptstyle 3}{\ldots} \}
1 NAME
2 TRUE
3 FALSE
\verb|\doifelsehasspace| {...} | {...} | {...} | {...} |
1 TEXT
2 TRUE
3 FALSE
\doifelsehelp \{...^1\}
1 TRUE
2 FALSE
\label{eq:continuous_section} $$ \doifelseincsname { \dots } 
1 TEXT
2 CSNAME
3 TRUE
4 FALSE
```

```
\verb|\doifelseinelement| \{ . \overset{\scriptscriptstyle 1}{\ldots} \} \ \{ . \overset{\scriptscriptstyle 2}{\ldots} \} \ \{ . \overset{\scriptscriptstyle 3}{\ldots} \}
1 NAME
2 TRUE
3 FALSE
\doifelseinputfile \{...^1.\} \{...^2.\} \{...^3.\}
2 TRUE
3 FALSE
\doifelseinsertion \{ . \stackrel{1}{\ldots} \} \{ . \stackrel{2}{\ldots} \} \{ . \stackrel{3}{\ldots} \}
1 NAME
2 TRUE
3 FALSE
\doifelseinset \{ . . . \} \{ . . . \} \{ . . . . \}
1 CONTENT
2 TRUE
3 FALSE
\doifelseinstring \{ ... \} \{ ... \} \{ ... \} \{ ... \}
1 TEXT
2 TEXT
3 TRUE
4 FALSE
\verb|\doifelseinsymbolset|{\{.}^1.{\}}|{\{.}^2.{\}}|{\{.}^3.{\}}|{\{.}^4.{\}}|
1 NAME
2 NAME
3 TRUE
4 FALSE
\verb|\doifelseintoks| {. \ .}^1.} \ {\{. \ .}^2.} \ {\{. \ .}^3.} \ {\{. \ .}^4.} \\
1 BEFEHL
2 BEFEHL
3 TRUE
4 FALSE
\verb|\doifelseintwopassdata|{...}|{\{...\}}|{\{...\}}|{\{...\}}|{\{...\}}|
1 NAME
2 NAME
3 TRUE
4 FALSE
\doifelseitalic \{...^1\} \{...^2\}
1 TRUE
2 FALSE
```

```
\doifelselanguage \{ . \stackrel{1}{\ldots} \} \ \{ . \stackrel{2}{\ldots} \} \ \{ . \stackrel{3}{\ldots} \}
1 SPRACHE
2 TRUE
3 FALSE
\doifelselayerdata \{...^1.\} \{...^2.\} \{...^3.\}
2 TRUE
3 FALSE
\doifelselayoutdefined \{.\overset{1}{\ldots}\} \{.\overset{2}{\ldots}\}
1 NAME
2 TRUE
3 FALSE
\doifelselayoutsomeline \{ ... \} \{ ... \} \{ ... \}
1 NAME
2 TRUE
3 FALSE
\doifelselayouttextline \{ . \stackrel{1}{\ldots} \} \ \{ . \stackrel{2}{\ldots} \} \ \{ . \stackrel{3}{\ldots} \}
1 NAME
2 TRUE
3 FALSE
\doifelseleapyear \{...^1.\} \{...^2\} \{...^3\}
1 NUMMER
2 TRUE
3 FALSE
\doifelselist \{...\} \{...\}
1 LISTE
2 TRUE
3 FALSE
\doifelselocation \{ \begin{array}{c} 1 \\ \ldots \\ 1 \end{array} \}
1 TRUE
2 FALSE
\doifelselocfile \{...^1, \} \{...^2, \}
1 FILE
2 TRUE
3 FALSE
```

```
\label{eq:continuous_section} $$ \doifelseMPgraphic $\{.^1.\}$ $\{.^2.\}$ $\{.^3.\}$
 1 NAME
 2 TRUE
 3 FALSE
 \verb|\doifelsemainfloatbody {...}| {...}|
 2 FALSE
 \doifelsemarking \{ . \stackrel{1}{\ldots} \} \{ . \stackrel{2}{\ldots} \} \{ . \stackrel{3}{\ldots} \}
 1 BESCHRIFTUNG
 2 TRUE
 3 FALSE
\doifelsemeaning \.\doifelsemeaning \.\doifelsemeaning \.\doine \
 1 CSNAME
 2 CSNAME
 3 TRUE
 4 FALSE
 \doifelsemessage \{ ... \} \{ ... \} \{ ... \} \{ ... \}
 1 NAME
 2 NAME NUMMER
 3 TRUE
 4 FALSE
\doifelsemode \{\ldots, 1, \ldots\} \{\ldots, 1\} \{\ldots, 1\}
 1 NAME
 2 TRUE
 3 FALSE
 \doifelsenextbgroup \{...\}
 1 TRUE
 2 FALSE
\verb|\doifelsenextbgroupcs|| ... || ... || ... || ... || ... || ... || ... || ... || ... || ... || ... || ... || ... || ... || ... || ... || ... || ... || ... || ... || ... || ... || ... || ... || ... || ... || ... || ... || ... || ... || ... || ... || ... || ... || ... || ... || ... || ... || ... || ... || ... || ... || ... || ... || ... || ... || ... || ... || ... || ... || ... || ... || ... || ... || ... || ... || ... || ... || ... || ... || ... || ... || ... || ... || ... || ... || ... || ... || ... || ... || ... || ... || ... || ... || ... || ... || ... || ... || ... || ... || ... || ... || ... || ... || ... || ... || ... || ... || ... || ... || ... || ... || ... || ... || ... || ... || ... || ... || ... || ... || ... || ... || ... || ... || ... || ... || ... || ... || ... || ... || ... || ... || ... || ... || ... || ... || ... || ... || ... || ... || ... || ... || ... || ... || ... || ... || ... || ... || ... || ... || ... || ... || ... || ... || ... || ... || ... || ... || ... || ... || ... || ... || ... || ... || ... || ... || ... || ... || ... || ... || ... || ... || ... || ... || ... || ... || ... || ... || ... || ... || ... || ... || ... || ... || ... || ... || ... || ... || ... || ... || ... || ... || ... || ... || ... || ... || ... || ... || ... || ... || ... || ... || ... || ... || ... || ... || ... || ... || ... || ... || ... || ... || ... || ... || ... || ... || ... || ... || ... || ... || ... || ... || ... || ... || ... || ... || ... || ... || ... || ... || ... || ... || ... || ... || ... || ... || ... || ... || ... || ... || ... || ... || ... || ... || ... || ... || ... || ... || ... || ... || ... || ... || ... || ... || ... || ... || ... || ... || ... || ... || ... || ... || ... || ... || ... || ... || ... || ... || ... || ... || ... || ... || ... || ... || ... || ... || ... || ... || ... || ... || ... || ... || ... || ... || ... || ... || ... || ... || ... || ... || ... || ... || ... || ... || ... || ... || ... || ... || ... || ... || ... || ... || ... || ... || ... || ... || ... || ... || ..
 1 CSNAME
 2 CSNAME
  \doifelsenextchar \{...\} \{...\}
 1 CHARACTER
 2 TRUE
 3 FALSE
 \doifelsenextoptional \{...^1\}
 1 TRUE
 2 FALSE
```

```
1 CSNAME
2 CSNAME
\verb|\doifelsenextparenthesis {...}| {...}|
1 TRUE
2 FALSE
\doifelsenonzeropositive \{...\} \{...\}
1 NUMMER
2 TRUE
3 FALSE
\verb|\doifelsenoteonsamepage {...}^1.} \ {...}^2.} \ {...}^3.
1 NAME
2 TRUE
3 FALSE
\doifelsenothing \{ . \stackrel{1}{\ldots} \} \{ . \stackrel{2}{\ldots} \} \{ . \stackrel{3}{\ldots} \}
2 TRUE
3 FALSE
\doifelsenumber \{...\} \{...\}
1 TEXT
2 TRUE
3 FALSE
\doifelseobjectfound \{.1^{1}.\} \{.1^{2}.\} \{.1^{3}.\}
1 NAME
2 NAME
3 TRUE
4 FALSE
\doifelseobjectreferencefound \{.1.\} \{.2.\} \{.3.\} \{.4.\}
1 NAME
2 NAME
3 TRUE
4 FALSE
\verb|\doifelseoddpage| \{...^1.\} | \{...^2.\}
1 BEFEHL
2 BEFEHL
\verb|\doifelseoddpagefloat {...}| {...}|
1 TRUE
2 FALSE
```

```
\doifelseoldercontext \{...^1\} \{...^2\} \{...^3\}
1 NUMMER
2 TRUE
3 FALSE
\doifelseolderversion \{.1.\} \{.2.\} \{.3.\} \{.4.\}
2 NUMMER
3 TRUE
4 FALSE
\doifelseoverlapping \{ .\ ^1. \}\ \{ .\ ^2. \}\ \{ .\ ^3. \}\ \{ .\ ^4. \}
1 NAME
2 NAME
3 TRUE
4 FALSE
\doifelseoverlay \{ ... \} \{ ... \} \{ ... \}
1 NAME
2 TRUE
3 FALSE
\doifelseparallel \{ ... \} \{ ... , ... \} \{ ... \}
1 NAME
2 NAME tot
3 TRUE
4 FALSE
\doifelseparentfile \{ ...^1 ... \} \{ ... \} \{ ... \}
1 FILE
2 TRUE
3 FALSE
\verb|\doifelsepath| \{ \ldots^1 , \} \ \{ \ldots^2 , \} \ \{ \ldots^3 , \}
1 FILE
2 TRUE
\doifelsepathexists \{ ... \} \{ ... \} \{ ... \}
1 FILE
2 TRUE
3 FALSE
\doifelsepatterns \{...^1, \} \{...^2, \} \{...^3, \}
1 SPRACHE
2 TRUE
3 FALSE
```

```
\doifelseposition \{ . \stackrel{1}{\ldots} \} \ \{ . \stackrel{2}{\ldots} \} \ \{ . \stackrel{3}{\ldots} \}
1 NAME
2 TRUE
3 FALSE
\doifelsepositionaction \{.1.\} \{.2.\} \{.3.\}
2 TRUE
3 FALSE
\verb|\doifelsepositiononpage {...}^1.} \ {...} \ {...} \ {...}^{3}.} \ {...}^{4}.}
1 NAME
2 NUMMER
3 TRUE
4 FALSE
\verb|\doifelsepositionsonsamepage {..., ...} {...} {...} {...} {...}
1 NAME
2 TRUE
3 FALSE
\doifelsepositionsonthispage \{\ldots, 1, \ldots\} \{\ldots, 2, \ldots\}
2 TRUE
3 FALSE
\doifelsepositionsused \{ . \stackrel{1}{\ldots} \} \ \{ . \stackrel{2}{\ldots} \}
1 TRUE
2 FALSE
\doifelsereferencefound \{...\} \{...\}
1 REFERENCE
2 TRUE
3 FALSE
\verb|\doifelserightpagefloat| \{.\overset{\scriptscriptstyle 1}{\ldots}\} \ \{.\overset{\scriptscriptstyle 2}{\ldots}\}
1 TRUE
2 FALSE
\doifelserighttoleftinbox ... { ... } { ... }
1 CSNAME NUMMER
2 TRUE
3 FALSE
```

```
\doifelsesamelinereference \{.\overset{1}{\ldots}\} \{.\overset{2}{\ldots}\} \{.\overset{3}{\ldots}\}
1 REFERENCE
2 TRUE
3 FALSE
\doifelsesamestring \{ . \stackrel{1}{\ldots} \} \ \{ . \stackrel{2}{\ldots} \} \ \{ . \stackrel{3}{\ldots} \} \ \{ . \stackrel{4}{\ldots} \}
2 TEXT
3 TRUE
4 FALSE
\doifelsesetups \{ ... \} \{ ... \} \{ ... \}
1 NAME
2 TRUE
3 FALSE
\verb|\doifelsesomebackground {...}^1.} \ {...}^2.} \ {...}^3.
1 NAME
2 TRUE
3 FALSE
\doifelsesomespace \{.\overset{1}{\ldots}\} \{.\overset{2}{\ldots}\} \{.\overset{3}{\ldots}\}
1 TEXT
2 TRUE
3 FALSE
\doifelsesomething \{ . \stackrel{1}{\ldots} \} \ \{ . \stackrel{2}{\ldots} \} \ \{ . \stackrel{3}{\ldots} \}
1 TEXT
2 TRUE
3 FALSE
\doifelsesometoks \setminus ... { ... } { ... }
1 CSNAME
2 TRUE
3 FALSE
\doifelsestringinstring \{.\overset{1}{\ldots}\} \{.\overset{2}{\ldots}\} \{.\overset{3}{\ldots}\} \{.\overset{4}{\ldots}\}
1 TEXT
2 TEXT
3 TRUE
4 FALSE
\verb|\doifelsestructurelist has number {...}| {...}|
1 TRUE
2 FALSE
```

```
\verb|\doifelsestructurelist has page {...}| {...}|
1 TRUE
2 FALSE
\doifelsesymboldefined \{.\overset{\scriptscriptstyle 1}{\ldots}\} \{.\overset{\scriptscriptstyle 2}{\ldots}\}
1 NAME
2 TRUE
3 FALSE
\doifelsesymbolset \{...\} \{...\}
2 TRUE
3 FALSE
\doifelsetext \{...^1..\} \{...^2..\} \{...^3..\}
1 TEXT
2 TRUE
3 FALSE
\doifelsetextflow \{ ... \} \{ ... \} \{ ... \}
1 NAME
2 TRUE
3 FALSE
1 NAME
2 TRUE
3 FALSE
\doifelsetypingfile \{ . \stackrel{1}{\ldots} \} \{ . \stackrel{2}{\ldots} \} \{ . \stackrel{3}{\ldots} \}
1 FILE
2 TRUE
3 FALSE
\doifelseundefined \{.\overset{1}{\ldots}\} \{.\overset{2}{\ldots}\}
1 NAME
2 TRUE
3 FALSE
\doifelseurldefined \{ \dots^1 \} \{ \dots^2 \} \{ \dots^3 \}
1 NAME
2 TRUE
3 FALSE
```

```
\doifelsevalue \{...^{1}.\} \{...^{2}.\} \{...^{3}.\} \{...^{4}.\}
1 NAME
2 TEXT
3 TRUE
4 FALSE
\doifelsevaluenothing \{ . \stackrel{\scriptscriptstyle 1}{\ldots} \} \ \{ . \stackrel{\scriptscriptstyle 2}{\ldots} \} \ \{ . \stackrel{\scriptscriptstyle 3}{\ldots} \}
1 NAME
2 TRUE
3 FALSE
\doifelsevariable \{ . \stackrel{1}{\ldots} \} \ \{ . \stackrel{2}{\ldots} \} \ \{ . \stackrel{3}{\ldots} \} \ \{ . \stackrel{4}{\ldots} \}
1 NAME
3 TRUE
4 FALSE
\doifempty \{...^1.\} \{...^2.\}
1 CONTENT
2 TRUE
\doifemptyelse \{.\overset{1}{\ldots}\} \{.\overset{2}{\ldots}\} \{.\overset{3}{\ldots}\}
1 CONTENT
2 TRUE
3 FALSE
\doifemptytoks \setminus ... { ... }
1 CSNAME
2 TRUE
\doifemptyvalue \{ . \stackrel{1}{\ldots} \} \ \{ . \stackrel{2}{\ldots} \}
1 NAME
2 TRUE
\doifemptyvalueelse \{ . \stackrel{1}{\ldots} \} \ \{ . \stackrel{2}{\ldots} \} \ \{ . \stackrel{3}{\ldots} \}
1 NAME
2 TRUE
3 FALSE
\doifemptyvariable \{...\} \{...\}
1 NAME
2 KEY
3 TRUE
```

```
\verb|\doifemptyvariableelse| \{.\overset{1}{\ldots}\}| \{.\overset{2}{\ldots}\}| \{\overset{3}{\ldots}\}| \{\overset{4}{\ldots}\}|
1 NAME
2 KEY
3 TRUE
4 FALSE
\doifenv \{...^1.\} \{...^2.\}
1 KEY
2 TRUE
\doifenvelse \{.\overset{1}{\ldots}\} \{.\overset{2}{\ldots}\} \{.\overset{3}{\ldots}\}
1 KEY
2 TRUE
3 FALSE
\doiffastoptionalcheckcselse \setminus... \setminus...
1 CSNAME
2 CSNAME
\verb|\doiffastoptionalcheckelse| \{.\overset{1}{\dots}\} | \{.\overset{2}{\dots}\}
1 TRUE
2 FALSE
\doiffieldbodyelse \{...^1.\} \{...^2.\} \{...^3.\}
1 NAME
2 TRUE
3 FALSE
\doiffieldcategoryelse \{.\overset{1}{\ldots}\} \{.\overset{2}{\ldots}\}
1 NAME
2 TRUE
3 FALSE
\doiffigureelse \{...^1.\} \{...^2.\} \{...^3.\}
1 FILE
2 TRUE
3 FALSE
\doiffile \{...^1, \}
1 FILE
2 TRUE
\doiffiledefinedelse \{...\} \{...\} \{...\}
1 NAME
2 TRUE
3 FALSE
```

```
\doiffileelse \{ ... \} \{ ... \} \{ ... \}
1 FILE
2 TRUE
3 FALSE
\doiffileexistselse \{ ... \} \{ ... \} \{ ... \}
2 TRUE
3 FALSE
\doiffirstcharelse \{.\overset{1}{\ldots}\} \{.\overset{2}{\ldots}\} \{.\overset{3}{\ldots}\} \{.\overset{4}{\ldots}\}
1 TEXT
2 TEXT
3 TRUE
4 FALSE
\doifflaggedelse \{ . \stackrel{1}{\ldots} \} \ \{ . \stackrel{2}{\ldots} \} \ \{ . \stackrel{3}{\ldots} \}
1 NAME
2 TRUE
3 FALSE
\doiffontcharelse \{ ... \} \{ ... \} \{ ... \} \{ ... \}
1 FONT
2 NUMMER
3 TRUE
4 FALSE
\doiffontpresentelse \{ . \stackrel{\scriptscriptstyle 1}{\ldots} \} \ \{ . \stackrel{\scriptscriptstyle 2}{\ldots} \} \ \{ . \stackrel{\scriptscriptstyle 3}{\ldots} \}
1 FONT
2 TRUE
3 FALSE
\verb|\doiffontsynonymelse| \{ . \stackrel{\scriptscriptstyle 1}{\ldots} \} \ \{ . \stackrel{\scriptscriptstyle 2}{\ldots} \} \ \{ . \stackrel{\scriptscriptstyle 3}{\ldots} \}
1 NAME
2 TRUE
3 FALSE
\doifhasspaceelse \{...^1\} \{...^2\} \{...^3\}
1 TEXT
2 TRUE
3 FALSE
\verb|\doifhelpelse| \{ . \stackrel{\scriptscriptstyle 1}{\ldots} \} \ \{ . \stackrel{\scriptscriptstyle 2}{\ldots} \}
1 TRUE
2 FALSE
```

```
\doifincsnameelse \{...\} \{...\} \{...\}
1 TEXT
2 CSNAME
3 TRUE
4 FALSE
\doifinelementelse \{ ... \} \{ ... \} \{ ... \}
1 NAME
2 TRUE
3 FALSE
\verb|\doifinputfileelse| \{.\overset{\scriptscriptstyle 1}{\ldots}\} \ \{.\overset{\scriptscriptstyle 2}{\ldots}\} \ \{.\overset{\scriptscriptstyle 3}{\ldots}\}
1 FILE
2 TRUE
3 FALSE
\doifinsertionelse \{.\overset{1}{\ldots}\} \{.\overset{2}{\ldots}\}
1 NAME
2 TRUE
3 FALSE
\doifinset \{ ... \} \{ ... \}
1 CONTENT
2 TRUE
\doifinsetelse \{ ... \} \{ ... \} \{ ... \}
1 CONTENT
2 TRUE
3 FALSE
\doifinstring \{ ... \} \{ ... \} \{ ... \}
1 TEXT
2 TEXT
\doifinstringelse \{ ... \} \{ ... \} \{ ... \} \{ ... \}
1 TEXT
2 TEXT
3 TRUE
4 FALSE
\verb|\doifinsymbolset| \{.\overset{1}{\ldots}\} \ \{.\overset{2}{\ldots}\} \ \{.\overset{3}{\ldots}\} \ \{.\overset{4}{\ldots}\}
1 NAME
2 NAME
3 TRUE
4 FALSE
```

```
\doifinsymbolsetelse \{.\overset{1}{\ldots}\} \{.\overset{2}{\ldots}\} \{.\overset{3}{\ldots}\} \{.\overset{4}{\ldots}\}
1 NAME
2 NAME
3 TRUE
4 FALSE
\doifintokselse \{.1.\} \{.2.\} \{.3.\} \{.4.\}
1 BEFEHL
2 BEFEHL
3 TRUE
4 FALSE
\doifintwopassdataelse \{ ... \} \{ ... \} \{ ... \} \{ ... \}
2 NAME
3 TRUE
4 FALSE
\doifitalicelse {.1.} {.2.}
1 TRUE
2 FALSE
\doiflanguageelse \{.\overset{1}{\ldots}\} \{.\overset{2}{\ldots}\} \{.\overset{3}{\ldots}\}
1 SPRACHE
2 TRUE
3 FALSE
\doiflayerdataelse \{ . \stackrel{1}{\ldots} \} \{ . \stackrel{2}{\ldots} \} \{ . \stackrel{3}{\ldots} \}
1 NAME
2 TRUE
3 FALSE
\doiflayoutdefinedelse \{...\} \{...\}
1 NAME
2 TRUE
3 FALSE
\doiflayoutsomelineelse \{.1.\} \{.2.\} \{.3.\}
1 NAME
2 TRUE
3 FALSE
\doiflayouttextlineelse \{...^1\} \{...^2\} \{...^3\}
1 NAME
2 TRUE
3 FALSE
```

```
\doifleapyearelse \{ . \stackrel{1}{\ldots} \} \ \{ . \stackrel{2}{\ldots} \} \ \{ . \stackrel{3}{\ldots} \}
1 NUMMER
2 TRUE
3 FALSE
\doiflistelse \{ ...^1 ... \} \{ ...^2 ... \}
1 LISTE
2 TRUE
3 FALSE
\doiflocationelse \{ . \stackrel{\scriptscriptstyle 1}{\ldots} \} \ \{ . \stackrel{\scriptscriptstyle 2}{\ldots} \}
1 TRUE
2 FALSE
\doiflocfileelse \{ . \stackrel{1}{\ldots} \} \{ . \stackrel{2}{\ldots} \} \{ . \stackrel{3}{\ldots} \}
1 FILE
2 TRUE
3 FALSE
\verb|\doifMPgraphicelse| \{ . \overset{\scriptscriptstyle 1}{\ldots} \} \ \{ . \overset{\scriptscriptstyle 2}{\ldots} \} \ \{ . \overset{\scriptscriptstyle 3}{\ldots} \}
1 NAME
2 TRUE
3 FALSE
\verb|\doifmainfloatbodyelse {...}| {...}|
1 TRUE
2 FALSE
\doifmarkingelse \{...\} \{...\}
1 BESCHRIFTUNG
2 TRUE
3 FALSE
1 CSNAME
2 CSNAME
3 TRUE
4 FALSE
\doifmessageelse { . \overset{1}{\ldots}} { . \overset{2}{\ldots}} { . \overset{3}{\ldots}} { . \overset{4}{\ldots}}
1 NAME
2 NAME NUMMER
3 TRUE
4 FALSE
```

```
\doifmode \{\ldots, 1, \ldots\} \{\ldots, 2, \ldots\}
1 NAME
2 TRUE
\doifmodeelse \{\ldots, 1, \ldots\} \{\ldots, 1\} \{\ldots, 1\}
1 NAME
2 TRUE
3 FALSE
\doifnextbgroupcselse \.\.^1...\.^2...
1 CSNAME
2 CSNAME
\doifnextbgroupelse \{...\}
1 TRUE
2 FALSE
\doifnextcharelse \{...^1, \{...^2, \{...^3\}\}
1 CHARACTER
2 TRUE
3 FALSE
\verb|\doifnextoptionalcselse| \verb|\|...|^1...|^2...
1 CSNAME
2 CSNAME
\doifnextoptionalelse \{...\}
1 TRUE
2 FALSE
\verb|\doifnextparenthesiselse| \{ . \stackrel{\scriptscriptstyle 1}{\ldots} \} \ \{ . \stackrel{\scriptscriptstyle 2}{\ldots} \}
1 TRUE
2 FALSE
\verb|\doifnonzeropositiveelse| \{ . \stackrel{\scriptscriptstyle 1}{\ldots} \} \ \{ . \stackrel{\scriptscriptstyle 2}{\ldots} \} \ \{ . \stackrel{\scriptscriptstyle 3}{\ldots} \}
1 NUMMER
2 TRUE
3 FALSE
\doifnot \{...^1, \} \{...^2, \} \{...^3, \}
1 CONTENT
2 CONTENT
3 TRUE
\verb|\doifnotallcommon {.*.}|
* TRUE
```

```
\doifnotallmodes \{\dots, \dots\} \{\dots\} \{\dots\}
1 NAME
2 TRUE
3 FALSE
\doifnotcommandhandler \setminus ... \{...\} \{...\}
2 NAME
3 TRUE
\doinnote{...}
* TRUE
\doifnotcounter \{...^1.\} \{...^2.\}
1 NAME
2 TRUE
\verb|\doifnotdocumentargument {...}| {...}|
1 NAME
2 TRUE
\doifnotdocumentfilename \{...^1\}
1 NUMMER
2 TRUE
\doifnotempty \{ ...^1 ... \}
1 CONTENT
2 TRUE
\doifnotemptyvalue \{...\}
1 NAME
2 TRUE
\doifnotemptyvariable \{ \begin{array}{c} 1 \\ 1 \end{array} \} \ \{ \begin{array}{c} 1 \\ 1 \end{array} \} \ \{ \begin{array}{c} 1 \\ 1 \end{array} \} \ \{ \begin{array}{c} 1 \\ 1 \end{array} \}
1 NAME
2 KEY
\doifnotenv \{...^1\}
1 KEY
2 TRUE
\doifnoteonsamepageelse \{...^1\} \{...^2\} \{...^3\}
1 NAME
2 TRUE
3 FALSE
```

```
\doifnotescollected \{...\}
1 NAME
2 TRUE
\doifnotfile \{...^1\}
1 FILE
2 TRUE
\verb|\doifnotflagged {...}| {...}|
1 NAME
2 TRUE
\doifnothing \{ ... \} \{ ... \}
1 TEXT
2 TRUE
\doifnothingelse \{ \begin{array}{c} 1 \\ 1 \end{array} \} \ \{ \begin{array}{c} 2 \\ 1 \end{array} \} \ \{ \begin{array}{c} 3 \\ 1 \end{array} \}
1 TEXT
2 TRUE
3 FALSE
\doifnotinset \{...^1\} \{...^2\}
1 CONTENT
2 TRUE
\verb|\doifnotinsidesplitfloat|{...}^*|
* TRUE
\doifnotinstring \{ . \stackrel{1}{\ldots} \} \ \{ . \stackrel{2}{\ldots} \} \ \{ . \stackrel{3}{\ldots} \}
1 TEXT
2 TEXT
3 TRUE
\doifnotmode \{\ldots, 1, \ldots\} \{\ldots, 2, \ldots\}
1 NAME
2 TRUE
\doifnotnumber \{...\} \{...\}
1 TEXT
2 TRUE
\doifnotsamestring \{ . \stackrel{1}{\ldots} \} \{ . \stackrel{2}{\ldots} \} \{ . \stackrel{3}{\ldots} \}
2 TEXT
3 TRUE
```

```
\doifnotsetups \{ ... \}
1 NAME
2 TRUE
\doifnotvalue \{ ...^1 ... \} \{ .... \} \{ .... \}
1 NAME
2 TEXT
3 TRUE
\doifnotvariable \{ ...^1 ... \} \{ ...^2 ... \}
1 NAME
2 KEY
3 TRUE
\verb|\doifnumber {...}| {...}|
1 TEXT
2 TRUE
\doifnumberelse \{ . \stackrel{1}{\ldots} \} \ \{ . \stackrel{2}{\ldots} \} \ \{ . \stackrel{3}{\ldots} \}
2 TRUE
3 FALSE
\doifobjectfoundelse \{.\overset{1}{\ldots}\} \{.\overset{2}{\ldots}\} \{.\overset{3}{\ldots}\} \{.\overset{4}{\ldots}\}
1 NAME
2 NAME
3 TRUE
4 FALSE
1 NAME
2 NAME
3 TRUE
4 FALSE
\doifoddpageelse \{ ... \}
1 BEFEHL
2 BEFEHL
\verb|\doifoddpagefloatelse| \{ . \overset{1}{\ldots} \} \ \{ . \overset{2}{\ldots} \}
1 TRUE
2 FALSE
\doifoldercontextelse \{ ... \} \{ ... \} \{ ... \}
1 NUMMER
2 TRUE
3 FALSE
```

```
\doifolderversionelse \{ ... \} \{ ... \} \{ ... \} \{ ... \}
1 NUMMER
2 NUMMER
3 TRUE
4 FALSE
\doifoverlappingelse \{.\overset{1}{\ldots}\} \{.\overset{2}{\ldots}\} \{.\overset{3}{\ldots}\}
1 NAME
2 NAME
3 TRUE
4 FALSE
\doifoverlayelse \{ ...^{1}. \} \{ ...^{2}. \} \{ ...^{3}. \}
2 TRUE
3 FALSE
1 NAME
2 NAME tot
3 TRUE
4 FALSE
\doifparentfileelse \{...^1,\} \{...^2,\}
1 FILE
2 TRUE
3 FALSE
\doifpathelse \{ . \stackrel{\scriptscriptstyle 1}{\ldots} \} \ \{ . \stackrel{\scriptscriptstyle 2}{\ldots} \} \ \{ . \stackrel{\scriptscriptstyle 3}{\ldots} \}
1 FILE
2 TRUE
3 FALSE
\doifpathexistselse \{.\overset{1}{\ldots}\} \{.\overset{2}{\ldots}\}
1 FILE
2 TRUE
3 FALSE
\doifpatternselse \{ . \stackrel{1}{\ldots} \} \ \{ . \stackrel{2}{\ldots} \} \ \{ . \stackrel{3}{\ldots} \}
1 SPRACHE
2 TRUE
3 FALSE
\doifposition \{.1.\} \{.2.\} \{.3.\}
1 NAME
2 TRUE
3 FALSE
```

```
\doifpositionaction \{ . \stackrel{1}{\ldots} \} \ \{ . \stackrel{2}{\ldots} \} \ \{ . \stackrel{3}{\ldots} \}
1 NAME
2 TRUE
3 FALSE
\doifpositionactionelse \{.\overset{1}{\ldots}\} \{.\overset{2}{\ldots}\}
2 TRUE
3 FALSE
\doifpositionelse \{ . \stackrel{1}{\ldots} \} \ \{ . \stackrel{2}{\ldots} \} \ \{ . \stackrel{3}{\ldots} \}
1 NAME
2 TRUE
3 FALSE
\verb|\doifpositiononpageelse| \{ . \overset{\scriptscriptstyle 1}{\ldots} \} \ \{ . \overset{\scriptscriptstyle 2}{\ldots} \} \ \{ . \overset{\scriptscriptstyle 3}{\ldots} \} \ \{ . \overset{\scriptscriptstyle 4}{\ldots} \}
1 NAME
2 NUMMER
3 TRUE
4 FALSE
\verb|\doifpositionsonsamepageelse {..., ...} {...} {...} {...} {...}
2 TRUE
3 FALSE
\doifpositionsonthispageelse \{\ldots, 1, \ldots\} \{\ldots, 2, \ldots\}
1 NAME
2 TRUE
3 FALSE
\doifpositionsusedelse \{...^1\}
1 TRUE
2 FALSE
\doifreferencefoundelse \{...\} \{...\}
1 REFERENCE
2 TRUE
3 FALSE
\verb|\doifrightpagefloatelse {...}| {...}|
1 TRUE
2 FALSE
```

```
\doifrighttoleftinboxelse ... { ...} { ...}
1 CSNAME NUMMER
2 TRUE
3 FALSE
\doifsamelinereferenceelse \{...\} \{...\}
2 TRUE
3 FALSE
\doifsamestring \{.\overset{1}{\ldots}\} \{.\overset{2}{\ldots}\}
1 TEXT
2 TEXT
3 TRUE
\doifsamestringelse \{ ... \} \{ ... \} \{ ... \} \{ ... \}
1 TEXT
2 TEXT
3 TRUE
4 FALSE
\doifsetups \{...\}
1 NAME
2 TRUE
\doifsetupselse \{...\} \{...\} \{...\}
1 NAME
2 TRUE
3 FALSE
\doifsomebackground \{ . \stackrel{1}{\ldots} \} \ \{ . \stackrel{2}{\ldots} \} \ \{ . \stackrel{3}{\ldots} \}
1 NAME
2 TRUE
3 FALSE
\doifsomebackgroundelse \{ ... \} \{ ... \} \{ ... \} \{ ... \}
1 NAME
2 TRUE
3 FALSE
\doifsomespaceelse \{ . \stackrel{\scriptscriptstyle 1}{\ldots} \} \ \{ . \stackrel{\scriptscriptstyle 2}{\ldots} \} \ \{ . \stackrel{\scriptscriptstyle 3}{\ldots} \}
1 TEXT
2 TRUE
3 FALSE
```

```
\doifsomething \{...^1, \}
1 TEXT
2 TRUE
\doifsomethingelse \{...^1\} \{...^2\}
1 TEXT
2 TRUE
3 FALSE
\doifsometoks \setminus ... { ... }
1 CSNAME
2 TRUE
\doifsometokselse \.\^1...\ \{.\^2.\} \\ \{.\^3.\}
1 CSNAME
2 TRUE
3 FALSE
\doifstringinstringelse \{ ... \} \{ ... \} \{ ... \}
2 TEXT
3 TRUE
4 FALSE
\verb|\doifstructurelist has numberelse {...}| {...}|
1 TRUE
2 FALSE
\doifstructurelisthaspageelse \{ ...^1 ... \}
1 TRUE
2 FALSE
\doifsymboldefinedelse \{...^1\} \{...^2\} \{...^3\}
1 NAME
2 TRUE
3 FALSE
\doifsymbolsetelse \{.\overset{1}{\ldots}\} \{.\overset{2}{\ldots}\}
1 NAME
2 TRUE
3 FALSE
\doiftext \{...\} \{...\} \{...\}
1 TEXT
2 TRUE
3 FALSE
```

```
\doiftextelse \{ ...^1 ... \} \{ ...^2 ... \}
1 TEXT
2 TRUE
3 FALSE
\verb|\doiftextflowcollectorelse {...}| {...}| {...}|
2 TRUE
3 FALSE
\doiftextflowelse \{.\overset{1}{\ldots}\} \{.\overset{2}{\ldots}\} \{.\overset{3}{\ldots}\}
1 NAME
2 TRUE
3 FALSE
\doiftypingfileelse \{.\overset{1}{\ldots}\} \{.\overset{2}{\ldots}\}
1 FILE
2 TRUE
3 FALSE
\doifundefined \{...\}
1 NAME
2 TRUE
\doifundefinedcounter \{ . \stackrel{1}{\ldots} \} \ \{ . \stackrel{2}{\ldots} \}
1 NAME
2 TRUE
\doifundefinedelse \{.\overset{1}{\ldots}\} \{.\overset{2}{\ldots}\}
1 NAME
2 TRUE
3 FALSE
\doifurldefinedelse \{ ... \} \{ ... \} \{ ... \}
1 NAME
2 TRUE
3 FALSE
\doifvalue \{ ... \} \{ ... \} \{ ... \}
1 NAME
2 TEXT
3 TRUE
```

```
\doifvalueelse \{...^{1}.\} \{...^{2}.\} \{...^{3}.\} \{...^{4}.\}
1 NAME
2 TEXT
3 TRUE
4 FALSE
\doifvaluenothing \{...^1\}
1 NAME
2 TRUE
\doifvaluenothingelse \{ . \stackrel{1}{\ldots} \} \ \{ . \stackrel{2}{\ldots} \} \ \{ . \stackrel{3}{\ldots} \}
1 NAME
2 TRUE
3 FALSE
\doifvaluesomething \{ . \stackrel{1}{\ldots} \} \ \{ . \stackrel{2}{\ldots} \}
1 NAME
2 TRUE
\doifvariable \{.1.\} \{.2.\} \{.3.\}
1 NAME
2 KEY
3 TRUE
\doifvariableelse \{ ... \} \{ ... \} \{ ... \} \{ ... \}
1 NAME
2 KEY
3 TRUE
4 FALSE
\doindentation
\dollar
\doloop {...}
* BEFEHL
\doloopoverlist \{\ldots, 1, \ldots\} \{\ldots, 2, \ldots\}
1 TEXT
2 BEFEHL
\donothing
\dontconvertfont
\dontleavehmode
\dontpermitspacesbetweengroups
```

```
\dopositionaction \{.\overset{*}{\ldots}\}
 * NAME
 \verb|\doprocesslocalsetups {...}^*, ...}|
 * NAME
\label{eq:continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous
 1 CSNAME
 2 TEXT
 3 TEXT
 4 TEXT
 5 TEXT
 \doquadrupleempty \.\doquadruple.\frac{1}{.}. \[\begin{align*}[c]{0.5cm} \cdots \\ \doquadrupleempty \\ \dots \\ \downame \cdots \\ \downame \cdowname \cdots \\ \downame \cdowname \cdots \\ \downame \cdots \\ \downame \cd
 1 CSNAME
 2 TEXT
 3 TEXT
 4 TEXT
 5 TEXT
\label{eq:convergence} $$\doquad ruple group empty $$\.^1. $$\{.^2.\} $$\{.^3.\} $$\{.^4.\} $$\{.^5.\}$
 1 CSNAME
 2 TEXT
 3 TEXT
 4 TEXT
 5 TEXT
 \doquintupleargument \setminus 1... [.2.] [.3.] [.4.] [.5.] [.6.]
 1 CSNAME
 2 TEXT
 3 TEXT
                                    TEXT
 5 TEXT
 6 TEXT
\label{eq:continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous
 1 CSNAME
 2 TEXT
 3 TEXT
                                    TEXT
 5 TEXT
 6 TEXT
```

```
1 CSNAME
2 TEXT
3 TEXT
  TEXT
  TEXT
6 TEXT
\dorechecknextindentation
\dorecurse \{...^1\}
1 NUMMER
2 BEFEHL
\dorepeatwithcommand [...^1] \.\.^2...
1 TEXT NUMMER*TEXT
2 CSNAME
\doreplacefeature \{...^*\}
* NAME
\verb|\doresetandafffeature {.*.}|
* NAME
\doresetattribute \{...^*\}
* NAME
\dorotatebox \{...^1,...^2,...^3,...\}
1 NUMMER
2 CSNAME
3 CONTENT
\dosetattribute \{...\}
1 NAME
2 NUMMER
\dots \dosetleftskipadaption \{...^*\}
\verb|\dosetrightskipadaption {.*.}|
\verb|\dosetupcheckedinterlinespace| \{..,..^*=..,..\}
* inherits: \seteazaspatiuinterliniar
\dosetupcheckedinterlinespace \{\dots, \dots\}
* on dezactivat reset auto mic mediu mare NUMMER DIMENSION
```

```
\verb|\dosetupcheckedinterlinespace|{...}^*|
* NAME
1 CSNAME
2 TEXT
   TEXT
   TEXT
   TEXT
   TEXT
   TEXT
8 TEXT
\label{eq:loss_decomp} $$\doseven tuple empty \ \ .^1. \ [.^2.] \ [.^3.] \ [.^4.] \ [.^5.] \ [.^6.] \ [.^7.] \ [.^8.]
1 CSNAME
2 TEXT
   TEXT
   TEXT
   TEXT
   TEXT
8 TEXT
\verb|\dosingleargument| \verb|\|...|^1 . . . [...^2]
1 CSNAME
2 TEXT
\dosingleempty \.\^1.. [.\^2..]
1 CSNAME
2 TEXT
\dosinglegroupempty \.\dosinglegroupempty
1 CSNAME
2 TEXT
\label{eq:loss_decomposition} $$ \dosixtuple argument \ \ ^1 \ [\ .^2 \ ] \ [\ .^3 \ ] \ [\ .^4 \ ] \ [\ .^5 \ ] \ [\ .^6 \ ] \ [\ .^7 \ ] 
2 TEXT
   TEXT
   TEXT
   TEXT
   TEXT
7 TEXT
```

```
\label{eq:loss_loss} $$ \dosixtupleempty $\.^1.$ [.^2.] [.^3.] [.^4.] [.^5.] [.^6.] [.^7.] $$
1 CSNAME
2 TEXT
3 TEXT
4 TEXT
   TEXT
6 TEXT
\dostarttagged {.\dostarttagged \dostarttagged \dostarttagged
1 NAME
2 NAME
\dostepwiserecurse \{.\overset{1}{\ldots}\} \{.\overset{2}{\ldots}\} \{.\overset{3}{\ldots}\} \{.\overset{4}{\ldots}\}
1 NUMMER
2 NUMMER
3 [-+] NUMMER
4 BEFEHL
\verb|\dosubtractfeature| {. . . .}|
* NAME
\dot {.*.}
* CHARACTER
\verb|\dotfskip {...^*.}|
* DIMENSION
\dotoks \.*..
* CSNAME
\verb|\dotripleargument|| 1.1. [.2.] [.3.] [.4.]
1 CSNAME
2 TEXT
3 TEXT
4 TEXT
\dotripleargumentwithset \setminus 1... [..., 2...] [.3..] [.4..]
1 CSNAME
2 TEXT
3 TEXT
4 TEXT
```

```
\dotripleempty \setminus 1... [1.2] [1.3] [1.4]
1 CSNAME
2 TEXT
3 TEXT
4 TEXT
1 CSNAME
2 TEXT
3 TEXT
4 TEXT
\dotriplegroupempty \.\dots \{\dots\} \\dots\\\ \dots\\\
2 TEXT
3 TEXT
4 TEXT
\doublebar {.*.}
* TEXT
\doublebond
\doublebrace {.*.}
* TEXT
\doublebracket {.*.}
* TEXT
\doubleparent \{ . \overset{*}{.} . \}
* TEXT
\dowith {..., 1...} {...}
1 BEFEHL
2 BEFEHL
1 BEFEHL
2 CSNAME
3 CONTENT
\dowithnextboxcontent \{...\} \{...\} \... \{...\}
1 BEFEHL
2 BEFEHL
3 CSNAME
4 CONTENT
```

```
1 CSNAME
2 CSNAME
3 CSNAME
4 CONTENT
\dowithnextboxcs \setminus 1^{1} \cdot \cdot \cdot \setminus 2^{2} \cdot \cdot \cdot \cdot \{ \cdot \cdot \cdot \cdot \}
1 CSNAME
2 CSNAME
3 CONTENT
\downline \dow
* CSNAME
\dowithrange \{\ldots, 1, \ldots\} \setminus 1^2 \ldots
 1 NUMMER NUMMER: NUMMER
2 CSNAME
 \downthum{argument} \.
* CSNAME
 \dpofstring {.*.}
* TEXT
\dummydigit
\verb|\dummyparameter {...}^*|
\dute {...} [.2.]
1 CONTENT
2 REFERENCE
\dutebox {.1.} [.2.]
1 CONTENT
2 REFERENCE
\dutepagina \{ ...^1 . \} [ ...^2 . ]
1 TEXT
2 REFERENCE
\ETEX
\EveryLine {.*.}
* BEFEHL
\EveryPar {.*.}
 * BEFEHL
```

```
\ecran [...,*...]
* inherits: \pagina
\verb| \edefconverted argument | \cdots (.2..)|
1 CSNAME
2 TEXT
\verb|\efcmaxheight {.}^*.}|
* NAME
\efcmaxwidth \{...^*\}
* NAME
\verb|\efcminheight {...}^*|
* NAME
\efcminwidth \{...^*\}
* NAME
\efcparameter \{...\} \{...\}
1 NAME
2 KEY
\effect [...^1] {...}
1 NAME
2 CONTENT
\ensuremath{\verb|}elapsedseconds
\elapsedtime
\eleftarrowfill \{...\}
1 TEXT
2 TEXT
\verb|\eleftharpoondownfill {...} | {...} |
1 TEXT
2 TEXT
\verb|\eleftharpoonupfill {...} | {...} |
1 TEXT
2 TEXT
\eleftrightarrowfill \{...^1\}
1 TEXT
2 TEXT
```

\element [, \( \frac{1}{2} \)] \( \frac{2}{1} \)
1 inherits: \seteazaelemente
2 TEXT
\element [*,]
* REFERENCE
\el
\emphasisboldface
\emphasistypeface
\emptylines [.*.]
* NUMMER
\emspace
\enabledirectives [,*]
* NAME
T NATE
\enableexperiments [,*]
* NAME
\
\enablemode [ <sup>*</sup> ,]
* NAME
\enableoutputstream [.*.]
* NAME
\enableparpositions
\ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \
\enableregime [.*.]
* cp1250 cp1251 cp1252 cp1253 cp1254 cp1255 cp1256 cp1257 cp1258 8859-1 8859-2 8859-3 8859-4 8859-9 8859-10 8859-13 8859-14 8859-15 8859-16 utf windows-1250 windows-1251 windows-1252 windows-1253 windows-1254 windows-1255 windows-1255 windows-1255 windows-1257 windows-1258 ill il2 il3 il4 il5 il6 il7 il8 il9 il10 iso-8859-1 iso-8859-2 iso-8859-3 iso-8859-4 iso-8859-9 iso-8859-10 iso-8859-13 iso-8859-14 iso-8859-15 iso-8859-16 latin1 latin2 latin3 latin4 latin5 latin6 latin7 latin8 latin9 latin10 utf-8 utf8 windows
\enabletrackers [,*]
* NAME
\endhbox
\endnote [,] {}
1 REFERENCE
2 TEXT

```
\endnote [..,..*...]
           = TEXT
* titlu
   semncarte = TEXT
             = TEXT
   lista
   lista = TEXT
referinta = REFERENCE
\endvbox
\enskip
\enspace
\enumerare [\ldots, 1] {\dots, 2} \dots, 3 \par
1 REFERENCE
2 TEXT
3 CONTENT
\env {.*.}
* KEY
\envvar \{ ... \}
1 KEY
2 BEFEHL
\eoverbarfill \{...^1\} \{...^2\}
1 TEXT
2 TEXT
\eoverbracefill \{ ...^1 ... \}
1 TEXT
2 TEXT
\eoverbracketfill \{...^1.\}
1 TEXT
2 TEXT
\eoverparentfill \{...^1.\} \{...^2.\}
1 TEXT
2 TEXT
\verb|\epos {...}|
* NAME
\equaldigits \{.\overset{*}{\dots}\}
* TEXT
\verb|\erightarrowfill {...}| {...}|
1 TEXT
2 TEXT
```

```
\erightharpoondownfill \{...^1\}
1 TEXT
2 TEXT
\erightharpoonupfill \{...^1\}
1 TEXT
2 TEXT
\eTeX
\ethiopic
\eticheta [\ldots, 1] \{\ldots, 2\}
1 REFERENCE
2 TEXT
\etwoheadrightarrowfill \{ ...^1 . \} \{ ...^2 . \}
1 TEXT
2 TEXT
\eunderbarfill \{...^1, \}
1 TEXT
2 TEXT
\eunderbracefill \{...^1.\} \{...^2.\}
1 TEXT
2 TEXT
\eunderbracketfill \{...^1.\} \{...^2.\}
1 TEXT
2 TEXT
\eunderparentfill \{ . . . \}
1 TEXT
2 TEXT
\executeifdefined \{...\}
1 NAME
2 BEFEHL
\exitloop
\exitloopnow
1 CSNAME
2 KEY
3 TEXT
```

```
\expanded \{...^*.\}
 * CONTENT
\verb|\expandfontsynonym| \verb|\|...|^1...| \{ ... \}
 1 CSNAME
2 NAME
 \verb|\externalfigurecollectionmaxheight {.*.}|
 * NAME
\verb|\externalfigurecollectionmaxwidth {...}|
 * NAME
\verb|\externalfigurecollectionminheight {...}^*|
 * NAME
 \externalfigurecollectionminwidth \{...^*\}
* NAME
\verb|\external figure collection parameter {.$^{1}$.} } \ \{.{^{2}}_{\cdot}.\}
 1 NAME
2 KEY
 \fakebox ....
 * CSNAME NUMMER
 \faraliniiantetsisubsol
 \faraliniisussijos
 \faraspatiu
\fint \fin
* CSNAME
 \fastincrement \.*..
 * CSNAME
\fastlocalframed [.^1.] [..,.^2..,..] {.^3.}
1 NAME
2 inherits: \seteazainconjurat
\fastscale \{...^1\}
1 NUMMER
2 CONTENT
```

```
\fastsetup \{ ...^* . \}
* NAME
\verb|\fastsetup with argument {...}| {...}|
1 NAME
2 CONTENT
\verb|\fastsetupwithargumentswapped {...}^1 {...} {...}
1 CONTENT
2 NAME
\fastswitchtobodyfont \{...^*\}
* x xx mic mare script scriptscript
\fastsxsy {.1.} {.2.} {.3.}
1 NUMMER
2 NUMMER
3 CONTENT
\feature [.1.] [.2.]
1 + - = ! > < more less nou reset implicit old local
2 NAME
\feature \{ ... \} \{ ... \}
1 + - = ! > < more less nou reset implicit old local
2 NAME
\fence
\fenced [.\frac{1}{2}] \{.\frac{2}{2}.\}
1 NAME
2 CONTENT
\fence { .*.}
* CONTENT
\fetchallmarkings [...] [...]
1 BESCHRIFTUNG
2 pagina NAME
\fetchallmarks [...
* BESCHRIFTUNG
\fetchmark [.^1.] [.^2.]
1 BESCHRIFTUNG
```

```
\fetchmarking [...^1] [...^2] [...]
1 BESCHRIFTUNG
2 pagina NAME
\fetchonemark [...^1] [...^2]
1 BESCHRIFTUNG
2
\fetchonemarking \begin{bmatrix} 1 & 1 \end{bmatrix} \begin{bmatrix} 1 & 1 \end{bmatrix} \begin{bmatrix} 1 & 1 \end{bmatrix}
1 BESCHRIFTUNG
2 pagina NAME
\fetchruntinecommand \.\^1...\ \ \{.\^2..\}
1 CSNAME
2 FILE
\fetchtwomarkings [ . \overset{1}{\dots} ] [ . \overset{2}{\dots} ]
1 BESCHRIFTUNG
2 pagina NAME
\fetchtwomarks [.*.]
* BESCHRIFTUNG
\fieldbody [.\frac{1}{2}.] [\ldots,\ldots\frac{2}{2}..,\ldots]
1 NAME
2 inherits: \setupfieldbody
\fifthoffivearguments \{ \stackrel{1}{\ldots} \} \{ \stackrel{2}{\ldots} \} \{ \stackrel{3}{\ldots} \} \{ \stackrel{4}{\ldots} \} \{ \stackrel{5}{\ldots} \}
1 TEXT
2 TEXT
3 TEXT
4 TEXT
5 TEXT
\label{eq:continuous} $$  \fifthofsix arguments $\{.^1.\} $\{.^2.\} $\{.^3.\} $\{.^4.\} $\{.^5.\} $\{.^6.\} $
1 TEXT
2 TEXT
3 TEXT
4 TEXT
5 TEXT
6 TEXT
```

```
\figuraexterna [.\frac{1}{2}] [.\frac{2}{2}] [..,..\frac{3}{2}..,..]
1 FILE
3 inherits: \setupexternalfigure
\figurefilename
\figurefilepath
\figurefiletype
\figurefullname
\figureheight
\figurenaturalheight
\figurenaturalwidth
\figuresymbol [.^1.] [..,..^2..,..]
1 FILE NAME
2 inherits: \figuraexterna
\figure width
\filename \{...^*\}
* FILE
\filledhboxb .1. {.2.}
1 TEXT
2 CONTENT
\filledhboxc ... { ... }
1 TEXT
2 CONTENT
\filledhboxg .. \{..\}
1 TEXT
2 CONTENT
\filledhboxk ... {...}
1 TEXT
2 CONTENT
\filledhboxm .. \{...
1 TEXT
2 CONTENT
```

```
\filledhboxr \dots^1 {\dots^2}
1 TEXT
2 CONTENT
\filledhboxy ... { ... }
1 TEXT
2 CONTENT
\filler [.*.]
* sym simbol rigla latime spatiu NAME
\filterfromnext \{ ...^1 . \} \{ ...^2 . \}
1 NUMMER
2 NUMMER
\filterfromvalue \{ ... \} \{ ... \} \{ ... \}
2 NUMMER
3 NUMMER
\filterpages [.\frac{1}{.}] [\ldots\frac{2}{.}\ldots\] [\ldots\right]
1 FILE
2 par impar NUMMER NUMMER: NUMMER
3 latime
            = DIMENSION
   category = CD:STRING
n = NUMMER
\verb|\filterreference| \{.\overset{*}{\ldots}\}
\findtwopassdata \{...^1.\} \{...^2.\}
1 NAME
2 NAME
\finishregisterentry [.1] [..,.2] [..,.3] [..,.3]
1 NAME
2 eticheta = NAME
   keys = TEXT PROCESSOR->TEXT
entries = TEXT PROCESSOR->TEXT
   keys
   alternativ = TEXT
3 KEY = VALUE
\firdepar
\firstcharacter
\firstcounter [.1] [.2]
1 NAME
2 NUMMER
```

```
\firstcountervalue [.*.]
* NAME
\firstoffivearguments \{ \stackrel{1}{\ldots} \} \{ \stackrel{2}{\ldots} \} \{ \stackrel{3}{\ldots} \} \{ \stackrel{4}{\ldots} \} \{ \stackrel{5}{\ldots} \}
1 TEXT
2 TEXT
3 TEXT
4 TEXT
5 TEXT
1 TEXT
2 TEXT
3 TEXT
4 TEXT
\firstofoneargument \{...^*.\}
* TEXT
\firstofoneunexpanded \{...^*\}
* TEXT
2 TEXT
3 TEXT
4 TEXT
5 TEXT
6 TEXT
1 TEXT
2 TEXT
1 TEXT
2 TEXT
3 TEXT
\firstoftwoarguments \{.\overset{1}{\ldots}\} \{.\overset{2}{\ldots}\}
1 TEXT
2 TEXT
\firstoftwounexpanded \{...\}
1 TEXT
2 TEXT
```

\firstrealpage
\firstrealpagenumber
\firstsubcountervalue [.1.] [.2.]  1 NAME 2 NUMMER
\firstsubpage
\firstsubpagenumber
\firstuserpage
\firstuserpagenumber
\fitfieldframed [,\frac{1}{2}.\}  1 inherits: \seteazainconjurat 2 CONTENT
\fittopbaselinegrid {.*.}  * CONTENT
\flag {.*.} * NAME
\floatuserdataparameter {.*.}  * KEY
\flushcollector [.*.]  * NAME
\flushedrightlastline
\flushlayer [.*.]  * NAME
\flushlocalfloats
\flushnextbox
\flushnotes
\flushoutputstream [.*.]  * NAME
\flushshapebox

```
\flushtextflow {.*.}
* NAME
\flushtokens [...]
* NAME
\floor 
 * CSNAME
\label{eq:constraints} $$ \folosestebloc [..., 1...] [..., 2...] [..., 3...] $$
1 NAME
3 criteriu = text ABSCHNITT
\folosestedirector [\dots, \dots]
* FILE
\folosestedocumentextern [...^1] [...^2]
2 FILE
3 TEXT
\label{eq:continuous_continuous} $$ \folosestefiguraexterna [...] [...] [...] [...] $$
1 NAME
2 FILE
3 NAME
4 inherits: \setupexternalfigure
\folosestemodul [...] [...,..] [...,...]
1 mpsxt
2 FILE
3 KEY = VALUE
\verb|\folosestemuzicaexterna||[...^1]||[...^2]||
1 NAME
2 FILE
\folosestescriptJS [.<sup>1</sup>.] [...,...]
1 FILE
2 NAME
\verb|\folosestesimboluri [...^*]|
 * FILE
```

```
\folosesteURL \begin{bmatrix} 1 \\ 1 \end{bmatrix} \begin{bmatrix} 1 \\ 2 \end{bmatrix} \begin{bmatrix} 1 \\ 3 \end{bmatrix} \begin{bmatrix} 1 \\ 4 \end{bmatrix}
1 NAME
2 URL
3 FILE
4 TEXT
\folosesteurl [.1.] [.2.] [.3.] [.4.]
1 NAME
2 URL
3 FILE
4 TEXT
\fontalternative
\fontbody
\fontchar {.*.}
* NAME
\fontcharbyindex \{...^*\}
* NUMMER
\fontclass
\fontclassname \{...^1\} \{...^2\}
1 NAME
2 FONT
\fontface
\fontfeaturelist [...^1]
1 NAME
2 TEXT
\fontsize
\fontstyle
\footnotetext [..., ...] {...}
1 REFERENCE
2 TEXT
\footnotetext [..,..^*=..,..]
            = TEXT
* titlu
   semncarte = TEXT
   lista
             = TEXT
   referinta = REFERENCE
\forcecharacterstripping
```

```
\forcelocalfloats
\forgeteverypar
\forgetparameters [...^1] [...,..^2=...]
1 TEXT
2 KEY = VALUE
\forgetragged
\formula [\ldots, 1, \ldots] \{\ldots^2\}
1 impachetat tight centru incadrat inherits: \seteazafonttext
2 CONTENT
\foundbox \{...^1.\} \{...^2.\}
1 NAME
2 NAME
\fourthoffivearguments \{...^1\} \{...\} \{...\} \{...\}
1 TEXT
2 TEXT
3 TEXT
4 TEXT
5 TEXT
\fourthoffourarguments \{...\} \{...\} \{...\}
1 TEXT
2 TEXT
3 TEXT
4 TEXT
\verb| fourth of six arguments {...}^1 {...} {...} {...} {...} {...} {...} {...}
1 TEXT
2 TEXT
3 TEXT
4 TEXT
5 TEXT
6 TEXT
\frac {.1.} {.2.}
1 CONTENT
2 CONTENT
\fraction \{ ... \} \{ ... \}
1 CONTENT
2 CONTENT
```

```
\framed [\ldots, \ldots^{\frac{1}{2}}, \ldots] {\cdots^2\cdots}
1 inherits: \seteazainconjurat
2 CONTENT
\frameddimension \{...^*\}
\verb|\framedparameter {.*.}|
* KEY
\framedtext [..,..^{\frac{1}{2}}..,..] {...}
1 inherits: \setupframedtext
2 CONTENT
\textinconjurat [..,.. \stackrel{1}{=}..,..] {...}
1 inherits: \setupframedtext
2 CONTENT
\framed [..,.. \stackrel{1}{=}..,..] {.\(\frame\)}
1 inherits: \seteazainconjurat
2 CONTENT
1 CSNAME
2 CSNAME
\freezemeasure [...^1] [...^2]
1 NAME
2 DIMENSION
\frenchspacing
\fromlinenote [...^1] {...}
1 REFERENCE
2 TEXT
\frozenhbox {.*.}
* CONTENT
\fundal \{...^*.\}
* CONTENT
\fundal \{...^*.\}
* CONTENT
\GetPar
\GotoPar
```

```
\Greeknumerals \{ . \overset{*}{\ldots} \}
* NUMMER
\verb|\gdefconverted argument| \verb|\|...|^1... \{ | ...|^2 \}
1 CSNAME
2 TEXT
\verb|\gdefconvertedcommand | \cdot .^1 . . | \cdot .^2 ..
1 CSNAME
2 CSNAME
\getboxllx ....
* CSNAME NUMMER
\getboxlly ....
* CSNAME NUMMER
\verb|\getbufferdata|[...^*]|
* BUFFER
\getcommacommandsize [...,*...]
* BEFEHL
\verb|\getcommalistsize [...,^*...]|
* BEFEHL
\getdayoftheweek \{ . \stackrel{1}{\ldots} \} \{ . \stackrel{2}{\ldots} \} \{ . \stackrel{3}{\ldots} \}
1 NUMMER
2 NUMMER
3 NUMMER
\getdayspermonth \{.\overset{1}{\ldots}\} \{.\overset{2}{\ldots}\}
1 NUMMER
2 NUMMER
\getdefinedbuffer [.*.]
* BUFFER
\getdocumentargument {.*.}
* NAME
\verb|\getdocumentargumentdefault {...}^1.} {...}
1 NAME
2 TEXT
\getdocumentfilename {.*.}
* NUMMER
```

```
\getdummyparameters [..,..=^*..,..]
* KEY = VALUE
\getemptyparameters [ . . . ] [ . . , . . \stackrel{2}{=} . . , . . ]
1 TEXT
2 KEY = VALUE
\geteparameters [.1, ..] [.., ... \stackrel{2}{=} .., ..]
1 TEXT
2 KEY = VALUE
\verb|\getexpandedparameters [.$^1$.] [..,..$^2$..,..]
1 TEXT
2 KEY = VALUE
\getfiguredimensions [...^1] [...,...^2]
2 inherits: \setupexternalfigure
\verb|\getfirstcharacter {...}|
* TEXT
\verb|\getfirsttwopassdata| \{.\overset{*}{\ldots}\}
* NAME
\getfromcommacommand [..., ...] [...]
1 BEFEHL
2 NUMMER
\getfromcommalist [..., ...] [...]
1 BEFEHL
2 NUMMER
\getfromtwopassdata {...} {...}
1 NAME
2 NAME
\getglyphdirect \{...^1.\} \{...^2.\}
1 FONT
2 NUMMER CHARACTER
\getglyphstyled \{...^1.\}
1 FONT
2 NUMMER CHARACTER
```

```
\getgparameters [...^1] [...,..^2=..,..]
 1 TEXT
 2 KEY = VALUE
  \getlasttwopassdata {.*.}
  * NAME
 \verb|\getlocalfloat| \{ . \overset{*}{\ldots} \}
  * NUMMER
 \verb|\getlocalfloats||
  \getMPdrawing
 \label{eq:local_set_model} $$ \operatorname{VgetMPlayer} [._{\cdot}^{1}.] [..,..^{2}.,..] {...} $
 2 inherits: \seteazainconjurat
 3 CONTENT
 \getmessage \{ ...^{1}. \} \{ ...^{2}. \}
 1 NAME
 2 NAME NUMMER
  \verb|\getnamedglyphdirect {...}| {...}|
 1 FONT
 2 NAME
 \verb|\getnamedglyphstyled {...} | {...} |
 1 FONT
 2 NAME
  \gen{array}{ll} \gen{array}{
  1 CSNAME
 2 NAME
  \gen{array}{c} \gen
  * CSNAME NUMMER
 \getnoflines \{.\overset{*}{\dots}\}
 * DIMENSION
 \getobject \{...^1.\} \{...^2.\}
 1 NAME
 2 NAME
\getobjectdimensions \{...\}
 1 NAME
 2 NAME
```

```
\getpaletsize [.*.]
* NAME
\getparameters [...^1] [...,..^{\frac{2}{2}}...,..]
 1 TEXT
2 KEY = VALUE
\verb|\getprivatechar| \{ \, . \, \overset{*}{\ldots} \, \}
 * NAME
\gen{array}{c} \gen
 * NAME
 \getrandomcount \setminus ... { ...} { ...}
1 CSNAME
2 NUMMER
3 NUMMER
 \getrandomdimen \setminus ... { ...} { ...}
1 CSNAME
2 DIMENSION
3 DIMENSION
\getrandomfloat \setminus 1^{1} \cdot \{ \cdot 1^{2} \cdot \} \{ \cdot 1^{3} \cdot \}
1 CSNAME
2 NUMMER
3 NUMMER
1 CSNAME
2 NUMMER
3 NUMMER
\verb|\getrandomseed| \verb|\||^*...
 * CSNAME
\getraweparameters [...^1] [...,...^2]
1 TEXT
2 KEY = VALUE
\getrawgparameters [...^1] [...,..^2]
1 TEXT
2 KEY = VALUE
\verb|\getrawnoflines {...}^*.}
 * DIMENSION
```

```
\getrawparameters [...^1] [...,..^2=...]
1 TEXT
2 KEY = VALUE
\getrawxparameters [...^1] [...,..^2=...,..]
1 TEXT
2 KEY = VALUE
\getreference [...^1.] [...^2.]
2 REFERENCE
\verb|\getreferenceentry {...}|
\getroundednoflines \{.\overset{*}{\ldots}\}
* DIMENSION
\getsubstring \{ ... \} \{ ... \}
1 NUMMER
2 NUMMER
3 TEXT
\gettwopassdata {.*.}
* NAME
\verb|\gettwopassdatalist {.}^*.}|
* NAME
\getuvalue \{.\overset{*}{\ldots}\}
* NAME
\getvalue \{...^*\}
* NAME
\getvariable \{...\}
1 NAME
2 KEY
\getvariabledefault \{ ...^1 . \} \{ ...^2 . \} \{ ...^3 . \}
1 NAME
2 KEY
3 BEFEHL
\getxparameters [...^1] [...,..^2]
2 KEY = VALUE
```

```
\globaldisablemode [...,*...]
* NAME
\verb|\globalenablemode [...,*...]|
* NAME
\globalletempty \...
* CSNAME
\globalpopbox ....
* CSNAME NUMMER
\globalpopmacro \.*..
* CSNAME
\verb|\globalpreventmode [...,^*...]|
* NAME
\globalprocesscommalist [.1] ...
1 BEFEHL
2 CSNAME
\globalpushbox ....
* CSNAME NUMMER
\globalpushmacro \time.
* CSNAME
\globalpushreferenceprefix \{...^*\} ... \globalpopreferenceprefix
\verb|\globalswapcounts|| \cdot ... \cdot ...^2...
1 CSNAME
2 CSNAME
\globalswapdimens \setminus ... \setminus ...
1 CSNAME
2 CSNAME
1 CSNAME
2 CSNAME
\globalundefine {.*.}
* NAME
\verb|\glyphfontfile {...}^*|
* FONT
```

```
\gobbledoubleempty [...^1]
1 TEXT
2 TEXT
\gobbleeightarguments \{.\overset{1}{...}\} \{.\overset{2}{...}\} \{.\overset{4}{...}\} \{.\overset{5}{...}\} \{.\overset{6}{...}\} \{.\overset{7}{...}\} \{.\overset{8}{...}\}
1 CONTENT
2 CONTENT
3 CONTENT
4 CONTENT
5 CONTENT
6 CONTENT
7 CONTENT
8 CONTENT
\verb|\gobblefivearguments| \{.\overset{1}{\ldots}\} \ \{.\overset{2}{\ldots}\} \ \{.\overset{3}{\ldots}\} \ \{.\overset{4}{\ldots}\} \ \{.\overset{5}{\ldots}\}
1 CONTENT
2 CONTENT
3 CONTENT
4 CONTENT
5 CONTENT
\gobblefiveoptionals [...^1] [...^2] [...^3] [...^4] [...^5]
1 TEXT
2 TEXT
3 TEXT
4 TEXT
\gobblefourarguments \{.\overset{1}{\ldots}\} \{.\overset{2}{\ldots}\} \{.\overset{3}{\ldots}\} \{.\overset{4}{\ldots}\}
1 CONTENT
2 CONTENT
3 CONTENT
4 CONTENT
\gobblefouroptionals [.^1.] [.^2.] [.^3.] [.^4.]
1 TEXT
2 TEXT
3 TEXT
4 TEXT
```

```
\gobbleninearguments \{...\} \{...\} \{...\} \{...\} \{...\} \{...\} \{...\} \{...\}
1 CONTENT
2 CONTENT
3 CONTENT
4 CONTENT
5 CONTENT
6 CONTENT
   CONTENT
8 CONTENT
9 CONTENT
\verb|\gobbleoneargument|{ \{ . \overset{*}{\dots} \}}
* CONTENT
\verb|\gobbleone optional [...^*]|
* TEXT
\gobblesevenarguments \{.\overset{1}{\ldots}\} \{.\overset{2}{\ldots}\} \{.\overset{4}{\ldots}\} \{.\overset{5}{\ldots}\} \{.\overset{6}{\ldots}\} \{.\overset{7}{\ldots}\}
1 CONTENT
2 CONTENT
3 CONTENT
4 CONTENT
5 CONTENT
6 CONTENT
7 CONTENT
\verb|\gobblesingleempty [...^*]|
* TEXT
\gobblesixarguments \{.\overset{1}{\ldots}\} \{.\overset{2}{\ldots}\} \{.\overset{4}{\ldots}\} \{.\overset{5}{\ldots}\} \{.\overset{6}{\ldots}\}
1 CONTENT
2 CONTENT
3 CONTENT
4 CONTENT
5 CONTENT
6 CONTENT
\gobblespacetokens
```

```
\gobbletenarguments \{...^1, \{...^2, \{...^3, \{...^4, \}, \{...^5, \}, \{...^7, \}, \{...^8, \}, \{...^9, \}, \{...^1, \}, [...^4, [...^4, ], [...^4, ], [...^4, ], [...^4, ], [...^4, ], [...^4, ], [...^4, ], [...^4, ], [...^4, ], [...^4, ], [...^4, ], [...^4, ], [...^4, ], [...^4, ], [...^4, ], [...^4, ], [...^4, ], [...^4, ], [...^4, ], [...^4, ], [...^4, ], [...^4, ], [...^4, ], [...^4, ], [...^4, ], [...^4, ], [...^4, ], [...^4, ], [...^4, ], [...^4, ], [...^4, ], [...^4, ], [...^4, ], [...^4, ], [...^4, ], [...^4, ], [...^4, ], [...^4, ], [...^4, ], [...^4, ], [...^4, ], [...^4, ], [...^4, ], [...^4, ], [...^4, ], [...^4, ], [...^4, ], [...^4, ], [...^4, ], [...^4, ], [...^4, ], [...^4, ], [...^4, ], [...^4, ], [...^4, ], [...^4, ], [...^4, ], [...^4, ], [...^4, ], [...^4, ], [...^4, ], [...^4, ], [...^4, ], [...^4, ], [...^4, ], [...^4, ], [...^4, ], [...^4, ], [...^4, ], [...^4, ], [...^4, ], [...^4, ], [...^4, ], [...^4, ], [...^4, ], [...^4, ], [...^4, ], [...^4, ], [...^4, ], [...^4, ], [...^4, ], [...^4, ], [...^4, ], [...^4, ], [...^4, ], [...^4, ], [...^4, ], [...^4, ], [...^4, ], [...^4, ], [...^4, ], [...^4, ], [...^4, ], [...^4, ], [...^4, ], [...^4, ], [...^4, ], [...^4, ], [...^4, ], [...^4, ], [...^4, ], [...^4, ], [...^4, ], [...^4, ], [...^4, ], [...^4, ], [...^4, ], [...^4, ], [...^4, ], [...^4, ], [...^4, ], [...^4, ], [...^4, ], [...^4, ], [...^4, ], [...^4, ], [...^4, ], [...^4, ], [...^4, ], [...^4, ], [...^4, ], [...^4, ], [...^4, ], [...^4, ], [...^4, ], [...^4, ], [...^4, ], [...^4, ], [...^4, ], [...^4, ], [...^4, ], [...^4, ], [...^4, ], [...^4, ], [...^4, ], [...^4, ], [...^4, ], [...^4, ], [...^4, ], [...^4, ], [...^4, ], [...^4, ], [...^4, ], [...^4, ], [...^4, ], [...^4, ], [...^4, ], [...^4, ], [...^4, ], [...^4, ], [...^4, ], [...^4, ], [...^4, ], [...^4, ], [...^4, ], [...^4, ], [...^4, ], [...^4, ], [...^4, ], [...^4, ], [...^4, ], [...^4, ], [...^4, ], [...^4, ], [...^4, ], [...^4, ], [...^4, ], [...^4, ], [...^4, ], [...^4, ], [...^4, ], [...^4, ], [...^4, ], [...^4, ], [...^4, ], [
1 CONTENT
2 CONTENT
3 CONTENT
4 CONTENT
5 CONTENT
6 CONTENT
           CONTENT
8 CONTENT
9 CONTENT
10 CONTENT
\gobblethreearguments \{ ... \} \{ ... \} \{ ... \}
1 CONTENT
2 CONTENT
3 CONTENT
\gobblethreeoptionals [.\overset{1}{\dots}] [.\overset{2}{\dots}]
1 TEXT
2 TEXT
3 TEXT
\gobbletwoarguments \{...\}
1 CONTENT
2 CONTENT
\gobbletwooptionals [.1]
1 TEXT
2 TEXT
\gobbleuntil \.*..
* CSNAME
\verb|\gobbleuntilrelax| ...^*. \ | |
* CONTENT
\got [.1.] .2. \\
1 REFERENCE
2 TEXT
\grabbufferdata \begin{bmatrix} . & 1 \end{bmatrix} \begin{bmatrix} . & 2 \end{bmatrix} \begin{bmatrix} . & 3 \end{bmatrix} \begin{bmatrix} . & 4 \end{bmatrix}
1 CATEGORY
2 NAME
3 NAME
4 NAME
```

```
\verb|\grabbufferdatadirect {...}| {...}| {...}| {...}|
1 NAME
2 NAME
3 NAME
\grabuntil \{...^1.\} \...
1 NAME
2 CSNAME
\grave {.*.}
* CHARACTER
\grayvalue \{...^*\}
* COLOR
\greedysplitstring \overset{1}{\dots} \at \overset{2}{\dots} \to \\overset{3}{\dots} \and \\overset{4}{\dots}
2 TEXT
3 CSNAME
4 CSNAME
\greeknumerals \{.\overset{*}{\dots}\}
* NUMMER
\grid [..,..*...]
* inherits: \basegrid
\grosimelinie
\groupedcommand \{...^1.\}
1 BEFEHL
2 BEFEHL
\gsetboxllx \dots 1. \{\dots^2 \dots\}
1 CSNAME NUMMER
2 DIMENSION
\gsetboxlly \dots^1 {\dots^2}
1 CSNAME NUMMER
2 DIMENSION
\verb|\gujaratinumerals| \{.\overset{*}{\ldots}\}
* NUMMER
\verb|\gurmurkhinumerals| {. . . .}
* NUMMER
\hairspace
```

```
\halfwaybox {.*.}
* CONTENT
\handletokens ... \with \...
1 TEXT
2 CSNAME
\handwritten
\hangul
\hanzi
\hash
\hat {.*.}
* CHARACTER
\hboxofvbox ...
* CSNAME NUMMER
\hboxreference [..., 1] \{...\}
1 REFERENCE
2 CONTENT
\hboxbox {.*.}
* CONTENT
\hdofstring \{...^*\}
* TEXT
1 TEXT
2 CONTENT
\headlanguage
\headnumbercontent
\headnumberdistance
\headnumberwidth
\headreferenceattributes
\label{eq:headsym} $$ \left\{ \begin{array}{c} 1 \\ 1 \end{array} \right\} $$ $ \left[ \begin{array}{c} 1 \\ 1 \end{array} \right] $$ $ \left\{ \begin{array}{c} 3 \\ 1 \end{array} \right] $$
1 TEXT
2 REFERENCE
3 TEXT
```

```
\headtextcontent
 \headtexts \{...^1\}
1 KEY
2 TEXT
\headtextwidth
1 TEXT
2 CONTENT
\headwidth
\verb|\height and depth of string {.*.}|
\heightofstring \{...^*\}
* TEXT
\heightspanningtext \{...^1,\} \{...^2,\} \{...^3,\}
2 DIMENSION
3 FONT
\label{eq:local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_
1 REFERENCE
2 TEXT
3 TEXT
\help [.^{1}.] {.^{2}.} {.^{3}.}
1 REFERENCE
2 TEXT
3 TEXT
\hglue ..
* DIMENSION
\hiddenbar \{...^*.\}
* CONTENT
 \hiddencitation [.*.]
* REFERENCE
\hiddencite [.*.]
 * REFERENCE
```

```
\highlight [...^1] {...}
1 NAME
2 TEXT
\highlight \{...^*\}
* TEXT
\verb|\highordinalstr {...}||
* TEXT
\hilo [.^{1}.] {.^{2}.} {.^{3}.}
1 stanga dreapta
2 CONTENT
3 CONTENT
\himilo {...} {...} {...}
1 CONTENT
2 CONTENT
3 CONTENT
\hl [.*.]
* NUMMER
\horizontalgrowingbar [..,..^*=..,..]
* inherits: \setuppositionbar
\horizontalpositionbar [..,..^*=..,..]
* inherits: \setuppositionbar
\hphantom \{...^*\}
* CONTENT
\hpos \{...^1.\} \{...^2.\}
1 NAME
2 CONTENT
\hsizefraction \{...\} \{...\}
1 DIMENSION
2 NUMMER
\hsmash \{...\}
* CONTENT
\hsmashbox ....
* CSNAME NUMMER
\hsmashed \{...^*\}
* CONTENT
```

```
\hspace [.1] [.2]
1 NAME
2 mic mediu mare normal implicit niciunul .5 1 2 3 speech minicitat interquotation citat sentence intersentence NAME
\verb|\htdpofstring {...}|
* TEXT
\htofstring \{...^*\}
* TEXT
\hyphen
\hyphenatedcoloredword \{...^*\}
* TEXT
\hyphenatedfile \{...^*\}
* FILE
\verb|\hyphenatedfilename| \{ . \overset{*}{.} . \}
* TEXT
\verb|\hyphenatedhbox {...}|
* CONTENT
\hyphenatedpar \{...^*.}
* TEXT
\verb|\hyphenatedurl {...}^*.}
* TEXT
\hyphenatedword \{...^*.
* TEXT
\INRSTEX
\int {...}
* CONTENT
\ifassignment ... \else ... \fi
1 TRUE
2 FALSE
\iff
\ifinobject ... \else ... \fi
1 TRUE
2 FALSE
```

```
1 TRUE
2 FALSE
\ifparameters ..\fi
1 TRUE
2 FALSE
\iftrialtypesetting ...^{1} \else ...^{2}. \fi
1 TRUE
2 FALSE
\ignoreimplicitspaces
\ignorevalue \{...^*\}
* NAME
\verb|\immediates a vetwo pass data {. } ^1. } {. } {. } ^2. } {. } . \\
1 NAME
2 NUMMER
3 CONTENT
\impartefloat [..,..^{\frac{1}{2}}.,..] {...} {...}
1 inherits: \seteazaimpartireafloat
2 BEFEHL
3 CONTENT
\impliedby
\implies
\{ 1.1. \} \{ 1.1. \} \{ 1.1. \} [ 1.1. ]
1 TEXT
2 TEXT
3 REFERENCE
\inalt \{...^*\}
* CONTENT
\inalt {.*.}
* CONTENT
\includemenu [.*.]
* NAME
\includeversioninfo \{.\overset{*}{.}.\}
* NAME
```

```
\incrementcounter [.1^1.] [.2^2.]
1 NAME
2 NUMMER
\incrementedcounter [.*.]
* NAME
\incrementpagenumber
\incrementsubpagenumber
\incrementvalue \{ . . . \}
* NAME
\increment \.*..
* CSNAME
\increment cd:paren*theses-l
* CSNAME NUMMER
\indentation
\index [.^{1}.] [..+^{2}.+..]
1 TEXT PROCESSOR->TEXT
2 INDEX
\index [.^{1}.] {.^{2}.} [..+.^{3}.+..]
1 TEXT PROCESSOR->TEXT
2 TEXT
3 INDEX
\indreapta [..,..\frac{1}{2}..,..] [..,..\frac{2}{2}..,..] {.\ddots\frac{3}{3}}
1 referinta = REFERENCE
   inherits: \setupmargindata
2 inherits: \setupmarginframed
3 CONTENT
\infofont
\infofontbold
\inframed [..,..^{\frac{1}{2}}..,..] {.\(\frac{2}{.}.\)}
1 inherits: \seteazainconjurat
2 CONTENT
\inheritparameter [...^1] [...^2] [...^3]
1 TEXT
2 TEXT
3 KEY
```

```
\inhibitblank
\ininner [..,..^{\frac{1}{2}}..,..] [..,..^{\frac{2}{2}}..,..] {...}
1 referinta = REFERENCE
    inherits: \setupmargindata
2 inherits: \setupmarginframed
3 CONTENT
\ininneredge [..,..^{\frac{1}{2}}..,..] [..,..^{\frac{2}{2}}..,..] {...}
1 referinta = REFERENCE
   inherits: \setupmargindata
2 inherits: \setupmarginframed
3 CONTENT
\ininnermargin [..,..^{\frac{1}{2}}..,..] [..,..^{\frac{2}{2}}..,..] {...}
1 referinta = REFERENCE
   inherits: \setupmargindata
{\tt 2} \quad {\tt inherits: \ \backslash setup margin framed}
3 CONTENT
* NAME
\injos [...]
* DIMENSION
\inlinebuffer [...,*...]
* BUFFER
\inlinedbox \{...^*\}
* CONTENT
\inlinemath \{...^*.\}
* CONTENT
\inlinemathematics \{.\overset{*}{\dots}\}
* CONTENT
\inlinemessage {.*.}
* TEXT
\verb|\lineordisplaymath| \{ . \overset{\scriptscriptstyle 1}{\ldots} \} \ \{ . \overset{\scriptscriptstyle 2}{\ldots} \}
1 CONTENT
2 CONTENT
\inlinerange [.*.]
* REFERENCE
```

```
\inlinie \{.1.\} [.2.]
1 TEXT
2 REFERENCE
\inmaframed [..,..^{\frac{1}{2}}..,..] {...}
1 inherits: \setupmathframed
2 CONTENT
\inmargineadreapta [..,..^{\frac{1}{2}}..,..] [..,..^{\frac{2}{2}}..,..] \{...^{3}\}
1 referinta = REFERENCE
    inherits: \setupmargindata
2 inherits: \setupmarginframed
3 CONTENT
\label{limits} $$ \lim argine a : ... = ... : [..., ...] [..., ... = ...] {...} $
1 referinta = REFERENCE
   inherits: \setupmargindata
2 inherits: \setupmarginframed
3 CONTENT
\innerflushshapebox
\inother [..,..^{\frac{1}{2}}..,..] [..,..^{\frac{2}{2}}..,..] {.3.}
1 referinta = REFERENCE
    inherits: \setupmargindata
2 inherits: \setupmarginframed
3 CONTENT
\inouter [..,..^{\frac{1}{2}}..,..] [..,..^{\frac{2}{2}}..,..] {...}
1 referinta = REFERENCE
   inherits: \setupmargindata
2 inherits: \setupmarginframed
3 CONTENT
\inouteredge [..,..^{\frac{1}{2}}..,..] [..,..^{\frac{2}{2}}..,..] {...}
1 referinta = REFERENCE
   inherits: \setupmargindata
2 inherits: \setupmarginframed
3 CONTENT
\inoutermargin [..,..^{\frac{1}{2}}..,..] [..,..^{\frac{2}{2}}..,..] {.3.}
1 referinta = REFERENCE
   inherits: \setupmargindata
2 inherits: \setupmarginframed
3 CONTENT
\label{limited} $$ \displaystyle \lim_{n\to\infty} [\ldots, 1] \ [\ldots, 2] \ [\ldots, 2] \ {\ldots} $$
1 referinta = REFERENCE
   inherits: \setupmargindata
2 inherits: \setupmarginframed
3 CONTENT
```

```
\inparteastanga [..,..^{\frac{1}{2}}..,..] [..,..^{\frac{2}{2}}..,..] {.\ddots\}
1 referinta = REFERENCE
   inherits: \setupmargindata
2 inherits: \setupmarginframed
3 CONTENT
\inputfilebarename
\inputfilename
\inputfilerealsuffix
\inputfilesuffix
\inputgivenfile \{...^*.
* FILE
\input {.*.}
* FILE
\input .*.
* FILE
\insertpages [.\frac{1}{2}] [\ldots,\frac{2}{2}\ldots] [\ldots,\ldots\frac{3}{2}\ldots,\ldots]
1 FILE
2 NUMMER
3 latime = DIMENSION
            = NUMMER
\instalarelimba [.\frac{1}{2}..\] [..\,\cdot\frac{2}{2}..\,\cdot\]
1 NAME
2 inherits: \setarelimba
\instalarelimba [.1.] [.2.]
1 NAME
2 SPRACHE
\verb|\installactionhandler {.*.}|
* NAME
\ installactive character ...
* CHARACTER
\installanddefineactivecharacter ... { ...}
1 CHARACTER
2 BEFEHL
\ \installattributestack \.*..
* CSNAME
```

```
\verb|\label{lambdandler||} \verb|\labella| 1.1. { ... } \verb|\labella| 1.3. } $|\labella| 1.3. } \verb|\labella| 1.3. } $|\labella| 1.3. } 
1 CSNAME
2 NAME
3 CSNAME
\verb|\colored | \end{tabular}
2 NAME
\verb|\label{loss} \end{tabular}
1 CSNAME
2 NAME
3 CSNAME
\verb|\color= handler | \cdots |
  1 CSNAME
2 NAME
\verb|\label{tomframerenderer } \{ \ . \ ^1 . \ \} \ \{ \ . \ ^2 . \ . \ \}
1 NAME
2 BEFEHL
\verb|\commandhandler| \commandhandler| \cdots \cdots
1 CSNAME
2 NAME
3 CSNAME
\verb|\installcorenamespace {.*.}|
* NAME
\installdefinehandler \setminus ... { ...} \setminus ...
1 CSNAME
2 NAME
3 CSNAME
\installdefinitionset \setminus ... \cdot ... \cdot \cdot ... \cdot \cdot \cdot \cdot \cdot
1 CSNAME
2 NAME
\verb|\label{local_local_local} \verb|\label_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_loc
1 CSNAME
2 NAME
3 CSNAME
  4 NAME
```

```
\ \installdirectcommandhandler \ \\.^1 \. \ \{ \.^2 \. \}
1 CSNAME
2 NAME
\verb|\label{limit}| \end{tikzer}
1 CSNAME
2 NAME
 \ installdirectparametersethandler \ . \ . \ . \ . . . \ .
 1 CSNAME
2 NAME
 \installdirectsetuphandler \setminus ... \{...\}
 1 CSNAME
2 NAME
1 CSNAME
2 NAME
1 CSNAME
2 NAME
3 CSNAME
 \installframedcommandhandler \setminus ... { ... } \setminus ...
1 CSNAME
2 NAME
3 CSNAME
 \installleftframerenderer \{...\}
1 NAME
2 BEFEHL
\verb|\installnamespace {...}|
* NAME
\verb|\colored=| \colored=| \colore
 1 CSNAME
2 BEFEHL
\installpagearrangement . 1. . 1. . 2. . 3.
1 NAME
2 BEFEHL
```

```
1 CSNAME
  2 NAME
  \verb|\label{local_local_local}| \textbf{ \local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_local_l
  1 CSNAME
  2 NAME
     \ installparametersethandler \ ... \{ ... \}
     1 CSNAME
  2 NAME
  \verb|\color=| \color=| \color=|
     1 CSNAME
  2 NAME
     \installrightframerenderer \{...^1\}
     1 NAME
  2 BEFEHL
  \verb|\label{limit}| \verb|\labellim| \verb|\labellim| limits of the constraint of the constra
  1 CSNAME
  2 NAME
     \ \installsetuphandler \ \.\frac{1}{1}... \{ \frac{2}{1}... \}
     1 CSNAME
  2 NAME
  \verb|\label{limit}| \verb|\labellim| \verb|\labellim| limits of the command that th
  1 CSNAME
  2 NAME
  1 NAME
  2 BEFEHL
  1 CSNAME
  2 NAME
  3 CSNAME
\verb|\label{limit}| \verb|\labelle | limit 
  1 CSNAME
  2 NAME
  3 CSNAME
```

```
1 CSNAME
2 NAME
1 CSNAME
2 NAME
3 CSNAME
\ installswitchsetuphandler \ . \ . \ . \ . \ . \ .
1 CSNAME
2 NAME
\installtexdirective \{...\} \{...\} \{...\}
1 NAME
2 BEFEHL
3 BEFEHL
\installtextracker \{...^1\} \{...^2\} \{...^3\}
2 BEFEHL
3 BEFEHL
1 NAME
2 BEFEHL
\installunitsseparator \{...\} \{...\}
1 NAME
2 BEFEHL
\installunitsspace \{...^1.\} \{...^2.\}
1 NAME
2 BEFEHL
\installversioninfo \{...\}
1 NAME
2 BEFEHL
\instanga [..,..^{\frac{1}{2}}..,..] [..,..^{\frac{2}{2}}..,..] \{...\}
1 referinta = REFERENCE
  inherits: \setupmargindata
2 inherits: \setupmarginframed
3 CONTENT
\integerrounding \{...^*.\}
* NUMMER
```

```
\intertext {.*.}
* TEXT
\intins [\ldots, \ldots^{\frac{1}{2}}, \ldots] {\docsarrow\cdots}
1 inherits: \setupstretched
2 TEXT
\verb|\invokepageheandler {...}| {...}|
1 normal niciunul NAME
2 CONTENT
\istltdir .*.
* TLT TRT
\istrtdir ....
* TLT TRT
\italic
\italicbold
\ italiccorrection
\texttt{\ \ } [\ldots, \overset{*}{\ldots}]
* REFERENCE
\itm [...,*...]
* REFERENCE
\jobfilename
\jobfilesuffix
\jos {.*.}
* CONTENT
\jossus [.^{1}.] {.^{2}.} {.^{3}.}
1 stanga dreapta
2 CONTENT
3 CONTENT
\jos {.*.}
* CONTENT
\Kap {...}
* TEXT
```

\kap {.*.}
* TEXT
\keeplinestogether {.*.}
* NUMMER
\keepunwantedspaces
\kerncharacters [.1.] {.2.}
1 NUMMER
2 TEXT
\koreancirclenumerals {.*.}
* NUMMER
\koreannumerals {.*.}
* NUMMER
\koreannumeralsc {.*.}
* NUMMER
\koreannumeralsp {.*.}
* NUMMER
\koreanparentnumerals {.*.}
* NUMMER
\ \ AMORDY
\LAMSTEX
\LATEX
\LamSTeX
\LaTeX
\Litera {.*.}
* NUMMER
\Litere {.*.}
* NUMMER
\LUAJITTEX
\LUATEX
\LUNA {.*.}
* NUMMER
\Lua

```
\LuajitTeX
\LuaTeX
\{1a \{...\} \{...\} [...]
1 TEXT
2 TEXT
3 REFERENCE
\labellanguage
\etichetalimba
\labeltexts \{ ... \} \{ ... \}
1 KEY
2 TEXT
\etichetatexts \{...\}
1 KEY
2 TEXT
\verb|\languageCharacters {...}|
* NUMMER
\verb|\languagecharacters| \{ . \overset{*}{.} . \}
* NUMMER
\verb|\languagecharwidth {...}|
* SPRACHE
\lapagina [.*.]
* REFERENCE
\lastcounter [...^1] [...]
1 NAME
2 NUMMER
\lastcountervalue [.*.]
* NAME
\label{lastdigit} \
* NUMMER
\lastnaturalboxdp
\lastnaturalboxht
\lastnaturalboxwd
```

```
\lastpredefinedsymbol
\lastrealpage
\verb|\lastrealpagenumber| \\
\lastsubcountervalue [.1]^{1} [.2]^{2}
1 NAME
2 NUMMER
\lastsubpage
\lastsubpagenumber
\lasttwodigits {.*.}
* NUMMER
\lastuserpage
\lastuserpagenumber
\lateluacode {.*.}
* BEFEHL
\latin
\layeredtext [..,..^{\frac{1}{2}}..,..] [..,..^{\frac{2}{2}}..,..] \{...\}
1 inherits: \setuplayer
2 inherits: \setuplayeredtext
3 TEXT
4 CONTENT
\label{layerheight}
\label{layerwidth}
\lazysavetaggedtwopassdata \{ ... \} \{ ... \} \{ ... \} \{ ... \}
1 NAME
2 NUMMER
3 NAME
4 CONTENT
\lazysavetwopassdata \{.\overset{1}{\ldots}\} \{.\overset{2}{\ldots}\}
1 NAME
2 NUMMER
3 CONTENT
```

```
\lbox ... {...}
 1 TEXT
 2 CONTENT
 \left ...
 * CHARACTER
 \leftbottombox {.*.}
 * CONTENT
 \leftbox \{.\overset{*}{\ldots}\}
 * CONTENT
 \lefthbox {.*.}
 * CONTENT
 \label{lem:leftheadtext} \
 * KEY
 \leftlabeltext {.*.}
 * KEY
   \leftetichetatext \{...^*\}
 * KEY
 \leftline \{.\overset{*}{\dots}\}
 * CONTENT
 \verb| \label{text {.*.}} 
\leftorrighthbox ... { ... }
 1 TEXT
 2 CONTENT
\verb| leftorrightvbox ... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1..
 1 TEXT
 2 CONTENT
\verb| leftorrightvtop ... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1..
 1 TEXT
 2 CONTENT
 \verb|\label{leftskipadaption||} \label{leftskipadaption}
 \leftsubguillemot
```

```
\verb| lefttopbox {...}^*|
  * CONTENT
 \lefttoright
\label{lefttorighthbox} \begin{picture}(10,0) \put(0,0){\line(1,0){100}} \put(0,0){\line(1,0){100}
 1 TEXT
 2 CONTENT
 \label{lefttorightvbox} \begin{tabular}{ll} \label{lefttorightvbox} \begin{tabular}{ll} \begin{tabular}{
 1 TEXT
 2 CONTENT
 \lefttorightvtop ... {...}
 1 TEXT
 2 CONTENT
 \letbeundefined \{...^*\}
 * NAME
 1 CSNAME
 2 CHARACTER NUMMER
 3 CSNAME
 \letcscsname \.\dots.\csname \.\dots.\endcsname
 1 CSNAME
 2 NAME
 \letcsnamecs \csname ... \endcsname \...
 1 NAME
 2 CSNAME
 \letcsnamecsname \csname \.\.\endcsname \csname \.\.\endcsname
 1 NAME
 2 NAME
 \letdummyparameter \{...^1.\} \.\.^2...
 1 KEY
 2 CSNAME
 \label{lem:lempty \.^*}.
  * CSNAME
 \letgvalue \{ ... \} \ \ ...
 1 NAME
 2 CSNAME
```

\letgvalueempty {.*.}  * NAME
\letgvalurelax {.*.}  * NAME
\letterampersand
\letterat
\letterbackslash
\letterbar
\letterbgroup
\letterclosebrace
\lettercolon
\letterdollar
\letterdoublequote
\letteregroup
\letterescape
\letterexclamationmark
\letterhash
\letterhat
\letterleftbrace
\letterless
\lettermore
\letteropenbrace
\letterpercent
\letterquestionmark
\letterrightbrace
\lettersinglequote
\letterslash

```
\letterspacing [...^1] {...}
1 NUMMER
2 TEXT
\lettertilde
\letterunderscore
\letvalue \{ . . . \} \ \setminus . . .
1 NAME
2 CSNAME
\letvalueempty \{...^*.\}
* NAME
\letvaluerelax {.*.}
* NAME
\lfence \{ . \overset{*}{.} . \}
* CHARACTER
\lhbox {.*.}
* CONTENT
\limba [.*.]
* SPRACHE
\limbaprincipala [.*.]
* SPRACHE
\label{language} \
\limitatelines \{ \begin{array}{c} 1 \\ \ldots \\ \} \end{array} 
1 NUMMER
2 BEFEHL
3 TEXT
\verb|\limitatetext| \{ \begin{smallmatrix} 1 \\ \cdot \end{smallmatrix} \} \ \{ \begin{smallmatrix} 2 \\ \cdot \end{smallmatrix} \} \ \{ \begin{smallmatrix} 3 \\ \cdot \end{smallmatrix} \}
1 TEXT
2 [-+]DIMENSION
3 BEFEHL
\limitatetext \{...\} \{..., ...\} \{...\}
1 TEXT
2 [-+]DIMENSION
3 BEFEHL
```

```
\limtatefirstline \{ ... \} \{ ... \} \{ ... \}
1 TEXT
2 DIMENSION
3 BEFEHL
\line {.*.}
* CONTENT
\linenote {.*.}
* TEXT
\linenote {.*.}
* TEXT
\linespanningtext \{ ... \} \{ ... \} \{ ... \}
1 TEXT
2 DIMENSION
3 FONT
\linieneagra [..,..*...]
* inherits: \seteazaliniinegre
\liniesubtire
\linieumplere [..,..*=..,..]
* inherits: \seteazaliniiumplere
\liniinegre [..,..*...]
* inherits: \seteazaliniinegre
\liniisubtiri [..,..*=..,..]
* inherits: \seteazaliniesubtire
\listcitation [..,..^{\frac{1}{2}}..,..] [...^{2}]
1 referinta = REFERENCE
   alternativ =
   inainte = BEFEHL
dupa = BEFEHL
             = BEFEHL
   stanga
            = BEFEHL
   dreapta
   inherits: \setupbtx
2 REFERENCE
\listcitation [..,..^{\frac{1}{2}}..,..] [..,..^{\frac{2}{2}}..,..]
1 referinta = REFERENCE
   alternativ =
   inainte = BEFEHL
             = BEFEHL
   dupa
           = BEFEHL
= BEFEHL
   stanga
   dreapta
   inherits: \setupbtx
2 KEY = VALUE
```

```
\listcitation [...^1] [...^2]
2 REFERENCE
\listcite [..,.. \stackrel{1}{=}..,..] [...]
1 referinta = REFERENCE
   alternativ = inainte = BEFEHL dupa = BEFEHL stanga = BEFEHL dreapta = BEFEHL
    inherits: \setupbtx
2 REFERENCE
\listcite [..,..^{\frac{1}{2}}..,..] [..,..^{\frac{2}{2}}..,..]
1 referinta = REFERENCE
    alternativ =
   inainte = BEFEHL
dupa = BEFEHL
stanga = BEFEHL
dreapta = BEFEHL
   inherits: \setupbtx
2 KEY = VALUE
\listcite [.1.] [.2.]
2 REFERENCE
\listnamespaces
\litera \{ . \overset{*}{.} . \}
* NUMMER
\litere { ... }
* NUMMER
\llap {.*.}
* CONTENT
\loadanyfile [.*.]
* FILE
\verb|\loadanyfileonce|[...^*]|
* FILE
\label{loadbtxdefinitionfile} \ [.\ ^*.\ ]
* FILE
\verb|\loadbtxreplacementfile [...^*]|
* FILE
\verb|\loadcldfile [...^*]|
* FILE
```

```
\label{loadcldfileonce} \ [.\ \overset{*}{\ldots}]
* FILE
\verb|\loadfontgoodies [...^*]|
* FILE
\loadluafile [.*.]
* FILE
\loadluafileonce [.*.]
* FILE
\verb|\loadspellchecklist[...]| [...]|
1 NAME
2 FILE
\loadtexfile [.*.]
* FILE
\loadtexfileonce [.*.]
* FILE
\verb|\loadtypescriptfile [...^*]|
* FILE
\localframed [.\frac{1}{2}] [\ldots, \ldots\frac{2}{2}\ldots, \ldots] \{\ldots\right\}
1 NAME
2 inherits: \seteazainconjurat
3 CONTENT
\localframedwithsettings [...^1] [...,...^2] [...,..] [...,..]
1 NAME
2 inherits: \seteazainconjurat
3 CONTENT
\localhsize
* CSNAME NUMMER
* CSNAME
* CSNAME NUMMER
\label{localpushmacro} \
* CSNAME
```

```
\localundefine {.*.}
* NAME
\verb|\locatedfilepath|
\verb|\locatefilepath| \{.\overset{*}{\ldots}\}
* FILE
\locfilename \{...^*\}
* FILE
\label{logo} $$ [.1] $ {.2.} $
1 NAME
2 CONTENT
\lomihi \{...^1, \} \{...^2, \} \{...^3, \}
1 CONTENT
2 CONTENT
3 CONTENT
1 DIMENSION
2 CSNAME
3 CONTENT
\verb|\lowercased {.*.}|
* TEXT
\lowercasestring ... \to \...
1 TEXT
2 CSNAME
\lowerleftdoubleninequote
\lowerleftsingleninequote
\lowerrightdoubleninequote
\lowerrightsingleninequote
\lowhigh [.^{1}.] {.^{2}.} {.^{3}.}
1 stanga dreapta
2 CONTENT
3 CONTENT
```

```
\lowmidhigh \{ . . . \} \{ . . . \} \{ . . . \}
1 CONTENT
2 CONTENT
3 CONTENT
\lrtbbox {.1.} {.2.} {.3.} {.4.} {.5.}
1 DIMENSION
2 DIMENSION
3 DIMENSION
4 DIMENSION
5 CONTENT
\ltop .1. {.2.}
1 TEXT
2 CONTENT
\luacode \{ . \overset{*}{.} . \}
* BEFEHL
\label{luaconditional \...}
* CSNAME
\verb|\label{luaenvironment|} ...^*.
* FILE
\label{luaexpanded {...}}
* BEFEHL
\verb|\label{luafunction {.*.}}
* BEFEHL
\label{luajitTeX} \
\luamajorversion
\luaminorversion
\verb|\label{luaparameterset|} \{ . \stackrel{\scriptscriptstyle 1}{\ldots} \} \ \{ . \stackrel{\scriptscriptstyle 2}{\ldots} \}
1 NAME
2 CONTENT
\luasetup \{...^*.\}
* NAME
\luaTeX
\luaversion
```

\luna {.*.}
* NUMMER
\lungimelista
\METAFONT
\METAFUN
\METAPOST
\MetaFont
\MetaFun
\MetaPost
\MKII
\MKIV
\MKIX
\MKVI
\MKXI
\MONTHLONG {.*.}
* NUMMER
* NUMMER  \MONTHSHORT {.*.}
\MONTHSHORT {.*.}
\MONTHSHORT {.*.}  * NUMMER
\MONTHSHORT {.*.}  * NUMMER  \MPanchor {.*.}
\MONTHSHORT {.*.}  * NUMMER  \MPanchor {.*.}  * NAME
\MONTHSHORT {.*.}  * NUMMER  \MPanchor {.*.}  * NAME  \MPbetex {.*.}
\MONTHSHORT {.*.}  * NUMMER  \MPanchor {.*.}  * NAME  \MPbetex {.*.}  * NAME
\MONTHSHORT {.*.}  * NUMMER  \MPanchor {.*.}  * NAME  \MPbetex {.*.}  * NAME
<pre>\MONTHSHORT {.*.}  * NUMMER  \MPanchor {.*.}  * NAME  \MPbetex {.*.}  * NAME  \MPc {.*.}  * NAME</pre>
\MONTHSHORT {.:.}  * NUMMER  \MPanchor {.:.}  * NAME  \MPbetex {.:.}  * NAME  \MPc {.:.}  * NAME
\MONTHSHORT {.:.}  * NUMMER  \MPanchor {.:.}  * NAME  \MPbetex {.:.}  * NAME  \MPc {.:.}  * NAME  \MPcode {.:.}  1 NAME

```
\MPcoloronly {.*.}
* COLOR
\MPcolumn {.*.}
* NAME
\MPd {...}
* NAME
\MPdrawing \{...^*\}
* CONTENT
\verb|\MPfontsizehskip {...}|
* FONT
\MPgetmultipars \{ ... \} \{ ... \}
1 NAME
2 NAME
\verb|\MPgetmultishape| {...} | {...} |
1 NAME
2 NAME
\MPgetposboxes \{\ldots, 1, \ldots\} \{\ldots, 2\}
1 NAME
2 NAME
\label{eq:mph} \texttt{\ } \{ \, . \, \overset{*}{\ldots} \, \}
* NAME
\MPII
\MPIV
\MPinclusions [.<sup>1</sup>.] {.<sup>2</sup>.} {.<sup>3</sup>.}
2 NAME
3 CONTENT
\MPleftskip \{ . \overset{*}{.} . \}
* NAME
\MP11 \{ ...^* . \}
* NAME
\MPlr {.*.}
* NAME
```

```
\MPls {.*.}
* NAME
\MPmenubuttons \{...^*\}
* NAME
\MPn {...}
* NAME
\MPoptions \{.\overset{*}{\ldots}\}
* COLOR
\verb|\MPoverlayanchor {...}|
* NAME
\MPp {.*.}
* NAME
\MPpage {.*.}
* NAME
\MPpardata {.*.}
* NAME
\MPplus \{ ...^1 ... \} \{ ...^2 ... \}
1 NAME
2 NUMMER
3 CONTENT
\MPpos \{.\overset{*}{\ldots}\}
* NAME
\label{eq:mppositiongraphic} $$ \MPpositiongraphic $\{\ldots^1,\ldots^2,\ldots^2,\ldots\}$
1 NAME
2 KEY = VALUE
\verb|\MPposset {.*.}|
* NAME
\MPr {...}
* NAME
\MPrawvar \{ ... \}
1 NAME
2 KEY
\MPregion \{ . \overset{*}{.} . \}
* NAME
```

```
\MPrest { ... } { ... }
1 NAME
2 CONTENT
\verb|\MPrightskip {...}|
* NAME
\MPrs {.*.}
* NAME
\MPstring \{ ...^* . \}
* NAME
\MPtext {.*.}
* NAME
\MPtransparency {.*.}
* COLOR
\MPul {.*.}
* NAME
\MPur \{ ...^* . \}
* NAME
\MPVI
\MPv {.1.} {.2.} {.3.}
1 NAME
2 NUMMER
3 CONTENT
\MPvar {.*.}
* KEY
\verb|\MPvariable {...}|
* KEY
\MPvv \{...\}
1 NAME
2 CONTENT
\MPw {.*.}
* NAME
\label{eq:mpwhd} $$ \{ \dots^* . \}$
* NAME
```

```
\MPx {.*.}
* NAME
\label{eq:mpxy} \texttt{MPxy} \ \{ \, . \, \overset{*}{\ldots} \, \}
* NAME
\MPxywhd \{...^*\}
* NAME
\label{eq:mpy {...}} \texttt{MPy {...}}
* NAME
m [...] {...}
1 NAME
2 CONTENT
\maframed [\ldots, \ldots^{\frac{1}{2}}, \ldots] {\docsarrangle}...
1 inherits: \setupmathframed
2 CONTENT
\mbox{\mbox{\tt makecharacteractive}} . . . .
* CHARACTER
1 BEFEHL
2 CSNAME
\mbox{\mbox{makestrutofbox}} ...
* CSNAME NUMMER
\mapfontsize [...^1] [...^2]
1 DIMENSION
2 DIMENSION
\marcaje (\dots, 1, \dots) (\dots, 2, \dots) [\dots, 3, \dots]
1 POSITION
2 POSITION
3 REFERENCE
\marginal [..,..^{\frac{1}{2}}..,..] [..,..^{\frac{2}{2}}..,..] {...}
1 referinta = REFERENCE
   inherits: \setupmargindata
2 inherits: \setupmarginframed
3 CONTENT
```

```
\margindata [.\( \dagger^1 \). [..,..\( \dagger^2 \). [..,..\( \dagger^3 \). [..,..\( \dagger^3 \). [..,..\( \dagger^3 \).
1 NAME
2 referinta = REFERENCE
   inherits: \setupmargindata
3 inherits: \setupmarginframed
4 CONTENT
\margindata [..,..^{\frac{1}{2}}..,..] [..,..^{\frac{2}{2}}..,..] \{...\}
1 referinta = REFERENCE
   inherits: \setupmargindata
2 inherits: \setupmarginframed
3 CONTENT
\markcontent [.<sup>1</sup>.] {.<sup>2</sup>.}
1 reset tot NAME
2 CONTENT
\markinjector [.*.]
* NAME
\mar {.*.}
* TEXT
\mat {.*.}
* CONTENT
\matematica [.1] {.2.}
1 NAME
2 CONTENT
\math [.1] {.2.}
1 NAME
2 CONTENT
\mathbf
\mathbi
\mathblackboard
\mathbs
\mathcommand \{...^*\}
* NAME
\mathcommand \{...\}
1 TEXT
2 TEXT
```

```
\mathdefault
\mbox{\mbox{\it mathdouble extensible } \{.\mbox{\it ".}\}
* TEXT
\mathextensible [.1] {.2.} {.3.}
1 reverse matematica text chemistry
2 TEXT
3 TEXT
\mathfraktur
\mathframed [..,.. \stackrel{1}{=}..,..] {...}
1 inherits: \setupmathframed
2 CONTENT
\mathfunction \{.\overset{*}{\ldots}\}
* CONTENT
\mathit
\mathitalic
\mathlabellanguage
\mathbf{t}
* KEY
\mathlabeltexts \{ ...^1 . \} \{ ...^2 . \}
1 KEY
2 TEXT
\verb|\mathop {...}|
* CONTENT
\mathornament {.*.}
* CONTENT
\mbox{\mbox{\it mathoverextensible } \{.\mbox{\it ".}\}
* TEXT
\mathovertextextensible \{...^1\}
1 TEXT
2 TEXT
\mathradical [.1] {.2.}
1 TEXT
2 CONTENT
```

\mathrm
\mathscript
\maths1
\mathss
\mathtext {.*.}
* TEXT
\mathtextbf {.*.}
* TEXT
\mathtextbi {.*.}
* TEXT
\mathtextbs {.*.}
* TEXT
\mathtextit {.*.}
* TEXT
\mathtextsl {.*.}
* TEXT
\mathtexttf {.*.}
* TEXT
\mathtf
\mathtriplet [.1.] {.2.} {.3.} {.4.}
1 NAME
2 TEXT 3 TEXT
4 TEXT
\mathtriplet [.1.] {.2.} {.3.} {.4.}
1 NAME
2 TEXT
3 TEXT 4 TEXT
\mathtt
\mathunderextensible {.*.}
* TEXT

```
\mathundertextextensible \{...\}
1 TEXT
2 TEXT
\mathunstacked
\verb|\mathupright|
\verb|\mathword {...}|
* TEXT
\mathwordbf \{ . \overset{*}{.} . \}
* TEXT
\mathwordbi {.*.}
* TEXT
\mathwordbs \{...^*\}
* TEXT
\mathwordit {.*.}
* TEXT
\verb|\mathwordsl| \{ . \overset{*}{\dots} \}
* TEXT
\mathwordtf \{...^*\}
* TEXT
\verb|\maxaligned {...}^*|
* CONTENT
\mbox {.*.}
* CONTENT
\mcframed [..,.. \stackrel{1}{=}..,..] \{...\}
1 inherits: \setupmathframed
2 CONTENT
\measure {.*.}
* NAME
\measured \{...^*\}
* NAME
\mediu [.*.]
* FILE
```

```
\mediu .*.
* FILE
\mbox{medskip}
\medspace
\meniuinteractiune [...^1] [...,..^2]
2 inherits: \seteazameniuinteractiune
\label{eq:mequal} $$ \mbox{mequal } \{\hdots^1...\} $$ \{\hdots^2...\} $$
1 TEXT
2 TEXT
\verb|\message {...}^*|
* TEXT
\mbox{\ensuremath{\texttt{MetaTeX}}}
\mfence \{...^*\}
* CHARACTER
\mfunction {.*.}
* CONTENT
\mfunctionlabeltext {.*.}
* NAME
\mhbox {.*.}
* CONTENT
\verb|\mbox| hhookleftarrow {...} {...} {...}
1 TEXT
2 TEXT
\mhookrightarrow \{...\}
1 TEXT
2 TEXT
\verb|\middle ...^*|.
* CHARACTER
\verb|\middlealigned {...}^*|
* CONTENT
\verb|\middlebox {...}|
* CONTENT
```

```
\midhbox {.*.}
* CONTENT
 \minicitat {.*.}
* CONTENT
\mbox{minimalhbox} \hdots \h
1 TEXT
2 CONTENT
* TEXT
\mkvibuffer [.*.]
* BUFFER
\mLeftarrow \{...^1\}
1 TEXT
2 TEXT
\mLeftrightarrow \{...^1.\} \{...^2.\}
1 TEXT
2 TEXT
\mleftarrow \{.1.\} \{.1.\}
1 TEXT
\mleftharpoondown \{...\}
1 TEXT
2 TEXT
\verb|\mbox| \verb| mleftharpoonup {...} | {...} | {...} |
1 TEXT
2 TEXT
\mleftrightarrow \{.\overset{1}{\ldots}\} \{.\overset{2}{\ldots}\}
1 TEXT
2 TEXT
\mleftrightharpoons \{...\}
1 TEXT
2 TEXT
\mmapsto \{...^1\}
1 TEXT
2 TEXT
```

```
\moduleparameter \{...\} \{...\}
1 FILE
2 KEY
\molecule \{...^*\}
 * CONTENT
 \mono
\mbox{\mbox{$\mbox{$\mbox{$\mbox{$\mbox{$\mbox{$\mbox{$\mbox{$\mbox{$\mbox{$\mbox{$\mbox{$\mbox{$\mbox{$\mbox{$\mbox{$\mbox{$\mbox{$\mbox{$\mbox{$\mbox{$\mbox{$\mbox{$\mbox{$\mbox{$\mbox{$\mbox{$\mbox{$\mbox{$\mbox{$\mbox{$\mbox{$\mbox{$\mbox{$\mbox{$\mbox{$\mbox{$\mbox{$\mbox{$\mbox{$\mbox{$\mbox{$\mbox{$\mbox{$\mbox{$\mbox{$\mbox{$\mbox{$\mbox{$\mbox{$\mbox{$\mbox{$\mbox{$\mbox{$\mbox{$\mbox{$\mbox{$\mbox{$\mbox{$\mbox{$\mbox{$\mbox{$\mbox{$\mbox{$\mbox{$\mbox{$\mbox{$\mbox{$\mbox{$\mbox{$\mbox{$\mbox{$\mbox{$\mbox{$\mbox{$\mbox{$\mbox{$\mbox{$\mbox{$\mbox{$\mbox{$\mbox{$\mbox{$\mbox{$\mbox{$\mbox{$\mbox{$\mbox{$\mbox{$\mbox{$\mbox{$\mbox{$\mbox{$\mbox{$\mbox{$\mbox{$\mbox{$\mbox{$\mbox{$\mbox{$\mbox{$\mbox{$\mbox{$\mbox{$\mbox{$\mbox{$\mbox{$\mbox{$\mbox{$\mbox{$\mbox{$\mbox{$\mbox{$\mbox{$\mbox{$\mbox{$\mbox{$\mbox{$\mbox{$\mbox{$\mbox{$\mbox{$\mbox{$\mbox{$\mbox{$\mbox{$\mbox{$\mbox{$\mbox{$\mbox{$\mbox{$\mbox{$\mbox{$\mbox{$\mbox{$\mbox{$\mbox{$\mbox{$\mbox{$\mbox{$\mbox{$\mbox{$\mbox{$\mbox{$\mbox{$\mbox{$\mbox{$\mbox{$\mbox{$\mbox{$\mbox{$\mbox{$\mbox{$\mbox{$\mbox{$\mbox{$\mbox{$\mbox{$\mbox{$\mbox{$\mbox{$\mbox{$\mbox{$\mbox{$\mbox{$\mbox{$\mbox{$\mbox{$\mbox{$\mbox{$\mbox{$\mbox{$\mbox{$\mbox{$\mbox{$\mbox{$\mbox{$\mbox{$\mbox{$\mbox{$\mbox{$\mbox{$\mbox{$\mbox{$\mbox{$\mbox{$\mbox{$\mbox{$\mbox{$\mbox{$\mbox{$\mbox{$\mbox{$\mbox{$\mbox{$\mbox{$\mbox{$\mbox{$\mbox{$\mbox{$\mbox{$\mbox{$\mbox{$\mbox{$\mbox{$\mbox{$\mbox{$\mbox{$\mbox{$\mbox{$\mbox{$\mbox{$\mbox{$\mbox{$\mbox{$\mbox{$\mbox{$\mbox{$\mbox{$\mbox{$\mbox{$\mbox{$\mbox{$\mbox{$\mbox{$\mbox{$\mbox{$\mbox{$\mbox{$\mbox{$\mbox{$\mbox{$\mbox{$\mbox{$\mbox{$\mbox{$\mbox{$\mbox{$\mbox{$\mbox{$\mbox{$\mbox{$\mbox{$\mbox{$\mbox{$\mbox{$\mbox{$\mbox{$\mbox{$\mbox{$\mbox{$\mbox{$\mbox{$\mbox{$\mbox{$\mbox{$\mbox{$\mbox{$\mbox{$\mbox{$\mbox{$\mbox{$\mbox{$\mbox{$\mbox{$\mbox{$\mbox{$\mbox{$\mbox{$\mbox{$\mbox{$\mbox{$\mbox{$\mbox{$\mbox{$\mbox{$\mbox{$\mbox{$\mbox{$\mbox{$\mbox{$\mbox{$\mbox{$\mbox{$\mbox{$\mbox{$\mbox{$\mbox{$\mbox{$\mbox{$\mbox{$\
 \mononormal
\monthlong \{ ... ^* . \}
 * NUMMER
 \monthshort {.*.}
 * NUMMER
\mprandomnumber
\mRightarrow \{...^1\}
1 TEXT
2 TEXT
\mrel {.1.} {.2.}
1 TEXT
2 TEXT
\mrightarrow \{...^1.\} \{...^2.\}
1 TEXT
2 TEXT
\verb|\mrightharpoondown {...}| {...}|
2 TEXT
\verb|\mrightharpoonup| \{ . \, . \, . \, \} \ \{ . \, . \, . \, \}
1 TEXT
2 TEXT
\mrightleftharpoons \{ . \stackrel{1}{\ldots} \} \ \{ . \stackrel{2}{\ldots} \}
1 TEXT
2 TEXT
\verb|\mrightoverleftarrow| {. } \stackrel{\scriptscriptstyle 1}{\ldots} {} {} {} {} {} {} {} {. } \stackrel{\scriptscriptstyle 2}{\ldots} {} {} {} {} {}
1 TEXT
2 TEXT
```

```
\mtext {.*.}
* CONTENT
\mtriplerel \{ ... \} \{ ... \}
1 TEXT
2 TEXT
\verb|\mbox| \verb| twoheadleftarrow {...} | {...} |
1 TEXT
2 TEXT
\verb|\mtwoheadrightarrow| {. } ^1.} ~ {. } ^2. {. }
1 TEXT
2 TEXT
1 CSNAME
2 TEXT
3 DIMENSION
4 FONT
1 CSNAME
2 TEXT
3 DIMENSION
4 FONT
\verb|\normalizeTextHeight {.}^1.} \ {.}^2.} \ {.}^3.}
1 FONT
2 DIMENSION
3 TEXT
\verb|\NormalizeTextWidth {...}| {...}| {...}|
1 FONT
2 DIMENSION
3 TEXT
\Numere { .*.}
* NUMMER
\Numereromane {.*.}
* NUMMER
\verb|\namedheadnumber {.*.}|
* ABSCHNITT
```

```
\verb|\namedstructureheadlocation {...}|
* ABSCHNITT
\verb|\namedstructureuservariable {...}| {...}|
1 ABSCHNITT
2 KEY
\verb|\namedstructurevariable {...}| {...}|
1 ABSCHNITT
2 KEY
\verb|\namedtaggedlabeltexts| \{.^1.\} | \{.^2.\} | \{.^3.\} | \{.^4.\} | \{.^5.\} |
1 NAME
2 NAME
3 NAME
4 NAME
5 CONTENT
\verb|\naturalhbox| .1. {...}
1 TEXT
2 CONTENT
\naturalhpack ... { ... }
2 CONTENT
\verb|\naturalvbox| .1. {...}
1 TEXT
2 CONTENT
\naturalvcenter . 1. . 2. . 3.
1 TEXT
2 CONTENT
\naturalvpack ... 1. \{...
1 TEXT
2 CONTENT
\naturalvtop .. \{..\}
1 TEXT
2 CONTENT
\naturalwd ...
* CSNAME NUMMER
\necunoscut
```

\negatecolorbox .*.
* CSNAME NUMMER
\negated {.*.}
* TEXT
\negthinspace
\newattribute \
* CSNAME
\newcatcodetable \.*
* CSNAME
\newcounter \.*
* CSNAME
\newevery \.\dots\.\dots\.\dots\.
1 CSNAME
2 CSNAME
\newfrenchspacing
\newmode {.*.}
* NAME
\newsignal \.*
* CSNAME
\newsystemmode {.*.}
* NAME
\nextbox
\nextboxdp
\nextboxht
\nextboxhtdp
\nextboxwd
\nextcounter [.1.] [.2.]
1 NAME
2 NUMMER
\nextcountervalue [.*.]
* NAME

\nextdepth
\nextparagraphs
\urmatorulparagraphs
\nextrealpage
\nextrealpagenumber
\nextsubcountervalue [] []  1 NAME 2 NUMMER
\nextsubpage
\nextsubpagenumber
\nextuserpage
\nextuserpagenumber
\nihongo
\nobar {.*.}  * CONTENT
\nocitation [.*.]  * REFERENCE
\nocitation {.*.}  * REFERENCE
\nocite [.*.] * REFERENCE
\nocite {.*.}  * REFERENCE
\nodetostring \.\frac{1}{1} \cdot \CSNAME  2 CONTENT
\noffigurepages
\noflines
\noflocalfloats

```
\noindentation
 \nokap { . * . }
 * TEXT
 \nonfrenchspacing
\nonmathematics \{...^*\}
* CONTENT
\nop .*. \\
 * TEXT
\nop
 \normal
 \normalboldface
 \normalframedwithsettings [..,..^{\frac{1}{2}}..,..] {...}
1 inherits: \seteazainconjurat
2 CONTENT
\normalizebodyfontsize \setminus ... \cdot \{...\}
1 CSNAME
2 DIMENSION
\normalizedfontsize
\verb|\normalizefontdepth| \land ... \land \{...\} \land \{...\} \land \{...\}
1 CSNAME
2 TEXT
3 DIMENSION
4 FONT
\normalizefontheight \.\^1...\ \{.\^2.\}\ \{.\^3.\}\ \{.\^4.\}
1 CSNAME
2 TEXT
3 DIMENSION
4 FONT
\normalizefontline \.\dots\.\frac{1}{1}\.\frac{2}{1}\.\frac{3}{1}\.\frac{4}{1}\.\frac{4}{1}\.\frac{1}{1}\.\frac{1}{1}\.\frac{1}{1}\.\frac{1}{1}\.\frac{1}{1}\.\frac{1}{1}\.\frac{1}{1}\.\frac{1}{1}\.\frac{1}{1}\.\frac{1}{1}\.\frac{1}{1}\.\frac{1}{1}\.\frac{1}{1}\.\frac{1}{1}\.\frac{1}{1}\.\frac{1}{1}\.\frac{1}{1}\.\frac{1}{1}\.\frac{1}{1}\.\frac{1}{1}\.\frac{1}{1}\.\frac{1}{1}\.\frac{1}{1}\.\frac{1}{1}\.\frac{1}{1}\.\frac{1}{1}\.\frac{1}{1}\.\frac{1}{1}\.\frac{1}{1}\.\frac{1}{1}\.\frac{1}{1}\.\frac{1}{1}\.\frac{1}{1}\.\frac{1}{1}\.\frac{1}{1}\.\frac{1}{1}\.\frac{1}{1}\.\frac{1}{1}\.\frac{1}{1}\.\frac{1}{1}\.\frac{1}{1}\.\frac{1}{1}\.\frac{1}{1}\.\frac{1}{1}\.\frac{1}{1}\.\frac{1}{1}\.\frac{1}{1}\.\frac{1}{1}\.\frac{1}{1}\.\frac{1}{1}\.\frac{1}{1}\.\frac{1}{1}\.\frac{1}{1}\.\frac{1}{1}\.\frac{1}{1}\.\frac{1}{1}\.\frac{1}{1}\.\frac{1}{1}\.\frac{1}{1}\.\frac{1}{1}\.\frac{1}{1}\.\frac{1}\.\frac{1}{1}\.\frac{1}{1}\.\frac{1}{1}\.\frac{1}{1}\.\frac{1}{1}\.\frac{1}{1}\.\frac{1}{1}\.\frac{1}{1}\.\frac{1}{1}\.\frac{1}{1}\.\frac{1}{1}\.\frac{1}{1}\.\frac{1}{1}\.\frac{1}\.\frac{1}{1}\.\frac{1}{1}\.\frac{1}\.\frac{1}{1}\.\frac{1}\.\frac{1}\.\frac{1}\.\frac{1}\.\frac{1}\.\frac{1}\.\frac{1}\.\frac{1}\.\frac{1}\.\frac{1}\.\frac{1}\.\frac{1}\.\frac{1}\.\frac{1}\.\frac{1}\.\frac{1}\.\frac{1}\.\frac{1}\.\frac{1}\.\frac{1}\.\frac{1}\.\frac{1}\.\frac{1}\.\frac{1}\.\frac{1}\.\frac{1}\.\frac{1}\.\frac{1}\.\frac{1}\.\frac{1}\.\frac{1}\.\frac{1}\.\frac{1}\.\frac{1}\.\frac{1}\.\frac{1}\.\frac{1}\.\frac{1}\.\frac{1}\.\frac{1}\.\frac{1}\.\frac{1}\.\frac{1}\.\frac{1}\.\frac{1}\.\frac{1}\.\frac{1}\.\frac{1}\.\frac{1}\.\frac{1}\.\frac{1}\.\frac{1}\.\frac{1}\.\frac{1}\.\frac{1}\.\frac{1}\.\frac{1}\.\frac{1}\.\frac{1}\.\frac{1}\.\frac{1}\.\frac{1}\.\frac{1}\.\frac{1}\.\frac{1}\.\frac{1}\.\frac{1}\.\frac{1}\.\frac{1}\.\frac{1}\.\frac{1}\.\frac{1}\.\frac{1}\.\frac{1}\.\frac{1}\.\frac{1}\.\frac{1}\.\frac{1}\.\frac{1}\.\frac{1}\.\frac{1}\.\frac{1}\.\frac{1}\.\frac{1}\.\frac{1}\.\frac{1}\.\frac{1}\.\frac{1}\.\frac{1}\.\frac{1}\.\frac{1}\.\frac{1}\.\
1 CSNAME
2 TEXT
3 DIMENSION
4 FONT
```

```
\normalizefontwidth \\.^1..\ \{.\.^2.\}\ \{.\.^3.\}\ \{.\.^4.\}
1 CSNAME
2 TEXT
3 DIMENSION
4 FONT
\normalizetextdepth \{...^1.\} \{...^2.\} \{...^3.\}
1 FONT
2 DIMENSION
3 TEXT
\normalizetextheight \{...\} \{...\}
1 FONT
2 DIMENSION
3 TEXT
\normalizetextline \{...^1\} \{...^2\} \{...^3\}
1 FONT
2 DIMENSION
3 TEXT
\verb| \normalizetextwidth {...} {...} {...} {...} {...} |
1 FONT
2 DIMENSION
3 TEXT
\normaltypeface
\nota [.1.] [.2.]
1 NAME
2 REFERENCE
\notasubsol [..., 1] {...}
1 REFERENCE
2 TEXT
\notasubsol [..,..^*=..,..]
           = TEXT
* titlu
   semncarte = TEXT
   lista
            = TEXT
   referinta = REFERENCE
1 REFERENCE
2 TEXT
```

```
\note [..,..*...]
* titlu = TEXT semncarte = TEXT
   lista = TEXT
referinta = REFERENCE
\notesymbol [.1] [.2]
1 NAME
2 REFERENCE
\n
\ntimes \{ ... \} \{ ... \}
1 TEXT
2 NUMMER
\numarformula [...,*...]
* REFERENCE
\numarpagina
\numartitlu [.1] [.2]
1 ABSCHNITT
2 precedent curent urmatorul primul ultim
\numartitlucurent
\numberofpoints \{...^*\}
* DIMENSION
\numere \{.\overset{*}{\ldots}\}
* NUMMER
\verb|\numereromane| {. \dot{.} .}|
* NUMMER
\obeydepth
\verb|\objectdepth|
\olimits
\objectmargin
\objectwidth
\obox {.*.}
* CONTENT
```

```
\offset [\ldots, \ldots^{\frac{1}{2}}, \ldots] {\cdots^2\cdots}
1 inherits: \setupoffset
2 CONTENT
\offsetbox [..,..^{\frac{1}{2}}..,..] \\.^2.. {\.^3.}
1 inherits: \setupoffsetbox
2 CSNAME
3 CONTENT
\olinie [.*.]
* REFERENCE
\onedigitrounding \{...^*\}
* NUMMER
\operatorlanguage
\operatortext {.*.}
* KEY
\verb| \ordinal day number {...}^*. |
* NUMMER
\ordinalstr \{...^*\}
* TEXT
\ornamenttext [..,..\frac{1}{2}..,..] [..,..\frac{2}{2}..,..] {.\ddots} {.\ddots}
1 alternativ = a b
    inherits: \setupcollector
    culoare = COLOR
    inherits: \seteazainconjurat
3 TEXT
4 CONTENT
\label{eq:constraints} $$\operatorname{\operatorname{Normamenttext}} \ [\ldots, \ldots^{\frac{1}{2}} \ldots, \ldots] \ [\ldots, \ldots^{\frac{2}{2}} \ldots, \ldots] \ \{\ldots^{3}.\} \ \{\ldots^{4}.\}
1 alternativ = a b
    inherits: \setuplayer
2 inherits: \setuplayeredtext
3 TEXT
4 CONTENT
\ornamenttext [.\frac{1}{2}] \{.\frac{2}{2}\} \{.\frac{3}{2}\}
1 NAME
2 TEXT
3 CONTENT
```

```
\ornament {.1.} {.2.}
1 TEXT
2 CONTENT
\outputfilename
\verb|\outputstreambox[...^*]|
* NAME
\outputstreamcopy [.*.]
* NAME
\verb|\outputstreamunvbox[...^*]|
* NAME
\outputstreamunvcopy [.*.]
* NAME
\over [.*.]
* REFERENCE
\verb|\overbar| \{.\overset{*}{\dots}\}
* CONTENT
\overbars {.*.}
* CONTENT
\overbartext \{ ... \}
1 TEXT
2 TEXT
\verb|\overbarunderbar| \{ . \overset{*}{\ldots} \}
* TEXT
\overbrace {.*.}
* TEXT
\overbracetext \{...\} \{...\}
1 TEXT
2 TEXT
\verb|\overbrace| underbrace {.*.}|
* TEXT
\verb|\overbracket| {. \dot{.} .}|
* TEXT
```

\overbrackettext {.\displaystylength{1.5}{1.2.}}  1 TEXT 2 TEXT
\overbracketunderbracket {.*.}  * TEXT
\overlaybutton [.*.] * REFERENCE
\overlaybutton {.*.}  * REFERENCE
\overlaycolor
\overlaydepth
\overlayfigure {.*.}  * FILE
\overlayheight
\overlaylinecolor
\overlaylinewidth
\overlayoffset
\overlayrollbutton [] []  1 REFERENCE 2 REFERENCE
\overlaywidth
\overleftarrow {.*.} * TEXT
\overleftharpoondown {.*.}  * TEXT
\overleftharpoonup {.*.}  * TEXT
\overleftrightarrow {.*.}  * TEXT
\overloaderror

\overparent {.*.} * TEXT
\overparenttext {.\frac{1}{.}} {.\frac{2}{.}}  1 TEXT  2 TEXT
\overparentunderparent {.*.}  * TEXT
\overrightarrow {.*.}  * TEXT
\overrightharpoondown {.*.}  * TEXT
\overrightharpoonup {.*.}  * TEXT
\overset {.\darkleft} {.\darkleft}  1 TEXT 2 TEXT
\overstrike {.*.} * CONTENT
\overstrikes {.*.}  * CONTENT
\overtwoheadleftarrow {.*.}  * TEXT
\overtwoheadrightarrow {.*.} * TEXT
\PDFcolor {.*.}  * NAME
\PDFETEX
\PDFTEX
\PICTEX
\PiCTeX

```
\verb|\PointsToBigPoints {...}| \  \  \, \backslash \overset{2}{\dots}
1 DIMENSION
2 CSNAME
\PointsToReal \{.1.\} \.1.
1 DIMENSION
2 CSNAME
\P \PointsToWholeBigPoints \{...\} \.\.^2...
1 DIMENSION
2 CSNAME
\PPCHTEX
\PPCHTeX
\PRAGMA
\PtToCm { . * . }
* DIMENSION
\pagearea [.1.] [.2.] [.3.]
1 sus antet text subsol subsol
2 text margine bordura
3 stanga dreapta lefttext middletext righttext
\pagebreak [...,*...]
* NAME
\pagefigure [...^1] [...,..^2]
1 FILE
2 inherits: \setupexternalfigure
\verb|\pagegridspanwidth {...}^*.}|
* NUMMER
\pageinjection [.^{1}.] [..,.^{2}..,..]
1 NAME
2 KEY = VALUE
\pageinjection [..,..^{\frac{1}{2}}..,..] [..,..^{\frac{2}{2}}..,..]
1 inherits: \setuppageinjection
2 KEY = VALUE
\pagestaterealpage \{...\} \{...\}
1 NAME
2 NAME NUMMER
```

```
\pagina [...,*...]
* inherits: \pagebreak
\paletsize
\paragraphs
\part [..., 1...] {...}
1 REFERENCE
2 TEXT
\verb|\pastreazablocuri| [..., ...] [..., ...]
1 NAME
2 + -
\verb| \pdfactualtext {...} | {...} |
1 CONTENT
2 TEXT
\pdfbackendactualtext \{...^1\}
1 CONTENT
2 TEXT
\verb|\pdfbackendcurrentresources| \\
\pdfbackendsetcatalog \{...^1\}
1 NAME
2 TEXT
\pdfbackendsetcolorspace \{...^1\}
1 NAME
2 TEXT
\pdfbackendsetextgstate \{...^1\}
1 NAME
2 TEXT
\pdfbackendsetinfo \{...^1\}
1 NAME
2 TEXT
\pdfbackendsetname \{ . \stackrel{1}{\dots} \} \{ . \stackrel{2}{\dots} \}
1 NAME
2 TEXT
\pdfbackendsetpageattribute \{...^1\}
1 NAME
2 TEXT
```

```
\verb|\pdfbackendsetpageresource| \{ . \stackrel{\scriptscriptstyle 1}{\ldots} \} \ \{ . \stackrel{\scriptscriptstyle 2}{\ldots} \}
1 NAME
2 TEXT
\pdfbackendsetpagesattribute \{ ...^1 ... \}
1 NAME
2 TEXT
\verb| \pdfbackendsetpattern {...} | {...} |
1 NAME
2 TEXT
1 NAME
2 TEXT
\pdfcolor {.*.}
* NAME
\pdfeTeX
\pdfTeX
\pelung \{...\}
* NAME
\percent
\percentdimen \{...^1.\} \{...^2.\}
1 DIMENSION CSNAME
2 DIMENSION NUMMER
\permitcaretescape
\permitcircumflexescape
\permitspacesbetweengroups
\verb|\persiandecimals {...}^*|
* NUMMER
\verb|\persiannumerals| \{ . \overset{*}{\ldots} \}
* NUMMER
\phantom \{...^*\}
* CONTENT
```

```
\phantombox [..,..*...]
* latime = DIMENSION
   inaltime = DIMENSION
   inaltime = DIMENSION
\pickupgroupedcommand \{...^1\} \{...^2\}
1 BEFEHL
2 BEFEHL
3 BEFEHL
\placeattachments
\placebtxrendering [.^1.] [..,..^2..,..]
2 inherits: \setupbtxrendering
\placechemical [..., ...] [..., ...] {...} {...}
2 REFERENCE
3 TEXT
4 CONTENT
\verb|\placecitation [...]|
* REFERENCE
\placecomments
\placecontent [..,..*...]
* inherits: \seteazalista
\placecurrentformulanumber
\placedbox \{...^*\}
\placefigure [..., ...] [..., ...] \{.3.\} \{.4.\}
2 REFERENCE
3 TEXT
4 CONTENT
\placefloat [.\frac{1}{1}] [...\frac{2}{1},...] [...\frac{3}{1},...] {\frac{4}{1}} {\frac{5}{1}}
1 SINGULAR
3 REFERENCE
5 CONTENT
```

```
\placefloatwithsetups [.\ddots] [\ldots,\dots] [\ldots,\dots] [\ldots,\dots] \ldots \dots \dots
1 NAME
3 REFERENCE
            TEXT
5 CONTENT
\puneobiectmobil [\ldots, 1, \ldots] [\ldots, 2, \ldots] \{\ldots, 3, \ldots\}
2 REFERENCE
3 TEXT
4 CONTENT
\placeframed [.<sup>1</sup>.] [..,..<sup>2</sup>..,..] {.<sup>3</sup>.}
1 NAME
2 inherits: \seteazainconjurat
3 CONTENT
\placegraphic [\ldots, 1, \ldots] [\ldots, 2, \ldots] \{\ldots, 3, \ldots\}
2 REFERENCE
3 TEXT
4 CONTENT
\verb|\placehead number [...]|
* ABSCHNITT
\placeheadtext [.*.]
* ABSCHNITT
\placehelp
\placeindex [..,..^*=..,..]
* inherits: \seteazaregistru
\placeinitial [.*.]
* NAME
\placeintermezzo [..., ...] [..., ...] \{...\}
2 REFERENCE
3 TEXT
4 CONTENT
\placelayer [.*.]
* NAME
```

```
\placelayeredtext [.\(^1\).] [..,..\(^2\).,..] [..,..\(^3\).,..] {\(^4\)} {\(^5\).}
1 NAME
2 inherits: \setuplayer
3 inherits: \setuplayeredtext
4 TEXT
5 CONTENT
\placelistofabbreviations [..,..^*=..,..]
* inherits: \seteazasinonime
\placelistofchemicals [..,..^*=..,..]
* inherits: \seteazalista
\placelistoffigures [..,..^*=..,..]
* inherits: \seteazalista
\placelistoffloats [..,..*...]
* inherits: \seteazalista
\placelistofgraphics [..,..^*=..,..]
* inherits: \seteazalista
\placelistofintermezzi [..,..*=..,..]
* inherits: \seteazalista
\verb|\placelistoflogos|[..,..^*=..,..]|
* inherits: \seteazasortare
\placelistofpublications [...] [...,...^2...]
2 inherits: \setupbtxrendering
\placelistofsorts [.1] [..,.2]
1 SINGULAR
2 inherits: \seteazasortare
\placelistofsorts [..,..^*=..,..]
* inherits: \seteazasortare
\placelistofsynonyms [.\frac{1}{2}.] [\ldots,\ldots\frac{2}{2}..,\ldots]
1 SINGULAR
2 inherits: \seteazasinonime
\placelistofsynonyms [..,..*...]
* inherits: \seteazasinonime
\placelistoftables [..,..^*=..,..]
* inherits: \seteazalista
```

```
\placelocalnotes [...] [...,... = ...]
1 NAME
2 inherits: \setupnote
\placement [.\frac{1}{2}.] [..,..\frac{2}{2}..,..] {\frac{3}{2}..}
1 NAME
2 inherits: \setupplacement
3 CONTENT
\placement [..,..^{\frac{1}{2}}..,..] {...}
1 inherits: \setupplacement
2 CONTENT
\placenamedfloat [...^1] [...]
1 NAME
2 REFERENCE
\verb|\placenamedformula|[..., ...]| {...}|
1 + - REFERENCE
2 TEXT
\placenotes [..., ...] [.., ... \stackrel{?}{=} .., ...]
1 NAME
2 inherits: \setupnote
\label{eq:placepairedbox} $$ \left[ \begin{array}{c} 1 \\ 1 \end{array} \right] $$ \left[ \begin{array}{c} 1 \\ 1 \end{array} \right] $$ \left[ \begin{array}{c} 2 \\ 1 \end{array} \right] $$ \left\{ \begin{array}{c} 3 \\ 1 \end{array} \right\} $$ \left\{ \begin{array}{c} 4 \\ 1 \end{array} \right\} $$
1 NAME
2 inherits: \setuppairedbox
3 CONTENT
4 TEXT
\punepairedbox [..,..^{\frac{1}{2}}.,..] {.\(\frac{1}{2}.\)} {.\(\frac{3}{2}.\)}
1 inherits: \setuppairedbox
2 CONTENT
3 TEXT
\placeparallel [.\dots] [...\dots] [...\dots] [...\dots]
1 NAME
2 NAME
3 inherits: \setupparallel
\placerawlist [...^1] [...,..^2]
1 LISTE
2 inherits: \seteazalista
```

```
\placerenderingwindow [.1] [.2]
1 NAME
2 NAME
\placetable [..., 1...] [..., 2...] {...} {...}
2 REFERENCE
3 TEXT
4 CONTENT
\plaseazapegrid [...^1] {...}
2 CONTENT
\plaseazapegrid [..., ...] {...}
1 inherits: \definegridsnapping
2 CONTENT
\plaseazasemnecarte [..., 1] [..., 2] [..., 3] [..., 3]
1 ABSCHNITT LISTE
2 ABSCHNITT LISTE
3 inherits: \setupbookmark
\popattribute \.*..
* CSNAME
\popmacro \.*..
* CSNAME
\verb|\popmode [...]|
* NAME
\popsystemmode \{...^*\}
* NAME
\positionoverlay \{...^*\}
* NAME
\positionregionoverlay \{...^1\}
1 NAME
2 NAME
\postponenotes
\potrivestecamp [...^1] [...,...^2]
1 NAME
2 inherits: \setupfieldbody
```

```
\pozitie [..,..^{\frac{1}{2}}..,..] (...,^{2}...) \{...,^{3}\}
1 inherits: \setarepozitie
2 POSITION
3 CONTENT
\predefinedfont [.*.]
* FONT
\predefinefont [.1.] [.2.]
1 NAME
2 FONT
\verb|\predefinesymbol| [...^*]|
* NAME
\prefixedpagenumber
\prefixlanguage
\prefixtext \{...^*.\}
* KEY
\prependetoks . \to \.\.2...
1 BEFEHL
2 CSNAME
\prependgvalue \{...^1, \}
1 NAME
2 BEFEHL
\prependtocommalist \{...^1.\} \.\.^2..
1 TEXT
2 CSNAME
\prependtoks ... \to \...
1 BEFEHL
2 CSNAME
\prependtoksonce ... \to \...
1 BEFEHL
2 CSNAME
\prependvalue \{...^1.\} \{...^2.\}
1 NAME
2 BEFEHL
```

```
\presetbtxlabeltext [...] [...,...^2=...,..]
1 SPRACHE
2 KEY = VALUE
\presetdocument [..,..*...]
* inherits: \setupdocument
\verb|\presetfieldsymbols [...,*...]|
* NAME
\presetheadtext [...] [...,... = ...]
1 SPRACHE
2 KEY = VALUE
\presetlabeltext [...^1] [...,...^2]
1 SPRACHE
2 KEY = VALUE
\presetetichetatext [.^{1}.] [..,..^{2}..,..]
1 SPRACHE
2 KEY = VALUE
\presetmathlabeltext [...^1] [...,..^2]
1 SPRACHE
2 KEY = VALUE
\presetoperatortext [...^1] [...,..^2=..,..]
1 SPRACHE
2 KEY = VALUE
\presetprefixtext [.^{1}.] [..,..^{\frac{2}{2}}..,..]
1 SPRACHE
2 KEY = VALUE
\label{lem:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma:lemma
1 SPRACHE
2 KEY = VALUE
\presetunittext [.\frac{1}{2}.] [..,..\frac{2}{2}..,..]
1 SPRACHE
2 KEY = VALUE
\pretocommalist \{...\} \.\.\.
1 TEXT
2 CSNAME
```

```
\prevcounter [...] [...]
1 NAME
2 NUMMER
\prevcountervalue [.\overset{*}{\ldots}]
* NAME
\preventmode [...*,...]
* NAME
\prevrealpage
\prevrealpagenumber
\prevsubcountervalue [.1.] [.2.]
1 NAME
2 NUMMER
\prevsubpage
\prevsubpagenumber
\prevuserpage
\prevuserpagenumber
\procent
\proceseazabloc [..., ...] [..., ...] [..., ... \delta
1 NAME
3 criteriu = text ABSCHNITT
\processaction [.^{1}.] [..,..=^{2}..,..]
1 BEFEHL
2 APPLY
\processallactionsinset [...^1] [...,..=^2....]
1 BEFEHL
2 APPLY
\processassignlist [..., ...] \setminus ...
1 TEXT
2 CSNAME
\processassignmentcommand [..,..^{\frac{1}{2}}..,..] \\.^2...
1 KEY = VALUE
2 CSNAME
```

```
\processassignmentlist [..,..^{\frac{1}{2}}..,..] \\.^2...
1 KEY = VALUE
2 CSNAME
\processbetween \{ ... \} \ \ ...
1 NAME
2 CSNAME
\verb|\processbodyfontenvironmentlist| \verb|\| \verb|\|^*.
* CSNAME
\processcolorcomponents \{...^*\}
* COLOR
\processcommacommand [\ldots, 1, \ldots] \.\^2\.
1 BEFEHL
2 CSNAME
\processcommalist [..., ...] \setminus ...
1 BEFEHL
2 CSNAME
\verb|\processcommalist with parameters [..., ...] \.^2...
1 BEFEHL
2 CSNAME
\processcontent \{...^1.\} \.\...
1 NAME
2 CSNAME
\processfile \{...^*\}
* FILE
\processfilemany \{...^*\}
* FILE
\verb|\processfilenone| \{ . \overset{*}{\ldots} \}
* FILE
\processfileonce {.*.}
* FILE
\processfirstactioninset [.\frac{1}{2}...] [...,..\frac{2}{2}...,..]
1 BEFEHL
2 APPLY
```

```
\processisolatedchars \{...^1\} \.\.\.
1 TEXT
2 CSNAME
\processisolatedwords \{...\} \.\.^2..
1 TEXT
2 CSNAME
\processlinetablebuffer [.^*.]
* BUFFER
\processlinetablefile \{...^*\}
* FILE
\processlist \{ ... \} \{ ... \} \{ ... \} \{ ... \} 
1 CHARACTER
2 CHARACTER
3 TEXT
4 CSNAME
\processMPbuffer [...,*...]
* NAME
\processMPfigurefile {.*.}
* FILE
\processmonth \{ ...^1 ... \} \{ ...^2 ... \}
1 NUMMER
2 NUMMER
3 BEFEHL
\processranges [..., ...] \setminus ...
1 NUMMER NUMMER: NUMMER
2 CSNAME
\verb|\processseparatedlist[...]| [...]| {....}|
1 TEXT
2 TEXT
3 CSNAME BEFEHL
\processTEXbuffer [.*.]
* BUFFER
```

```
\processtokens {.1.} {.2.} {.3.} {.4.} {.5.}
1 BEFEHL
2 BEFEHL
3 BEFEHL
4 BEFEHL
5 TEXT
\verb|\processuntil| \verb|\|...|^*...
* CSNAME
\processxtablebuffer [.*.]
* NAME
\processyear \{...\} \{...\} \{...\}
1 NUMMER
2 BEFEHL
3 BEFEHL
4 BEFEHL
\produs [.*.]
* FILE
\verb|\produs ...^*|.
* FILE
\profiledbox [.\frac{1}{.}] [\ldots, \ldots\frac{2}{=}\ldots, \ldots] \{\ldots\right\}
1 \, niciunul fixat strict halffixed quarterfixed eightsfixed NAME
2 inherits: \setupprofile
3 CONTENT
\profilegivenbox \{...^1\} ...
1 niciunul fixat strict halffixed quarterfixed eightsfixed NAME
2 CSNAME NUMMER
\program [...]
* NAME
\proiect [.*.]
* FILE
\verb|\proiect ..."|
* FILE
\verb|\pseudoMixedCapped {...}^*.}
* TEXT
```

```
\pseudoSmallCapped {.*.}
* TEXT
\verb|\pseudoSmallcapped {...}^*.}
* TEXT
\verb|\pseudosmallcapped {...}^*.}
* TEXT
\psh [.1.] .2. \\
1 REFERENCE
2 TEXT
\puncte [.*.]
* NUMMER
\puncte [..,..*...]
* inherits: \setupperiods
\verb|\punedeasuprafiecareia| \{ . \overset{1}{\ldots} \} \ \{ . \overset{2}{\ldots} \}
1 CONTENT
2 CONTENT
\punefatainfata \{ ... \}
1 CONTENT
2 CONTENT
\puneformula [...,*...]
* + - REFERENCE
\punelegenda [..,..^{\frac{1}{2}}..,..] {.\(\frac{1}{2}.\)} {.\(\frac{3}{2}.\)}
1 inherits: \setuppairedbox
2 CONTENT
3 TEXT
\punelista [..., 1] [.., .. \stackrel{2}{=} .., ..]
2 inherits: \seteazalista
\punelistacombinata [...] [...,..]
1 LISTE
2 inherits: \seteazalista
\punecombinedlist [..,..^*=..,..]
* inherits: \seteazalista
\punenotesubsol [..,..^*=..,..]
* inherits: \setupnote
```

```
\punenotesubsollocale [..,..*...]
* inherits: \setupnote
\punenumarpagina
\puneregistru [.<sup>1</sup>.] [..,..<sup>2</sup>..,..]
2 inherits: \seteazaregistru
\puneregistru [..,..*...]
* inherits: \seteazaregistru
\punesubformula [...,*...]
* + - REFERENCE
\purenumber {...}
* NUMMER
\pusharrangedpages ... \poparrangedpages
\pushattribute \.*..
* CSNAME
* NAME
\pushbutton [...] [...]
1 NAME
2 REFERENCE
\pushcatcodetable ... \popcatcodetable
\pushculoare [...] ... \popculoare
* COLOR
\pushendofline ... \popendofline
\polinimizeta \pushfundal [.*.] ... \popfundal
* NAME
\pushindentation ... \popindentation
\pushMPdrawing ... \popMPdrawing
\pushmacro \.*..
* CSNAME
\pushmathstyle ... \popmathstyle
```

```
\pushmode [.*.]
 * NAME
 \pushoutputstream [.*.]
* NAME
\verb|\pushpath| [...^*] ... \\ \verb|\poppath|
 * FILE
 \pushpunctuation ... \poppunctuation
 \pushrandomseed ... \poprandomseed
 \pushreferenceprefix \{.\overset{*}{\ldots}\} ... \popreferenceprefix
 \pushsystemmode { . * . }
 * NAME
\qquad
 \quad
 \quads [.*.]
 * NUMMER
 \quitcommalist
 \quitprevcommalist
 \quittypescriptscanning
\label{eq:continuous_loss} $$ \end{File} \ \{ \hdots \hdo
 * FILE
 \raggedbottom
 \raggedcenter
 \raggedleft
\rack \rac
 \raggedwidecenter
1 DIMENSION
2 CSNAME
 3 CONTENT
```

```
\randomizetext {.*.}
* TEXT
\randomnumber \{...^1\}
1 NUMMER
2 NUMMER
\ran {.*.}
* TEXT
\rawcounter [.1] [.2]
1 NAME
2 NUMMER
\rawcountervalue [.*.]
* NAME
\rawdate [...,*...]
* inherits: \datacurenta
\rawdoifelseinset \{ ... \} \{ ... \} \{ ... \}
1 CONTENT
2 TRUE
3 FALSE
\verb|\rawdoifinset| \{ . \overset{1}{\ldots} \} \ \{ . \overset{2}{\ldots} \}
1 CONTENT
2 TRUE
\rawdoifinsetelse \{.\overset{1}{\ldots}\} \{.\overset{2}{\ldots}\}
1 CONTENT
2 TRUE
3 FALSE
\rawgetparameters [...^1] [...,..^2=...]
1 TEXT
2 KEY = VALUE
\rawprocessaction [.\frac{1}{2}...,...]
2 APPLY
\rawprocesscommacommand [..., ...] \.\.\.\.\.
1 BEFEHL
2 CSNAME
```

```
1 BEFEHL
2 CSNAME
\verb|\rawstructurelistuservariable {...}^*|
* KEY
\rawsubcountervalue [.<sup>1</sup>.] [.<sup>2</sup>.]
1 NAME
2 NUMMER
\raw [.1.] .2. \\
1 REFERENCE
2 TEXT
\rbox .1. {.2.}
1 TEXT
2 CONTENT
\readfile \{...\} \{...\} \{...\}
1 FILE
2 TRUE
3 FALSE
\readfixfile \{...^{1}.\} \{...^{2}.\} \{...^{3}.\} \{...^{4}.\}
1 FILE
2 FILE
3 TRUE
4 FALSE
\readjobfile \{...^1\} \{...^2\} \{...^3\}
1 FILE
2 TRUE
3 FALSE
\readlocfile \{...^1\} \{...^2\} \{...^3\}
1 FILE
2 TRUE
3 FALSE
\readsetfile \{...^1\} \{...^2\} \{...^3\} \{...^4\}
1 FILE
2 FILE
3 TRUE
4 FALSE
```

```
\readsysfile \{...^1, \{...^2, \}, \{...^3, \}
1 FILE
2 TRUE
3 FALSE
\readtexfile \{...\} \{...\} \{...\}
1 FILE
2 TRUE
3 FALSE
\label{eq:linear_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_continuous_con
1 FILE
2 TRUE
3 FALSE
\realpagenumber
\verb|\realSmallCapped {...}|
* TEXT
\verb|\realSmallcapped {...}|
* TEXT
\verb|\realsmallcapped {...}^*.}
 * TEXT
\recursedepth
 \recurselevel
\recursestring
\redoconvertfont
\ref [...] [.2.]
2 REFERENCE
 \referenceformat \{ ... \} \{ ... \} [ ... ]
1 TEXT
2 TEXT
3 REFERENCE
\referenceprefix
\referinta [\ldots, 1, \ldots] \{\ldots^2\}
1 REFERENCE
```

```
\referintapagina [...,*...]
* REFERENCE
\referintatext [\ldots, 1, \ldots] {\cdots^2\cdots}
1 REFERENCE
2 TEXT
\referring (\dots, \dots) (\dots, \dots) [\dots]
1 POSITION
2 POSITION
3 REFERENCE
\reflexie {.*.}
* CONTENT
\registerattachment [...] [..,...^2=..,..]
2 inherits: \setupattachment
\registerctxluafile \{...\}
1 FILE
2 NUMMER
\registerexternalfigure [...^1] [...] [...,...^3]
1 FILE
2 NAME
3 inherits: \setupexternalfigure
\verb|\registerfontclass| \{.\overset{*}{\ldots}\}
\verb|\registerhyphenationexception [...] [...]|
1 SPRACHE
2 TEXT
\registerhyphenationpattern [...^1]
1 SPRACHE
2 TEXT
\registermenubuttons [...^1]
1 NAME
2 TEXT
\registersort [...^1] [...^2]
1 SINGULAR
2 NAME
```

```
\registersynonym [.<sup>1</sup>.] [.<sup>2</sup>.]
1 SINGULAR
2 NAME
\registerunit [...^1] [...,..^2=...]
1 prefix unitate operator suffixe simbol packaged
2 KEY = VALUE
\registru [...] [..+.2.+..]
1 TEXT PROCESSOR->TEXT
\registru [.^{1}.] {.^{2}.} [..+.^{3}.+..]
1 TEXT PROCESSOR->TEXT
2 TEXT
3 INDEX
\regular
\relatemarking [.1] [.2]
1 BESCHRIFTUNG
2 BESCHRIFTUNG
\relateparameterhandlers \{ \ldots^1 \} \{ \ldots^2 \} \{ \ldots^3 \} \{ \ldots^4 \}
1 NAME
2 NAME
3 NAME
4 NAME
\verb|\relaxvalue| if undefined {.*.}|
* NAME
\remainingcharacters
\remarca (..., ...) (..., ...) [..., ... = ...] {.4.}
1 POSITION
2 POSITION
3 inherits: \seteazainconjurat
\removebottomthings
\removedepth
\removefromcommalist \{...^1.\} \.\.\.
1 TEXT
2 CSNAME
```

```
\removelastskip
\removelastspace
\removemarkedcontent [.*.]
* NAME
\removepunctuation
\removesubstring \dots^1. \from \dots^2. \to \\dots^3.
1 TEXT
2 TEXT
3 CSNAME
\removetoks ... \from \.2..
1 BEFEHL
2 CSNAME
\removeunwantedspaces
\replacefeature [.*.]
* NAME
\replacefeature \{...^*\}
1 CSNAME
2 NUMMER
\label{eq:cond_cond} $$ \operatorname{\colored} [.\overset{\scriptscriptstyle 1}{\ldots}] [.\overset{\scriptscriptstyle 2}{\ldots}] [.\overset{\scriptscriptstyle 3}{\ldots}] $$
1 NAME
2 TEXT
3 TEXT
\rescan {.*.}
* CONTENT
\rescanwithsetup \{.\overset{1}{\ldots}\}
1 NAME
2 CONTENT
\resetallattributes
\verb|\resetandaddfeature|| [...^*]|
* NAME
```

\resetandaddfeature {.*.}
* NAME
\resetbar
\resetbreakpoints
\resetbuffer []
* BUFFER
\resetcharacteralign
\resetcharacterkerning
\resetcharacterspacing
\resetcharacterstripping
\resetcollector [.*.]
* NAME
\resetcounter [.1.] [.2.]
1 NAME
2 NUMMER
\resetdigitsmanipulation
\resetdirection
\reseteazamarcaje [.*.]
* BESCHRIFTUNG
\resetfeature
\resetflag {.*.}
* NAME
\resetfontcolorsheme
\resetfontfallback [] []
1 NAME
2 FONT
\resetfontsolution
\resethyphenationfeatures
\resetinjector [.*.]
* NAME

\resetinteractionmenu [.*.]
* NAME
\resetitaliccorrection
\resetlayer [.*.]
* NAME
\resetlocalfloats
\resetMPdrawing
\resetMPenvironment
\resetMPinstance [.*.]
* NAME
\resetmarker [.*.]
* NAME
\resetmode {.*.}
* NAME
\resetpagenumber
\resetparallel [] [,]
1 NAME
2 NAME tot
\resetpath
\resetpenalties \
* CSNAME
\resetprofile
\resetreference [.*.]
* NAME
\resetreplacement
\resetscript
\resetsetups [.*.]
* NAME
\resetshownsynonyms [.*.]
* SINGULAR

\resetsubpagenumber
\resetsymbolset
\resetsystemmode {.*.}  * NAME
\resettimer
\resettrackers
\resettrialtypesetting
\resetusedsortings [.*.]  * SINGULAR
\resetusedsynonyms [.*.] * SINGULAR
\resetuserpagenumber
\resetvalue {.*.}  * NAME
\resetvisualizers
\reshapebox {.*.}  * BEFEHL
\restartcounter [.1.] [.2.] [.3.]  1 NAME 2 NUMMER 3 NUMMER
\restorebox {.1.} {.2.}  1 NAME 2 NAME
\restorecatcodes
\restorecounter [.*.]  * NAME
\restorecurrentattributes {.*.}  * NAME
\restoreendofline
\restoreglobalbodyfont

```
\label{eq:local_problem} $$\operatorname{Constant} \left( \dots \right) \ \left\{ \dots, \dots \right\} $$
1 NAME
2 KEY = VALUE
\label{eq:local_problem} $$\operatorname{Pgraphic} \{ \ldots^1, \beta \} \{ \ldots, \ldots^2 \} $$
1 NAME
2 KEY = VALUE
\reuserandomseed
\revivefeature
\rfence {.*.}
* CHARACTER
\rhbox {.*.}
* CONTENT
\verb|\right ...^*|.
* CHARACTER
\rightbottombox {.*.}
* CONTENT
\rightbox {.*.}
* CONTENT
\verb|\righthbox {...}|
* CONTENT
\verb|\rightheadtext| \{ . \overset{*}{\ldots} \}
* KEY
\verb|\rightlabeltext {.*.}|
\rightetichetatext {.*.}
* KEY
\rightline {.*.}
* CONTENT
\rightmathlabeltext {.*.}
* KEY
\rightorleftpageaction \{...^1\}
1 BEFEHL
2 BEFEHL
```

```
\rightskipadaption
 \rightsubguillemot
 \righttoleft
\verb|\righttolefthbox| ... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1... | 1.
 1 TEXT
 2 CONTENT
 \righttoleftvbox .. \{....
 1 TEXT
 2 CONTENT
 \righttoleftvtop ... { ... }
 1 TEXT
 2 CONTENT
 \righttopbox {.*.}
  * CONTENT
\label{eq:linear_continuous_linear_continuous_linear_continuous_linear_continuous_linear_continuous_linear_continuous_linear_continuous_linear_continuous_linear_continuous_linear_continuous_linear_continuous_linear_continuous_linear_continuous_linear_continuous_linear_continuous_linear_continuous_linear_continuous_linear_continuous_linear_continuous_linear_continuous_linear_continuous_linear_continuous_linear_continuous_linear_continuous_linear_continuous_linear_continuous_linear_continuous_linear_continuous_linear_continuous_linear_continuous_linear_continuous_linear_continuous_linear_continuous_linear_continuous_linear_continuous_linear_continuous_linear_continuous_linear_continuous_linear_continuous_linear_continuous_linear_continuous_linear_continuous_linear_continuous_linear_continuous_linear_continuous_linear_continuous_linear_continuous_linear_continuous_linear_continuous_linear_continuous_linear_continuous_linear_continuous_linear_continuous_linear_continuous_linear_continuous_linear_continuous_linear_continuous_linear_continuous_linear_continuous_linear_continuous_linear_continuous_linear_continuous_linear_continuous_linear_continuous_linear_continuous_linear_continuous_linear_continuous_linear_continuous_linear_continuous_linear_continuous_linear_continuous_linear_continuous_linear_continuous_linear_continuous_linear_continuous_linear_continuous_linear_continuous_linear_continuous_linear_continuous_linear_continuous_linear_continuous_linear_continuous_linear_continuous_linear_continuous_linear_continuous_linear_continuous_linear_continuous_linear_continuous_linear_continuous_linear_continuous_linear_continuous_linear_continuous_linear_continuous_linear_continuous_linear_continuous_linear_continuous_linear_continuous_linear_continuous_linear_continuous_linear_continuous_linear_continuous_linear_continuous_linear_continuous_linear_continuous_linear_continuous_linear_continuous_linear_continuous_linear_continuous_linear_continuous_linear_continuous_linear_continuous_linear_continuous_linear_continuous_
 1 sus centru subsol
 2 TEXT
\rigleumplere [..,..^{\frac{1}{2}}..,..] {...}
 1 inherits: \seteazarigleumplere
 2 TEXT
 3 TEXT
 \rlap {.*.}
 * CONTENT
 \robustaddtocommalist \{...^1.\} \.\.\.
 1 TEXT
 2 CSNAME
 \robustdoifelseinset \{...\}
 1 TRUE
 2 FALSE
 \robustdoifinsetelse \{...^1.\} \{...^2.\}
 1 TRUE
 2 FALSE
 \robustpretocommalist \{...^1\} \.\.^2..
 1 TEXT
 2 CSNAME
```

```
\rob [...] ... \\
1 REFERENCE
2 TEXT
\rollbutton [.\frac{1}{2}...\frac{2}{2}...\frac{2}{3}...\frac{3}{2}...\frac{4}{2}...\frac{1}{2}...\frac{1}{2}...\frac{1}{2}...\frac{1}{2}...\frac{1}{2}...\frac{1}{2}...\frac{1}{2}...\frac{1}{2}...\frac{1}{2}...\frac{1}{2}...\frac{1}{2}...\frac{1}{2}...\frac{1}{2}...\frac{1}{2}...\frac{1}{2}...\frac{1}{2}...\frac{1}{2}...\frac{1}{2}...\frac{1}{2}...\frac{1}{2}...\frac{1}{2}...\frac{1}{2}...\frac{1}{2}...\frac{1}{2}...\frac{1}{2}...\frac{1}{2}...\frac{1}{2}...\frac{1}{2}...\frac{1}{2}...\frac{1}{2}...\frac{1}{2}...\frac{1}{2}...\frac{1}{2}...\frac{1}{2}...\frac{1}{2}...\frac{1}{2}...\frac{1}{2}...\frac{1}{2}...\frac{1}{2}...\frac{1}{2}...\frac{1}{2}...\frac{1}{2}...\frac{1}{2}...\frac{1}{2}...\frac{1}{2}...\frac{1}{2}...\frac{1}{2}...\frac{1}{2}...\frac{1}{2}...\frac{1}{2}...\frac{1}{2}...\frac{1}{2}...\frac{1}{2}...\frac{1}{2}...\frac{1}{2}...\frac{1}{2}...\frac{1}{2}...\frac{1}{2}...\frac{1}{2}...\frac{1}{2}...\frac{1}{2}...\frac{1}{2}...\frac{1}{2}...\frac{1}{2}...\frac{1}{2}...\frac{1}{2}...\frac{1}{2}...\frac{1}{2}...\frac{1}{2}...\frac{1}{2}...\frac{1}{2}...\frac{1}{2}...\frac{1}{2}...\frac{1}{2}...\frac{1}{2}...\frac{1}{2}...\frac{1}{2}...\frac{1}{2}...\frac{1}{2}...\frac{1}{2}...\frac{1}{2}...\frac{1}{2}...\frac{1}{2}...\frac{1}{2}...\frac{1}{2}...\frac{1}{2}...\frac{1}{2}...\frac{1}{2}...\frac{1}{2}...\frac{1}{2}...\frac{1}{2}...\frac{1}{2}...\frac{1}{2}...\frac{1}{2}...\frac{1}{2}...\frac{1}{2}...\frac{1}{2}...\frac{1}{2}...\frac{1}{2}...\frac{1}{2}...\frac{1}{2}...\frac{1}{2}...\frac{1}{2}...\frac{1}{2}...\frac{1}{2}...\frac{1}{2}...\frac{1}{2}...\frac{1}{2}...\frac{1}{2}...\frac{1}{2}...\frac{1}{2}...\frac{1}{2}...\frac{1}{2}...\frac{1}{2}...\frac{1}{2}...\frac{1}{2}...\frac{1}{2}...\frac{1}{2}...\frac{1}{2}...\frac{1}{2}...\frac{1}{2}...\frac{1}{2}...\frac{1}{2}...\frac{1}{2}...\frac{1}{2}...\frac{1}{2}...\frac{1}{2}...\frac{1}{2}...\frac{1}{2}...\frac{1}{2}...\frac{1}{2}...\frac{1}{2}...\frac{1}{2}...\frac{1}{2}...\frac{1}{2}...\frac{1}{2}...\frac{1}{2}...\frac{1}{2}...\frac{1}{2}...\frac{1}{2}...\
2 inherits: \seteazameniuinteractiune
3 TEXT
4 REFERENCE
\rollbutton [\ldots, \ldots^{\frac{1}{2}}, \ldots] \ldots^2 [\ldots^3]
1 inherits: \setupbutton
2 TEXT
3 REFERENCE
\roman
\roteste [..,..\frac{1}{2}..,..] {...}
1 inherits: \seteazarotare
2 CONTENT
\rtop .1. {.2.}
1 TEXT
2 CONTENT
1 TEXT
2 CONTENT
\ruledhpack .. \{..^{2}.\}
1 TEXT
2 CONTENT
\verb|\ruledmbox {...}|
 * CONTENT
\ruledtopv \dots {\dots }
1 TEXT
2 CONTENT
1 TEXT
2 CONTENT
1 TEXT
2 CONTENT
```

```
1 TEXT
2 CONTENT
\ruledvtop \dots^1 {\dots^2}
1 TEXT
2 CONTENT
\rul .*. \\
* TEXT
\runMPbuffer [...,*...]
* NAME
\ScaledPointsToBigPoints \{...\} ...
1 DIMENSION
2 CSNAME
\verb|\ScaledPointsToWholeBigPoints {...}| \\ \verb|\| ... | \\ | ... | \\ | ... | \\ | ... | \\ | ... | \\ | ... | \\ | ... | \\ | ... | \\ | ... | \\ | ... | \\ | ... | \\ | ... | \\ | ... | \\ | ... | \\ | ... | \\ | ... | \\ | ... | \\ | ... | \\ | ... | \\ | ... | \\ | ... | \\ | ... | \\ | ... | \\ | ... | \\ | ... | \\ | ... | \\ | ... | \\ | ... | \\ | ... | \\ | ... | \\ | ... | \\ | ... | \\ | ... | \\ | ... | \\ | ... | \\ | ... | \\ | ... | \\ | ... | \\ | ... | \\ | ... | \\ | ... | \\ | ... | \\ | ... | \\ | ... | \\ | ... | \\ | ... | \\ | ... | \\ | ... | \\ | ... | \\ | ... | \\ | ... | \\ | ... | \\ | ... | \\ | ... | \\ | ... | \\ | ... | \\ | ... | \\ | ... | \\ | ... | \\ | ... | \\ | ... | \\ | ... | \\ | ... | \\ | ... | \\ | ... | \\ | ... | \\ | ... | \\ | ... | \\ | ... | \\ | ... | \\ | ... | \\ | ... | \\ | ... | \\ | ... | \\ | ... | \\ | ... | \\ | ... | \\ | ... | \\ | ... | \\ | ... | \\ | ... | \\ | ... | \\ | ... | \\ | ... | \\ | ... | \\ | ... | \\ | ... | \\ | ... | \\ | ... | \\ | ... | \\ | ... | \\ | ... | \\ | ... | \\ | ... | \\ | ... | \\ | ... | \\ | ... | \\ | ... | \\ | ... | \\ | ... | \\ | ... | \\ | ... | \\ | ... | \\ | ... | \\ | ... | \\ | ... | \\ | ... | \\ | ... | \\ | ... | \\ | ... | \\ | ... | \\ | ... | \\ | ... | \\ | ... | \\ | ... | \\ | ... | \\ | ... | \\ | ... | \\ | ... | \\ | ... | \\ | ... | \\ | ... | \\ | ... | \\ | ... | \\ | ... | \\ | ... | \\ | ... | \\ | ... | \\ | ... | \\ | ... | \\ | ... | \\ | ... | \\ | ... | \\ | ... | \\ | ... | \\ | ... | \\ | ... | \\ | ... | \\ | ... | \\ | ... | \\ | ... | \\ | ... | \\ | ... | \\ | ... | \\ | ... | \\ | ... | \\ | ... | \\ | ... | \\ | ... | \\ | ... | \\ | ... | \\ | ... | \\ | ... | \\ | ... | \\ | ... | \\ | ... | \\ | ... | \\ | ... | \\ | ... | \\ | ... | \\ | ... | \\ | ... | \\ | ... | \\ | ... | \\ | ... | \\ | ... | \\ | ... | \\ | ... | \\ | ... | \\ | ... | \\ | ... | \\ | ... | \\ | ... | \\ | ... | \\ | ... | \\ | ... | \\ | ... | \\ | ... | \\ | ... | \\ | ... | \\ | ... | \\ | ... | \\ | ... | \\ | ... | \\ | ... | \\ | ... | \\ | ... | \\ | ... | \\ | ... | \\ | ... | \\ | ... | \\ | ... | \\ | ... | \\ | ... | \\ | ... | \\ | ... | \\ | ... | \\ | ... | \\ | ... | \\ | ... | \\ 
1 DIMENSION
2 CSNAME
\Smallcapped {.*.}
* TEXT
\sim {\cdot \cdot \cdot \cdot \cdot }
* NUMMER
\sans
\sansbold
\sansnormal
\sansserif
\savebox \{...^1.\} \{...^2.\} \{...^3.\}
1 NAME
2 NAME
3 CONTENT
\savebtxdataset [.^{1}.] [.^{2}.] [..,..^{3}..,..]
1 NAME
2 FILE
3 dataset = NAME
             type = bib lua xml
fisier = FILE
              criteriu = tot text intro referinta curent aici precedent local componenta SECTIONBLOCK:tot SECTIONBLOCK:referinta
                                                              SECTIONBLOCK:curent SECTIONBLOCK:precedent
```

```
\savebuffer [..., ...] [...]
1 BUFFER
2 FILE
\savebuffer [..,..^*=..,..]
* lista = NAME
fisier = FILE
   prefix = da nu
\savecounter [.*.]
* NAME
\saveculoare ... \restoreculoare
\savecurrentattributes \{...^*\}
* NAME
\savenormalmeaning \setminus.*..
* CSNAME
\verb|\savetaggedtwopassdata| \{.\overset{1}{\ldots}\} \ \{.\overset{2}{\ldots}\} \ \{.\overset{3}{\ldots}\} \ \{.\overset{4}{\ldots}\}
1 NAME
2 NUMMER
3 NAME
4 CONTENT
\savetwopassdata \{ ...^1 ... \} \{ ...^2 ... \}
1 NAME
2 NUMMER
3 CONTENT
\sbox {.*.}
* CONTENT
\scala [.\frac{1}{1}.] [..,..\frac{2}{2}..,..] {.\frac{3}{1}.}
1 NAME
2 inherits: \setupscale
3 CONTENT
\scriebuffer [\ldots, 1, \ldots] [\ldots, \ldots, 2, \ldots]
1 BUFFER
2 inherits: \seteazatyping
\typebuffer [..,..^*=..,..]
* inherits: \seteazatyping
```

```
\scrieinlista [.1] [..,..=2..,..] \{.3\} \{.4\}
1 LISTE
2 inherits: \seteazalista
3 NUMMER
4 TEXT
\scrieintreliste [.^{1}.] [..,.^{2}..,..] {.^{3}.}
1 LISTE
2 inherits: \seteazalista
3 BEFEHL
\script
\secondoffivearguments \{ . . . \} \{ . . . \} \{ . . . \} \{ . . . \} \{ . . . \} \{ . . . \}
1 TEXT
2 TEXT
4 TEXT
5 TEXT
\secondoffourarguments { .1 . } { .2 . } { .3 . } { .4 . }
1 TEXT
2 TEXT
3 TEXT
4 TEXT
\secondofsixarguments \{.\overset{1}{\ldots}\} \{.\overset{2}{\ldots}\} \{.\overset{4}{\ldots}\} \{.\overset{5}{\ldots}\} \{.\overset{6}{\ldots}\}
1 TEXT
2 TEXT
3 TEXT
4 TEXT
5 TEXT
6 TEXT
\secondofthreearguments \{ ... \} \{ ... \} \{ ... \} \{ ... \}
1 TEXT
2 TEXT
3 TEXT
\secondofthreeunexpanded \{...\} \{...\}
1 TEXT
2 TEXT
3 TEXT
\secondoftwoarguments \{...^1\}
1 TEXT
2 TEXT
```

```
\secondoftwounexpanded \{...^1.\} \{...^2.\}
1 TEXT
2 TEXT
\section [\ldots, 1] \{\ldots, 2\}
1 REFERENCE
2 TEXT
\sectione [\ldots, 1, \ldots] {\dots\dots\dots\dots}
1 REFERENCE
2 TEXT
\sectione [..., 1 \...] \{...\}
1 REFERENCE
2 NUMMER
3 TEXT
\sectiune [..,..*...]
                 = TEXT
* titlu
                = TEXT
   semncarte
   marcaje
               = TEXT
   lista = TEXT
referinta = REFERENCE
   numarpropriu = TEXT
\seeindex [.^{1}.] [..+.^{2}.+..] {.^{3}.}
1 TEXT PROCESSOR->TEXT
2 INDEX
3 TEXT PROCESSOR->TEXT
\label{eq:veziregistru} $$ \ensuremath{\text{veziregistru}} [..^1.] [..+.^2.+..] {...} $
1 TEXT PROCESSOR->TEXT
2 INDEX
3 TEXT PROCESSOR->TEXT
\select \{...\} \{...\} \{...\} \{...\}
1 NAME
2 CONTENT
3 CONTENT
4 CONTENT
5 CONTENT
6 CONTENT
\selecteazablocuri [..., ...] [..., ...] [..., ...]
1 NAME
3 criteriu = text ABSCHNITT
```

```
\semncarte [...^1] {...}
1 ABSCHNITT LISTE
2 TEXT
\serializecommalist [\dots, *, \dots]
* BEFEHL
\serializedcommalist
\serif
\serifbold
\serifnormal
\setarelimba [...^1] [...,..^2]
1 SPRACHE implicit
                             = SPRACHE
2 implicit
    stare
                           = start stop
   stare = start stop
data = inherits: \datacurenta
patterns = FILE
factor = da nu
lefthyphenmin = NUMMER
righthyphenchar = NUMMER
righthyphenchar = NUMMER
righthyphenchar = NUMMER
setups = NAME
spatiere = broad impachatet
    spatiere
                             = broad impachetat
                             = auto
    font
                             = TEXT
    text
                             = TEXT
    limittext
                           = TEXT
    hyphen
    compoundhyphen
                             = TEXT
    leftcompoundhyphen = TEXT
rightcompoundhyphen = TEXT
   propozitiedreapta = BEFEHL
midsentence = BEFEHL
subpropozitiestanga = BEFEHL
subpropozitiedreapta = BEFEHL
\setarepozitie [\ldots, 1, \ldots] [\ldots, \ldots^{\frac{2}{2}}, \ldots]
1 NAME
2 offset = da nu
    unitate = ex em pt in cm mm sp bp pc dd cc nc
    stare = start overlay
    xoffset = DIMENSION
    yoffset = DIMENSION
    xstep = absolut relativ
    ystep = absolut relativ
xscala = NUMMER
    yscala = NUMMER
    xfactor = NUMMER
    yfactor = NUMMER
    factor = NUMMER
              = NUMMER
    scala
```

```
\setare [.*.]
* NAME
\setare { .*.}
* NAME
\setbar [.*.]
* NAME
\setbigbodyfont
\setboxllx .. \{..\}
1 CSNAME NUMMER
2 DIMENSION
\setboxlly \dots^1 {\dots^2}
1 CSNAME NUMMER
2 DIMENSION
\setbreakpoints [.*.]
* reset NAME
\setbuffer [.*.] ... \endbuffer
* NAME
\setcapstrut
\setcatcodetable \setminus.*..
* CSNAME
\setcharacteralign \{...^1, ...\}
1 NUMMER
2 TEXT number->TEXT text->TEXT
\setcharactercasing [.*.]
* reset CUVANT cuvant Cuvant Cuvinte majuscula Majuscula niciunul aleator mixed camel cap Cap
\setcharactercleaning [.*.]
* reset 1
\verb|\setcharacterkerning [...^*]|
* reset NAME
\setcharacterspacing [.*.]
* reset NAME
\setcharacterstripping [...^*]
* reset 1
```

```
\setcharstrut \{.\overset{*}{\dots}\}
* TEXT
\setcollector [.^{1}.] [..,..^{2}..,..] {.^{3}.}
1 NAME
2 inherits: \setupcollector
3 CONTENT
\setcolormodel [.*.]
* black bw gri rgb cmyk tot niciunul
\setcounter \begin{bmatrix} 1 \\ 1 \end{bmatrix} \begin{bmatrix} 1 \\ 2 \end{bmatrix} \begin{bmatrix} 1 \\ 1 \end{bmatrix}
1 NAME
2 NUMMER
3 NUMMER
\setcounterown [...] [...] [...]
1 NAME
2 NUMMER
3 TEXT
\setcurrentfontclass \{...^*\}
* NAME
\setdataset \begin{bmatrix} 1 & 1 \end{bmatrix} \begin{bmatrix} 1 & 2 & 3 \end{bmatrix} \begin{bmatrix} 1 & 1 & 3 \end{bmatrix} \begin{bmatrix} 1 & 1 & 3 \end{bmatrix}
1 NAME
2 NAME
3 KEY = VALUE
\setdefaultpenalties
\setdigitsmanipulation [.*.]
* reset NUMMER
\setdirection [.*.]
* NUMMER
\setdocumentargument \{ . \stackrel{1}{\ldots} \} \{ . \stackrel{2}{\ldots} \}
1 NAME
2 TEXT
\verb|\setdocumentargumentdefault {...}| {...}|
2 TEXT
\setdocumentfilename \{ . \stackrel{1}{\ldots} \} \ \{ . \stackrel{2}{\ldots} \}
1 NUMMER
2 TEXT
```

## \seteazaaliniat [...,\*...]

2 BEFEHL

\* [-+]mic [-+]mediu [-+]mare niciunul nu nu primul urmatorul da totdeauna niciodata impar par normal reset toggle DIMENSION NAME

#### \seteazaalinierea [...,\*...]

\* broad larg subsol inaltime linie inalt jos lohi flushright flushleft centru da nu latime normal reset intern
extern flushinner flushouter stanga dreapta center dezactivat ultim end paragraf lefttoright righttoleft 12r
r2l tabelul lesshyphenation morehyphenation suspendat nothanging hz fullhz nohz despsilabe nedespsilabe tolerant
foartetolerant dilatat extremestretch final 2\*final 3\*final 4\*final

\seteazaantet [...] [...,..=2...]

- 1 text margine bordura
- 2 inherits: \setuplayoutelement

# \seteazaaranjareapag [...,\*...]

\* dezactivat oglindit douafete negativ 90 180 270 reset fundal normal 2\*16 2\*8 2\*4 2\*2 2\*\*2 2SIDE 2TOP 2UP 2DOWN 2\*4\*2 2\*2\*4 2TOPSIDE 2\*8\*Z 2\*6\*Z 1\*8 1\*4 3SIDE TRYPTICHON ZFLYER-8 ZFLYER-10 ZFLYER-12 MAPFLYER-12 DOUBLEWINDOW 1\*2-Conference 1\*4-Conference 2\*2\*2 2\*2\*3 XY NAME

```
\seteazaaspect [.1] [..,..=2..,..]
1 NAME
                           = start stop normal repetat
  stare
                           = DIMENSION
   margine
                          = DIMENSION
   bordura
   distantamargine
                          = DIMENSION
                        = DIMENSION
   distantabordura
   distantabordurastanga = DIMENSION
distantacoltdreapta = DIMENSION
distantamarginestanga = DIMENSION
   distantamarginedreapta = DIMENSION
                    = DIMENSION
= DIMENSION
   distantasus
   distantaantet
                        = DIMENSION
= DIMENSION
= DIMENSION
   distantaante.
distantasubsol
   distantajos
   preset
                          = NAME
                         = DIMENSION
   marginestanga
   marginedreapta
bordurastanga
                          = DIMENSION
                          = DIMENSION
   borduradreapta
                          = DIMENSION
   antet
                          = DIMENSION
   subsol
                          = DIMENSION
                          = DIMENSION
   sus
   jos
                          = DIMENSION
   spatiuspate
                          = DIMENSION
                          = DIMENSION
   spatiusus
                          = NAME
   setups
                          = DIMENSION
                        = DIMENSIUN
= DIMENSION centru ajustat
   cutspace
   latime
                         = DIMENSION
   spatiujos
                          = NUMMER
   linii
                         = DIMENSION centru ajustat
   inaltime
                          = DIMENSION
   offsetoriz
   veroffset
                          = DIMENSION
                          = NUMMER
   coloane
                          = DIMENSION
   distantacoloane
   {\tt metoda}
                          = implicit normal NAME
   locatie
                          = stanga centru dreapta sus subsol ofata douafete
   latimetext
                          = DIMENSION
   inaltimetext
                          = DIMENSION
                          = NUMMER
   nx
                          = NUMMER
   ny
   dx
                           = DIMENSION
                          = DIMENSION
   dv
                          = NUMMER
   scala
                          = NUMMER
   sx
                          = NUMMER
   sy
                         = on dezactivat pagina gol culoare
   marcaje
                          = da nu dezactivat
   grid
   textdistance
                          = DIMENSION
   alternativ
                          = implicit normal marcaj NAME
   clipoffset
                          = DIMENSION
   cropoffset
                          = DIMENSION
                          = DIMENSION
   trimoffset
   bleedoffset
                          = DIMENSION
   artoffset
                           = DIMENSION
```

#### \seteazaaspect [.\*.]

\* reset NAME

```
\seteazabarainteractiune [..., ...] [.., ... \stackrel{2}{=} .., ..]
1 NAME
                    = abcdefg
2 alternativ
                   = start stop
   stare
                   = CSNAME
   comanda
   latime
                   = DIMENSION
   inaltime
                   = DIMENSION max broad
   inaltime
                   = DIMENSION max
   distanta
                   = DIMENSION
   pas
                   = mic mediu mare
   culoarefundal
                  = COLOR
   stil
                    = COLOR
   culoare
   {\tt culoarecontrast} = COLOR
                   = da nu
   simbol
   inherits: \seteazainconjurat
\seteazablanc [...,*...]
* inherits: \vspacing
\seteazabloc [\ldots, 1, \ldots] [\ldots, 2, \ldots]
1 NAME
2 inainte = BEFEHL
            = BEFEHL
   dupa
   intern
           = BEFEHL
   \operatorname{stil}
   culoare = COLOR
\seteazablocsectiune [\ldots, 1, \ldots] [\ldots, \ldots, 2, \ldots]
1 NAME
2 pagina = inherits: \pagina
   inainte = BEFEHL
   dupa
            = BEFEHL
   numar
\seteazabuffer [\ldots, 1] [\ldots, 2]
1 BUFFER
2 inainte = BEFEHL
            = BEFEHL
   dupa
\seteazacamp [.\frac{1}{2}.] [...,\frac{3}{2}..,..] [...,\frac{4}{2}..,..] [...,\frac{5}{2}..,..]
2 reset eticheta incadrat orizontal vertical
3 inherits: \setupfieldtotalframed
4 inherits: \setupfieldlabelframed
5 inherits: \setupfieldcontentframed
\seteazacampuri [..., ...] [..., ...] [..., ...] [..., ...] [..., ...]
1 reset eticheta incadrat orizontal vertical
2 inherits: \setupfieldtotalframed
3 inherits: \setupfieldlabelframed
4 inherits: \setupfieldcontentframed
```

```
\seteazaclipping [..,..^*=..,..]
                 = start stop
   stare
                = DIMENSION
   latime
                = DIMENSION
   inaltime
   hoffset
                = DIMENSION
                = DIMENSION
   voffset
                = NUMMER
                = NUMMER
                = NUMMER
                = NUMMER
   ny
                = NUMMER
   sx
                = NUMMER
   offsetstanga = DIMENSION
   offsetdreapta = DIMENSION
   offsetsus
                = DIMENSION
                = DIMENSION
   offsetjos
              = NAME
   mp
                = NUMMER
   offset
                = DIMENSION
\seteazacoloane [..,..*...]
             = NUMMER
   distanta = DIMENSION
   optiune = fundal
            = DIMENSION
   offset
            = CD:ONEARGUMENT
   comanda
   inaltime = DIMENSION
   directie = stanga dreapta
            = da nu
   balanta
   aliniere = setupalign
   toleranta = setuptolerance
            = inherits: \blanc
   nsus
             = on dezactivat BEFEHL
   rigla
\seteazacomentariu [\ldots, 1, \ldots] [\ldots, \ldots \stackrel{2}{=} \ldots, \ldots]
1 NAME
2 stare
             = start stop niciunul
   {\tt metoda}
            = normal ascuns
   simbol
            = Comment Ajutor Insert Cheie Newparagraph Note Paragraf Default
   latime
             = ajustat DIMENSION
   inaltime = ajustat DIMENSION
   inaltime = ajustat DIMENSION
             = TEXT
   titlu
   subtitlu = TEXT
   autor
             = TEXT
            = NUMMER
   nx
             = NUMMER
            = COLOR
   culoare
            = xml max
   optiune
   textlayer = NAME
   locatie
            = bordurastanga borduradreapta inmargine marginestanga marginedreapta text inalt niciunul
   distanta = DIMENSION
\seteazacomentariupagina [..,..*=..,..]
 locatie = stanga dreapta sus subsol niciunul
   stare = start stop niciunul
offset = DIMENSION
   distanta = DIMENSION
   latime = DIMENSION
   inaltime = DIMENSION
\seteazaculoare [.*.]
* FILE
```

```
\seteazaculori [..,..^*=..,..]
                   = start stop
   stare
                  = da nu
   spot
                  = da nu
   expansiune
                  = da nu
   factor
                  = da nu
   rgb
                  = da nu
   cmyk
   conversie
                  = da nu totdeauna
   pagecolormodel = auto niciunul NAME
   culoaretext
                  = COLOR
   intent
                   = overprint knockout niciunul
\seteazadimensiunihartie [\ldots, 1, \ldots] [\ldots, 2, \ldots]
1 reset vedere oglindit negativ rotat 90 180 270 NAME
2 reset vedere oglindit negativ rotat 90 180 270 NAME
\seteazadimensiunihartie \begin{bmatrix} 1 & 1 \\ 1 & 1 \end{bmatrix} \begin{bmatrix} 1 & 1 \\ 1 & 1 \end{bmatrix}
1 NAME
                = BEFEHL
2 sus
                = BEFEHL
   jos
               = BEFEHL
   stanga
               = BEFEHL
   dreapta
                = normal niciunul NAME
   metoda
   scala
               = NUMMER
                = NUMMER
   nx
               = NUMMER
   ny
               = DIMENSION
   dx
               = DIMENSION
   dy
   latime
               = DIMENSION
   inaltime = DIMENSION
   spatiusus = DIMENSION
   spatiuspate = DIMENSION
   offset = DIMENSION
   pagina
               = reset vedere oglindit negativ rotat 90 180 270 NAME
               = reset vedere oglindit negativ rotat 90 180 270 NAME
   hartie
   optiune = ajustat ma
distanta = DIMENSION
               = ajustat max
\seteazaecraninteractiune [..,..^*=..,..]
                = ajustat max tight DIMENSION
   latime
              = ajustat max tight DIMENSION
   inaltime
   spatiuspate = DIMENSION
   offsetoriz = DIMENSION
                = DIMENSION
   veroffset
   spatiusus = DIMENSION
   optiune
               = ajustat max ofata douafete semncarte auto niciunul implicit fixat vedere portrait pagina foaie
                = NUMMER
   copies
   intarziere = niciunul NUMMER
\seteazaelemente [\ldots, 1, \ldots] [\ldots, \ldots \stackrel{2}{=} \ldots, \ldots]
1 NAME
   alternativ = stanga dreapta sus subsol inmargine
   latimetext = DIMENSION
              = DIMENSION
   latime
   distanta = DIMENSION
              = niciunul NAME
   simbol
              = stanga centru dreapta flushleft flushright intern extern margine
   aliniere
   textalign = stanga centru dreapta flushleft flushright intern extern
              = NUMMER
   inainte
              = BEFEHL
               = BEFEHL
   dupa
               = BEFEHL
   intre
```

```
\seteazafloat [\ldots, 1] [\ldots, 2]
1 SINGULAR
2 aliniaturmator
                          = inherits: \placefloat
   implicit
                          = inherits: \placefloat
   fallback
   intern
                          = BEFEHL
                         = DIMENSION
   criteriu
                          NUMMER
   metoda
                          NUMMER
   sidemethod
                         = NUMMER
= inaltime adancime linie jumatatelinie grila normal
= da nu
   textmethod
   sidealign
   local
                          = CD:ONEARGUMENT
   comanda
                         = DIMENSION
   availablewidth
                         = DIMENSION
   availableheight
   latimeminima
                          = DIMENSION
   latimemaxima
                         = DIMENSION
   locatie
   distantamarginestanga = DIMENSION
   distantamarginedreapta = DIMENSION
                     = DIMENSION
= DIMENSION
= DIMENSION
= DIMENSION
= BEFEHL
   marginestanga
   marginedreapta
   innermargin
   outermargin
   bottombefore
                         = BEFEHL
= niciunul inherits: \blanc
= niciunul inherits: \blanc
= DIMENSION
   bottomafter
   spatiuinainte
   spatiudupa
   latime
                         = DIMENSION
   inaltime
   offset
                          = DIMENSION niciunul overlay
   spatiulateralinainte = niciunul inherits: \blanc spatiulateraldupa = niciunul inherits: \blanc margine = DIMENSION
                         = DIMENSION
   nsus
   njos
                          = DIMENSION
   pas
                          = mic mediu mare linie adancime
   nlinii
                           = NUMMER
   cache
                           = da nu
\seteazafonttext [...,*...]
* DIMENSION NAME global reset x xx mic mare script scriptscript rm ss tt hw cg roman serif regular sans sansserif
   suport type teletype mono scrismanual caligrafic
\seteazaformulare [..,..^*=..,..]
   metoda = XML HTML PDF
   export = da nu
\seteazafundal [\ldots, 1] [\ldots, 2]
1 NAME
                 = start stop
2 stare
   offsetstanga = DIMENSION
   offsetdreapta = DIMENSION
   offsetsus = DIMENSION
                 = DIMENSION
   offsetios
                 = BEFEHL
   inainte
                 = BEFEHL
   dupa
   inherits: \seteazainconjurat
\seteazafundaluri [..., ...] [..., ...] [..., ... = ...]
  sus antet text subsol subsol
2 bordurastanga marginestanga text marginedreapta borduradreapta
3 inherits: \seteazainconjurat
```

```
\seteazafundaluri [..., 1] [.., ... = ...]
1 foaie pagina paginastanga paginadreapta text ascuns
2 stare = start stop
   inherits: \seteazainconjurat
\seteazagrosimelinie [.*.]
* mic mediu mare DIMENSION
\seteazaimpartireafloat [..,..*=..,..]
  inainte
              = BEFEHL
              = BEFEHL
   dupa
              = BEFEHL
   intre
              = auto NUMMER
   linii
   conversie = NAME
\seteazainconjurat [..., ...] [.., ... \stackrel{2}{=} .., ...]
1 NAME
                    = rectangular rotund NUMMER
                   = rectangular rotund NUMMER
   coltframe
   coltfundal
                   = rectangular rotund NUMMER
                   = DIMENSION
   raza
   razaframe
                   = DIMENSION
                   = DIMENSION
   razafundal
   inaltime
                   = DIMENSION
                  = DIMENSION
   adancimeframe
   adancimefundal = DIMENSION
   culoareframe
                   = COLOR
   framesus
                   = on dezactivat NAME
                   = on dezactivat NAME
   frameios
   \begin{array}{lll} \mbox{tramejos} & = & \mbox{on dezactivat NAME} \\ \mbox{framestanga} & = & \mbox{on dezactivat NAME} \end{array}
                   = on dezactivat NAME
   framedreapta
                   = da nu
   region
   grosimerigla
                   = DIMENSION
                   = DIMENSION
   offsetframe
   frame
                   = on dezactivat overlay niciunul
   fundal
   offsetfundal
                   = incadrat DIMENSION
                   = NAME
   component
                   = BEFEHL
   extras
   foregroundstyle =
   foregroundcolor = COLOR
                   = NAME
   setups
                   = implicit overlay niciunul DIMENSION
   offset.
   latime
                   = local ajustat max broad fixat DIMENSION
   inaltime
                   = ajustat max broad DIMENSION
                   = inherits: \seteazaalinierea
   aliniere
                   = da nu niciunul local global
   strut
   autostrut
                   = da nu
                    = inaltime adancime inalt jos sus centru subsol linie lohi suspendat mentine matematica normal
                    = da nu fortat
   autolatime
                    = NUMMER
   linii
                    = BEFEHL
   sus
   jos
                   = BEFEHL
                    = da nu
   blanc
   profile
                   = NAME
                   = da nu
   gol
                   = DIMENSION
   loffset
   roffset
                   = DIMENSION
                    = DIMENSION
   toffset
                    = DIMENSION
   boffset
                    = NUMMER
   orientation
\seteazaingust [..., ...] [.., ... \stackrel{2}{=} .., ...]
1 NAME
           = DIMENSION
2 stanga
   mijloc
             = DIMENSION
   dreapta = DIMENSION
   implicit = [-+]stanga [-+]centru [-+]dreapta NUMMER*stanga NUMMER*centru NUMMER*dreapta reset
   inainte = BEFEHL
             = BEFEHL
   dupa
```

```
\seteazainteractiunea [..., ...] [.., ... \stackrel{2}{=} .., ...]
1 NAME
                           = start stop
2 stare
   stil
                          = COLOR
   culoare
   culoarecontrast
                          = COLOR
   titlu
                           = TEXT
   subtitlu
                           = COLOR
   autor
                           = TEXT
                          = TEXT
   data
   keyword
                          = TEXT
                          = standard incadrat latime latimeminima inaltime inaltimeminima ajustat tight
   focus
                          = on dezactivat
   meniu
                          = auto NAME
   fieldlayer
                          = REFERENCE
   calculeaza
   click
                          = da nu
                          = normal nou
   display
   pagina actiunedeschidere
                          = da nu pagina nume auto
                          = REFERENCE
   actiuneinchidere
                          = REFERENCE
   actiunedeschiderepagina = REFERENCE
   actiuneinchiderepagina = REFERENCE
                          = NAME
   setsimbol
                          = DIMENSION
   inaltime
   inaltime
                           = DIMENSION
   focusoffset
                           = DIMENSION
\seteazainteractiunea [.*.]
* NAME
\seteazajos [...^1] [...,..^2]
1 text margine bordura
2 inherits: \setuplayoutelement
\seteazalegenda [\ldots, 1] [\ldots, 2]
1 NAME
2 inherits: \setupfloatcaption
\seteazaliniesilabe [..,.. \stackrel{*}{=}..,..]
* semn = normal larg
\seteazaliniesubtire [..,..^*=..,..]
                       = max DIMENSION
* inaltime
   inaltime
                       = max DIMENSION
                      = culoare
= on dezactivat
   fundal
   frame
   grosimerigla = DIMENSION
alternativ = a b c niciunul
culoarefundal = COLOR
                       = COLOR
   culoare
   spatiereinterliniara = mic mediu mare NUMMER
                       = BEFEHL
   inainte
                       = BEFEHL
   dupa
                       = BEFEHL
   intre
                        = NUMMER
   n
```

```
\seteazalinii [\ldots, 1, \ldots] [\ldots, \ldots^{\frac{2}{3}}, \ldots]
1 NAME
2 optiune = impachetat
   inainte = BEFEHL
           = BEFEHL
= BEFEHL
   dupa
   intre
   aliniat = inherits: \seteazaaliniat
   aliniere = inherits: \seteazaalinierea
   spatiu = da on dezactivat fixat implicit
comanda = BEFEHL
   stil
   culoare = COLOR
              = BEFEHL
   stanga
   dreapta = BEFEHL
\seteazaliniimargine [...] [...,...
1 NUMMER
2 inherits: \setupmarginrule
\seteazaliniinegre [..,..\stackrel{*}{=}..,..]
                = max DIMENSION
   latime
   inaltime
              = max DIMENSION
   inaltime = max DIMENSION
distanta = DIMENSION
   distanta
               = NUMMER
   alternativ = a b
   stil
                = COLOR
   culoare
   type
                = mp da nu
                = NAME
   mp
\seteazaliniiumplere [..,..^*=..,..]
                 = BEFEHL
* inainte
             - BEFEHL
= BEFEHL
= DIMENSION
= DIMENSION
   dupa
   margine
   latime
                 = DIMENSION
   distanta
   grosimerigla = DIMENSION
culoare = COLOR
```

```
\seteazalista [\ldots, 1, \ldots] [\ldots, \ldots^2, \ldots]
1 LISTE
2 stare
                           = start stop
   locatie
                           = niciunul aici
   type
                           = simple comanda userdata
                           = local intro referinta SECTIONBLOCK:referinta tot SECTIONBLOCK:tot text SECTIONBLOCK:text
   criteriu
                             curent SECTIONBLOCK:curent aici precedent SECTIONBLOCK:precedent componenta ABSCHNITT
                             SECTIONBLOCK: ABSCHNITT
                           = NAME
   lista
                           = ajustat broad auto DIMENSION
   latime
   inaltime
                          = ajustat broad DIMENSION
                           = ajustat broad DIMENSION
   inaltime
                           = unu doi trei niciunul implicit
   simbol
                          = da nu niciunul NAME
   eticheta
   starter
                           = BEFEHL
                          = BEFEHL
   stopper
                          = CD:THREEARGUMENT
   comanda
                          = CD:ONEARGUMENT
   comandanumar
                          = CD:ONEARGUMENT
   comandatext
   comandapagina
                           = CD:ONEARGUMENT
   numarpagina
                          = da nu totdeauna
                          = da nu totdeauna
   numartitlu
                           = BEFEHL
   inainte
   dupa
                          = BEFEHL
   intre
                           = BEFEHL
                          = niciunul DIMENSION
   margine
                          = niciunul DIMENSION
   distanta
                           = da nu
   alinieretitlu
   numberalign
                           = inherits: \seteazaalinierea
   aliniere
                           = da nu
   suspenda
                          = BEFEHL
   stanga
                           = BEFEHL
   dreapta
   interactiune
                           = da nu tot numar text titlu pagina numarsetiune numarpagina
   limittext
   stil
   culoare
                          = COLOR
   stilnumar
   culoarenumar
                          = COLOR
   stiltext
                          = COLOR
   culoaretext
   stilpagina
   culoarepagina
                           = COLOR
                           = NUMMER
   referinta
                           = NAME.
   extras
   order
                           = comanda tot titlu
   alternativ
                          = a b c d e f g stanga dreapta sus subsol comanda niciunul interactive paragraf orizontal
                             vertical NAME
   latimemaxima
                          = DIMENSION
   pageprefix
                          = da nu
   pageprefixseparatorset = NAME
   pageprefixconversionset = NAME
   pageprefixset
                           = NAME
   pageprefixsegments
   {\tt pageprefixconnector}
                           = NAME
   pageconversionset
   pagestarter
   pagestopper
   inherits: \setupcounterinherits: \seteazainconjurat
\seteazalistacombinata [...] [...,..=2..,..]
1 LISTE
2 inherits: \seteazalista
\setarecombinedlist [..,..*...]
* inherits: \seteazalista
\seteazamajuscule [..., ...] [.., ... \stackrel{2}{=} .., ...]
1 NAME
2 titlu = da nu
   sc
         = da nu
   stil =
```

```
\seteazamakeup [\ldots, 1, \ldots] [\ldots, \ldots, 2, \ldots]
1 NAME
                = inherits: \pagina
2 pagina
               = BEFEHL
   comanda
               = DIMENSION
   latime
   inaltime
               = DIMENSION
               = inherits: \seteazaalinierea
   {\tt aliniere}
   setups
               = NAME
               = BEFEHL
   sus
   jos
               = BEFEHL
   inainte
               = BEFEHL
               = BEFEHL
   dupa
   locatie
               = sus
              = REFERENCE
   referinta
   pagestate = start stop
stareantet = start stop inalt gol niciunul normal
   staresubsol = start stop inalt gol niciunul normal
   staresus
              = start stop inalt gol niciunul normal
               = start stop inalt gol niciunul normal
   starejos
   staretext = start stop inalt gol niciunul normal
               = da nu gol
   douafete
               = inherits: \value-style
   stil
               = COLOR
   culoare
\seteazamarcaje [\ldots, 1] [\ldots, 2]
1 BESCHRIFTUNG
  stare
                 = start stop
                 = da nu
   expansiune
                 = BEFEHL
   separator
   filtercommand = CD:ONEARGUMENT
\seteazameniuinteractiune [\ldots, 1, \ldots] [\ldots, \ldots, 2, \ldots]
1 NAME
2 alternativ
                   = vertical orizontal ascuns
   category
                   = NAME
                   = overlay incadrat niciunul implicit DIMENSION
   offsetstanga
   offsetdreapta
                  = overlay incadrat niciunul implicit DIMENSION
                  = overlay incadrat niciunul implicit DIMENSION
   offsetsus
                  = overlay incadrat niciunul implicit DIMENSION
   offsetjos
   latimemaxima
                  = DIMENSION
   inaltimemaxima = DIMENSION
   itemalign
                  = stanga centru dreapta flushleft flushright jos inalt lohi
                  = start gol local
   stare
                  = BEFEHL
   stanga
                  = BEFEHL
   dreapta
                  = overlay DIMENSION
   distanta
                   = BEFEHL
   inainte
                  = BEFEHL
   dupa
   intre
                   = BEFEHL
   pozitie
                  = da nu
                  = BEFEHL
   mijloc
   stil
   culoare
                   = COLOR
                   = da nu gol niciunul normal implicit
   aceeasipagina
   culoarecontrast = COLOR
   inherits: \seteazainconjurat
\seteazaminicitat [..,..^*=..,..]
* inherits: \setupdelimitedtext
\seteazanumarpagina [..,..^*=..,..]
* inherits: \setupuserpagenumber
\seteazanumarsubpagina [..,..*...]
* inherits: \setupcounter
```

```
\seteazanumartitlu [.1.] [.2.]
1 ABSCHNITT
2 [-+] NUMMER
\seteazanumerotarelinii [..., 1] [..., ... = ..., ...]
1 NAME
2 start
             = NUMMER
            = NUMMER
   pas
             = pagina primul urmatorul
   metoda
   conversie = NAME
   continua = da nu
            = text begin end implicit stanga dreapta intern extern instanga indreapta margine inmargine
   locatie
   distanta = DIMENSION
   aliniere = intern extern flushleft flushright stanga dreapta centru auto
   comanda
             = CD:ONEARGUMENT
             = BEFEHL
   stanga
            = BEFEHL
   dreapta
            = DIMENSION
   margine
   latime
             = margine DIMENSION
   stil
             = COLOR
   culoare
\seteazanumerotarepagina [..,..*=..,..]
* alternativ = ofata douafete
             = inherits: \pagina
   pagina
   strut
             = da nu
             = CD:ONEARGUMENT
   comanda
             = BEFEHL
   stanga
   dreapta
             = BEFEHL
             = start stop
   stare
             = DIMENSION
   latime
             = antet subsol stanga centru dreapta instanga indreapta margine inmargine lamargine marginebordura
   locatie
   stil
   culoare
              = COLOR
\seteazanumerotareparagrafe [..,..*=..,..]
            = start stop linie reset
  stare
   distanta = DIMENSION
   stil
   culoare = COLOR
\seteazapaleta [.*.]
* NAME
\seteazaparagrafe [...] [...,...] [...,...]
1 NAME
2 fiecare NUMMER
               = NUMMER
3 n
              = BEFEHL
   inainte
   dupa
              = BEFEHL
   latime
               = DIMENSION
   distanta
              = DIMENSION
              = DIMENSION ajustat
   inaltime
              = BEFEHL
   sus
               = BEFEHL
   jos
               = inherits: \seteazaalinierea
   aliniere
              = BEFEHL
   intern
   comanda
               = BEFEHL
               = on dezactivat
   rigla
   grosimerigla = DIMENSION
   culoarerigla = COLOR
   stil
   culoare
               = COLOR
```

```
\seteazaparagrafe [.^{1}.] [..,.^{2}..,..]
1 NAME: NUMMER
               = NUMMER
             = BEFEHL
   inainte
  grosimerigla = DIMENSION
   culoarerigla = COLOR
   stil
   culoare
                = COLOR
\seteazaplasareaopozita [..,..^*=..,..]
           = start stop
   inainte = BEFEHL
           = BEFEHL
   dupa
          = BEFEHL
   intre
\seteazaprograme [..,..^*=..,..]
* stil
   culoare = COLOR
\seteazareferinte [..,..^*=..,..]
* stare
                = start stop
   expansiune
               = da nu xml
               = da nu
   autofile
              = da nu
= BEFEHL
   export
   stanga
             = BEFEHL
= DIMENSION
   dreapta
   latime
               = da nu
   douafete
   interactiune = eticheta text simbol tot
separator = BEFEHL
   prefix
\setareregistru [\ldots, 1, \ldots] [\ldots, \ldots \stackrel{2}{=} \ldots, \ldots]
1 NUMMER
2 inherits: \seteazaregistru
```

```
\seteazaregistru [..., 1] [..., 2] [..., 3] [..., 3]
1 NAME
2 NUMMER
3 referencemethod
                            = avans
   expansiune
                            = da nu xml
   numarpropriu
                            = da nu
                           = NAME
   xmlsetup
                           = a b A B
   alternativ
   metoda
                = da nu tot
   compress
                           = local text curent precedent tot ABSCHNITT
   criteriu
   pageprefixseparatorset = BEFEHL
   pageprefixconversionset = NAME
   pageprefixstarter
   pageprefixstopper
                            = NAME
   pageprefixset
   pageprefixsegments
                           = BEFEHL
   pageprefixconnector
   pageprefix
                            = da nu
   pageseparatorset
pageconversionset
                           = NAME
                            = NAME
   pagestarter
   pagestopper
   pagesegments
   pagesegments
latimemaxima
indicator
inainte
                           = DIMENSION
                           = da nu
                           = BEFEHL
   inainte
                           = BEFEHL
   dupa
                           = CD:ONEARGUMENT
   comanda
comandatext
deeptextcommand
comandapagina
distanta
interactiune
numarpagina
   comanda
                           = CD:ONEARGUMENT
                           = CD:ONEARGUMENT
                           = CD:ONEARGUMENT
                           = DIMENSION
   interactiune
numarpagina
                           = text numarpagina
                           = da nu
   simbol
                           = a n niciunul 1 2 BEFEHL
   language
   stil
                           = COLOR
   culoare
   stiltext
                            = COLOR
   culoaretext
   stilpagina
                           = COLOR
   culoarepagina
                            = NUMMER
                            = da nu
   balanta
                            = inherits: \seteazaalinierea
   aliniere
   numberorder
                            = numere
```

```
\seteazaregistru \begin{bmatrix} 1 \\ 1 \end{bmatrix} \begin{bmatrix} 1 \\ 1 \end{bmatrix} \begin{bmatrix} 1 \\ 1 \end{bmatrix}
1 NAME: NUMMER
2 referencemethod
                                    = avans
    expansiune
                                    = da nu xml
                                   = da nu
    numarpropriu
    xmlsetup
                                   = NAME
    alternativ
                                   = a b A B
    metoda
                                  = da nu tot
    compress
    criteriu = local text curent precedent tot ABSCHNITT pageprefixseparatorset = BEFEHL
    pageprefixconversionset = NAME
    pageprefixstarter
pageprefixstopper
    pageprefixsegments
    pageprefixset
                                   = NAME
    pageprefixconnector
                                  = BEFEHL
    pageprefix
pageseparatorset
pageconversionset
                                   = da nu
                                   = NAME
                                  = NAME
    pagestarter
  = latimemaxima = DIMENSION indicator = da nu inainte = BEFEHL dupa = BEFEHL comanda = CD:ONEARGUMENT comandatext = CD:ONEARGUMENT deeptextcommand = CD:ONEARGUMENT comandapagina = CD:ONEARGUMENT distanta = DTMFNCT
    distanta
interactiune
numarpagina
                                   = text numarpagina
                                   = da nu
                                  = a n niciunul 1 2 BEFEHL
    language
    stil
                                   = COLOR
    stiltext
    culoaretext
                                   = COLOR
    stilpagina
    culoarepagina
                                  = COLOR
                                   = NUMMER
                                   = da nu
    balanta
                                   = inherits: \seteazaalinierea
    aliniere
    numberorder
                                    = numere
\seteazarigletext [..,..\stackrel{*}{=}..,..]
                         = BEFEHL
* inainte
   dupa = BEFEHL
intre = BEFEHL
grosimerigla = DIMENSION
locatie = stanga inmargine
stil =
culoare = COLOR
culoarerigla = COLOR
latime = DIMENSION
inaltime = DIMENSION
distanta = DIMENSION
correctionadancime = on dezactivat.
                         = BEFEHL
    dupa
    corectieadancime = on dezactivat
    fonttext
                          = inherits: \seteazafonttext
\seteazarigleumplere [..,..*...]
                                = BEFEHL
   inainte
                               = BEFEHL
    dupa
                               = NUMMER
    spatiereinterliniara = mic mediu mare NUMMER
    distanta = DIMENSION
                               = ajustat broad DIMENSION
    latime
    separator = BEFEHL
    stil
                                = COLOR
    culoare
```

```
\seteazarotare [..,..*...]
  locatie = ajustat broad adancime inalt centru implicit normal
   rotatie = stanga dreapta intern extern NUMMER
   inherits: \seteazainconjurat
\seteazasimbol [.*.]
* NAME
\seteazasinonime [\ldots, 1, \ldots] [\ldots, \ldots \stackrel{2}{=} \ldots, \ldots]
1 SINGULAR
                  = da nu xml
2 expansiune
                  = primul ultim normal NAME
   alternativ
                 BEFEHL
   urmatorul
   comanda = CD:THREEARGUMENTS
comandatext = CD:ONEARGUMENT
   synonymcommand = CD:ONEARGUMENT
   language
   metoda
   criteriu
                = curent precedent local text tot ABSCHNITT
   stil
                 = COLOR
   culoare
   stiltext
                = COLOR
   culoaretext
   stilsinonim
   culoaresinonim = COLOR
\seteazasortare [\ldots, 1] [\ldots, 2]
1 SINGULAR
2 expansiune
                 = da nu xml
                 = primul ultim normal NAME
   alternativ
                 = BEFEHL
   urmatorul
   comanda = CD:THREEARGUMENTS
comandatext = CD:ONEARGUMENT
   synonymcommand = CD:ONEARGUMENT
   language
   metoda
   criteriu
                  = curent precedent local text tot ABSCHNITT
   stil
                 = COLOR
   culoare
   stiltext
                = COLOR
   culoaretext
   stilsinonim
   culoaresinonim = COLOR
\seteazaspatiu [.*.]
 fixat impachetat broad
\seteazaspatiualb [...,*...]
* fix fixat flexibil linie jumatatelinie quarterline niciunul mic mediu mare implicit DIMENSION
\seteazaspatiuinterliniar [\ldots, 1] [\ldots, 2]
1 NAME
                  = DIMENSION
2 linie
   inaltime
                 = NUMMER
   inaltime
                  = NUMMER
   inaltimeminima = NUMMER
   mindepth = NUMMER
                 = DIMENSION
   distanta
                 = NUMMER inaltime
   sus
                 NUMMER
   jos
   dilatat
                 = NUMMER
                 NUMMER
   shrink
```

```
\seteazaspatiuinterliniar [...,*...]
* on dezactivat reset auto mic mediu mare NUMMER DIMENSION
\seteazaspatiuinterliniar [...]
* NAME
\seteazasubsol [.\frac{1}{2}] [\ldots, \ldots\frac{2}{2}\ldots, \ldots\right]
1 text margine bordura
2 inherits: \setuplayoutelement
\seteazasus [...] [...,... = ...]
1 text margine bordura
2 inherits: \setuplayoutelement
\seteazatabele [..,..^*=..,..]
                     = DIMENSION max
  text
    split
                     = da nu repetat auto
                     = on dezactivat
    frame
                     = inherits: \blanc
    NL
    VL
                     = mic mediu mare niciunul NUMMER
                     = mic mediu mare niciunul NUMMER
    HL
    distanta
                     = mic mediu mare niciunul
    aliniere = bucc
= BEFEHL
                     = stanga centru dreapta
    fonttext
                     = inherits: \seteazafonttext
    grosimerigla = DIMENSION
                      = strut NUMMER
    inaltime
                     = strut NUMMER
    inaltime
\seteazatabulatori \begin{bmatrix} 1 & 1 \end{bmatrix} \begin{bmatrix} 1 & 1 \end{bmatrix}
1 NAME
2 NAME
3 inherits: \setuptabulation
\seteazatext [...^1] [...,..^2]
1 text margine bordura
2 inherits: \setuplayoutelement
\seteazatexteantet \begin{bmatrix} 1 & 1 \\ 1 & 1 \end{bmatrix} \begin{bmatrix} 1 & 1 \\ 1 & 1 \end{bmatrix} \begin{bmatrix} 1 & 1 \\ 1 & 1 \end{bmatrix} \begin{bmatrix} 1 & 1 \\ 1 & 1 \end{bmatrix} \begin{bmatrix} 1 & 1 \\ 1 & 1 \end{bmatrix}
1 text margine bordura
2 data numarpagina BESCHRIFTUNG TEXT BEFEHL
3 data numarpagina BESCHRIFTUNG TEXT BEFEHL
4 data numarpagina BESCHRIFTUNG TEXT BEFEHL
5 data numarpagina BESCHRIFTUNG TEXT BEFEHL
\seteazatextejos \begin{bmatrix} 1 & 1 \\ 1 & 1 \end{bmatrix} \begin{bmatrix} 1 & 2 \\ 1 & 1 \end{bmatrix} \begin{bmatrix} 1 & 3 \\ 1 & 1 \end{bmatrix} \begin{bmatrix} 1 & 4 \\ 1 & 1 \end{bmatrix} \begin{bmatrix} 1 & 5 \\ 1 & 1 \end{bmatrix}
1 text margine bordura
2 data numarpagina BESCHRIFTUNG TEXT BEFEHL
3 data numarpagina BESCHRIFTUNG TEXT BEFEHL
    data numarpagina BESCHRIFTUNG TEXT BEFEHL
5 data numarpagina BESCHRIFTUNG TEXT BEFEHL
```

```
1 text margine bordura
2 data numarpagina BESCHRIFTUNG TEXT BEFEHL
3 data numarpagina BESCHRIFTUNG TEXT BEFEHL
4 data numarpagina BESCHRIFTUNG TEXT BEFEHL
5 data numarpagina BESCHRIFTUNG TEXT BEFEHL
\seteazatextesus \begin{bmatrix} 1 \\ 1 \end{bmatrix} \begin{bmatrix} 1 \\ 1 \end{bmatrix}
1 text margine bordura
2 data numarpagina BESCHRIFTUNG TEXT BEFEHL
3 data numarpagina BESCHRIFTUNG TEXT BEFEHL
    data numarpagina BESCHRIFTUNG TEXT BEFEHL
5 data numarpagina BESCHRIFTUNG TEXT BEFEHL
\seteazatextetext \begin{bmatrix} . & 1 \end{bmatrix} \begin{bmatrix} . & 2 \end{bmatrix} \begin{bmatrix} . & 3 \end{bmatrix} \begin{bmatrix} . & 4 \end{bmatrix} \begin{bmatrix} . & 5 \end{bmatrix}
1 text margine bordura
2 data numarpagina BESCHRIFTUNG TEXT BEFEHL
3 data numarpagina BESCHRIFTUNG TEXT BEFEHL
4 data numarpagina BESCHRIFTUNG TEXT BEFEHL
5 data numarpagina BESCHRIFTUNG TEXT BEFEHL
\seteazatexteticheta [...] [...,... = ...,..]
1 SPRACHE
2 KEY = VALUE
\setareetichetatext [.^{1}.] [..,..^{2}..,..]
1 SPRACHE
2 KEY = VALUE
\seteazatexttitlu [.^{1}.] [..,..^{2}..,..]
1 SPRACHE
2 KEY = VALUE
```

```
\seteazatitlu [\ldots, 1] [\ldots, 2]
1 ABSCHNITT
                            = NAME
2 frontpartlabel
   bodypartlabel
                            = NAME
   appendixlabel = NAME
backpartlabel = NAME
expansiune = da nu xml
catcodes = NAME
sectionresetset = NAME
    sectionseparatorset = NAME
    sectionconversionset = NAME
                   = NAME
   conversie
    sectionstarter
                          =
=
= NAME
   sectionstatter
    sectionset
                         =
= + - TEXT
=
    sectionsegments
   referenceprefix
    stil
                            = COLOR
    culoare
    stiltext
                           = COLOR
=
    culoaretext
    stilnumar
                          = COLOR
   culoarenumar
cuplare
numarpropriu
                           = ABSCHNITT
   beforesection = BEFEHL
aftersection = BEFEHL
insidesection = BEFEHL
numarincrement = da nu lista gol
punetitlu = da nu ascuns gol
numar = da nu
                          = da nu
                          = inherits: \pagina
= pagina reset
    pagina
    marcaje
    antet
    antet
    text
    subsol
                          = BEFEHL
    inainte
   dupa = BEFEHL
intre = BEFEHL
continua = da nu
alinieretitlu = da nu obiectmobil
 comandatext = CD:ONEARGUMENT
deeptextcommand = CD:ONEARGUMENT
comandanumar = CD:ONEARGUMENT
    deepnumbercommand = CD:ONEARGUMENT
```

## \seteazatoleranta [...,\*...]

\* orizontal vertical foartestrict strict tolerant foartetolerant spatiu dilatat

## \seteazatranzitiepagina $[...^*]$

\* reset auto start aleator NUMMER

```
\seteazatype [\ldots, 1, \ldots] [\ldots, \ldots, 2, \ldots]
1 NAME
2 optiune = mp lua xml parsed-xml nested tex context niciunul NAME
   comanda = CSNAME
   stanga = BEFEHL
   dreapta = BEFEHL
           = da nu NUMMER
   compact = absolut ultim tot
   escape = da nu TEXT PROCESSOR->TEXT
   stil
   culoare = COLOR
   linii = da nu normal despsilabe
   spatiu = on dezactivat normal fixat dilatat
\seteazatyping [..,..^*=..,..]
* margineimpara = DIMENSION
   marginepara
                 = DIMENSION
   margine
   optiune
                = mp lua xml parsed-xml nested tex context niciunul NAME
   stil
   culoare
                = COLOR
   aliniere
                = inherits: \seteazaalinierea
                = da nu normal despsilabe
   linii
                = on dezactivat normal fixat dilatat
   spatiu
   keeptogether = da nu
   inainte
                = BEFEHL
                = BEFEHL
   dupa
                = da nu NUMMER
   strip
   range
                = NUMMER NAME
                = da nu NUMMER
                = da nu TEXT PROCESSOR->TEXT
   escape
   aliniaturmator =
                = da nu
   continua
   start
                = NUMMER
                = NUMMER
   stop
                = NUMMER
   pas
                = fisier linie nu
   numerotare
                = inherits: \blanc
   blanc
\seteazaurl [..,..*...]
* stil
   culoare = COLOR
\setelementexporttag [...] [...]
2 export nature pdf
3 inline display mixed
\setemeasure \{...\} \{...\}
1 NAME
2 DIMENSION
\setevalue \{ ... \} \{ ... \}
1 NAME
2 CONTENT
\setevariable \{...\} \{...\}
1 NAME
2 KEY
3 VALUE
```

```
\setevariables [..] [..,.. \stackrel{2}{=}..,..]
1 NAME
2 set
        = BEFEHL
   reset = BEFEHL
   KEY = VALUE
\setfirstline [.*.]
* NAME
\setflag \{...^*.\}
* NAME
\setfont ...
* FONT
\verb|\setfontcolorsheme| [.\tilde{}^*.]
* NAME
\setfontfeature \{.\overset{*}{\ldots}\}
* NAME
\setfontsolution [.^*.]
* NAME
\setfontstrut
\setgmeasure \{...\}
1 NAME
2 DIMENSION
\setgvalue \{...^1.\} \{...^2.\}
1 NAME
2 CONTENT
\setgvariable \{ ...^1 ... \} \{ ...^2 ... \}
1 NAME
2 KEY
3 VALUE
\setgvariables [...^1] [..,..^2=..,..]
1 NAME
2 set = BEFEHL
   reset = BEFEHL
          = VALUE
\sethyphenatedurlafter \{...^*\}
* TEXT
```

```
\sethyphenatedurlbefore \{...^*\}
* TEXT
\verb|\sethyphenatedurlnormal| \{.\overset{*}{\dots}\}
* TEXT
\sethyphenationfeatures [\dots, \dots]
* NAME reset
\setinitial [...^1] [...,..^2=...]
1 NAME
2 inherits: \setupinitial
\setinjector [.^1.] [...,^2...] [.^3...]
1 NAME
2 NUMMER
3 BEFEHL
\setinteraction [.*.]
* ascuns NAME
\setinterfacecommand \{...\} \{...\}
1 NAME
2 NAME
\setinterfaceconstant \{...^1, \}
1 NAME
2 NAME
\setinterfaceelements \{...^1\}
1 NAME
2 NAME
\setinterfacemessage \{ . \stackrel{1}{\ldots} \} \{ . \stackrel{2}{\ldots} \} \{ . \stackrel{3}{\ldots} \}
1 NAME
2 titlu NAME NUMMER
3 TEXT
\setinterfacevariable \{...^1\}
1 NAME
2 NAME
\setinternalrendering [.^{1}.] [.^{2}.] {.^{3}.}
1 NAME
2 auto embed
3 CONTENT
```

```
\setitaliccorrection [...^*]
* reset 1 2
\setJSpreamble \{...^1\}
1 NAME
2 CONTENT
\setlayer [.\frac{1}{2}.] [..\, ..\frac{3}{2}..\, ...] {\frac{4}{4}.}
2 stanga dreapta par impar
3 inherits: \setuplayer
4 CONTENT
\setlayerframed [.\frac{1}{4}.] [..,..\frac{2}{2}..,..] [..,..\frac{3}{2}..,..] {.\frac{4}{4}.}
1 NAME
2 inherits: \setuplayer
3 inherits: \seteazainconjurat
4 CONTENT
\setlayerframed [.1] [..,... = ..,..] \{.1]
1 NAME
2 inherits: \setuplayerinherits: \seteazainconjurat
3 CONTENT
\setlayertext [.\frac{1}{.}] [..,..\frac{2}{.}.,..] [..,..\frac{3}{.}.,..] {\frac{4}{.}}
1 NAME
2 inherits: \setuplayer
3 aliniere = inherits: \seteazaalinierea
             = DIMENSION
   latime
   stil
   culoare = COLOR
4 TEXT
\setlocalhsize [.*.]
* [-+]DIMENSION
\setMPlayer [.^{1}.] [.^{2}.] [..,..^{3}..,..] {.^{4}.}
1 NAME
2 NAME
3 inherits: \setuplayer
4 CONTENT
\label{eq:local_position_state} $$\operatorname{SetMPpositiongraphic} \ \{ \ldots^1 \} \ \{ \ldots_2 \} \ \{ \ldots, \ldots^{\frac{3}{2}} \ldots, \ldots \} $$
1 NAME
2 NAME
3 KEY = VALUE
```

```
\verb|\setMPpositiongraphic range {...} {...} {...} {...} {....}
1 NAME
2 NAME
3 NAME
4 KEY = VALUE
\setMPtext \{ ... \}
1 NAME
2 TEXT
\setMPvariable [...^1] [...^2]
1 NAME
2 KEY = VALUE
\setMPvariables [...^1] [...,..=2..,..]
1 NAME
2 KEY = VALUE
\setmainbodyfont
\setmainparbuilder [.*.]
* implicit oneline basic NAME
\setmarker \begin{bmatrix} 1 & 1 \\ 1 & 1 \end{bmatrix} \begin{bmatrix} 1 & 2 \\ 1 & 1 \end{bmatrix}
1 NAME
2 NUMMER
\setmarking [...^1] {...}
1 BESCHRIFTUNG
2 TEXT
\setmathstyle \{\dots, *\dots\}
* NAME
\setmeasure \{ ... \} \{ ... \}
1 NAME
2 DIMENSION
\setmessagetext \{ ...^1 . \} \{ ...^2 . \}
1 NAME
2 NAME NUMMER
\setmode \{.\overset{*}{\ldots}\}
* NAME
\setnostrut
```

```
\setnotetext [.1] [..., ...] {.1}
1 NAME
2 REFERENCE
3 TEXT
\setnotetext [...^1] [...,...^2]
2 titlu
            = TEXT
   semncarte = TEXT
           = TEXT
   lista
   referinta = REFERENCE
\setnote [.^1.] [...^2,...] {.^3.}
1 NAME
2 REFERENCE
3 TEXT
\setnote [...^1] [...,..^2]
1 NAME
            = TEXT
2 titlu
  semncarte = TEXT
            = TEXT
   lista
   referinta = REFERENCE
\setobject \{ ... \} \{ ... \} \... \{ ... \}
1 NAME
2 NAME
3 CSNAME
4 CONTENT
\setoldstyle
\setpagegrid [..,.. \stackrel{1}{=}..,..] {...}
           = NUMMER
           = NUMMER
   optiune = niciunul
2 CONTENT
\setpagereference \{...\} \{..., ...\}
1 NAME
2 REFERENCE
\setpagestate [.1.] [.2.]
1 NAME
2 NAME NUMMER
\setpagestaterealpageno \{ \stackrel{1}{\dots} \} \ \{ \stackrel{2}{\dots} \}
1 NAME
2 NAME NUMMER
```

```
1 CSNAME
2 NUMMER
3 NUMMER
\setpercentdimen \{...^1\}
1 DIMENSION CSNAME
2 DIMENSION NUMMER
\setposition \{...^*\}
* NAME
\setpositionbox \{ \dots^1 \} \setminus \dots^2 \dots \{ \dots^3 \}
1 NAME
2 CSNAME
3 CONTENT
\setpositiondata {.\(^1\).} {.\(^2\).} {.\(^3\).} {.\(^4\).}
1 NAME
2 DIMENSION
3 DIMENSION
4 DIMENSION
\setpositiondataplus \{ \ldots^1 \} \{ \ldots^2 \} \{ \ldots^3 \} \{ \ldots^4 \} \{ \ldots, 5 \ldots \}
1 NAME
2 DIMENSION
3 DIMENSION
4 DIMENSION
5 TEXT
\setpositiononly \{ \ .\ .\ .\ \}
* NAME
\setpositionplus \{...\} \{...\} \{...\}
1 NAME
2 TEXT
3 CSNAME
4 CONTENT
\setpositionstrut {.*.}
* NAME
\setprofile [.*.]
* niciunul fixat strict halffixed quarterfixed eightsfixed NAME
\setrandomseed {.*.}
* NUMMER
```

```
\setreference [\ldots, 1] [\ldots, 2]
1 REFERENCE
2 KEY = VALUE
\setreferencedobject \{ ... \} \{ ... \} \setminus ... \{ ... \}
1 NAME
2 NAME
3 CSNAME
4 CONTENT
\setregisterentry [.1] [...,.2] [...,.3] [...,.3]
1 NAME
2 eticheta = NAME
             = TEXT PROCESSOR->TEXT
   keys
            = TEXT PROCESSOR->TEXT
   entries
             = TEXT
   keys:1
            = TEXT
= TEXT
   keys:2
   keys:3
   entries:1 = TEXT
entries:2 = TEXT
entries:3 = TEXT
   alternativ = TEXT
3 KEY = VALUE
\setreplacement [.*.]
* reset NAME
\setrigidcolumnbalance .....
* CSNAME NUMMER
\setrigidcolumnhsize \{...\} \{...\}
1 DIMENSION
2 DIMENSION
3 NUMMER
\setscript [.*.]
* hangul hanzi nihongo ethiopic thai test NAME
\setsectionblock [.^{1}.] [..,.^{2}..,..]
1 NAME
2 semncarte = TEXT
\setsimplecolumnhsize [..,.. \stackrel{*}{=}..,..]
            = NUMMER
   latime = DIMENSION
   distanta = DIMENSION
            = NUMMER
   linii
\setsmallbodyfont
\setsmallcaps
```

```
\setstackbox \{...\} \{...\}
1 NAME
2 NAME
3 CONTENT
\setstructurepageregister [.1] [...,.2] [...,.3] [...,.3]
2 eticheta
                 = NAME
                 = TEXT PROCESSOR->TEXT
   keys
                = TEXT PROCESSOR->TEXT
    entries
                = TEXT
    keys:1
    keys:2
                = TEXT
    keys:3
                 = TEXT
    entries:1 = TEXT
    entries:2 = TEXT
entries:3 = TEXT
    alternativ = TEXT
3 KEY = VALUE
\setstrut
\sl sets uperiors
\setsystemmode \{...^*\}
* NAME
\settabular
\verb|\settaggedmetadata| [..,.. \stackrel{*}{=} ..,..]|
* KEY = VALUE
\settextcontent \begin{bmatrix} 1 & 1 & 1 \end{bmatrix} \settextcontent
1 sus antet text subsol subsol
2 text margine bordura
3 stanga centru dreapta
4 data numarpagina BESCHRIFTUNG TEXT BEFEHL
5 data numarpagina BESCHRIFTUNG TEXT BEFEHL
\settightobject \{.1.\} \{.2.\} \{.3.\}
1 NAME
2 NAME
3 CSNAME
4 CONTENT
\settightreferencedobject \{.\overset{1}{\ldots}\} \{.\overset{2}{\ldots}\} \setminus \overset{3}{\ldots} \{.\overset{4}{\ldots}\}
1 NAME
2 NAME
3 CSNAME
4 CONTENT
```

```
\settightunreferencedobject \{...\} \{...\} \{...\}
1 NAME
   NAME
3 CSNAME
4 CONTENT
\settrialtypesetting
\setuevalue \{ . \stackrel{1}{\ldots} \} \ \{ . \stackrel{2}{\ldots} \}
2 CONTENT
\setugvalue \{ ...^1 . \} \{ ...^2 . \}
1 NAME
2 CONTENT
\setunreferencedobject \{...\} \{...\} \{...\}
1 NAME
2 NAME
3 CSNAME
4 CONTENT
\setupattachment [..., ...] [.., ... \stackrel{2}{=} .., ...]
1 NAME
2 titlu
              = TEXT
   subtitlu = TEXT
              = TEXT
   autor
              = FILE
   fisier
             = NAME
   nume
   buffer
             = BUFFER
   stare
             = start stop
   {\tt metoda}
             = normal ascuns
             = Graph Paperclip Pushpin Default
   simbol
             = ajustat DIMENSION
   latime
   inaltime = ajustat DIMENSION
   inaltime = ajustat DIMENSION
   culoare
              = COLOR
   textlayer = NAME
              = bordurastanga borduradreapta inmargine marginestanga marginedreapta text inalt niciunul
   locatie
            = DIMENSION
   distanta
\setupbackend [..,..^*=..,..]
           = da FILE
  export
            = FILE
   xhtml
           = FILE
   fisier
   intent
           = NAME
   spatiu = da nu
   xmpfile = FILE
   format = version implicit NAME
           = NUMMER
   nivel
   optiune = totdeauna niciodata
   profile = FILE
```

```
\setupbar [\ldots, 1, \ldots] [\ldots, \ldots, 2, \ldots]
1 NAME
                   = COLOR
2 culoare
                   = da nu tot
   continua
                   = da nu
   gol
   unitate
                  = ex em pt in cm mm sp bp pc dd cc nc
                   = primplan fundal
   order
   grosimerigla
                  = DIMENSION
                  = NUMMER
   metoda
                  = NUMMER
   offset
   dу
                  = NUMMER
                   = NUMMER
   max
   foregroundstyle =
   foregroundcolor = COLOR
                  = NAME
                  = TEXT
   stanga
   dreapta
                   = TEXT
\setupbleeding [..,..^*=..,..]
* latime = DIMENSION
   inaltime = DIMENSION
   offset = DIMENSION
   hoffset = DIMENSION
   voffset = DIMENSION
locatie = t b l r bl lb br rb tl lt tr rt
   dilatat = da nu
   pagina
            = da nu
\setupbookmark [..,..*...]
* fortat
   numberseparatorset = NAME
   numberconversionset = NAME
                      = BEFEHL
   numberstarter
                      = BEFEHL
   numberstopper
   numbersegments
                      = da nu
   sectionblock
\setupbtxdataset [..., ...] [.., ... \stackrel{2}{=} .., ...]
1 NAME
2 language = SPRACHE
\setupbtxlabeltext [...] [...,..=2..,..]
1 SPRACHE
2 KEY = VALUE
\setupbtxlist [...^1] [...,..^2]
1 NAME
2 inherits: \seteazalista
\setupbtxregister [..., 1] [.., ... = .., ...]
1 NAME
2 stare
              = start stop
   dataset
   field
              = keyword range numarpagina autor
   register = NAME
   metoda
              = once
   alternativ = normalshort invertedshort
   stil
   culoare
              = COLOR
```

```
\setupbtxrendering [..., ...] [.., ... \stackrel{2}{=} .., ...]
1 NAME
2 staretext
                  = start stop
   pagestate
                 = start stop
              = BEFEHL
= precedent cite aici tot niciunul
   separator
   criteriu
   specification = NAME
   titlu
                 = TEXT
                 = BEFEHL
   inainte
                 = BEFEHL
   dupa
   dataset
                 = NAME
                 = dataset fortat local global niciunul
   metoda
                 = short dataset lista referinta folosit implicit cite index
   sorttype
                 = da nu
   repeta
   group
                  = NAME
                  = da nu num index tag short pagina
   numerotare
\setupbtx [.\frac{1}{2}.] [..,..\frac{2}{2}..,..]
1 NAME
2 specification
                    = implicit apa aps NAME
  dataset = implicit NAIL
comanda = CD:ONEARGUMENT
stanga = BEFEHL
dreapta = BEFEHL
   authorconversion = normal normalshort normalinverted invertedshort short
                 = NUMMER
   etallimit
                 = NUMMER
= ultim
= initials
   etaldisplay
   etaloption
   stopper
                    = start stop tot
   interactiune
   alternativ
   sorttype
                    = normal reverse
                    = da nu
   compress
   implicit
                    = implicit NAME
   stil
                    = COLOR
   culoare
\setupbtx [.*.]
* NAME
\setupbutton [\ldots, 1, \ldots] [\ldots, \ldots, 2, \ldots]
1 NAME
2 stare
                   = start stop
   aceeasipagina = da nu gol niciunul normal implicit
   stil
   {\tt culoare}
                    = COLOR
   culoarecontrast = COLOR
                   = ascuns
   alternativ
   inherits: \seteazainconjurat
\setupcharacterkerning [..., ...] [..., ... = ..., ...]
1 NAME
            = max NUMMER
2 factor
   latime = DIMENSION
   features = NAME
   stil
   culoare = COLOR
\setupcharacterspacing [...] [...] [...]
1 NAME
2 NUMMER
               = NUMMER
3 stanga
            = NUMMER
   dreapta
   alternativ = 0.1
```

```
\setupchemical [\ldots, 1] [\ldots, 2]
1 NAME
                 = inherits: \value-strut
                = ajustat niciunul NUMMER
   latime
               = ajustat niciunul NUMMER
   inaltime
   stanga
               = ajustat niciunul NUMMER
            = ajustat niciunul NUMMER
= ajustat niciunul NUMMER
   dreapta
   sus
               = ajustat niciunul NUMMER
   jos = ajustat niciunul NUMMER
scala = mic mediu mare normal NUMMER
rotatie = NUMMER
symaliniere = auto
                = on dezactivat
   axa
   culoareframe = COLOR
   grosimerigla = DIMENSION
              = DIMENSION
           = DIMENSION
= NUMMER
= on dezactivat
   unitate
   factor
   frame
   culoarerigla = COLOR
   fonttext
               = inherits: \seteazafonttext
              = mic mediu mare
   dimensiune
   stil
                 = COLOR
   culoare
\setupchemicalframed [..., ...] [.., ... \stackrel{2}{=} .., ...]
2 inherits: \seteazainconjurat
\setupcollector [\ldots, 1] [\ldots, 2]
1 NAME
2 rotatie = stanga dreapta intern extern NUMMER
   colt = stanga centru dreapta sus subsol
           = DIMENSION
   х
           = DIMENSION
   hoffset = DIMENSION
   voffset = DIMENSION
   locatie =
           = start stop
   stare
\setupcolumnspan [..,..*...]
* n = NUMMER
   inherits: \seteazainconjurat
\setupcombination [\ldots, 1] [\ldots, 2]
1 NAME
               = NUMMER
2 nx
              = NUMMER
   nv
   latime
              = ajustat DIMENSION
   inaltime = ajustat DIMENSION
              = stanga centru dreapta sus subsol
   locatie
             = DIMENSION
   distanta
   alternativ = eticheta text
   aliniere = inherits: \seteazaalinierea
   continua
              = da nu
               = BEFEHL
   inainte
              = BEFEHL
   dupa
               = BEFEHL
   intre
   stil
               = COLOR
   culoare
\setupcontent [..,..*...]
* inherits: \seteazalista
```

```
\setupcounter [\ldots, 1, \ldots] [\ldots, \ldots, 2, \ldots]
1 NAME
                        = NUMMER
2 start
                        = NAME
   counter
   metoda
                        = pagina
   stare
   mod
                        = bypagina byblock bytext byantet byABSCHNITT
   prefix
                        = da nu
   prefixseparatorset = NAME
   prefixconversion = NAME
   prefixconversionset = NAME
   prefixstarter
   prefixstopper
                       = NAME
   prefixset
   prefixsegments
                       = reverse
   numberorder
   numberseparatorset = NAME
                        = NAME
   numberconversion
   numberconversionset = NAME
   {\tt number starter}
   numberstopper
   {\tt numbersegments}
                        = primul precedent urmatorul ultim numar
   type
    criteriu
                        = strict positiv tot
   prefixconnector
\setupdataset [..,..*=..,..]
* intarziere = da nu
\setupdelimitedtext [..., ...] [.., ... \stackrel{2}{=} .., ...]
1 NAME
                   = BEFEHL
2 inainte
                   = BEFEHL
   dupa
   language
                  = SPRACHE
                  = font
   metoda
                  = da nu
   repeta
   locatie
                  = text paragraf margine
                  = BEFEHL
   stanga
   mijloc
                  = BEFEHL
                  = BEFEHL
   dreapta
   nextleft = BEFEHL
nextright = BEFEHL
   spatiuinainte = inherits: \blanc spatiudupa = inherits: \blanc marginestanga =
   marginedreapta =
                  = inherits: \seteazaaliniat
   aliniat
   aliniaturmator =
   stil
                  = COLOR
    culoare
    stilsimbol
    culoaresimbol = COLOR
```

```
\setupdescription [..., 1] [..., ... = ..., ...]
1 NAME
                     = da nu
                    = NUMMER
   nivel
                    = TEXT
    text
    headcommand = CD:ONEARGUMENT
                 = BEFEHL
= BEFEHL
= BEFEHL
    inainte
    dupa
    intre
    alternativ = stanga dreapta inmargine instanga indreapta margine marginestanga marginedreapta innermargin
   aliniere = inherits: \seteazaalinierea
aliniat = inherits: \seteazaaliniat
display = da nu
    aliniaturmator =
   latime = ajustat broad linie DIMENSION
distanta = niciunul DIMENSION
suspenda = ajustat broad niciunul margine NUMMER
   closesymbol = BEFEHL
closecommand = CD:ONEARGUMENT
                  = da nu xml
= TEXT
    expansiune
    exemplu
    margine
    stil
                    = COLOR
    culoare
    stiltitlu
                    = COLOR
    culoaretitlu
\setupdirections [..,..^*=..,..]
            = on dezactivat local global
    metoda = unu doi implicit
    fences = da nu
\setupdocument [..,..*...]
   inainte
                        = BEFEHL
                       = BEFEHL
   dupa
    metadata:author = TEXT
                       = TEXT
    metadata:title
    metadata:subject = TEXT
    metadata:keywords = TEXT
                        = VALUE
\setupeffect [\ldots, 1, \ldots] [\ldots, \ldots, \frac{2}{2}, \ldots]
2 metoda
                  = niciunul comanda
    dilatat
                  = NUMMER
    grosimerigla = NUMMER
```

= normal intern extern ambele ascuns dilatat

alternativ

```
\setupenumeration [\ldots, 1, \ldots] [\ldots, \ldots]
1 NAME
2 titlu
                   = da nu
                   = da nu
   numar
   comandanumar = CD:ONEARGUMENT distantatitlu = DIMENSION
   stiltitlu
   culoaretitlu = COLOR
titlecommand = CD:ONEARGUMENT
   titleleft = BEFEHL
   titleright
                  = BEFEHL
                  = BEFEHL
   stanga
                  = BEFEHL
   dreapta
                  = BEFEHL
   simbol
                  = BEFEHL
   starter
                  = BEFEHL
   stopper
                  = NAME
   cuplare
                  = NAME
   counter
                  = NUMMER
   nivel
                  = TEXT
                  = CD:ONEARGUMENT
   headcommand
   inainte
                  = BEFEHL
                  = BEFEHL
   dupa
   intre
                  = BEFEHL
   alternativ = stanga dreapta inmargine instanga indreapta margine marginestanga marginedreapta innermargin
                outermargin serried suspendat sus comanda NAME = inherits: \seteazaalinierea
   aliniere
   headalign = inherits: \seteazaalinierea
aliniat = inherits: \seteazaaliniat
display = da nu
   aliniaturmator =
               = ajustat broad linie DIMENSION
   latime
                  = niciunul DIMENSION
   distanta
   suspenda
                  = ajustat broad niciunul margine NUMMER
   closesymbol = BEFEHL
   closecommand = CD:ONEARGUMENT
   expansiune
                  = da nu xml
   exemplu
                  = TEXT
   margine
   stil
                  = COLOR
   culoare
   stiltitlu
   culoaretitlu
                 = COLOR
   inherits: \setupcounter
\setupenv [..,..*=..,..]
          = BEFEHL
  set
   reset = BEFEHL
   KEY
          = VALUE
\setupexport [..,..*=..,..]
                 = flushleft centru flushright normal
   aliniere
                 = DIMENSION
   fonttext
                = DIMENSION
   latime
             = TEXT
   titlu
   subtitlu
                = TEXT
                = TEXT
   autor
   alternativ = html div
   properties
                = da nu
                = da nu
   hyphen
   cssfile
                = FILE
   primapagina = FILE
   ultimapagina = FILE
```

```
\setupexternalfigure [..., ...] [.., ... \stackrel{2}{=} .., ...]
1 NAME
                      = DIMENSION
2 latime
                     = DIMENSION
   inaltime
                     = NAME
    eticheta
    pagina
                     NUMMER
                     = da nu
    obiect
    prefix
                     = TEXT
                  = pdf mps jpg png jp2 jbig svg eps gif tif mov buffer tex cld auto
= da nu
    metoda
    controale
    previzualizare = da nu
                  = niciunul
    mask
   rezolutie = NUMMER

culoare = COLOR

arguments = CD:STRING

repeta = da nu
factor = ajustat broad max auto implicit
hfactor = ajustat broad max auto implicit
factorw = ajustat broad max auto implicit
    rezolutie
                     = NUMMER
    latimemaxima = DIMENSION
    inaltimemaxima = DIMENSION
    equalwidth = DIMENSION
equalheight = DIMENSION
scala
    scala
              = NUMMER
                     = NUMMER
    xscala
                   = NUMMER
= NUMMER
    yscala
    s
                     = NUMMER
    sx
                     = NUMMER
    sy
    linii
                    = NUMMER
                     = local global implicit
    locatie
                   = local
= PATH
    director
                     = test incadrat gol
    optiune
    forgroundcolor = COLOR
              color = occi-
= da nu
= culoare primplan NAME
= on dezactivat
    reset
    fundal
    frame
    culoarefundal = COLOR
    aliniere = inherits: \seteazaalinierea xmax = NUMMER
                   = NUMMER
= on dezactivat
    ymax
    frames
    interactiune = da tot niciunul referinta layer semncarte
   fonttext = DIMENSION
comment = BEFEHL TEXT
dimensiune = niciunul media crop trim art
    cache
                     = PATH
    resources
                    = PATH
    display
                     = FILE
    conversie
                    = TEXT
    order
                    = LISTE
    crossreference = da nu NUMMER
\setupexternalsoundtracks [..,..^*=..,..]
* optiune = repetat
\setupfieldbody [\ldots, 1] [\ldots, 2]
2 category = NAME
    inherits: \setupfieldcategory
```

```
\setupfieldcategory [..., ...] [.., ... \stackrel{2}{=} .., ...]
1 NAME
                     = NUMMER
2 start
   stil
                    = COLOR
   culoare
                    = radio sub text linie push check signature
   type
                     = TEXT
   values
   implicit
                    = TEXT
   culoareframecamp = COLOR
   culoarefundalcamp = COLOR
   latime
                    = DIMENSION
                    = DIMENSION
   inaltime
                    = DIMENSION
   inaltime
                    = stanga centru dreapta flushleft center flushright
   aliniere
                    = NUMMER
   simbol
                    = NAME
                    = NAME
   fieldlayer
                    = readonly obligatoriu protejat sortat nedisponibil nocheck fixat fisier ascuns tiparibil auto
   optiune
                    = REFERENCE
   clickintru
   clickies
                    = REFERENCE
                    = REFERENCE
   regiuneintrare
   regiuneiesire
                    = REFERENCE
                    = REFERENCE
   dupatasta
   format
                    = REFERENCE
                     = REFERENCE
   verifica
   calculeaza
                    = REFERENCE
                    = REFERENCE
   focusin
                    = REFERENCE
   focusout
   openpage
                     = REFERENCE
                     = REFERENCE
   closepage
\setupfieldcontentframed [..., ...] [.., ... \stackrel{2}{=} .., ..]
2 inherits: \seteazainconjuratinherits: \setupfieldcategory
\setupfieldlabelframed [..., ...] [.., ... \stackrel{?}{=} .., ..]
1 NAME
2 inherits: \seteazainconjurat
\setupfieldtotalframed [..., ...] [.., ... \stackrel{2}{=} .., ..]
1 NAME
2 inainte
              = BEFEHL
   dupa
              = BEFEHL
   intre
              = BEFEHL
   distanta = DIMENSION
   alternativ = reset eticheta incadrat orizontal vertical
   inherits: \seteazainconjurat
\setupfiller [..., 1] [.., ... = .., ...]
1 NAME
2 marginestanga = DIMENSION
   marginedreapta = DIMENSION
                  = BEFEHL
   stanga
                 = BEFEHL
   dreapta
   alternativ
                 = simbol dilatat rigla spatiu
              metoda
   latime
                 = DIMENSION
   {\tt inaltime}
                 = DIMENSION
                 = DIMENSION
   inaltime
                 = DIMENSION
   offset.
                 = DIMENSION
   distanta
   aliniere
                 = BEFEHL
   simbol
   stil
                  = COLOR
   culoare
```

```
\setupfirstline [\ldots, 1] [\ldots, 2]
1 NAME
              = NUMMER
   n
   alternativ = implicit linie cuvant
   stil
   culoare
              = COLOR
\setupfittingpage [..., 1] [.., ... = .., ...]
1 NAME
2 pagestate = start stop
             = CD:ONEARGUMENT
   comanda
             = pagina
   margine
             = NUMMER
   scala
            = auto defaut NAME
   hartie
   inherits: \seteazainconjurat
\setupfloatcaption [..., ...] [.., ... \stackrel{2}{=} .., ...]
1 NAME
                   = BEFEHL
2 suffix
   suffixseparator = BEFEHL
   suffixstopper = BEFEHL
                  = stanga dreapta centru jos inalt grila overlay intern extern innermargin outermargin marginestanga
   locatie
                   marginedreapta lefthanging righthanging suspenda sus subsol dilatat niciunul implicit
   comanda
   comandanumar
                  = CD:ONEARGUMENT
                  = CD:ONEARGUMENT
   comandatext
                 = inherits: \blanc
   spatiuinainte
   spaceinbetween = inherits: \blanc
                   = inherits: \blanc
   spatiudupa
   distanta
                   = DIMENSION
                   = BEFEHI.
   intre
   stil
   culoare
                   = COLOR
                   = DIMENSION
   offsetsus
   offsetjos
                   = DIMENSION
                   = da nu niciunul
   numar
   group
                   = TEXT
                   = DIMENSION
   marginestanga
   marginedreapta = DIMENSION
                   = DIMENSION
   innermargin
   outermargin
                   = DIMENSION
   aliniere
                   = inherits: \seteazaalinierea
                   = ajustat max DIMENSION
   latime
                   = ajustat DIMENSION
   latimeminima
                   = DIMENSION
   latimemaxima
   inherits: \setupcounter
\setupfontexpansion [...] [...,... = ...]
   vector
           = NAME
   factor
              NUMMER
   dilatat =
              NUMMER
   shrink
              NUMMER
             NUMMER.
   pas
\setupfontprotrusion [...^1] [...,..^2=...]
1 NAME
2 vector
           = NAME
   factor
           = NUMMER
             NUMMER
   stanga
   dreapta = NUMMER
\setupfonts [..,..^*=..,..]
* language = nu auto
```

```
\setupfontsolution [\ldots, 1, \ldots] [\ldots, \ldots \stackrel{2}{=} \ldots, \ldots]
1 NAME
2 goodies = FILE
   solution = NAME
           = NAME
   less
   more
             = NAME
           = preroll split normal reverse aleator
   criteriu = NUMMER
\setupformula [\ldots, 1, \ldots] [\ldots, 2, \ldots]
1 NAME
2 locatie
                    = stanga dreapta
                   = stanga centru dreapta flushleft center flushright normal
   aliniere
   strut
                   = da nu
   distanta
                   = DIMENSION
                  = BEFEHL
   stanga
                   = BEFEHL
   dreapta
   spatiuinainte = inherits: \blanc
   spatiudupa = inherits: \blanc
comandanumar = CD:ONEARGUMENT
culoare = COLOR
   stilnumar
   culoarenumar = COLOR
   optiune = centru margine =
   margine
   marginestanga = DIMENSION
   marginedreapta = DIMENSION
   alternativ
                   = NAME
   aliniaturmator =
                   = inherits: \snaptogrid
    grid
   inherits: \setupcounter
\setupframedcontent [..., ...] [.., ... = .., ..]
1 NAME
2 stanga
                  = BEFEHL
                  = BEFEHL
   dreapta
   leftoffser = DIMENSION
   offsetdreapta = DIMENSION
   offsetsus = DIMENSION
offsetjos = DIMENSION
    corectielinie = da nu
    inherits: \seteazainconjurat
\setupframedtext [\ldots, 1, \ldots] [\ldots, \ldots \stackrel{2}{=} \ldots, \ldots]
1 NAME
2 stanga
                     = BEFEHL
   dreapta
                     = BEFEHL
               = BEFEHL
= stanga dreapta centru niciunul
   intern
   locatie
   corectieadancime = on dezactivat
   fonttext = inherits: \seteazafonttext aliniat = inherits: \seteazaliniat
   stil
                     = COLOR
   culoare
   inherits: \seteazainconjuratinherits: \setupplacement
\setupglobalreferenceprefix [.*.]
\setupheadalternative [\ldots, 1, \ldots] [\ldots, 2, \ldots]
                    = orizontal vertical
2 alternativ
   renderingsetup = NAME
```

```
\setuphelp [\ldots, 1, \ldots] [\ldots, \ldots, 2, \ldots]
1 NAME
2 inherits: \seteazainconjurat
\setuphigh [\ldots, 1, \ldots] [\ldots, \ldots]
1 NAME
2 distanta = DIMENSION
          = DIMENSION
   up
   stil
   culoare = COLOR
\setuphighlight [\ldots, 1, \ldots] [\ldots, \ldots, \frac{2}{2}, \ldots]
1 NAME
2 comanda = da nu
   stil
   culoare = COLOR
\setuphyphenation [..,..^*=..,..]
* metoda = original tex implicit hyphenate expanded traditional niciunul
\setupindentedtext [\ldots, 1] [\ldots, 2]
1 NAME
2 inainte
                 = BEFEHL
                 = BEFEHL
   dupa
              = DIMENSION
   distanta
             = TEXT
= TEXT
= ajustat broad DIMENSION
   exemplu
   text
   latime
   separator = BEFEHL
   stil
   culoare
                = COLOR
   stiltitlu
   culoaretitlu = COLOR
\setupindex [..., ...] [.., ... \stackrel{2}{=} .., ...]
1 NUMMER
2 inherits: \seteazaregistru
\setupinitial [\ldots, 1, \ldots] [\ldots, \ldots^2 = \ldots, \ldots]
1 NAME
2 n
            NUMMER
            NUMMER
   inainte = BEFEHL
   distanta = DIMENSION
   hoffset = DIMENSION
voffset = linie DIMENSION
   stil
   culoare = COLOR
   font = FONT
text = TEXT
   locatie = margine text
   metoda
            = primul ultim auto niciunul
\setupinsertion [\ldots, 1, \ldots] [\ldots, 1, \ldots]
1 NAME
2 locatie = pagina text coloane firstcolumn lastcolumn
```

```
\setupitaliccorrection [...,*...]
 * text totdeauna global niciunul
 \setupitemgroup \begin{bmatrix} 1 \\ 1 \end{bmatrix} \begin{bmatrix} 1 \end{bmatrix} \begin{bmatrix} 1 \\ 1 \end{bmatrix} \begin{bmatrix} 1 \end{bmatrix} \begin{bmatrix} 1 \\ 1 \end{bmatrix} \begin{bmatrix} 1 \end{bmatrix} \begin{bmatrix} 1 \end{bmatrix} \begin{bmatrix} 1 \\ 1 \end{bmatrix} \begin{bmatrix} 1 
 1 NAME
2 fiecare NUMMER
                      intro aleator continuu impachetat autointro broad text inainte dupa faraalb margine inmargine lamargine intext
                            larg ajustat nofit paragraf unit serried stopper despachetat repetat norepeat reverse coloane unu doi trei patru
                            cinci six seven eight nine standard NUMMER*broad NUMMER*serried orizontal NAME
                                                                                                                                               = BEFEHL
 4 inainte
                                                                                                                                           = BEFEHL
                            dupa
                                                                                                                                               = BEFEHL
                            intre
                            inaintetitlu = BEFEHL
                            dupatitlu
                                                                                                                                         = BEFEHL
                                                                                                                                           = BEFEHL
                            textstanga
                            {\tt textdreapta}
                                                                                                                               = BEFEHL
                                                                                                                                           = BEFEHL
                            stanga
                            dreapta
                                                                                                                                         = BEFEHL
                            factor
                                                                                                                                         = NUMMER
                                                                                                                                           = DIMENSION
                            pas
                                                                                                                                         = DIMENSION
                            latime
                                                                                                                                         = DIMENSION
                            distanta
                            margine
                            marginestanga =
                            marginedreapta =
                                                                                                                                               = inherits: \seteazaalinierea
                            aliniere
                             aliniat
                             start
                                                                                                                                            = NUMMER
                            symaliniere
                                                                                                                               = stanga centru dreapta flushleft center flushright
                                                                                                                                         = NAME
                            simbol
                                                                                                                                               = NUMMER
                            aliniaturmator =
                            intern
                                                                                                                                               = BEFEHL
                                                                                                                                           = CSNAME
                            comanda
                                                                                                                                           = NUMMER
                             elemente
                            {\tt latimemaxima}
                                                                                                                                      = DIMENSION
                            itemalign
                            alignsymbol
                                                                                                                                               = da nu
                                                                                                                              = mic mediu mare niciunul spatiu DIMENSION
                            textdistance
                                                                                                                                            = da nu
                            punestopper
                             stil
```

culoare

stiltitlu

culoaretitlu stilmarcaj

culoaremarcaj stilsimbol

culoaresimbol = COLOR
inherits: \setupcounter

= COLOR

= COLOR

= COLOR

```
\setupitemgroup [\ldots, 1, \ldots] [\ldots, \ldots, 2, \ldots]
1 NAME NAME: NUMMER
                   = BEFEHL
2 inainte
                  = BEFEHL
   dupa
                  = BEFEHL
   intre
   intre = BEFEHL
inaintetitlu = BEFEHL
dupatitlu = BEFEHL
textstanga = BEFEHL
textdreapta = BEFEHL
                 = BEFEHL
= BEFEHL
   stanga
   dreapta
                 = NUMMER
   factor
                  = DIMENSION
   latime
   pas
                  = DIMENSION
                 = DIMENSION
   distanta
   optiune
                  = intro aleator continuu impachetat autointro broad text inainte dupa faraalb margine inmargine
                     lamargine intext larg ajustat nofit paragraf unit serried stopper despachetat repetat norepeat
                      reverse coloane unu doi trei patru cinci six seven eight nine standard NUMMER*broad NUMMER*serried
                      orizontal NAME
   margine
   marginestanga =
   marginedreapta =
                   = inherits: \seteazaalinierea
    aliniere
   aliniat
                  NUMMER
   start
   symaliniere = stanga centru dreapta flushleft center flushright simbol = NAME
                   = NUMMER
   aliniaturmator =
   intern = BEFEHL
   comanda
                  = CSNAME
                  = NUMMER
   elemente
   latimemaxima = DIMENSION
   itemalign
   alignsymbol
                 = da nu
   textdistance = mic mediu mare niciunul spatiu DIMENSION
   punestopper
                   = da nu
   culoare
                   = COLOR
   stiltitlu
    culoaretitlu = COLOR
    stilmarcaj
   culoaremarcaj = COLOR
   stilsimbol
    culoaresimbol = COLOR
    \verb|inherits: \scupcounter|\\
```

```
\setuplabel [\ldots, 1, \ldots] [\ldots, 2, 2, \ldots]
1 NAME
2 titlu
                   = da nu
                   = da nu
   numar
   comandanumar = CD:ONEARGUMENT
distantatitlu = DIMENSION
   stiltitlu
   culoaretitlu = COLOR
titlecommand = CD:ONEARGUMENT
   titleleft
                  BEFEHL
   titleright
                  = BEFEHL
                  = BEFEHL
   stanga
                  = BEFEHL
   dreapta
                  = BEFEHL
   simbol
                  = BEFEHL
   starter
                  = BEFEHL
   stopper
                  = NAME
   cuplare
                  = NAME
   counter
                  = NUMMER
   nivel
                   = TEXT
                 = CD:ONEARGUMENT
   headcommand
                  = BEFEHL
   inainte
                  = BEFEHL
   dupa
    intre
                  = BEFEHL
   alternativ = stanga dreapta inmargine instanga indreapta margine marginestanga marginedreapta innermargin
                 outermargin serried suspendat sus comanda intext NAME = inherits: \seteazaalinierea
   aliniere
               = inherits: \seteazaalinierea
= inherits: \seteazaaliniat
= da nu
   headalign
    aliniat
   display
   aliniaturmator =
                  = ajustat broad linie DIMENSION
   latime
                  = niciunul DIMENSION
   distanta
   suspenda
                  = ajustat broad niciunul margine NUMMER
                = BEFEHL
   closesymbol
    closecommand = CD:ONEARGUMENT
    expansiune
                  = da nu xml
                   = TEXT
    exemplu
   margine
   stil
                  = COLOR
    culoare
    stiltitlu
   culoaretitlu
                  = COLOR
   inherits: \setupcounter
\setuplayer [\ldots, 1] [\ldots, 2]
1 NAME
   stare
             = start stop continuu urmatorul repetat
   optiune = test
   pagina = NUMMER
latime = DIMENSION
   latime
   inaltime = DIMENSION
   region = NAME
rotatie = stanga dreapta intern extern NUMMER
   pozitie = da nu overlay
hoffset = max DIMENSION
   voffset = max DIMENSION
   offset = DIMENSION
             = DIMENSION
   dх
             = DIMENSION
             = NUMMER
   sx
            = NUMMER
   sy
            = DIMENSION
   х
            = DIMENSION
   colt
            = stanga centru dreapta sus subsol
   locatie = grila
             = NUMMER
   linie
    coloana = NUMMER
    directie = normal reverse
   douafete = da nu
   metoda
            = ajustat overlay
            = da
   repeta
            = lefttop righttop leftbottom rightbottom centru middletop middlebottom middleleft middleright lefttopleft
   preset
                lefttopright NAME
```

```
\setuplayeredtext [..., ...] [.., ... \stackrel{2}{=} .., ...]
1 NAME
2 stil
   culoare = COLOR
   inherits: \seteazainconjurat
\setuplayouttext [...^1] [...^2] [...,...^3]
1 sus antet text subsol subsol
2 text margine bordura
                  = start stop gol inalt niciunul normal faramarcare NAME
   stil
                 = COLOR
   culoare
                 = da nu
   strut
                 NUMMER
                 = BEFEHL
   inainte
                 = BEFEHL
   dupa
   stilstanga
   {\tt stildreapta}
   culoarestanga = COLOR
   culoaredreapta = COLOR
                 = DIMENSION
   latime
   latimestanga = DIMENSION
   marginedreapta = DIMENSION
\setuplinenote [..., ...] [.., ... \stackrel{2}{=} .., ...]
1 NAME
2 compress
                     = da nu
   compressmethod
                    = separator stopper spatiu
   compressseparator = BEFEHL
   compressdistance = DIMENSION
   inherits: \setupnote
\setuplinetable [...^1] [...^2] [...,...^3]
2 impar par antet NUMMER
                 = ajustat NUMMER
3 linii
                = BEFEHL
   inainte
   dupa
                = BEFEHL
   intre
                = BEFEHL
                = da nu DIMENSION
   dilatat
   latimemaxima = ajustat DIMENSION
                = NUMMER
   nstanga
                = NUMMER
   repeta
                 = da nu
                = NUMMER
   nx
                = DIMENSION
   latime
   inaltime
                = ajustat linie DIMENSION
                = DIMENSION
   distanta
   offsetstanga = DIMENSION
   offsetdreapta = DIMENSION
   aliniere
                = inherits: \seteazaalinierea
   fundal
                = culoare
   culoarefundal = COLOR
   xheight
                = max DIMENSION
                 = max DIMENSION
   xdepth
   stil
   culoare
                 = COLOR
```

```
\setuplistalternative [..., ...] [.., ... \stackrel{2}{=} .., ...]
1 NAME
2 inainte
                   = BEFEHL
              = BEFEHL
= CD:THREEARGUMENTS
   dupa
   comanda
   renderingsetup = NAME
   latime = DIMENSION distanta = DIMENSION dilatat = DIMENSION
   distanta
dilatat
                  = BEFEHL
   filler
\setuplistextra [\ldots, 1, \ldots] [\ldots, \ldots \stackrel{2}{=} \ldots, \ldots]
2 inainte = BEFEHL
   dupa
            = BEFEHL
\setuplocalfloats [..,..^*=..,..]
* inainte = BEFEHL
   dupa
            = BEFEHL
            = BEFEHL
   intre
\setuplocalinterlinespace [..., ...] [.., ... \stackrel{2}{=} .., ...]
1 NAME
2 inherits: \seteazaspatiuinterliniar
\setuplocalinterlinespace [...,*...]
* on dezactivat reset auto mic mediu mare NUMMER DIMENSION
\setuplocalinterlinespace [.*.]
* NAME
\setuplow [\ldots, 1] [\ldots, \ldots]
1 NAME
2 distanta = DIMENSION
          = DIMENSION
   down
   stil
   culoare = COLOR
\setuplowhigh [\ldots, 1, \ldots] [\ldots, \ldots, 2, \ldots]
2 distanta = DIMENSION
             = DIMENSION
   up
             = DIMENSION
   down
   stil
   culoare = COLOR
\setuplowmidhigh [..., ...] [.., ... \frac{2}{2}.., ...]
1 NAME
            = DIMENSION
            = DIMENSION
   down
   stil
   culoare = COLOR
\setupMPgraphics [..,..*=..,..]
* culoare = local global
            = FILE
   mpy
```

```
\setupMPinstance [..., ...] [.., ... \stackrel{2}{=} .., ...]
1 NAME
                    = metafun mpost
2 format
   initializations = da nu
                   = NAME
   setups
   stiltext
                  = COLOR
   culoaretext
   extensions
                   = da nu
                   = binary decimal double scaled implicit
   metoda
\setupMPpage [..,..*...]
* inherits: \setupfittingpage
\setupMPvariables [...^1] [...,..^2=...]
1 NAME
2 KEY = VALUE
\setupmarginblock [..., 1] [.., ... = ...]
1 NAME
2 stare
             = start stop
   latime = DIMENSION
   inainte = BEFEHL
   dupa = BEFEHL
intre = BEFEHL
             = BEFEHL
   intre
   aliniere = inherits: \seteazaalinierea
   stil
   culoare = COLOR
   sus
             = BEFEHL
             = BEFEHL
   jos
   locatie = stanga dreapta centru inmargine
stanga = BEFFHI.
             = BEFEHL
   stanga
   dreapta = BEFEHL
\setupmargindata [..., ...] [.., ... \stackrel{2}{=} .., ...]
1 NAME
2 strut
   comanda
             = CD:ONEARGUMENT
              = DIMENSION
   latime
   aliniere = inherits: \seteazaalinierea
   anchor
             = region text
            = stanga dreapta intern extern
   locatie
   metoda
              = sus linie primul adancime inaltime
   category = implicit bordura
scop = local global
   optiune
             = text paragraf
             = local normal margine bordura
   margine
   distanta = DIMENSION
   hoffset
             = DIMENSION
   voffset = DIMENSION
              = DIMENSION
   dу
   spatiujos = DIMENSION
   threshold = DIMENSION
   linie
              = NUMMER
   stack
              = da continuu
   stil
              = COLOR
   culoare
\setupmarginframed [..., ...] [.., ... \stackrel{2}{=} .., ...]
2 inherits: \seteazainconjurat
```

```
\setupmarginrule [...^1] [...,..^2=...]
1 NUMMER
2 inherits: \setupsidebar
\setupmathalignment [..., ...] [.., ... \stackrel{2}{=} .., ...]
1 NAME
2 n
            = NUMMER
            = NUMMER
   distanta = DIMENSION
   aliniere = stanga centru dreapta normal
\setupmathcases [\ldots, 1] [\ldots, 2]
1 NAME
                  = BEFEHL
2 stanga
                 = BEFEHL
   dreapta
                 = da nu
   strut
   stil
   distanta = DIMENSION
numberdistance = DIMENSION
\setupmathematics [\ldots, 1, \ldots] [\ldots, 2, \ldots]
1 NAME
2 openup
                    = da nu
                   = NAME
   setsimbol
   functionstyle
                   = da nu
   compact
   aliniere
                   = 12r r21
   bidi
                   = da nu
                   = normal italic niciunul
   sygreek
   lcgreek
                  = normal italic niciunul
   ucgreek
                   = normal italic niciunul
                   = 1 2 3 4 niciunul reset
   italics
   autopunctuation = da nu tot
                   = NAME
   setups
   domain
                   = NAME reset
   stiltext
                   = COLOR
   culoaretext
   functioncolor =
                   = limits nolimits autolimits displaylimits niciunul
   integral
   stylealternative = LISTE
   implicit
                    = normal italic
\setupmathfence [\ldots, 1, \ldots] [\ldots, \ldots, 2, \ldots]
1 NAME.
2 comanda
             = da nu
             = NUMMER
   stanga
   mijloc
             = NUMMER
             = NUMMER
   dreapta
   mathstyle =
   culoare
            = COLOR
   stare
             = auto
```

```
\setupmathfraction [\ldots, 1] [\ldots, 2]
1 NAME
2 distantasus = DIMENSION
   distantasus = DIMENSION
distantajos = DIMENSION
margine = DIMENSION
culoare = COLOR
strut = da nu math tight
alternativ = intern extern ambele
rigla = da nu auto
stanga = NUMMER
dreapta = NUMMER
greeimenigle = DIMENSION
    grosimerigla = DIMENSION
    mathstyle
                    = nu niciunul overlay
    distanta
\setupmathframed [..., ...] [.., ... \stackrel{2}{=} .., ...]
2 inherits: \seteazainconjurat
\setupmathlabeltext [.\frac{1}{2}.] [..,..\frac{2}{2}..,..]
1 SPRACHE
2 KEY = VALUE
\setupmathmatrix [..., ...] [.., ... \stackrel{2}{=} .., ...]
1 NAME
2 stanga = BEFEHL
    dreapta = BEFEHL
    strut = da nu NUMMER
    aliniere = stanga centru dreapta normal
    stil
    distanta = DIMENSION
    locatie = sus subsol inalt jos lohi normal
\setupmathornament [\ldots, 1, \ldots] [\ldots, \ldots \stackrel{2}{=} \ldots, \ldots]
1 NAME
2 alternativ = mp
    culoare = COLOR
mpoffset = DIMENSION
    mpoffset
    mp
\setupmathradical [\ldots, 1] [\ldots, 2]
1 NAME
2 alternativ = implicit normal mp
    culoare = COLOR
mpoffset = DIMENSION
                  = NAME
    mp
```

```
\setupmathstackers [\ldots, 1, \ldots] [\ldots, \ldots \stackrel{2}{=} \ldots, \ldots]
1 NAME
                        = BEFEHL
2 stanga
                       = BEFEHL
    dreapta
    topcommand = CD:ONEARGUMENT
bottomcommand = CD:ONEARGUMENT
    middlecommand = CD:ONEARGUMENT
                mand = CD:UNEARGO
= NAME
= DIMENSION
= DIMENSION
= DIMENSION
= COLOR
= DIMENSION
= DIMENSION
    mpheight
    mpdepth
    mpoffset
    culoare
    hoffset
    voffset
    inaltimeminima = DIMENSION
    inaltimeminima - DIMENSION
mindepth = DIMENSION
mathclass = rel ord
offset = min max normal
locatie = sus subsol inalt jos centru NUMMER
                     = da nu
= normal implicit mp
    strut
    alternativ
    latimeminima = DIMENSION
    distanta = DIMENSION moffset = DIMENSION
    moffset
    order
                        = normal reverse
    mathlimits
                       = da nu
\setupmathstyle [...,*...]
* NAME
\setupmixedcolumns [..., ...] [..., ... \stackrel{2}{=}..., ...]
2 grid
                       = inherits: \setupgrid
    grosimerigla = DIMENSION
                       = otr box
    metoda
                     = otr box
= BEFEHL
    inainte
    dupa
                       = BEFEHL
                     = DIMENSION
    distanta
                       = NUMMER
    inaltimemaxima = DIMENSION
    latimemaxima = DIMENSION
   pas = DIMENSION
profile = NAME
aliniere = inherits: \seteazaalinierea
setups = NAME
balanta = da nu
splitmethod = niciunul fixat
alternativ = local clabal
                       = local global
    alternativ
    internalgrid = linie jumatatelinie
    separator
                       = rigla
    strut
                       = da nu
                       = COLOR
    culoare
    culoarerigla = COLOR
                      = normal reverse
    directie
    \verb|inherits: \seteazainconjurat| \\
\setupmodule [...^1] [...,...^2]
1 FILE
2 test = da nu
    KEY = VALUE
```

```
\setupnotation [\ldots, 1, \ldots] [\ldots, \ldots^2, \ldots]
1 NAME
2 titlu
                   = da nu
                   = da nu
   numar
                  = note
   type
   comandanumar = CD:ONEARGUMENT
   distantatitlu = DIMENSION
   stiltitlu
   culoaretitlu = COLOR
titlecommand = CD:ONEARGUMENT
   titleleft = BEFEHL
titleright = BEFEHL
                  = BEFEHL
   stanga
              = DEL ___
= BEFEHL
   dreapta
                  = BEFEHL
   simbol
                  = BEFEHL
   starter
                  = BEFEHL
   stopper
                  = NAME
   cuplare
                  = NAME
   counter
                  = NUMMER
   nivel
                  = TEXT
   text
   headcommand = CD:ONEARGUMENT
                  = BEFEHL
   inainte
                  = BEFEHL
   dupa
   intre
                  = BEFEHL
   alternativ = stanga dreapta inmargine instanga indreapta margine marginestanga marginedreapta innermargin
                     outermargin serried suspendat sus comanda note NAME
                  = inherits: \seteazaalinierea
   aliniere
   headalign
                  = inherits: \seteazaalinierea
                = inherits: \seteazaaliniat
= da nu
   aliniat
   display
   aliniaturmator =
                  = ajustat broad linie DIMENSION
   latime
   distanta
                  = niciunul DIMENSION
                 = ajustat broad niciunul margine NUMMER
= BEFEHL
   suspenda
   closesymbol
   closesymbol = BEFEHL
closecommand = CD:ONEARGUMENT
   expansiune
                  = da nu xml
   exemplu
                  = TEXT
   margine
   stil
                  = COLOR
   culoare
   stiltitlu
   culoaretitlu
                 = COLOR
   inherits: \setupcounter
```

```
\setupnote [\ldots, 1, \ldots] [\ldots, \ldots, 2, \ldots]
1 NAME
2 interactiune
                       = da nu numar text tot
                      = CD:ONEARGUMENT
   symbolcommand
   comandatext
                      = CD:ONEARGUMENT
   indicator
                      = da nu
   separatortext
                     = BEFEHL
                      = DIMENSION
   latime
                      = DIMENSION
   inaltime
                     DIMENSIONBEFEHLon dezactivat normal stanga dreapta comanda paragraf
   distanta
   rulecommand
   rigla
                      = tolerant strict foartestrict NUMMER
   split
                      = NUMMER
   factor
                      = text pagina inalt subsol niciunul coloane firstcolumn lastcolumn
   locatie
   urmatorul
                      = BEFEHL
                      = NUMMER
   culoarerigla
grosimerigla
                      = COLOR
                     = DIMENSION
   setups
                      = NAME
   spatiereinterliniara = NAME
   paragraf
                      = da nu
                      = BEFEHL
   inainte
   dupa
                      = cd.command
   intre
                      = BEFEHL
                     = pagina
= DIMENSION
= da nu
   scop
   distantacoloane
   continua
   alternativ
                      = grila fixat coloane note niciunul
                      = pagina
   criteriu
   fonttext
                      = inherits: \seteazafonttext
                      = inherits: \seteazaalinierea
   aliniere
   stiltext
   culoaretext
                      = urmatorul
   anchor
   \verb|inherits: \seteazainconjurat| \\
\setupoffset [..,..^*..,..]
* inherits: \setupoffsetbox
\setupoffsetbox [..,..^*=..,..]
                 = DIMENSION
                = DIMENSION
   offsetstanga = DIMENSION
   offsetdreapta = DIMENSION
   offsetsus
                = DIMENSION
   offsetjos
                = DIMENSION
   metoda
                = fixat
                = DIMENSION
   latime
                = DIMENSION
   inaltime
   inaltime
                = DIMENSION
   locatie
\setupoperatortext [...^1] [...,..^2]
1 SPRACHE
2 KEY = VALUE
\setupoutputroutine [...^1] [...,..^2]...]
1 NAME
2 KEY = CSNAME
\setupoutputroutine [.*.]
* NAME
```

```
\setuppagechecker [\ldots, 1] [\ldots, 2]
1 NAME
2 linii
            = NUMMER
   offset = DIMENSION
   metoda = 0 1 2 3
   inainte = BEFEHL
            = BEFEHL
   dupa
           = BEFEHL
   intre
\setuppagegrid [..., ...] [.., ... \stackrel{2}{=} .., ...]
1 NAME
                  = NUMMER
2 n
                 = NUMMER
   nstanga
   ndreapta
                 = NUMMER
   latime
                 = DIMENSION auto
   distanta
                 = DIMENSION
                 NUMMER.
   linii
   latimemaxima = DIMENSION
   inaltimemaxima = DIMENSION
   directie = normal reverse
                 = inherits: \pagina
   pagina
   inherits: \seteazainconjurat
\setuppagegridarea [..., ...] [.., ... \stackrel{2}{=} .., ...]
1 NAME
2 stare
                 = start stop repetat
                 = NUMMER
                 = NUMMER
                 = NUMMER
   nx
                 = NUMMER
   nv
   stil
                 = COLOR
   culoare
   clipoffset = DIMENSION
offsetdreapta = DIMENSION
   inherits: \seteazainconjurat
\setuppagegridareatext [...^1] [...^2]
1 NAME
2 TEXT
\setuppagegridlines [...^1] [...^2] [...^3] [...^4]
1 NAME
2 NUMMER
3 NUMMER
4 NUMMER
\setuppagegridspan [..., ...] [.., ... \stackrel{2}{=} .., ...]
1 NAME
           = NUMMER
   stil
   culoare = COLOR
   inainte = BEFEHL
         = BEFEHL
   dupa
   inherits: \seteazainconjurat
\verb|\setuppagegridstart[.^1.][.^2.][.^3.][.^4.]|
1 NAME
2 NUMMER.
  NUMMER
 NUMMER
```

```
\setuppageinjection [..., ...] [.., ... \stackrel{2}{=} .., ...]
1 NAME
              = precedent urmatorul NUMMER
2 stare
   intarziere = da nu
   alternativ = figura buffer setups niciunul NAME
   pagina
             = inherits: \pagina
   pagestate = start stop
              = NUMMER
   inherits: \seteazainconjurat
\setuppageinjectionalternative [..., ...] [.., ... \stackrel{?}{=} .., ..]
1 NAME
2 renderingsetup = NAME
\setuppageshift [...^1] [...^2] [...^3]
1 pagina foaie
2 NAME
3 NAME
\setuppagestate [..,..*=..,..]
* intarziere = da nu
\setuppairedbox [..., ...] [.., ... \stackrel{2}{=} .., ...]
1 NAME
                  = BEFEHL
2 inainte
   dupa
                  = BEFEHL
                 = BEFEHL
   locatie
                 = stanga centru dreapta sus subsol inalt jos
                 = NUMMER
                 = DIMENSION
   distanta
   fonttext
                = inherits: \seteazafonttext
                 = DIMENSION
   latime
                 = DIMENSION
   inaltime
   latimemaxima = DIMENSION
   inaltimemaxima = DIMENSION
   aliniere
                  = inherits: \seteazaalinierea
   stil
                 = COLOR
   culoare
\setarepairedbox [..,..^*=..,..]
* inherits: \setuppairedbox
\setuppaper [..,..*...]
* inherits: \seteazadimensiunihartie
\setupparagraph [\ldots, 1, \ldots] [\ldots, 2, \ldots]
1 NAME
2 stil
   culoare = COLOR
   aliniere = inherits: \seteazaalinierea
   setups
\setupparagraphintro [..., ...] [...]
1 reset fiecare primul urmatorul
2 BEFEHL
```

```
\setupparallel [...] [...,..] [...,...]
1 NAME
2 NAME
             = NAME
3 setups
             = NUMMER
   start
             = NUMMER
   n
   criteriu = tot
\setupperiods [..,..^*=..,..]
             = NUMMER
   latime = DIMENSION ajustat
   distanta = DIMENSION
   simbol = BEFEHL
\setupplacement [\ldots, 1, \ldots] [\ldots, \ldots, 2, \ldots]
1 NAME
2 inainte
                    = BEFEHL
   dupa
                    = BEFEHL
   stanga = BEFEHL
dreapta = BEFEHL
grid = inherits: \snaptogrid
corectielinie = on dezactivat
   corectieadancime = on dezactivat
   margine
                    = da nu standard
\setuppositionbar [..,..^*=..,..]
* stil
   culoare = COLOR
   n = NUMMER
min = NUMMER
max = NUMMER
   text = TEXT
latime = DIMENSION
   inaltime = DIMENSION
   inaltime = DIMENSION
\setupprefixtext [.\frac{1}{2}.] [..,..\frac{2}{2}..,..]
1 SPRACHE
2 KEY = VALUE
\setupprocessor [\ldots, 1, \ldots] [\ldots, \ldots, 2, \ldots]
1 NAME
2 stare
            = start stop
   stanga = BEFEHL
   dreapta = BEFEHL
   comanda = CD:ONEARGUMENT
   stil
   culoare = COLOR
\setupprofile [\ldots, 1] [\ldots, 2]
2 inaltime = DIMENSION
   inaltime = DIMENSION
   distanta = DIMENSION
   factor = NUMMER
   linii
             = NUMMER
   metoda
           = strict fixat niciunul
\setupquotation [..,..^*=..,..]
* inherits: \setupdelimitedtext
```

```
\setuprealpagenumber [..,..*...]
* inherits: \setupcounter
\setupreferenceformat [\ldots, 1, \ldots] [\ldots, \ldots]
1 NAME
2 eticheta = * NAME
   stanga = BEFEHL
   dreapta = BEFEHL
   tvpe
           = NAME
   setups
   autocase = da nu
   text
            = TEXT
   stil
   culoare = COLOR
\setupreferenceprefix [.*.]
\setupreferencestructureprefix [.\frac{1}{2}.] [.\frac{2}{2}.] [..,..\frac{3}{2}..,..]
1 NAME ABSCHNITT
2 implicit
3 prefix
                       = da nu
   prefixseparatorset = NAME
   prefixconversion
   prefixconversionset = NAME
   prefixstarter
   prefixstopper
   prefixset
                       = NAME
   prefixsegments
                       = NAME
   numberconversion
   numberconversionset = NAME
   {\tt numberstarter}
   numberstopper
   numbersegments
   numberseparatorset = NAME
   prefixconnector
\setuprenderingwindow [\ldots, 1, \ldots] [\ldots, \ldots]
  actiunedeschiderepagina = REFERENCE
   actiuneinchiderepagina = REFERENCE
   inherits: \seteazainconjurat
\setupscale [\ldots, 1] [\ldots, 2]
1 NAME
                  = NUMMER
2 scala
                 = NUMMER
   xscala
                 = NUMMER
   yscala
                 = DIMENSION
   latime
   inaltime
                 = DIMENSION
   inaltime
                 = da nu
                 = NUMMER
   linii
                = ajustat broad max auto implicit
= ajustat broad max auto implicit
   factor
   hfactor
   factorw
                 = ajustat broad max auto implicit
   latimemaxima = DIMENSION
   inaltimemaxima = DIMENSION
                  = NUMMER
   sx
                  NUMMER
                 = NUMMER
   sy
   equalwidth
                 = DIMENSION
   equalheight
                  = DIMENSION
                  = da ajustat inaltime adancime jumatatelinie
```

```
\setupscript [\ldots, 1, \ldots] [\ldots, 2, \ldots]
1 NAME
            = hangul hanzi nihongo ethiopic thai test
           = NAME
   preset
   features = auto
\setupselector [...^1] [...,...^2]
2 n = NUMMER
   m = NUMMER
\setupshift [\ldots, 1] [\ldots, 2]
1 NAME
2 continua = da nu
   unitate = ex em pt in cm mm sp bp pc dd cc nc
   metoda = NUMMER
           = NUMMER
   dy
   aliniere = inherits: \seteazaalinierea
   stil
   culoare = COLOR
\setupsidebar [\ldots, 1, \ldots] [\ldots, 2, \ldots]
1 NAME
                        = DIMENSION
2 grosimerigla
   culoarerigla
                        = COLOR
                        = NUMMER
   alternativ
                        = DIMENSION
   offsetsus
   offsetjos
                        = DIMENSION
                        = DIMENSION
   distanta
   distantamarginestanga = DIMENSION
                        = NUMMER
\setupspellchecking [..,..^*=..,..]
  stare = start stop
   metoda = 1 2 3
   lista = NAME
\setupstartstop [\ldots, 1, \ldots] [\ldots, 2, \ldots]
1 NAME
2 inainte = BEFEHL
   dupa
intre
          = BEFEHL
          = BEFEHL
   setups = NAME
   stanga = BEFEHL
   dreapta = BEFEHL
   stil
   culoare = COLOR
\setupstretched [..,..^*=..,..]
* inherits: \setupcharacterkerning
\setupstruts [...]
\setupstyle [\ldots, 1, \ldots] [\ldots, \ldots^{\frac{2}{2}}, \ldots]
1 NAME
2 metoda = comanda
   stil
   culoare = COLOR
```

```
\setupsubformula [\ldots, 1] [\ldots, 2]
1 NAME
2 aliniaturmator =
\setups [...,*...]
* NAME
\setups {...,*...}
* NAME
\setupTABLE [\ldots, 1, \ldots] [\ldots, 2, \ldots] [\ldots, 3, \ldots]
1 r c x y rand coloana primul ultim start antet fiecare impar par unu NUMMER -NUMMER
2 primul least fiecare doi impar par NUMMER -NUMMER
3 extras
                           = BEFEHL
   stanga
                           = BEFEHL
   {\tt dreapta}
                          = BEFEHL
   culoaretitlu
                          = COLOR
   stiltitlu
   distantamarginestanga = DIMENSION
   distantamarginedreapta = DIMENSION
   distantacoloane = DIMENSION
latimemaxima = DIMENSION
seturs
                          = NAME
   setups
                         = DIMENSION local
   latimetext
   split
                          = da nu repetat auto
                          = repetat
   antet
                          = dilatat tight
   optiune
                          = BEFEHL
   inainte
                          = BEFEHL
   dupa
                        = inainte dupa ambele
= inherits: \blanc
   aceeasipagina
   spaceinbetween
   splitoffset
                          = DIMENSION
   aliniazacaracter
                          = da nu
   alierecaracter
                          = TEXT
                           = DIMENSION
   distanta
   culoare
                           = COLOR
   inherits: \seteazainconjurat
\setupTEXpage [..,..*...]
* inherits: \setupfittingpage
\setuptabulation [..., ...] [.., ... \stackrel{2}{=} .., ...]
1 NAME
2 format
                 = TEMPLATE niciunul
   inainte
                 = BEFEHL
                 = BEFEHL
   dupa
                = mic mediu mare niciunul blank adancime grila DIMENSION
   distanta
              = stanga centru dreapta dimension
   aliniere
                = linie normal
   rigla
   culoarerigla = COLOR
   \verb|grosimerigla| = DIMENSION|
   fonttext = inherits: \seteazafonttext
aliniat = da nu
split = da nu repetat auto
unitate = DIMENSION
   margine
               = DIMENSION
                = BEFEHL
   intern
                = BEFEHL
   F.O
                 = da repetat text
   antet
   frame
                = on dezactivat
                = TEXT
   titlu
   keeptogether = da nu
```

```
\setuptagging [..,..*...]
* stare = start stop
   metoda = auto
\setuptaglabeltext [...^1] [...,..^2=...]
1 SPRACHE
2 KEY = VALUE
\setuptextbackground [..., ...] [.., ... \stackrel{2}{=} .., ...]
                  = start stop
                 = text paragraf niciunul
   locatie
   alternativ
                 = NUMMER
                 = NAME
   mp
                 = NAME
   metoda
   fundal
                 = culoare
   culoarefundal = COLOR
                 = rectangular rotund
   colt
                 = NUMMER
   nivel
   offsetfundal = DIMENSION
   inainte = BEFEHL
dupa = BEFEHL
   aliniere
                 = inherits: \seteazaalinierea
                 = NUMMER
   dash
                 = DIMENSION
   raza
   frame
                 = on dezactivat
   culoareframe = COLOR
   grosimerigla = DIMENSION
   voffset
                 = DIMENSION
   offsetframe = DIMENSION
   offsetstanga =
   offsetdreapta =
   offsetsus = mic mediu mare linie DIMENSION
   offsetjos
                 = mic mediu mare linie DIMENSION
   stil
                  = COLOR
   culoare
\setuptextflow [\ldots, 1, \ldots] [\ldots, \ldots \stackrel{2}{=} \ldots, \ldots]
1 NAME
2 latime = DIMENSION
   stil
   culoare = COLOR
\setuptooltip [\ldots, 1, \ldots] [\ldots, 2, \ldots]
1 NAME
2 locatie = stanga centru dreapta
   inherits: \seteazainconjurat
\setupunit [\ldots, 1, \ldots] [\ldots, \ldots, 2, \ldots]
1 NAME
              = 1 2 3 4 5 6
2 metoda
   language = SPRACHE
   alternativ = text matematica
   order
               = reverse normal
   separator = mic mediu mare normal niciunul NAME
              = mic mediu mare normal niciunul NAME
   spatiu
   stil
               = COLOR
   culoare
\setupunittext [.\frac{1}{2}.] [\ldots,\ldots\frac{2}{2}..,\ldots]
1 SPRACHE
2 KEY = VALUE
```

```
\setupuserpagenumber [..,..*=..,..]
* viewerprefix = TEXT
                    = start stop niciunul mentine gol
     stare
     inherits: \setupcounter
\setupversion [.*.]
* concept fisier temporar final NAME
\setupviewerlayer [..,..^*=..,..]
* titlu
                   = TEXT
    stare
                  = start stop
     export
                   = da nu
    tiparibil = da nu
                  = local global
    scop
                   = niciunul comanda
    metoda
\setupvspacing [...,*...]
* inherits: \vspacing
\setupwithargument \{...^1\}
1 NAME
2 CONTENT
\setupwithargumentswapped \{...\}
1 CONTENT
2 NAME
\setupxml [..,..*...]
* implicit = ascuns niciunul text
    compress = da nu
\setupxtable [\ldots, 1, \ldots] [\ldots, \ldots, 2, \ldots]
1 NAME
                                   = DIMENSION local
    latimetext = DIMENSION local

fonttext = inherits: \seteazafonttext

spaceinbetween = inherits: \blanc

optiune = tight max dilatat latime inaltime fixat

inaltimetext = DIMENSION

latimemaxima = DIMENSION

distantacoloane = DIMENSION

distantamarginestanga = DIMENSION

distantamarginedreapta = DIMENSION

antet = repetat
    antet = DIMENSION
antet = repetat
subsol = repetat
grosimerigla = DIMENSION
split = da nu repetat auto
splitoffset = DIMENSION
aceeasipagina = inainte dupa ambele
distanta = DIMENSION
     distanta
                                   = DIMENSION
     inherits: \seteazainconjurat
\setuvalue \{ ... \} \{ ... \}
1 NAME
2 CONTENT
\setuxvalue \{.1.\} \{.1.\}
1 NAME
2 CONTENT
```

```
\setvalue \{ ...^1 . \}
1 NAME
2 CONTENT
\setvariable \{...\} \{...\} \{...\}
1 NAME
2 KEY
3 VALUE
\setvariables [...^1] [...,..^2]
1 NAME
2 set = BEFEHL
  reset = BEFEHL
  KEY
        = VALUE
\setvisualizerfont [.*.]
* FONT
\setwidthof ... \to \...
1 TEXT
2 CSNAME
\setxmeasure \{...\}
1 NAME
2 DIMENSION
\setxvalue \{ ...^1 . \} \{ ...^2 . \}
1 NAME
2 CONTENT
\setxvariable \{ ...^1 ... \} \{ ...^2 ... \}
1 NAME
2 KEY
3 VALUE
\setxvariables [...] [...,...
1 NAME
2 set = BEFEHL
  reset = BEFEHL
       = VALUE
  KEY
\sfrac \{ ... \} \{ ... \}
1 CONTENT
2 CONTENT
\verb|\shapedhbox {...}^*|
* CONTENT
```

```
\shiftdown {.*.}
* CONTENT
\shiftup \{...^*\}
* CONTENT
\shift {...}
* CONTENT
\showallmakeup
\showattributes
\showboxes
\showbtxdatasetauthors [..,..^*=..,..]
* specification = NAME
  dataset
          = NAME
  field
\showbtxdatasetauthors [.^*.]
* NAME
\verb|\showbtxdatasetcompleteness [..,.. \stackrel{*}{=} ..,..]|
* specification = NAME
  dataset = NAME
field =
  field
\verb|\showbtxdatasetcompleteness [...^*]|
* NAME
\showbtxdatasetfields [..,..=^*..,..]
* specification = NAME
  dataset
              = NAME
  field
\showbtxdatasetfields [.*.]
* NAME
\showbtxfields [..,..^*=..,..]
* rotatie = NUMMER
  specification = NAME
\showbtxfields [.*.]
* TEXT
\showbtxtables [.*.]
* TEXT
```

```
\showchardata {.*.}
* TEXT
\showcharratio \{.\overset{*}{\ldots}\}
* TEXT
\verb|\showcolorbar [...]|
* COLOR
\verb|\showcolorcomponents [...^*]|
* COLOR
\verb|\showcolorset [...]|
* COLOR
\showcolorstruts
\showcounter [...^*]
* NAME
\showdirectives
\showdirsinmargin
\showedebuginfo
\showexperiments
\showfont [...^1] [..., ...]
1 FONT
2 NUMMER
\showfontdata
\showfontkerns
\showfontparameters
\showfontstrip [\dots, *]
* inherits: \seteazafonttext
\showfontstyle [\ldots, 1, \ldots] [\ldots, 2, \ldots] [\ldots, 3, \ldots] [\ldots, 4, \ldots]
1 inherits: \seteazafonttext
2 rm ss tt mm hw cg
3 tf bf it sl bi bs
4 tot NUMMER
\showglyphs
```

```
\showgridsnapping
\showhelp \{ ...^1 . \} [ ...^2 . ]
1 TEXT
2 REFERENCE
\showhyphenationtrace [.<sup>1</sup>.] [.<sup>2</sup>.]
1 SPRACHE
2 TEXT
\showhyphens \{ . \overset{*}{.} . \}
* TEXT
\showinjector [\dots, *]
* NAME
\showjustification
\showkerning \{...^*\}
* TEXT
\showlayoutcomponents
\showligature \{...^*\}
* TEXT
\showligatures [.*.]
* FONT
\showlogcategories
\slashshowmargins
1 NAME
2 NAME NUMMER
3 TEXT
\showminimalbaseline
\shownextbox \setminus ... {...}
1 CSNAME
2 CONTENT
\showotfcomposition \{.\overset{1}{\ldots}\} \{.\overset{2}{\ldots}\}
1 FONT
2 -1 1 +1 12r r2l
3 TEXT
```

```
\showparentchain \setminus ... \{...\}
1 CSNAME
2 NAME
\showsetupsdefinition [.\overset{*}{.}.]
* NAME
\showtimer {.*.}
* TEXT
\showtokens [.*.]
* NAME
\showtrackers
\showvalue \{...^*\}
* NAME
\showvariable \{...^1\} \{...^2\}
1 NAME
2 KEY
\showwarning \{ ... \} \{ ... \} \{ ... \}
1 NAME
2 NAME NUMMER
3 TEXT
\simbol [...^1]
1 NAME
2 NAME
\simbol \{...^*\}
* NAME
\simplealignedbox \{ ... \} \{ ... \} \{ ... \}
1 DIMENSION
3 CONTENT
\simplealignedboxplus \{ .\ ^1. \} \ \{ .\ ^2. \} \ \{ .\ ^3. \} \ \{ .\ ^4. \}
1 DIMENSION
4 CONTENT
```

```
\simplealignedspreadbox \{.\overset{1}{\dots}\} \{.\overset{2}{\dots}\} \{.\overset{3}{\dots}\}
1 DIMENSION
3 CONTENT
\simplegroupedcommand \{...^1\}
1 BEFEHL
2 BEFEHL
\simplereversealignedbox \{...\} \{...\}
1 DIMENSION
3 CONTENT
\simplereversealignedboxplus { .1 . } { .2 . } { .3 . } { .4 . }
1 DIMENSION
3 TEXT
4 CONTENT
sim {...}
* TEXT
\singalcharacteralign \{ ... \} \{ ... \}
1 NUMMER
2 NUMMER
\sl single bond
\sixthofsixarguments \{ ... \} \{ ... \} \{ ... \} \{ ... \} \{ ... \}
1 TEXT
2 TEXT
3 TEXT
4 TEXT
5 TEXT
6 TEXT
\slanted
\slantedbold
```

```
\slicepages [.\frac{1}{2}] [..,..\frac{2}{2}..,..] [..,..\frac{3}{2}..,..]
1 FILE
2 offset = DIMENSION hoffset = DIMENSION voffset = DIMENSION latime = DIMENSION inaltime = DIMENSION
           = NUMMER
3 offset = DIMENSION
hoffset = DIMENSION
voffset = DIMENSION
latime = DIMENSION
inaltime = DIMENSION
                 = NUMMER
\verb|\slovenianNumerals {...}^*|
* NUMMER
\verb|\sloveniannumerals| \{ . \overset{*}{\ldots} \}
* NUMMER
\small
\smallbodyfont
\smallbold
\smallbolditalic
\smallboldslanted
\smallcappedcharacters \{...^*\}
* NUMMER
\verb|\smallcappedromannumerals {...}|
* NUMMER
\mbox{\sc smaller}
\smallitalicbold
\smallnormal
\smallskip
\smallslanted
\smallslantedbold
\smalltype
```

```
\smash [.<sup>1</sup>.] {.<sup>2</sup>.}
1 whdtb
2 CONTENT
\slashbox ...
* CSNAME NUMMER
\smashboxed ...
* CSNAME NUMMER
\sl \ \smashedhbox \ ... \ \ \ \ \ \ ... \ \
1 TEXT
2 CONTENT
\smashedvbox ... { ... }
1 TEXT
2 CONTENT
2 CSNAME
3 CONTENT
\snaptogrid [\dots, \dots] \^2... {\dots}
1 inherits: \definegridsnapping
2 CSNAME
3 CONTENT
\someheadnumber [.1] [.2]
1 ABSCHNITT
2 precedent curent urmatorul primul ultim
\somekindoftab [..,..^*=..,..]
* alternativ = orizontal vertical
   latime = DIMENSION
inaltime = DIMENSION
             NUMMER
             = NUMMER
\somelocalfloat
\somenamedheadnumber \{...\}
1 ABSCHNITT
2 precedent curent urmatorul primul ultim
```

```
\someplace \{.1.\} \{.2.\} \{.3.\} \{.4.\} \{.5.\} [.6.]
1 TEXT
2 TEXT
3 TEXT
4 TEXT
5 TEXT
6 REFERENCE
\sorting [.1] \{.2]
1 NAME
2 CONTENT
\verb|\spanishNumerals| \{ . \overset{*}{\ldots} \}
* NUMMER
\spanishnumerals \{...^*\}
* NUMMER
\spatiifixate
\spatiu
\spatiufixat
\speech \{.\overset{*}{\ldots}\}
* CONTENT
\splitdfrac \{...^1\} \{...^2\}
1 CONTENT
2 CONTENT
\splitfilename \{.\overset{*}{\ldots}\}
* FILE
\splitfrac \{...^1\} \{...^2\}
1 CONTENT
2 CONTENT
\verb|\splitoffbase|
\splitofffull
\splitoffkind
\verb|\splitoffname|
\splitoffpath
\splitoffroot
```

```
\splitofftokens ... \from ... \to \...
1 TEXT
2 TEXT
3 CSNAME
\splitofftype
\splitstring ... \at ... \to \... \and \...
1 TEXT
2 TEXT
3 CSNAME
4 CSNAME
\spreadhbox ....
* CSNAME NUMMER
\sqrt [.1.] {.1.}
1 TEXT
2 CONTENT
\stackrel \{...^1.\} \{...^2.\}
1 CONTENT
2 CONTENT
\startalign [..,..*...] ... \stopalign
* inherits: \setupmathalignment
\verb|\startalignment| [ \dots ,^* \dots ] \dots \verb|\stopalignment|
* inherits: \seteazaalinierea
\startaliniatcentru ... \stopaliniatcentru
\startaliniatdreapta ... \stopaliniatdreapta
\verb|\startaliniatstanga| \dots \verb|\stopaliniatstanga|
\star startallmodes [\dots, \dots] \dots \star stopallmodes
\verb|\startappendices| [ \dots, \dots \stackrel{*}{=} \dots, \dots ] \ \dots \ \verb|\stopappendices|
* semncarte = TEXT
   inherits: \seteazablocsectiune
\startattachment [...^1] [...,...^2] ... \stopattachment
1 NAME
2 inherits: \setupattachment
```

```
\startattachment [...] [...,..] ... \stopattachment
1 NAME
2 inherits: \setupattachment
\verb|\startbackmatter| [..,.. \stackrel{*}{=} ..,..]| .... \verb|\stopbackmatter|
* semncarte = TEXT
   inherits: \seteazablocsectiune
\startbar [.*.] ... \stopbar
* NAME
\t startbitmapimage [..,..^*=..,..] ... \t stopbitmapimage
  culoare = rgb cmyk gri
   latime = DIMENSION
   inaltime = DIMENSION
           = NUMMER
           = NUMMER
\mathsf{topblockquote} \ [\ldots, \ldots, \mathsf{topblockquote}]
* inherits: \startingust
\startbodymatter [..,.. \stackrel{*}{=} ..,..] ... \stopbodymatter
  semncarte = TEXT
   inherits: \seteazablocsectiune
\startboxedcolumns [..,..^*=..,..] ... \stopboxedcolumns
* inherits: \setupmixedcolumns
\t [...] [...] \dots \t stopbtxlabeltext
1 SPRACHE
2 KEY
\startbtxrenderingdefinitions [.*.] ... \stopbtxrenderingdefinitions
* NAME
\startbuffer [.*.] ... \stopbuffer
* NAME
\startbuffer ... \stopbuffer
\text{turbut } [...] \dots \text{stopbut}
* REFERENCE
\startcases [..,..*=..,..] ... \stopcases
* inherits: \setupmathcases
\startcatcodetable \... \stopcatcodetable
* CSNAME
\startcenteraligned ... \stopcenteraligned
```

```
\startchapter [..,..^{\frac{1}{2}}..,..] [..,..^{\frac{2}{2}}..,..] ... \stopchapter
               = TEXT
1 titlu
   semncarte
             = TEXT
   marcaje
               = TEXT
              = TEXT
  lista
   referinta = REFERENCE
   numarpropriu = TEXT
2 KEY = VALUE
\startcharacteralign [...] \dots \stopcharacteralign
* TEXT number->TEXT text->TEXT
\startcheckedfences ... \stopcheckedfences
\startchemical [...^{1}] [...,..^{2}] ... \stopchemical
1 NAME
2 inherits: \setupchemical
\text{`startcitat [...,*...] ... `stopcitat'}
* inherits: \startingust
\startcollect ... \stopcollect
\startcollecting ... \stopcollecting
\tstartcolorintent [.*.] ... \tstopcolorintent
* knockout overprint niciunul
\t startcoloronly [.*.] ... \stopcoloronly
* COLOR
\startcolorset [...] ... \stopcolorset
* NAME
\startcolumns [..,..^*=..,..] ... \stopcolumns
* inherits: \seteazacoloane
\tstartcolumnspan [..,..\overset{*}{=}..,..] ... \tstopcolumnspan
* inherits: \setupcolumnspan
\startcombination [...^1] [...^2] ... \stopcombination
1 NAME
2 N*M
\startcombination [...] [...,..] ... \stopcombination
2 inherits: \setupcombination
```

```
\startcomment [...^1] [...,..^2] ... \stopcomment
1 TEXT
2 inherits: \seteazacomentariu
\startcomentariu [...] [...,..] ... \stopcomentariu
1 TEXT
2 inherits: \seteazacomentariu
\startcomponenta [...] ... \stopcomponenta
* FILE *
\startcomponenta ... \stopcomponenta
* FILE *
\startcom ... \stopcom
\startcontextcode ... \stopcontextcode
\verb|\startcontextdefinitioncode| \dots \verb|\stopcontextdefinitioncode|
\tstartctxfunction ... stopctxfunction
* NAME
\ startctxfunctiondefinition \ ... \ stopctxfunctiondefinition
* NAME
\t startculoare [.*.] ... \t
* COLOR
\startcurrentcolor ... \stopcurrentcolor
\verb|\startcurrentlistentrywrapper| ... \verb|\stopcurrentlistentrywrapper| |
\ startdelimited [...] [..., ...] ... \stopdelimited
1 NAME
2 inherits: \startingust
\startdelimitedtext [...] [..., ...] ... \stopdelimitedtext
1 NAME
2 inherits: \startingust
\verb|\startdelimitedtext| [\dots, ] \dots \verb|\stopdelimitedtext|
* inherits: \startingust
\startdescriere [..,..^*=..,..] ... \stopdescriere
 titlu
   semncarte = TEXT
           = TEXT
   lista
   referinta = REFERENCE
```

```
\startdescriere [..., ...] {...} ... \stopdescriere
1 REFERENCE
2 TEXT
\startdisplaymath ... \stopdisplaymath
\startdmath ... \stopdmath
\t startdocument [..,..^*=..,..] ... \t stopdocument
* inherits: \setupdocument
\startdute [...] ... \stopdute
* REFERENCE
\starteffect [...] ... \stopeffect
\starteffect ... \stopeffect
\t startelement [\dots, \dots] \dots stopelement
* REFERENCE
\startembeddedxtable [..,.. \stackrel{*}{=} ..,..] \dots \stopembeddedxtable
* inherits: \setupxtable
\ \startembeddedxtable [.*.] ... \stopembeddedxtable
* NAME
\startendnote [..,..^*=..,..] ... \stopendnote
* titlu = TEXT
  semncarte = TEXT
           = TEXT
  lista
   referinta = REFERENCE
\startendnote [...,*...] ... \stopendnote
* REFERENCE
\startenumerare [..,..*.... \stopenumerare
            = TEXT
* titlu
   semncarte = TEXT
           = TEXT
  lista
  referinta = REFERENCE
\startenumerare [\ldots, 1, \ldots] \{\ldots\} \ldots \ \stopenumerare
1 REFERENCE
2 TEXT
\startexceptions [.\overset{*}{\dots}] ... \stopexceptions
* SPRACHE
\startexpanded ... \stopexpanded
```

```
\startexpandedcollect ... \stopexpandedcollect
\ startextendedcatcodetable \ ... \ stopextendedcatcodetable
* CSNAME
\ startexternal figure collection [.*.] ... \ stopexternal figure collection
\startfact [...^1] [...,..^2] ... \stopfact
2 inherits: \seteazatabulatori
\startfigure [...] [...] [...] [...] ... \stopfigure
1 NAME
2 FILE
3 inherits: \figuraexterna
\startfiguretext [..., ...] [..., ...] \{..., ...\} \stopfiguretext
2 REFERENCE
3 TEXT
\startfittingpage [...] [...,..] ... \stopfittingpage
2 inherits: \setupfittingpage
\startfittingpage [..,..*=..,..] ... \stopfittingpage
* inherits: \setupfittingpage
\startfloatcombination [.*.] ... \stopfloatcombination
* N*M NAME
\verb|\startfloatcombination| [...,.. \\ ^{*}...,..] | .... \\ \verb|\stopfloatcombination| \\
* inherits: \setupcombination
\tstartobiectmobiltext [..., ...] [..., ...] {...} \stopobiectmobiltext
2 REFERENCE
3 TEXT
\startfont [.*.] ... \stopfont
* FONT
\startfontclass [.*.] ... \stopfontclass
* fiecare NAME
\tstartfontsolution [.*.] ... \tstopfontsolution
* NAME
```

```
\startformula [...,*...] ... \stopformula
* impachetat tight centru incadrat inherits: \seteazafonttext
\text{tartformulas} [\dots, , \dots] \dots \text{topformulas}
* + - REFERENCE
\verb|\startformula [..., *...] ... \verb|\stopformula formula|
* impachetat tight centru incadrat inherits: \seteazafonttext
\startframed [...^1] [...,...^2] ... \stopframed
1 NAME
2 inherits: \seteazainconjurat
\t startframedcontent [.*.] ... \t stopframedcontent
* NAME dezactivat
\startframedtext [.1] [..,..=2..,..] ... \stopframedtext
1 stanga dreapta centru niciunul
2 inherits: \setupframedtext
\starttextinconjurat [...^1] [...,..^2] ... \stoptextinconjurat
1 stanga dreapta centru niciunul
2 inherits: \setupframedtext
\startfrontmatter [..,..^*=..,..] ... \stopfrontmatter
  semncarte = TEXT
   inherits: \seteazablocsectiune
\mathsf{startfundal} \ [\ldots, -\overset{*}{=}\ldots, \ldots] \ \ldots \ \mathsf{stopfundal}
* inherits: \seteazafundal
\startfundal [...,..^*=...,..] ... \stopfundal
* inherits: \seteazafundal
\verb|\startgot[...]| \dots \verb|\stopgot|
* REFERENCE
\startgraphictext [..., ...] [..., ...] \{..., ...\} \stopgraphictext
2 REFERENCE
3 TEXT
\startgridsnapping [.*.] ... \stopgridsnapping
\startgridsnapping [...,*...] ... \stopgridsnapping
* inherits: \definegridsnapping
```

```
\starthboxestohbox ... \stophboxestohbox
\mathsf{tarthelptext} \ [...^*] \ ... \ \mathsf{tophelptext}
* REFERENCE
\t starthelp [.*.] ... \t
* REFERENCE
\starthiding ... \stophiding
\mathsf{tighlight} [...] \ldots \mathsf{tighlight}
* NAME
\starthyphenation [..., *...] ... \stophyphenation
* original tex implicit hyphenate expanded traditional niciunul
\startimath ... \stopimath
\startimpachetat [...] ... \stopimpachetat
* blank
\startindentedtext [...] ... \stopindentedtext
* NAME
\startindentedtext ... \stopindentedtext
\startinteraction [...] ... \stopinteraction
* ascuns NAME
\verb|\startinterface| ... & \verb|\stopinterface| |
* tot SPRACHE
\startintermezzotext [..., ...] [..., ...] {...} \stopintermezzotext
2 REFERENCE
3 TEXT
\startintertext ... \stopintertext
\startitemgroup [...]^1 [...,..]^2 \stopitemgroup
2 inherits: \setupitemgroup
3 inherits: \setupitemgroup
\startitemgroup [\ldots, 1] [\ldots, 2] [\ldots, 2] [\ldots] \stopitemgroup
1 inherits: \setupitemgroup
2 inherits: \setupitemgroup
```

```
\startitemize [\ldots, 1, \ldots] [\ldots, \ldots]^2 \ldots, \ldots \stopitemize
1 inherits: \setupitemgroup
2 inherits: \setupitemgroup
\startJScode ... .2. ... \stopJScode
1 NAME
2 uses
3 NAME
\tstartJSpreamble \dots \dots \tstopJSpreamble
2 folosit
3 now later
\startknockout ... \stopknockout
\startLUA [..,..*...] ... \stopLUA
* inherits: \seteazatyping
\startlua [...,*...] ... \stoplua
* continuu
\text{`startlayout [...^*]} ... \text{`stoplayout}
* NAME
\startlegend [...^1] [...,..^2] ... \stoplegend
2 inherits: \seteazatabulatori
\t startlinealignment [.*.] ... \t stoplinealignment
* stanga centru dreapta max
\startline correction [..., ...] ... \stopline correction
* blank inherits: \blanc
\startlinenote [...^1] {...}
1 REFERENCE
2 TEXT
\startlinenote [.^{1}.] {.^{2}.}
1 REFERENCE
2 TEXT
\startlinenumbering [...^1] [...,...^2] ... \stoplinenumbering
2 inherits: \seteazanumerotarelinii
```

```
\startlinenumbering [.1]^{1}. [.2]^{2}... \stoplinenumbering
1 NAME
2 continuu NUMMER
\startlines [..,..*.... \stoplines
* inherits: \seteazalinii
\startlinii [..,..*.... \stoplinii
* inherits: \seteazalinii
\startlinetable ... \stoplinetable
\startlinetablebody ... \stoplinetablebody
* inherits: \setuplinetable
\startlinetablehead ... \stoplinetablehead
\startlinie [...]
* REFERENCE
\startliniemargine [.*.] ... \stopliniemargine
* NUMMER
\startliniemargine [..,..^*=..,..] ... \stopliniemargine
* inherits: \setupmarginrule
\startlocalfootnotes ... \stoplocalfootnotes
\startlocalheadsetup ... \stoplocalheadsetup
\startlocalline correction [...,*...] ... \stoplocalline correction
* blank inherits: \blanc
\startlocalnotes [...,*...] ... \stoplocalnotes
* NAME
\startlocalsetups [...] [...] ... \stoplocalsetups
1 grila
2 NAME
\ startlocalsetups \overset{*}{\dots} stoplocalsetups
* NAME
\startlua ... \stoplua
\startluacode ... \stopluacode
```

```
\t startluaparameterset [.*.] ... \t stopluaparameterset
* NAME
\startluasetups [.1] [.2] ... \stopluasetups
1 grila
2 NAME
\tstartluasetups ... ... \tstopluasetups
* NAME
\startMPclip {.*.} ... \stopMPclip
* NAME
\t \startMPcode \{...^*\} ... \stopMPcode
* NAME
* NAME
\t startMPdrawing [.*.] ... \t stopMPdrawing
\startMPenvironment [.*.] ... \stopMPenvironment
* reset global +
\verb|\startMPextensions| \{\dots, \dots, \dots \} \dots \\ \verb|\stopMPextensions| \\
* NAME
\startMPinclusions [...^1] {...\stopMPinclusions
2 NAME
\startMPinitializations ... \stopMPinitializations
\verb|\startMPpage [..,..^*=..,..] ... \stopMPpage
* inherits: \setupfittingpage
2 KEY
\verb|\startMPpositionmethod| {.*.} | \dots | \verb|\stopMPpositionmethod|
\mathsf{topMPrun}
* NAME
```

```
\startMP [..,..*...] ... \stopMP
* inherits: \seteazatyping
\startMP [...,*...] ... \stopMP
* continuu
\t startmakeup [...] [...,..] ... \t stopmakeup
1 NAME
2 inherits: \seteazamakeup
\startmarcajmakeup [..,..*=..,..] ... \stopmarcajmakeup
* inherits: \seteazamakeup
instances: standard page text middle
\startmarginblock [.*.] ... \stopmarginblock
* NAME
\t startmarkedcontent [.*.] ... \t stopmarkedcontent
* reset tot NAME
\startmathalignment [..,..*=..,..] ... \stopmathalignment
* inherits: \setupmathalignment
\t startmathalignment [..,..^*...] ... \t stopmathalignment
* inherits: \setupmathalignment
\t startmathcases [..,..^*=..,..] ... \t stopmathcases
* inherits: \setupmathcases
\tstartmathcases [..,..\overset{*}{=}..,..] ... \tstopmathcases
* inherits: \setupmathcases
\ startmathlabeltext [.^{1}.] [.^{2}.] ... \ stopmathlabeltext
1 SPRACHE
2 KEY
\startmathmatrix [..,..*..,..] ... \stopmathmatrix
* inherits: \setupmathmatrix
\startmathmatrix [..,.. \stackrel{*}{=} ..,..] \ldots \stopmathmatrix
* inherits: \setupmathmatrix
\startmathmode ... \stopmathmode
\mathsf{topmathstyle} \ [\dots, \dots] \ \dots \ \mathsf{topmathstyle}
* NAME
```

```
\startmatrices [..,..*...] ... \stopmatrices
* inherits: \setupmathmatrix
\startmatrix [..,..*...] ... \stopmatrix
* inherits: \setupmathmatrix
\startmaxaligned ... \stopmaxaligned
\mathsf{tartmdformula} \ [\ldots, , \ldots] \ \ldots \ \mathsf{topmdformula}
* impachetat tight centru incadrat inherits: \seteazafonttext
\startmediu [...] ... \stopmediu
* FILE *
\startmediu .*. ... \stopmediu
* FILE *
\startmeniuinteractiune [.*.] \dots \stopmeniuinteractiune
\startmiddlealigned ... \stopmiddlealigned
\startminicitat ... \stopminicitat
\verb|\startmixedcolumns| [...^1] [...,...^2] .... \verb|\stopmixedcolumns|
2 inherits: \setupmixedcolumns
\t startmixed columns [..,..^*...] ... \t stopmixed columns
* inherits: \setupmixedcolumns
\startmode [...,*...] ... \stopmode
* NAME
\ \startmodeset [\ldots, 1, \ldots] \{\ldots^2\} \ldots \ \stopmodeset
1 NAME implicit
2 CONTENT
\startmoduletestsection ... \stopmoduletestsection
\startmodule [...^*] ... \stopmodule
* FILE
\t startmodule . ... \t stopmodule
* FILE
\mathsf{tartmpformula} \ [\ldots, \ldots, \mathsf{topmpformula}]
* impachetat tight centru incadrat inherits: \seteazafonttext
```

```
\startnamedsection [.1] [..,..] [..,..] [..,..] ... \stopnamedsection
1 ABSCHNITT
2 titlu
   semncarte = TEXT
   marcaje = TEXT
lista = TEXT
referinta = REFERENCE
   numarpropriu = TEXT
3 KEY = VALUE
\startnamedsubformulas [..., ...] {...} ... \stopnamedsubformulas
1 + - REFERENCE
2 TEXT
\startnarrower [...,*...] ... \stopnarrower
* [-+]stanga [-+]centru [-+]dreapta NUMMER*stanga NUMMER*centru NUMMER*dreapta reset
\startnarrower [...,*...] ... \stopnarrower
* [-+]stanga [-+]centru [-+]dreapta NUMMER*stanga NUMMER*centru NUMMER*dreapta reset
\t startnarrow [.^{1}.] [..,..^{2}..,..] ... \t stopnarrow
1 NAME
2 inherits: \seteazaingust
\startnarrow [.1.] [..., ...] ... \stopnarrow
1 NAME
2 [-+]stanga [-+]centru [-+]dreapta NUMMER*stanga NUMMER*centru NUMMER*dreapta reset
\startnarrow [\ldots, \ldots^{\frac{1}{2}}, \ldots] [\ldots, \infty^{2}, \ldots] \stopnarrow
1 inherits: \seteazaingust
2 [-+]stanga [-+]centru [-+]dreapta NUMMER*stanga NUMMER*centru NUMMER*dreapta reset
\startnegative ... \stopnegative
\verb|\startnice| yfilledbox [...,.. \frac{*}{=}...,...] .... \verb|\stopnice| yfilledbox|
  latime
            = DIMENSION
   inaltime = DIMENSION
   offset = DIMENSION
   strut
            = da nu
\startnointerference ... \stopnointerference
\startnop ... \stopnop
\startnotallmodes [...,*...] ... \stopnotallmodes
* NAME
\startnotasubsol [...,..=...] ... \stopnotasubsol
 titlu
             = TEXT
   semncarte = TEXT
            = TEXT
   lista
   referinta = REFERENCE
```

```
\startnotasubsol [...,*...] ... \stopnotasubsol
* REFERENCE
\startnote [..,..*...] ... \stopnote
* titlu = TEXT
   semncarte = TEXT
  lista = TEXT
referinta = REFERENCE
\texttt{\t \text{startnote}} [\dots, \dots] \dots \texttt{\t \text{\t stopnote}}
* REFERENCE
\startnotext ... \stopnotext
\startnotmode [...,*...] ... \stopnotmode
* NAME
\startoperatortext [...] [...] ... \stopoperatortext
1 SPRACHE
2 KEY
\startopposite ... \stopopposite
\t startoutputstream [.*.] ... \t stopoutputstream
* NAME
\startoverlay ... \stopoverlay
\startoverprint ... \stopoverprint
\startPARSEDXML [..,..*.... \stopPARSEDXML
* inherits: \seteazatyping
\startPARSEDXML [...,*...] ... \stopPARSEDXML
* continuu
\startpagecomment ... \stoppagecomment
\startpagefigure [.1] [..,..] ... \stoppagefigure
1 FILE
2 inherits: \setupexternalfigure
\startpagegrid [...] [...,..] ... \stoppagegrid
1 NAME
2 inherits: \setuppagegrid
\startpagegridspan [...] [...,...] ... \stoppagegridspan
2 inherits: \setuppagegridspan
```

```
\startpagegrid [..,..*....] ... \stoppagegrid
* inherits: \setuppagegrid
\t \sum_{i=1}^{n} \dots \t \sum_{i=1}^{n} \dots \t 
* pagina paginastanga paginadreapta
\startpar [.\frac{1}{2}] [\ldots,\ldots\frac{2}{2}\ldots,\ldots\right] \ldots\text{toppar}
1 NAME
2 inherits: \setupparagraph
\startparagraph [...] [..,..=2..,..] ... \stopparagraph
1 NAME
2 inherits: \setupparagraph
\startparagraphs [... \stopparagraphs
* NAME
\startparagraphscell ... \stopparagraphscell
\startparagraphs ... \stopparagraphs
\startparallel ... \stopparallel
\t startparbuilder [.*.] ... \stopparbuilder
* implicit oneline basic NAME
\startpart [..,..^{\frac{1}{2}}..,..] [..,..^{\frac{2}{2}}..,..] \stoppart
               = TEXT
1 titlu
   semncarte = TEXT
   marcaje = TEXT
lista = TEXT
referinta = REFERENCE
   numarpropriu = TEXT
2 KEY = VALUE
\startplacechemical [..,..^{\frac{1}{2}}..,..] [..,..^{\frac{2}{2}}..,..] ... \stopplacechemical
1 titlu
             = TEXT
   semncarte = TEXT
   marcaje = TEXT
             = TEXT
   lista
   locatie
   referinta = REFERENCE
2 KEY = VALUE
\startplacefigure [..,..^{\frac{1}{2}}..,..] [..,..^{\frac{2}{2}}..,..] ... \stopplacefigure
1 titlu
   semncarte = TEXT
   marcaje = TEXT
             = TEXT
   lista
   locatie
   referinta = REFERENCE
2 KEY = VALUE
```

```
\startplacefloat [.1] [..,..] [..,..] [..,..] ... \stopplacefloat
1 SINGULAR
2 titlu
             = TEXT
   semncarte = TEXT
   marcaje = TEXT
   lista
            = TEXT
   locatie
   referinta = REFERENCE
3 KEY = VALUE
\startpuneobiectmobil [..,.. \frac{1}{2}..,..] [..,.. \frac{2}{2}..,..] ... \stoppuneobiectmobil
             = TEXT
1 titlu
   semncarte = TEXT
   marcaje = TEXT
   lista
             = TEXT
   locatie
   referinta = REFERENCE
2 KEY = VALUE
\startplacegraphic [..,..^{\frac{1}{2}}..,..] [..,..^{\frac{2}{2}}..,..] ... \stopplacegraphic
             = TEXT
1 titlu
   semncarte = TEXT
   marcaje = TEXT
            = TEXT
   lista
   locatie
   referinta = REFERENCE
2 KEY = VALUE
\startplaceintermezzo [..,..^{\frac{1}{2}}..,..] [..,..^{\frac{2}{2}}..,..] ... \stopplaceintermezzo
1 titlu
             = TEXT
   semncarte = TEXT
   marcaje = TEXT
            = TEXT
   lista
   locatie
   referinta = REFERENCE
2 KEY = VALUE
\startplacepairedbox [...] [...,...] ... \stopplacepairedbox
1 NAME
2 inherits: \setuppairedbox
\tstartpunepairedbox [..,..^*..,..] ... \tstoppunepairedbox
* inherits: \setuppairedbox
\startplacetable [..,..^{\frac{1}{2}}..,..] [..,..^{\frac{2}{2}}..,..] ... \stopplacetable
1 titlu
            = TEXT
   semncarte = TEXT
   marcaje = TEXT
             = TEXT
   lista
   locatie
   referinta = REFERENCE
2 KEY = VALUE
\startpositioning [...] [...,..] ... \stoppositioning
1 NAME
2 inherits: \setarepozitie
```

```
\startpositionoverlay {.}^*.} ... \stoppositionoverlay
* NAME
\startpositive ... \stoppositive
\startpostponing [...] ... \stoppostponing
* [-+] NUMMER
\startprefixtext [...] [... \stopprefixtext
1 SPRACHE
2 KEY
\startprocessassignmentcommand [..,..^*=..,..] ... \stopprocessassignmentcommand
* KEY = VALUE
\verb|\startprocessassignmentlist| [ \dots, \dots^{*} \dots \\ \verb|\startprocessassignmentlist| \\
* KEY = VALUE
\verb|\startprocesscommacommand| [\dots, ^*, \dots] \dots \\ \verb|\stopprocesscommacommand| \\
* BEFEHL
\verb|\startprocesscommalist| [ \dots , * \dots ] \dots \\ \verb|\startprocesscommalist| \\
\startprodus [.*.] ... \stopprodus
* FILE *
\tstartprodus 	ext{...} \tstopprodus
* FILE *
* FILE *
\tstartproiect ....\tstopproiect
* FILE *
\startprotectedcolors ... \stopprotectedcolors
\t \startpsh [.*.] ... \stoppsh
* REFERENCE
\startpublicatie [...^1] [...,...^2] ... \stoppublicatie
1 NAME
2 tag
           = REFERENCE
   category = TEXT
           = REFERENCE
   k
          = TEXT
```

```
\startpuneformula [..,..*...............\stoppuneformula
           = TEXT
  titlu
         = TEXT
   suffix
   referinta = + - TEXT
\startpuneformula [...,*...] ... \stoppuneformula
* + - REFERENCE
\startpunelegenda [..,..^*=..,..] ... \stoppunelegenda
* inherits: \setuppairedbox
\startrandomized ... \stoprandomized
\startrawsetups [.1] [.2] ... \stoprawsetups
1 grila
2 NAME
\verb|\startrawsetups| ... & | \verb|\stoprawsetups| |
* NAME
\startraw [.*.] ... \stopraw
* REFERENCE
\startreadingfile ... \stopreadingfile
\t startregime [.*.] ... \stopregime
* inherits: \enableregime
\startregister [.^{1}.] [.^{2}.] [.^{3}.] [.^{4}.] [..+.^{5}.+..]
1 NAME
2 NAME
3 TEXT
4 TEXT PROCESSOR->TEXT
5 INDEX
\startreusableMPgraphic {...}^1 {...}^2 {...} \stopreusableMPgraphic}
1 NAME
2 KEY
* TEXT
\t startrob [.*.] ... \t
* REFERENCE
\startrul ... \stoprul
\startscript [...] ... \stopscript
* hangul hanzi nihongo ethiopic thai test NAME
```

```
\startsdformula [...,*...] ... \stopsdformula
* impachetat tight centru incadrat inherits: \seteazafonttext
\startsection [..,..^{\frac{1}{2}}..,..] [..,..^{\frac{2}{2}}..,..] ... \stopsection
1 titlu
                = TEXT
   semncarte
  marcaje = TEXT
lista = TEXT
referinta = REFERENCE
   numarpropriu = TEXT
2 KEY = VALUE
\startsectionblock [.1] [...,..] ... \stopsectionblock
1 NAME
2 semncarte = TEXT
   inherits: \seteazablocsectiune
\startsection blocken vironment [...] ... \stopsection blocken vironment
* NAME
\startsectionblock [...,..^*...] ... \stopsectionblock
* semncarte = TEXT
   inherits: \seteazablocsectiune
\startsectionlevel [...^1] [...,...^2] [...,...^3] ... \stopsectionlevel
1 NAME
2 titlu
               = TEXT
               = TEXT
   semncarte
             = TEXT
= TEXT
= REFERENCE
   marcaje
   lista
   referinta
   numarpropriu = TEXT
3 KEY = VALUE
\startsectiune [..,..^{\frac{1}{2}}..,..] [..,..^{\frac{2}{2}}..,..] ... \stopsectiune
1 titlu
                = TEXT
   semncarte = TEXT
               = TEXT
   marcaje
   lista
               = TEXT
              = REFERENCE
   referinta
   numarpropriu = TEXT
2 KEY = VALUE
\startsetups [. 1 ] [. 2 ] ... \stopsetups
1 grila
2 NAME
\startsetups ... \stopsetups
* NAME
\text{startshift } [...] ... \text{stopshift}
* NAME
```

```
\startsidebar [...] [...,...] ... \stopsidebar
1 NAME
2 inherits: \setupsidebar
\startsimplecolumns [..,..^*=..,..] ... \stopsimplecolumns
* inherits: \setsimplecolumnhsize
\startspecialitem [.1] [..., ...] ... \stopspecialitem
1 element
2 REFERENCE
\startspecialitem [.1] {.2} ... \stopspecialitem
1 sym rulat mar
2 TEXT
\startspecialitem [...] ... \stopspecialitem
* sub propriu
\startspeech [...,*...] ... \stopspeech
* inherits: \startingust
\text{startspformula} [\dots, , \dots] \dots \text{stopspformula}
* impachetat tight centru incadrat inherits: \seteazafonttext
\startspread ... \stopspread
\start [.*.] ... \stop
* NAME
\startstartstop ... \stopstartstop
\startstaticMPfigure {...} \dots \stopstaticMPfigure
* NAME
2 KEY
\startstop \{...^*\}
* CONTENT
\verb|\startstrictinspectnextcharacter| \dots \verb|\stopstrictinspectnextcharacter|
```

```
\startstructurepageregister \begin{bmatrix} 1 \\ 1 \end{bmatrix} \begin{bmatrix} 1 \\ 2 \end{bmatrix} \begin{bmatrix} 1 \\ 1 \end{bmatrix} \begin{bmatrix} 1 \end{bmatrix} \begin{bmatrix} 1 \\ 1 \end{bmatrix} \begin{bmatrix} 1 
1 NAME
2 NAME
3 eticheta
                                                                                               = NAME
                                                                                                   = TEXT PROCESSOR->TEXT
                        keys
                                                                                                  = TEXT PROCESSOR->TEXT
                         entries
                                                                                                  = TEXT
                         keys:1
                                                                                                  = TEXT
                        keys:2
                         keys:3
                                                                                                  = TEXT
                         entries:1 = TEXT
                        entries:2 = TEXT
entries:3 = TEXT
                         alternativ = TEXT
 4 KEY = VALUE
 \startstyle ... \stopstyle
 \startstyle [.*.] ... \stopstyle
 * NAME FONT
 \startstyle [..,..*.................\stopstyle
 * inherits: \setupstyle
 \startsubformulas [...,*...] ... \stopsubformulas
 * + - REFERENCE
 \startsubject [..,..^{\frac{1}{2}}..,..] [..,..^{\frac{2}{2}}..,..] ... \stopsubject
                                                                                                                     = TEXT
 1 titlu
                         semncarte
                                                                                                              = TEXT
                         marcaje
                                                                                                           = TEXT
                        lista
                                                                                                                = TEXT
                                                                                                              = REFERENCE
                        referinta
                        numarpropriu = TEXT
2 KEY = VALUE
\verb|\startsubjectlevel| [. \stackrel{1}{\dots}] [..., .. \stackrel{2}{=} ..., ...] [..., .. \frac{3}{\dots}] ... \\ \verb|\startsubjectlevel|
 1 NAME
2 titlu
                                                                                                                     = TEXT
                         semncarte
                                                                                                                 = TEXT
                                                                                                              = TEXT
                         marcaje
                                                                                                              = TEXT
                        lista
                                                                                                    = REFERENCE
                        referinta
                        numarpropriu = TEXT
 3 KEY = VALUE
 \startsubsection [..,..^{\frac{1}{2}}..,..] [..,..^{\frac{2}{2}}..,..] ... \stopsubsection
 1 titlu
                                                                                                                      = TEXT
                        semncarte
                                                                                                                   = TEXT
                                                                                                                     = TEXT
                        marcaje
                                                                                                                = TEXT
                        lista
                                                                                                                 = REFERENCE
                        referinta
                        numarpropriu = TEXT
 2 KEY = VALUE
 \startsubsentence ... \stopsubsentence
 \startsubstack ... \stopsubstack
```

```
\startsubsubject [..,..^{\frac{1}{2}}..,..] [..,..^{\frac{2}{2}}..,..] ... \stopsubsubject
             = TEXT
1 titlu
             = TEXT
  semncarte
  marcaje
             = TEXT
             = TEXT
  lista
             = REFERENCE
  referinta
  numarpropriu = TEXT
2 KEY = VALUE
\startsubsubsection [..,..^{\frac{1}{2}}..,..] [..,..^{\frac{2}{2}}..,..] ... \stopsubsubsection
             = TEXT
1 titlu
  semncarte
             = TEXT
             = TEXT
  marcaje
             = TEXT
  lista
            = REFERENCE
  referinta
  numarpropriu = TEXT
2 KEY = VALUE
1 titlu
             = TEXT
             = TEXT
  semncarte
             = TEXT
  marcaje
             = TEXT
  lista
  referinta
             = REFERENCE
  numarpropriu = TEXT
2 KEY = VALUE
\startsubsubsubsection [..,.. \frac{1}{2}..,..] [..,.. \frac{2}{2}..,..] ... \stopsubsubsubsection
1 titlu
             = TEXT
  semncarte
  marcaje
            = TEXT
  lista
             = TEXT
             = REFERENCE
  referinta
  numarpropriu = TEXT
2 KEY = VALUE
= TEXT
1 titlu
             = TEXT
  semncarte
  marcaje
            = TEXT
             = TEXT
  lista
             = REFERENCE
  referinta
  numarpropriu = TEXT
2 KEY = VALUE
= TEXT
1 titlu
  semncarte
            = TEXT
             = TEXT
  marcaje
            = TEXT
  lista
             = REFERENCE
  referinta
  numarpropriu = TEXT
2 KEY = VALUE
startsubsubsubsubsubject [..,..^{\frac{1}{2}}..,..] [..,..^{\frac{2}{2}}..,..] \stopsubsubsubsubsubsubject
1 titlu
             = TEXT
  semncarte
             = TEXT
            = TEXT
  marcaje
  lista
             = TEXT
  referinta
             = REFERENCE
  numarpropriu = TEXT
2 KEY = VALUE
```

```
* NAME
* inherits: \setupTABLE
\startTABLEbody [..,..*.... \stopTABLEbody
* inherits: \setupTABLE
\startTABLEfoot [..,..*.... \stopTABLEfoot
* inherits: \setupTABLE
\mathsf{TABLEhead} [..,..\overset{*}{=}..,..] ... \mathsf{TABLEhead}
* inherits: \setupTABLE
\verb|\startTABLEnext| [ \dots, \dots^{*}_{-} \dots, \dots ] \dots \\ \verb|\startTABLEnext|
* inherits: \setupTABLE
\t \startTEXpage [..,..\overset{*}{=}..,..] ... \stopTEXpage
* inherits: \setupfittingpage
\startTEX [..,..*.... \stopTEX
* inherits: \seteazatyping
\startTEX [...,*...] ... \stopTEX
* continuu
\starttablehead [.*.] ... \stoptablehead
* NAME
\starttables [|...^*.|] ... \stoptables
* TEMPLATE
\starttables [...^*] ... \stoptables
* NAME
\tstarttabletail [.*.] ... \tstoptabletail
* NAME
\starttabletext [..., ...] [..., ...] \{..., ...\} \stoptabletext
2 REFERENCE
3 TEXT
\starttable [|..^1.|] [..,..^2=..,..] ... \stoptable
2 inherits: \seteazatabele
```

```
\starttable [...^1] [...,...^2] ... \stoptable
1 NAME
2 inherits: \seteazatabele
\starttabulate [|...|] [...,...^2.... \stoptabulate
1 TEMPLATE
2 inherits: \seteazatabulatori
\starttabulatehead [.*.] ... \stoptabulatehead
* NAME
\mathsf{tarttabulatetail} \ [...] \ ... \ \mathsf{toptabulatetail}
\starttabulate [.\frac{1}{2}...] [..., \frac{2}{2}..., ...] ... \stoptabulate
2 inherits: \seteazatabulatori
\starttabulation [.1] [..,..=2..,..] ... \stoptabulation
1 NAME
2 inherits: \setuptabulation
\ starttaglabeltext [.^{1}.] [.^{2}.] ... \ stoptaglabeltext
1 SPRACHE
2 KEY
\starttexcode ... \stoptexcode
1 spaces nospaces
2 global
3 unexpanded
4 expanded
5 NAME
6 TEMPLATE
\starttext ... \stoptext
\starttextbackground [.\frac{1}{2}] [\ldots, \ldots\frac{2}{2}\ldots, \ldots\frac{2}{2}\ldots, \ldots\frac{2}{2}\ldots\rdots\frac{2}{2}\ldots\rdots\frac{2}{2}\ldots\rdots\rdots\frac{2}{2}\ldots\rdots\rdots\rdots\rdots\rdots\rdots\rdots\rdots\rdots\rdots\rdots\rdots\rdots\rdots\rdots\rdots\rdots\rdots\rdots\rdots\rdots\rdots\rdots\rdots\rdots\rdots\rdots\rdots\rdots\rdots\rdots\rdots\rdots\rdots\rdots\rdots\rdots\rdots\rdots\rdots\rdots\rdots\rdots\rdots\rdots\rdots\rdots\rdots\rdots\rdots\rdots\rdots\rdots\rdots\rdots\rdots\rdots\rdots\rdots\rdots\rdots\rdots\rdots\rdots\rdots\rdots\rdots\rdots\rdots\rdots\rdots\rdots\rdots\rdots\rdots\rdots\rdots\rdots\rdots\rdots\rdots\rdots\rdots\rdots\rdots\rdots\rdots\rdots\rdots\rdots\rdots\rdots\rdots\rdots\rdots\rdots\rdots\rdots\rdots\rdots\rdots\rdots\rdots\rdots\rdots\rdots\rdots\rdots\rdots\rdots\rdots\rdots\rdots\rdots\rdots\rdots\rdots\rdots\rdots\rdots\rdots\rdots\rdots\rdots\rdots\rdots\rdots\rdots\rdots\rdots\rdots\rdots\rdots\rdots\rdots\rdots\rdots\rdots\rdots\rdots\rdots\rdots\rdots\rdots\rdots\rdots\rdots\rdots\rdots\rdots\rdots\rdots\rdots\rdots\rdots\rdots\rdots\rdots\rdots\rdots\rdots\rdots\rdots\rdots\rdots\rdots\rdots\rdots\rdots\rdots\rdots\rdots\rdots\rdots\rdots\rdots\rdots\rdots\rdots\rdots\rdots\rdots\rdots\rdots\rdots\rdots\rdots\rdots\rdots\rdots\rdots\rdots\rdots\rdots\rdots\rdots\rdots\rdots\rdots\rdots\rdots\rdots\rdots\rdots\rdots\rdots\rdots\rdots\rdots\rdots\rdots\rdots\rdots\rdots\rdots\rdots\rdots\rdots\rdots\rdots\rdots\rdots\rdots\rdots\rdots\rdots\rdots\rdots\rdots\rdots\rdots\rdots\rdots\rdots\rdots\rdots\rdots\rdots\rdots\rdots\rdots\rdots\rdots\rdots\rdots\rdots\rdots\rdots\rdots\rdots\rdots\rdots\rdots\rdots\rdots\rdots\rdots\rdots\rdots\rdots\rdots\rdots\rdots\rdots\rdots\rdots\rdots\rdots\rdots\rdots\rdots\rdots\rdots\rdots\rdots\rdots\rdots\rdots\rdots\rdots\rdots\rdots\rdots\rdots\rdots\rdots\rdots\rdots\rdots\rdots\rdots\rdots\rdots\rdots\rdots\rdots\rdots\rdots\rdots\rdots\rdots\rdots\rdots\rdots\rdots\rdots\rdots\rdots\rdo
2 inherits: \setuptextbackground
\verb|\starttextbackgroundmanual| ... \verb|\stoptextbackgroundmanual|
\starttextbackground [..,..^*=..,..] ... \stoptextbackground
* inherits: \setuptextbackground
```

```
\t \starttextcolor [...*] ... \stoptextcolor
* COLOR
\verb|\starttextcolorintent| \dots \verb|\stoptextcolorintent|
\starttexteticheta [.^1.] [.^2.] ... \stoptexteticheta
1 SPRACHE
2 KEY
\startetichetatext [.1.] [.2.] \dots \stopetichetatext
1 SPRACHE
2 KEY
* NAME
\text{titlu } [.1] [.2] ... \text{ }
1 SPRACHE
2 KEY
\starttitle [..,..^{\frac{1}{2}}..,..] [..,..^{\frac{2}{2}}..,..] ... \stoptitle
               = TEXT
              = TEXT
  semncarte
  marcaje = TEXT
lista = TEXT
referinta = REFERENCE
  numarpropriu = TEXT
2 KEY = VALUE
\starttitlu [\ldots, 1, \ldots] {\docsarr} \stoptitlu
1 REFERENCE
2 TEXT
\t starttokens [.*.] ... \t stoptokens
\starttransparent [.*.] ... \stoptransparent
* COLOR
\starttxt ... \stoptxt
\starttypescript [..., ...] [..., ...] [..., ...] ... \stoptypescript
1 serif sans mono math handwriting calligraphy
2 NAME
3 size nume
\starttypescriptcollection [.*.] ... \stoptypescriptcollection
* NAME
```

```
\starttyping [..,..*.... \stoptyping
* inherits: \seteazatyping
* continuu
\starttyping [..,..^*=..,..] ... \stoptyping
* inherits: \seteazatyping
\starttyping [...,*...] ... \stoptyping
* continuu
\startuniqueMPgraphic {...}^1 {...}^2 {...} \stopuniqueMPgraphic
2 KEY
\startuniqueMPpagegraphic { ... } { ... } { ... } stopuniqueMPpagegraphic }
1 NAME
2 KEY
\startunittext [...] [...] ... \stopunittext
1 SPRACHE
2 KEY
\startunpacked ... \stopunpacked
\startusableMPgraphic {...}^1 {...}^2 {...} {...} \stopusableMPgraphic}
1 NAME
2 KEY
\verb|\startuseMPgraphic {...}| {..., ...} ... \\ \verb|\stopuseMPgraphic | {..., ...}| | {..., ...}| | {..., ...}| | {..., ...}| | {..., ...}| | {..., ...}| | {..., ...}| | {..., ...}| | {..., ...}| | {..., ...}| | {..., ...}| | {..., ...}| | {..., ...}| | {..., ...}| | {..., ...}| | {..., ...}| | {..., ...}| | {..., ...}| | {..., ...}| | {..., ...}| | {..., ...}| | {..., ...}| | {..., ...}| | {..., ...}| | {..., ...}| | {..., ...}| | {..., ...}| | {..., ...}| | {..., ...}| | {..., ...}| | {..., ...}| | {..., ...}| | {..., ...}| | {..., ...}| | {..., ...}| | {..., ...}| | {..., ...}| | {..., ...}| | {..., ...}| | {..., ...}| | {..., ...}| | {..., ...}| | {..., ...}| | {..., ...}| | {..., ...}| | {..., ...}| | {..., ...}| | {..., ...}| | {..., ...}| | {..., ...}| | {..., ...}| | {..., ...}| | {..., ...}| | {..., ...}| | {..., ...}| | {..., ...}| | {..., ...}| | {..., ...}| | {..., ...}| | {..., ...}| | {..., ...}| | {..., ...}| | {..., ...}| | {..., ...}| | {..., ...}| | {..., ...}| | {..., ...}| | {..., ...}| | {..., ...}| | {..., ...}| | {..., ...}| | {..., ...}| | {..., ...}| | {..., ...}| | {..., ...}| | {..., ...}| | {..., ...}| | {..., ...}| | {..., ...}| | {..., ...}| | {..., ...}| | {..., ...}| | {..., ...}| | {..., ...}| | {..., ...}| | {..., ...}| | {..., ...}| | {..., ...}| | {..., ...}| | {..., ...}| | {..., ...}| | {..., ...}| | {..., ...}| | {..., ...}| | {..., ...}| | {..., ...}| | {..., ...}| | {..., ...}| | {..., ...}| | {..., ...}| | {..., ...}| | {..., ...}| | {..., ...}| | {..., ...}| | {..., ...}| | {..., ...}| | {..., ...}| | {..., ...}| | {..., ...}| | {..., ...}| | {..., ...}| | {..., ...}| | {..., ...}| | {..., ...}| | {..., ...}| | {..., ...}| | {..., ...}| | {..., ...}| | {..., ...}| | {..., ...}| | {..., ...}| | {..., ...}| | {..., ...}| | {..., ...}| | {..., ...}| | {..., ...}| | {..., ...}| | {..., ...}| | {..., ...}| | {..., ...}| | {..., ...}| | {..., ...}| | {..., ...}| | {..., ...}| | {..., ...}| | {..., ...}| | {..., ...}| | {..., ...}| | {..., ...}| | {..., ...}| | {..., ...}| | {..
1 NAME
2 KEY
\tstartusemathstyleparameter \t.... \tstopusemathstyleparameter
\startusingbtxspecification [.*.] ... \stopusingbtxspecification
* NAME
\startvboxtohbox ... \stopvboxtohbox
\startvboxtohboxseparator ... \stopvboxtohboxseparator
\startviewerlayer [.*.] ... \stopviewerlayer
* NAME
 \startviewerlayer ... \stopviewerlayer
```

```
\startXML [..,..*...] ... \stopXML
* inherits: \seteazatyping
\startXML [...,*...] ... \stopXML
* continuu
\text{startxcell } [...^1] [...,..^2] ... \text{ stopxcell }
1 NAME
2 nx = NUMMER
   ny = NUMMER
   nc = NUMMER
   nr = NUMMER
   inherits: \setupxtable
\startxcellgroup [...] [...,..] ... \stopxcellgroup
2 inherits: \setupxtable
\startxgroup [.\frac{1}{2}.] [\ldots,\ldots\frac{2}{2}.\ldots\right] \ldots\text{topxgroup}
2 inherits: \setupxtable
\startxmldisplayverbatim [.*.] \dots \stopxmldisplayverbatim
* NAME
\startxmlinlineverbatim [...^*] ... \stopxmlinlineverbatim
* NAME
\startxmlraw ... \stopxmlraw
\t \sum_{i=1}^{n} [...] [...] \dots \t 
1 grila
2 NAME
\startxmlsetups ... \stopxmlsetups
* NAME
\text{\tartxrow} [.1.] [..,..2.,..] ... \text{\tartxrow}
2 inherits: \setupxtable
\startxrowgroup [.1] [...,..2] ... \stopxrowgroup
1 NAME
2 inherits: \setupxtable
\startxtablebody [..,..*...............\stopxtablebody
* inherits: \setupxtable
```

```
\t startxtablebody [.*.] ... \stopxtablebody
* NAME
\verb|\startxtablefoot| [...,.. \\ ^*=...,..]| .... \\ \verb|\stopxtablefoot|
* inherits: \setupxtable
* NAME
\startxtablehead [..,.. = ..,..] ... \stopxtablehead
* inherits: \setupxtable
\t startxtablehead [.*.] ... \stopxtablehead
* NAME
\startxtablenext [..,..*=..,..] ... \stopxtablenext
* inherits: \setupxtable
\t startxtablenext [.*.] ... \t stopxtablenext
* inherits: \setupxtable
\startxtable [..,..^*=..,..] ... \stopxtable
* inherits: \setupxtable
\startxtable [...] ... \stopxtable
* NAME
\stivacampuri [.\ddots] [\dots,\dots] [\dots,\dots\delta\dots]
1 NAME
2 NAME
3 inherits: \setupfieldcategory
\stoplinenote [.*.]
* REFERENCE
\stoplinenote [.*.]
* REFERENCE
\stoplinie [.*.]
* REFERENCE
\stopregister [...] [...]
1 NAME
2 NAME
```

```
\stopstructurepageregister [...] [...]
1 NAME
2 NAME
\strictdoifelsenextoptional \{...^1.\}
1 TRUE
2 FALSE
\strictdoifnextoptionalelse \{...^1.\}
1 TRUE
2 FALSE
\stripcharacter ... \from ... \to \...
1 CHARACTER
2 TEXT
3 CSNAME
\strippedcsname \strippedcsn
* CSNAME
\verb|\strippedcsname| ...^*.
* TEXT
\stripspaces \from \dots^1. \to \\dots^2.
1 TEXT
2 CSNAME
\verb|\structurelist user variable {...}|
* KEY
 \structurenumber
 \structuretitle
\verb|\structureuservariable {...}|
\structurevariable \{...^*\}
 * KEY
\strut
 \strutdp
 \strutht
 \struthtdp
```

```
\struttedbox \{.\overset{*}{\ldots}\}
* CONTENT
\strutwd
\styleinstance [...]
* NAME
\style {.*.}
* TEXT
\style [.^1.] {.^2.}
1 NAME FONT
2 TEXT
\style [..,..^{\frac{1}{2}}..,..] {...}
1 inherits: \setupstyle
2 TEXT
\subject [\ldots, 1, \ldots] {\cdots^2.}
1 REFERENCE
2 TEXT
\subpagenumber
\subsection [\ldots, 1, \ldots] {\docsarrows}.
1 REFERENCE
2 TEXT
\subsentence { . * . }
* CONTENT
\substituteincommalist \{ \dots \} \{ \dots \} \{ \dots \} \{ \dots \}
1 TEXT
2 TEXT
3 CSNAME
\subsubject [..., ...] {...}
1 REFERENCE
2 TEXT
\subsubsection [\ldots, 1] \{\ldots, 2\}
1 REFERENCE
2 TEXT
\subsubsubject [..., ...] {...}
1 REFERENCE
2 TEXT
```

```
\subsubsubsection [\ldots, 1, \ldots] \{\ldots, 2, \ldots\}
1 REFERENCE
2 TEXT
\subsubsubject [\ldots, 1] \{\ldots, 2\}
1 REFERENCE
2 TEXT
\subsubsubsection [\ldots, 1, \ldots] \{\ldots^2\}
1 REFERENCE
2 TEXT
\subsubsubsubject [\ldots, 1, \ldots] {...}
1 REFERENCE
2 TEXT
\subtractfeature [.^*.]
* NAME
\subtractfeature \{.\overset{*}{\ldots}\}
* NAME
\sub
\swapcounts \.\.\.\.\.\.\.
1 CSNAME
2 CSNAME
\swapdimens \setminus ... \setminus ...
1 CSNAME
2 CSNAME
\swapface
\swapmacros \setminus ... \setminus ...
1 CSNAME
2 CSNAME
\swaptypeface
\switchstyleonly [.*.]
* rm ss tt hw cg roman serif regular sans sansserif suport type teletype mono scrismanual caligrafic
\switchstyleonly \setminus ...
* CSNAME
\switchtocolor [...]
* COLOR
```

```
\switchtointerlinespace [\ldots, 1] [\ldots, \ldots]
1 NAME
2 inherits: \seteazaspatiuinterliniar
\switchtointerlinespace [...,*...]
* on dezactivat reset auto mic mediu mare NUMMER DIMENSION
\switchtointerlinespace [.*.]
* NAME
\symbolreference [....]
* REFERENCE
\synchronizeblank
\synchronizeindenting
\synchronizemarking \begin{bmatrix} 1 & 1 \\ 1 & 1 \end{bmatrix} \begin{bmatrix} 1 & 2 \\ 1 & 1 \end{bmatrix}
1 BESCHRIFTUNG
2 NUMMER
3 mentine
\synchronizeoutputstreams [...,*...]
* NAME
\synchronizestrut {.*.}
\synchronizewhitespace
\synonym [.^{1}.] {.^{2}.} {.^{3}.}
1 NAME
2 TEXT
3 CONTENT
\systemlog \{...\} \{...\}
1 FILE
2 TEXT
3 TEXT
\systemlogfirst \{.\overset{1}{\ldots}\} \{.\overset{2}{\ldots}\} \{.\overset{3}{\ldots}\}
1 FILE
2 TEXT
3 TEXT
```

```
\systemloglast \{...^1\} \{...^2\}
1 FILE
2 TEXT
3 TEXT
\systemsetups \{ . \overset{*}{.} . \}
* NAME
\TABLE
\TaB1E
\TEX
\TeX
\TheNormalizedFontSize
\verb|\TransparencyHack||
\tabulateautoline
\tabulateautorule
\tabulateline
\tabulaterule
\taggedctxcommand {.*.}
* BEFEHL
\verb|\taggedlabeltexts|{...}|{...}|{...}|
1 NAME
2 NAME
3 CONTENT
\taglabellanguage
\t \{...^*\}
* KEY
\tbinom \{...^1\}
1 CONTENT
2 CONTENT
\tbox {.*.}
* CONTENT
```

```
\tequal \{ . \stackrel{1}{\ldots} \} \{ . \stackrel{2}{\ldots} \}
1 TEXT
2 TEXT
\testandsplitstring . \at . \at . \to \. \. \and \. \.
1 TEXT
2 TEXT
3 CSNAME
4 CSNAME
\label{testcolumn} $$ \left[ \begin{array}{c} 1 \\ 1 \end{array} \right] $$ \left[ \begin{array}{c} 2 \\ 1 \end{array} \right] $$
1 NUMMER
2 DIMENSION
\testfeature \{.\overset{*}{\dots}\}
* NUMMER
\testfeatureonce \{.\overset{*}{\ldots}\}
* NUMMER
\testpage [...^1] [...^2]
1 NUMMER
2 DIMENSION
\testpageonly [...] [...]
1 NUMMER
2 DIMENSION
\testpagesync [.<sup>1</sup>.] [.<sup>2</sup>.]
1 NUMMER
2 DIMENSION
\verb|\testtokens| [.\overset{*}{\dots}]
* NAME
\tex {.*.}
* CONTENT
\texdefinition \{...^*\}
* NAME
\texsetup \{ . \overset{*}{.} . \}
* NAME
\texttt{textbackground} \ \{.\overset{*}{\ldots}\}
* CONTENT
```

```
\textcitation [..,..^{\frac{1}{2}}..,..] [...^{2}]
1 referinta = REFERENCE
    alternativ =
    inainte = BEFEHL
    dupa
                = BEFEHL
              = BEFEHL
= BEFEHL
    stanga
    dreapta
    inherits: \setupbtx
2 REFERENCE
\textcitation [\ldots, \ldots^{\frac{1}{2}}, \ldots] [\ldots, \ldots^{\frac{2}{2}}, \ldots]
1 referinta = REFERENCE
   alternativ =
    inainte = BEFEHL
dupa = BEFEHL
   dupa
              = BEFEHL
= BEFEHL
   stanga
    dreapta
   inherits: \setupbtx
2 KEY = VALUE
\textcitation [.1] [.2]
2 REFERENCE
\textcite [\ldots, \ldots^{\frac{1}{2}}, \ldots] [\ldots^{2}]
1 referinta = REFERENCE
    alternativ =
   inainte = BEFEHL
dupa = BEFEHL
    dupa
   aupa = BEFEHL
stanga = BEFEHL
dreapta = BEFEHL
   inherits: \setupbtx
2 REFERENCE
\textcite [..,..^{\frac{1}{2}}..,..] [..,..^{\frac{2}{2}}..,..]
1 referinta = REFERENCE
   alternativ =
   inainte = BEFEHL
dupa = BEFEHL
stanga = BEFEHL
dreapta = BEFEHL
   inherits: \setupbtx
2 KEY = VALUE
\textcite [.1.] [.2.]
2 REFERENCE
\textcontrolspace
\texteticheta \{ ...^* . \}
\etichetatext {.*.}
* KEY
\textflowcollector {.*.}
* NAME
```

```
\textmarginal [..,..^{\frac{1}{2}}..,..] [..,..^{\frac{2}{2}}..,..] {.3.}
1 referinta = REFERENCE
    inherits: \setupmargindata
2 inherits: \setupmarginframed
3 CONTENT
\textmath {.*.}
* CONTENT
\textminus
\textormathchar {.*.}
* NUMMER
\textplus
\texttitlu {.*.}
* KEY
\textumplere [..,..\stackrel{1}{=}..,..] {.\stackrel{.}{\cdot}.} {.\stackrel{.}{\cdot}.}
1 inherits: \seteazarigleumplere
2 TEXT
3 TEXT
\textvisiblespace
\tfrac {.1.} {.2.}
1 CONTENT
2 CONTENT
\thai
\thainumerals \{ \stackrel{*}{\dots} \}
* NUMMER
\thefirstcharacter \{...^*\}
* TEXT
\thenormalizedbodyfontsize \{...^*\}
* DIMENSION
\theremainingcharacters \{...^*\}
* TEXT
\thickspace
\thinspace
```

```
1 TEXT
2 TEXT
3 TEXT
4 TEXT
5 TEXT
\thirdoffourarguments \{.\overset{1}{\ldots}\} \{.\overset{2}{\ldots}\} \{.\overset{3}{\ldots}\} \{.\overset{4}{\ldots}\}
1 TEXT
2 TEXT
3 TEXT
4 TEXT
\thirdofsixarguments {.\(^1\)} {.\(^2\)} {.\(^3\)} {.\(^4\)} {.\(^5\)} {.\(^6\)}
1 TEXT
2 TEXT
3 TEXT
4 TEXT
5 TEXT
6 TEXT
\thirdofthreearguments \{...^1\} \{...^2\}
1 TEXT
2 TEXT
3 TEXT
\thirdofthreeunexpanded \{ ...^1 . \} \{ ...^2 . \} \{ ...^3 . \}
2 TEXT
3 TEXT
\thookleftarrow \{...\}
1 TEXT
2 TEXT
\thookrightarrow \{...^1\}
1 TEXT
2 TEXT
\threedigitrounding \{...^*.\}
* NUMMER
\tibetannumerals {.*.}
* NUMMER
\tightlayer [.*.]
* NAME
```

```
\tilde \{...^*\}
* CHARACTER
\tinyfont
\title [..., ...] {...}
1 REFERENCE
2 TEXT
\titlumarginal [..,..^{\frac{1}{2}}..,..] [..,..^{\frac{2}{2}}..,..] {...}
1 referinta = REFERENCE
   inherits: \setupmargindata
2 inherits: \setupmarginframed
3 CONTENT
\titlu .*. \par
* TEXT
\tLeftarrow \{ . \stackrel{1}{\ldots} \} \ \{ . \stackrel{2}{\ldots} \}
1 TEXT
2 TEXT
\tLeftrightarrow \{...^1.\} \{...^2.\}
1 TEXT
2 TEXT
\tlap {.*.}
* CONTENT
\tleftarrow \{...^1\}
1 TEXT
2 TEXT
\tleftharpoondown \{ ... \} \{ ... \}
1 TEXT
2 TEXT
\verb|\tleftharpoonup| \{...^1.\} \ \{...^2.\}
1 TEXT
2 TEXT
\tleftrightarrow \{...^1.\}
1 TEXT
2 TEXT
\tleftrightharpoons \{...\}
1 TEXT
2 TEXT
```

```
\tmapsto \{ ... \} \{ ... \}
1 TEXT
2 TEXT
\tochar {.*.}
* NAME
\tolinenote [.*.]
* REFERENCE
\tooltip [..,..\frac{1}{2}..,..] {.\frac{1}{2}.} {.\frac{3}{2}.}
1 inherits: \setuptooltip
2 TEXT
3 TEXT
\tooltip [.^{1}.] {.^{2}.} {.^{3}.}
1 stanga centru dreapta
2 TEXT
3 TEXT
\tooltip [..,..^{\frac{1}{2}}..,..] \{...\}
1 inherits: \setuptooltip
2 TEXT
3 TEXT
\tooltip [.^{1}.] {.^{2}.} {.^{3}.}
1 stanga centru dreapta
2 TEXT
3 TEXT
\topbox {.*.}
* CONTENT
\verb|\topleftbox {...}^*|
* CONTENT
\toplinebox \{.\overset{*}{\ldots}\}
* CONTENT
\verb|\toprightbox {...}^*|
* CONTENT
\verb|\topskippedbox {...}|
* CONTENT
```

```
\verb|\tRightarrow| {...} | {...} |
1 TEXT
2 TEXT
\tracecatcodetables
\tracedfontname { . * . }
* FONT
\traceoutputroutines
\tracepositions
\traduce [..,..=^*..,..]
* SPRACHE = TEXT
\verb|\transparencycomponents {.*.}|
* COLOR
\transparent [.<sup>1</sup>.] {.<sup>2</sup>.}
1 COLOR
2 CONTENT
\trecilafonttext [...,*...]
* inherits: \seteazafonttext
\trel {.1.} {.2.}
1 TEXT
2 TEXT
\trightarrow \{...^1\}
1 TEXT
2 TEXT
\verb|\trightharpoondown {...} {...} {...}
1 TEXT
2 TEXT
\trightharpoonup \{...^1\}
1 TEXT
2 TEXT
\trightleftharpoons \{...\}
1 TEXT
2 TEXT
```

```
\trightoverleftarrow \{ . \stackrel{1}{\ldots} \} \ \{ . \stackrel{2}{\ldots} \}
1 TEXT
2 TEXT
\triplebond
\truefilename {.*.}
* FILE
\verb|\truefontname {...}|
* FONT
\ttraggedright
\ttriplerel \{...^1.\} \{...^2.\}
1 TEXT
2 TEXT
\ttwoheadleftarrow \{...^1\}
1 TEXT
2 TEXT
\ttwoheadrightarrow \{...\}
1 TEXT
2 TEXT
\twodigitrounding {.*.}
* NUMMER
\txt .*. \\
* TEXT
\txt {.1.} [...2...]
1 TEXT
2 REFERENCE
\txx
\verb|\typedefinedbuffer [...^1.] [...,..]|
1 BUFFER
2 inherits: \seteazatyping
\typeface
```

```
\typefile [.^{1}.] [..,.^{2}..,..] {.^{3}.}
1 NAME
2 inherits: \seteazatyping
3 FILE
\typescriptone
\typescriptprefix \{...^*.\}
* NAME
\typescriptthree
\typescripttwo
\typesetbuffer [.\frac{1}{2}.] [..,..\frac{2}{2}..,..]
1 * BUFFER
2 inherits: \setupexternalfigure
1 NAME FILE
2 FILE TEXT
3 inherits: \setupexternalfigure
\type [..,..^{\frac{1}{2}}...] {...}
1 inherits: \seteazatype
2 CONTENT
\type [..,..^{1}_{-}..,..] <<.^{2}.>>
1 inherits: \seteazatype
2 ANGLES
\type [..,..^{\frac{1}{2}}..,..] {.2.}
1 inherits: \seteazatype
2 CONTENT
\type [..,..\frac{1}{2}..,..] <<.\frac{1}{2}.>>
1 inherits: \seteazatype
2 ANGLES
\typ [..,..^{\frac{1}{2}}..,..] {...}
1 inherits: \seteazatype
2 CONTENT
\typ [..,..\frac{1}{2}..,..] <<.\frac{2}{..}>>
1 inherits: \seteazatype
2 ANGLES
```

```
\uconvertnumber \{ ...^1 ... \}
1 inherits: \convertestenumar
2 NUMMER
\uedcatcodecommand \setminus 1 \dots 1^2 \dots 1^3 \dots 1^3
1 CSNAME
2 CHARACTER NUMMER
3 BEFEHL
\undefinevalue \{ . \overset{*}{.} . \}
* NAME
\undepthed \{...^*\}
* CONTENT
\underbar \{ ...^* . \}
* CONTENT
\underbars {.*.}
* CONTENT
\verb| underbartext {...}| {...}|
1 TEXT
2 TEXT
\underbrace \{ . \overset{*}{\ldots} \}
* TEXT
\underbracetext \{ ...^1 .\} \{ ...^2 .\}
1 TEXT
2 TEXT
\verb|\underbracket| {. ".}|
* TEXT
\verb| underbrackettext {...} | {...} | {...} |
1 TEXT
2 TEXT
\verb|\underdash| \{ . \overset{*}{\ldots} \}
* CONTENT
\underdashes \{...^*.\}
* CONTENT
\underdot \{ ...^* . \}
* CONTENT
```

```
\underdots {.*.}
* CONTENT
\verb|\underleftarrow| {. . .}
* TEXT
\verb|\underleftharpoondown {.*.}|
* TEXT
\verb|\underleftharpoonup {..}^*.}
* TEXT
\underleftrightarrow \{...^*\}
* TEXT
\underparent \{.\overset{*}{\ldots}\}
* TEXT
\underparenttext \{...^1\} \{...^2\}
1 TEXT
2 TEXT
\verb| \underrandom {...}^*|
* CONTENT
\underrandoms \{.\overset{*}{\dots}\}
* CONTENT
\underrightarrow {...}
\verb|\underrightharpoondown {...}|
* TEXT
\verb|\underrightharpoonup {.*.}|
* TEXT
\underset \{ ... \} \{ ... \}
1 TEXT
2 TEXT
\verb|\understrike| {. \dot{.} .}|
* CONTENT
\understrikes \{...^*\}
* CONTENT
```

```
\undertwoheadleftarrow \{...^*\}
* TEXT
\verb|\undertwoheadrightarrow| {.*.}|
* TEXT
\undeva \{...^1.\} \{...^2.\} [...^3.]
1 TEXT
2 TEXT
3 REFERENCE
\undoassign [...^1] [...^2]
1 TEXT
2 KEY = VALUE
\unframed [..,.. \stackrel{1}{=}..,..] {...}
1 inherits: \seteazainconjurat
2 CONTENT
1 CSNAME NUMMER
2 BEFEHL
\unihex \{...^*\}
* NUMMER
\uniqueMPgraphic \{...\} \{...,..
1 NAME
2 KEY = VALUE
\uniqueMPpagegraphic \{...\} \{...,..=2...\}
1 NAME
2 KEY = VALUE
\verb|\unit {...}|
* CONTENT
\unitlanguage
\unittext {.*.}
* KEY
\unitate \{...^*\}
* CONTENT
\unprotect ... \protect
```

```
\unprotected ... \par
* CONTENT
\unregisterhyphenationpattern [.<sup>1</sup>.] [.<sup>2</sup>.]
1 SPRACHE
2 TEXT
\unspaceafter \setminus ... { ... }
1 CSNAME
2 TEXT
\unspaceargument . \to \. . \to \. .
1 TEXT
2 CSNAME
\unspaced \{ \dots^* \}
* TEXT
\unspacestring ... \to \...
1 TEXT
2 CSNAME
\untexargument \{...^1.\} \to \...^2..
1 TEXT
2 CSNAME
\untexcommand \{...\} \to \.\...
1 CSNAME
2 CSNAME
\uppercased \{.\overset{*}{\dots}\}
* TEXT
\uppercasestring ... \to \...
1 TEXT
2 CSNAME
\upperleftdoubleninequote
\upperleftdoublesixquote
\upperleftsingleninequote
\upperleftsinglesixquote
\upperrightdoubleninequote
\upperrightdoublesixquote
```

```
\upperrightsingleninequote
\upperrightsinglesixquote
\url [.*.]
* NAME
\uberright \ \usealignparameter \t \cdot \overset{*}{\ldots}
* CSNAME
\verb|\useblankparameter| \setminus .^*. .
* CSNAME
\usebodyfont [...,*...]
* inherits: \seteazafonttext
\verb|\usebodyfontparameter | `.". .
* CSNAME
\usebtxdataset [.<sup>1</sup>.] [.<sup>2</sup>.] [.,.<sup>3</sup>..,.]
1 NAME
2 FILE
3 specification = NAME
\verb|\usebtxdefinitions [...^*]|
* FILE
\usecolors [.\overset{*}{.}.]
* FILE
\usecomponent [.*.]
* FILE
\verb|\usedummycolorparameter {.*.}|
* KEY
\usedummystyleandcolor \{...^1\}
1 KEY
2 KEY
\verb|\usedummystyleparameter {.*.}|
* KEY
\useenvironment [.*.]
* FILE
```

```
\useexternalrendering [.1] [.2] [.3] [.4]
1 NAME
2 NAME
3 FILE
4 auto embed
\usefigurebase [.*.]
 * reset FILE
\usefile [...^1] [...^2] [...^3]
1 NAME
2 FILE
3 TEXT
\verb|\usegridparameter| \verb|\|.".
 * CSNAME
\useindentingparameter \setminus.*..
 * CSNAME
\verb|\useindentnextparameter | `.".
 * CSNAME
\useinterlinespaceparameter \setminus.*..
 * CSNAME
\verb|\uselanguageparameter \|.^*..
* CSNAME
\verb|\useluamodule [...^*]|
* FILE
\verb|\useMPenvironmentbuffer [...^*]|
* NAME
\label{eq:loss_loss} $$ \space{-0.05cm} \space{-0.05cm} $$ \space{-0.05cm} \
1 NAME
2 KEY = VALUE
\useMPlibrary [.*.]
* FILE
\useMPrun \{ ... \}
1 NAME
2 NUMMER
```

```
\useMPvariables [...] [..., ...]
1 NAME
2 KEY
\usemathstyleparameter \setminus.*..
* CSNAME
\verb|\useproduct[...]|
* FILE
\uberry useprofile parameter \tau*...
* CSNAME
\verb|\useproject[...]|
* FILE
\usereferenceparameter \setminus.*..
* CSNAME
\userpagenumber
\usesetupsparameter \setminus.*..
* CSNAME
\usestaticMPfigure [..,..^{\frac{1}{2}}..,..] [...]
1 inherits: \setupscale
2 NAME
\usesubpath [...,*...]
* FILE
\usetexmodule \begin{bmatrix} 1 & 1 \\ 1 & 2 \end{bmatrix} \begin{bmatrix} 1 & 1 \\ 1 & 2 \end{bmatrix} \begin{bmatrix} 1 & 1 \\ 1 & 2 \end{bmatrix} \begin{bmatrix} 1 & 1 \\ 1 & 2 \end{bmatrix}
1 mpsxt
2 FILE
3 KEY = VALUE
\usetypescript [ ... ^1 . ] [ ... ^2 . ] [ ... ]
1 serif sans mono math handwriting calligraphy casual tot
2 NAME fallback implicit dtp simple
3 size nume
\usetypescriptfile [.*.]
* reset FILE
\usezipfile [...^1] [...^2]
1 FILE
2 FILE
```

\utfchar {.*.} * NUMMER
\utflower {.*.} * TEXT
\utfupper {.*.} * TEXT
\utilityregisterlength
\VerboseNumber {.*.}  * NUMMER
\valoareculoare {.*.}  * COLOR
\vboxreference [,] {.2.}  1 REFERENCE 2 CONTENT
\vec {.*.}  * CHARACTER
\verbatim {.*.} * CONTENT
<pre>\verbatimstring {.*.} * CONTENT</pre>
\verbosenumber {.*.}  * NUMMER
\versiume [.*.]  * concept fisier temporar final NAME
\verticalgrowingbar [,*]  * inherits: \setuppositionbar
\verticalpositionbar [,*=,]  * inherits: \setuppositionbar
\veryraggedcenter
\veryraggedleft
\veryraggedright

```
\vglue ...
* DIMENSION
\viewerlayer [...^1] {...}
1 NAME
2 CONTENT
\vl [.*.]
* NUMMER
\label{eq:continuous_problem} $$ \operatorname{vphantom} \{ \ldots^* . \} $$
* CONTENT
\vpos {.1.} {.2.}
1 NAME
2 CONTENT
* CONTENT
* CSNAME NUMMER
* CONTENT
\vspace [...^1]
1 NAME
2 NAME
\vspacing [...,*...]
* preferinta aceeasipagina max fortat enable dezactivat faraalb inapot overlay totdeauna weak strong implicit
   inainte intre dupa fixat flexibil niciunul mic mediu mare linie jumatatelinie quarterline formula alb inaltime
   adancime standard NUMMER*mic NUMMER*mediu NUMMER*mare NUMMER*linie NUMMER*jumatatelinie NUMMER*quarterline
   NUMMER*formula NUMMER*alb NUMMER*inaltime NUMMER*adancime category:NUMMER order:NUMMER penalty:NUMMER DIMENSION
\WidthSpanningText \{...^1.\} \{...^2.\} \{...^3.\}
1 TEXT
2 DIMENSION
3 FONT
\wdofstring \{.\overset{*}{.}.\}
* TEXT
\widthofstring \{...^*\}
* TEXT
```

```
\widthspanningtext \{...\} \{...\}
1 TEXT
2 DIMENSION
3 FONT
\verb|\withoutpt| \{ . \overset{*}{.} . \}
* DIMENSION
\word {.*.}
* TEXT
\words {.*.}
* TEXT
\wordtonumber \{...\}
1 unu doi trei patru cinci
\writedatatolist \begin{bmatrix} 1 & 1 & 1 \\ 1 & 1 & 2 \end{bmatrix} \begin{bmatrix} 1 & 1 & 1 \\ 1 & 1 & 2 \end{bmatrix} \begin{bmatrix} 1 & 1 & 1 \\ 1 & 1 & 2 \end{bmatrix} \begin{bmatrix} 1 & 1 & 1 \\ 1 & 2 & 1 \end{bmatrix}
1 LISTE
2 inherits: \seteazalista
3 KEY = VALUE
\writestatus \{.1.\}
1 TEXT
2 TEXT
\XETEX
\XeTeX
\verb|\xdef| converted argument | \cdot ^1 . . . { . \cdot ^2 . . }
1 CSNAME
2 TEXT
\texttt{\xequal}\ \{\overset{\scriptscriptstyle 1}{\ldots}\}\ \{\overset{\scriptscriptstyle 2}{\ldots}\}
1 TEXT
2 TEXT
\ \ \ \ \ \ \ \{ \ .\ ^1.. \} \ \ \{ \ .\ ^2.. \}
1 CONTENT
2 CONTENT
\xhookleftarrow \{...^1.\}
1 TEXT
2 TEXT
```

```
\xhookrightarrow \{...^1.\}
 1 TEXT
 2 TEXT
 \xspace \xLeftarrow \{...^1\} \{...^2\}
 1 TEXT
 2 TEXT
 \xleftrightarrow {...}^1 {...}
 1 TEXT
 \xleftarrow \{...^1\}
 1 TEXT
 2 TEXT
\verb|\xleftharpoondown {...}| {...}|
 1 TEXT
 2 TEXT
\verb|\xleftharpoonup| \{ . \overset{\scriptscriptstyle 1}{\ldots} \} \ \{ . \overset{\scriptscriptstyle 2}{\ldots} \}
 1 TEXT
 2 TEXT
\verb|\xleftrightarrow| {...} | {...} |
 1 TEXT
 2 TEXT
\verb|\xleftrightharpoons| \{ \begin{smallmatrix} 1 \\ \cdot \end{smallmatrix} \} \ \{ \begin{smallmatrix} 2 \\ \cdot \end{smallmatrix} \}
 2 TEXT
 \xmapsto \{...^1.\} \{...^2.\}
 1 TEXT
 2 TEXT
 \verb|\xm| addindex {...}^*.
  * NODE
 \label{eq:lambda} $$ \mathbf{1}... \mathbf{1}...
 1 NAME
 2 SETUP
 3 SETUP
 \verb|\xmlaftersetup {...}| {...}|
 1 SETUP
 2 SETUP
```

```
$$ \mathbf{xmlall} \{...^{1}.\} \{...^{2}.\}
 1 NODE
 2 LPATH
 \mbox{\em xmlappenddocumentsetup } \{\hdots \hdots \hdots
 1 NAME
 2 SETUP
 \verb|\xmlappendsetup {.*.}|
 * SETUP
   \mbox{xmlapplyselectors } \{.\mbox{\hsuperscript{...}}
 * NODE
 \xmlatt \{...^1\}
 1 NODE
 2 NAME
 \label{eq:local_continuity} $$ \mathbf{1}... \mathbf{1}.
 1 NODE
 2 NAME
 3 TEXT
 \xmlattribute \{...^1\} \{...^2\} \{...^3\}
 1 NODE
 2 LPATH
 3 NAME
\xmlattributedef \{...\} \{...\} \{...\}
 1 NODE
 2 LPATH
 3 NAME
 4 TEXT
 \verb|\xmlbadinclusions {...}|
 * NODE
\verb|\xm| lbefore document set up {.\ddots, } {.\dots, } {.\dots, } {.\dots, } {.\dots, } |
 1 NAME
 2 SETUP
 3 SETUP
 \xmlbeforesetup \{ ...^1 . \} \{ ...^2 . \}
 1 SETUP
 2 SETUP
```

```
\xmlchainatt \{...^1\} \{...^2\}
 1 NODE
 2 NAME
 \xmlchainattdef \{...\} \{...\}
 1 NODE
 2 NAME
 3 TEXT
 \xmlchecknamespace \{...^1\}
 1 NODE
 2 NAME
 \xmlcommand \{...^1, \{...^2, \{...^3, \}
 1 NODE
 2 LPATH
 3 XMLSETUP
 \label{eq:locat} $$ \xmlconcat $\{...^1, \} $$ $\{...^2, \} $$ $\{...^3, \} $$
 2 LPATH
 3 TEXT
1 NODE
 2 LPATH
 3 TEXT
 4 FIRST
 5 LAST
 \xmlcontext \{...\}
 1 NODE
 2 LPATH
 \xmlcount \{...^*\}
 * NODE
 \mbox{\em Lorentz} \ \mbox{\
 * NODE
 \xmldirectives {.*.}
 * NODE
 \mbox{\em xmldirectivesafter } \{.\begin{tabular}{l} *.\begin{tabular}{l} *.\begin{tabular}{
  * NODE
```

```
\xmldirectivesbefore {.*.}
 * NODE
 \verb|\xmldisplayverbatim| {. . . }
 * NODE
\label{eq:local_continuity} $$ \xmldoif {...}^1 {...} {...} {...}$
 1 NODE
 2 LPATH
 3 TRUE
\xmldoifelse \{...^{1}.\} \{...^{2}.\} \{...^{3}.\} \{...^{4}.\}
 1 NODE
 2 LPATH
 3 TRUE
 4 FALSE
 \label{eq:local_continuity} $$ \mathbf{1}^{1} \in \mathbb{R}^{2} \in \mathbb{R}^{3} \in \mathbb{R}^{4}.$
 1 NODE
 2 LPATH
 3 TRUE
 4 FALSE
 \verb|\xm| doifelseselfempty {...} | {...} | {...} | {...} |
 1 NODE
 2 TRUE
 3 FALSE
 \verb|\xm| doifelsetext {...} {...} {...} {...} {...} {...}
 1 NODE
 2 LPATH
 3 TRUE
 4 FALSE
\label{eq:local_continuity} $$ \mathbf{1}^1 \cdot \mathbf{1}^2 \cdot \mathbf{1}^3 \cdot \mathbf{1}^3 \cdot \mathbf{1}^4 \cdot \mathbf{1}^4
 1 CATEGORY
 2 NAME
 3 TRUE
 4 FALSE
 \xmldoifnot \{ ... \} \{ ... \} \{ ... \}
 1 NODE
 2 LPATH
 3 TRUE
```

```
\mbox{\em Limits} \{ \mbox{\em Limits}^1 \} \{ \mbox{\em Limits}^2 \}
1 NODE
2 TRUE
\xmldoifnottext \{ ... \} \{ ... \} \{ ... \}
1 NODE
2 LPATH
3 TRUE
\xmldoifselfempty \{...^1.\}
2 TRUE
\xmldoiftext \{...\} \{...\} \{...\}
1 NODE
2 LPATH
3 TRUE
\verb|\xmlelement {...}| {...}|
1 NODE
2 NUMMER
\xmlfilter \{...^1.\} \{...^2.\}
1 NODE
2 LPATH
\xmlfirst \{ ... \} \{ ... \}
1 NODE
2 LPATH
\mathbf{xmlflush} \{...^*\}
* NODE
\xmlflushcontext {.*.}
* NODE
\mbox{xmlflushdocumentsetups } \{ \dots^1 \} \{ \dots^2 \}
1 NAME
2 SETUP
\xmlflushlinewise \{...^*\}
* NODE
\xmlflushpure \{.\overset{*}{\dots}\}
* NODE
```

```
\mbox{xmlflushspacewise } \{...^*\}
* NODE
\mbox{xmlflushtext } \{.\mbox{\hsuperscript{...}}
* NODE
\xmlinclude \{ ... \} \{ ... \} \{ ... \}
1 NODE
2 LPATH
3 NAME
\mbox{xmlinclusion } \{...^*\}
* NODE
\mbox{xmlinclusions } \{.\mbox{*}.\}
* NODE
\xmlinfo \{.\overset{*}{\ldots}\}
* NODE
\mbox{xmlinjector } \{.\mbox{...}\}
* NAME
\verb|\xmlinlineverbatim {.*.}|
* NODE
\xmlinstalldirective \{...\}
1 NAME
2 CSNAME
\xmllast \{...^1, \}
1 NODE
2 LPATH
\xmllastatt
\xmllastmatch
\xmlloadbuffer \{...^1\} \{...^2\} \{...^3\}
1 BUFFER
2 NAME
3 XMLSETUP
\verb|\xmlloaddata| \{ \dots^1 , \} \ \{ \dots^2 , \} \ \{ \dots^3 , \}
1 NAME
2 TEXT
3 XMLSETUP
```

```
\verb|\xmlloaddirectives {.*.}|
* FILE
\xmlloadfile \{...\} \{...\}
1 NAME
2 FILE
3 XMLSETUP
\xmlloadonly \{...\} \{...\}
1 NAME
2 FILE
3 XMLSETUP
\mbox{xmlmain } \{...\}
* NAME
\xmlmapvalue \{...\} \{...\}
1 CATEGORY
2 NAME
3 TEXT
\xmlname {.*.}
* NODE
\verb|\xmlnamespace {...}|
* NODE
\verb|\xmlnonspace {...}| {...}|
1 NODE
2 LPATH
\verb|\xmlpath {...}^*.}
* NODE
\verb|\xmlpos {...}|
* NODE
\xmlposition \{...\} \{...\}
1 NODE
2 LPATH
3 NUMMER
\mbox{\em xmlprependdocumentsetup } \{\hdots^1,\hdots\}\ \{\hdots^2,\hdots
1 NAME
2 SETUP
```

```
\verb|\xmlprependsetup {...}^*|
 * SETUP
\verb|\xmlprettyprint {...}| {...}|
 1 NODE
 2 NAME
\xmlprocessbuffer \{.\overset{1}{\ldots}\} \{.\overset{2}{\ldots}\} \{.\overset{3}{\ldots}\}
 1 BUFFER
 2 NAME
 3 XMLSETUP
\label{eq:local_constraints} $$ \mathbf{1}... \mathbf{1}
 1 NAME
 2 TEXT
 3 XMLSETUP
\xmlprocessfile \{ . \stackrel{1}{\ldots} \} \ \{ . \stackrel{2}{\ldots} \} \ \{ . \stackrel{3}{\ldots} \}
 1 NAME
 2 FILE
 3 XMLSETUP
 \xmlpure \{...^1.\} \{...^2.\}
 1 NODE
 2 LPATH
 \verb|\xmlraw {...}|
 * NODE
\xmlrefatt {...} {...}
 1 NODE
 2 NAME
\mbox{\colored} \xmlregistereddocumentsetups \{ \ldots^1 \} \{ \ldots^2 \}
 1 NAME
 2 SETUP
 \xmlregisteredsetups
 \xmlregisterns \{...\}
 1 NAME
 2 URL
```

```
\label{eq:local_local_local_local_local_local} $$ \xmlremap name $\{.^1.\}$ $\{.^2.\}$ $\{.^3.\}$ $\{.^4.\}$ $
 1 NODE
 2 LPATH
 3 NAME
 4 NAME
\verb|\xm| remapnamespace { \{.\overset{1}{\dots}\} } { \{.\overset{2}{\dots}\} } { \{.\overset{3}{\dots}\} }
 1 NODE
 2 NAME
 3 NAME
 \mbox{\em xmlremovedocumentsetup } \{ \hdots \hdot
 1 NAME
 2 SETUP
  \mbox{\em xmlremovesetup } \{.\begin{subarray}{c} ^*.\end{subarray} \}
 * SETUP
  \mbox{\em `xmlresetdocumentsetups } \{\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hdots\hd
  \xmlresetinjectors
 \mbox{\em xmlresetsetups } \{\hdots^*.\hdots
 * NAME
\xmlsave \{...^1, \}
 1 NODE
 2 FILE
 \xmlsetentity \{...^1\}
 1 NAME
 2 TEXT
 \xmlsetfunction \{ ... \} \{ ... \} \{ ... \}
 1 NODE
 2 LPATH
 3 LUAFUNCTION
 \xmlsetinjectors [...,*...]
 * NAME
\xmlsetsetup \{...\} \{...\} \{...\}
 1 NAME
 2 LPATH
 3 SETUP
```

```
\verb|\xmlsetup {...}| {...}|
1 NODE
2 SETUP
\mbox{xmlshow } \{...^*\}
* NODE
\xmlsnippet \{...^1.\} \{...^2.\}
1 NODE
2 NUMMER
\xmlstrip \{...^1.\} \{...^2.\}
1 NODE
2 LPATH
\xmlstripnolines \{.\overset{1}{\ldots}\} \{.\overset{2}{\ldots}\}
2 LPATH
\verb|\xmlstripped {...}| {...}|
1 NODE
2 LPATH
\xmlstrippednolines \{...\}
1 NODE
2 LPATH
\mbox{xmltag } \{...^*.\}
* NODE
\xmltexentity \{...^1\}
1 NAME
2 TEXT
\xmltext \{...^1.\} \{...^2.\}
1 NODE
2 LPATH
\xmltobuffer \{...^1\} \{...^2\} \{...^3\}
1 NODE
2 LPATH
3 BUFFER
\verb|\xmltobufferverbose| {...} | {...} | {...} | {...} |
1 NODE
2 LPATH
3 BUFFER
```

```
\xmltofile \{...^1, \} \{...^2, \} \{...^3, \}
1 NODE
2 LPATH
3 FILE
\xmlvalue \{...\} \{...\} \{...\}
1 CATEGORY
2 NAME
3 TEXT
\xmlverbatim {.*.}
* NODE
\xRightarrow \{...\}
1 TEXT
2 TEXT
\xrel \{...\}
1 TEXT
2 TEXT
\xrightarrow \{...^1.\} \{...^2.\}
1 TEXT
\xrightharpoondown \{...^1\} \{...^2\}
1 TEXT
2 TEXT
\verb|\xrightharpoonup| {...} | {...} |
1 TEXT
2 TEXT
\xrightleftharpoons \{ . \stackrel{1}{\dots} \} \{ . \stackrel{2}{\dots} \}
1 TEXT
2 TEXT
\verb|\xrightoverleftarrow| {...} | {...} |
1 TEXT
2 TEXT
\xsplitstring \setminus ... \{...\}
1 CSNAME
2 TEXT
```

```
\xtriplerel \{...^1\}
1 TEXT
2 TEXT
1 TEXT
2 TEXT
\verb|\xtwoheadrightarrow| {. ...} | {....} |
1 TEXT
2 TEXT
\xxfrac {.1.} {.2.}
1 CONTENT
2 CONTENT
\xypos {.*.}
* NAME
\ZIDINSAPTAMANA {.*.}
* NUMMER
\verb|\zidinsaptamana| \{ \ldots^*. \}
* NUMMER
```

