

Babel

Localization and
internationalization

Unicode

T_EX

pdfT_EX

LuaT_EX

XeT_EX

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Johannes L. Braams
Original author

Javier Bezos
Current maintainer

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Part I

User guide

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

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

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

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

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

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

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

1 The user interface

1.1 Monolingual documents

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

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

EXAMPLE Here is a simple full example for “traditional” \TeX engines (see below for xetex and luatex). The packages `fontenc` and `inputenc` do not belong to babel, but they are included in the example because typically you will need them. It assumes UTF-8, the default encoding:

PDF \TeX

```
\documentclass{article}

\usepackage[T1]{fontenc}
```

```

\usepackage[french]{babel}

\begin{document}

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

\end{document}

```

Now consider something like:

```

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

```

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

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

LUATEX/XETEX

```

\documentclass[russian]{article}

\usepackage{babel}

\babelfont{rm}{DejaVu Serif}

\begin{document}

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

\end{document}

```

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

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

Or the more explanatory:

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

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

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

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

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

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

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

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

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

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

1.2 Multilingual documents

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

EXAMPLE In \LaTeX , the preamble of the document:

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

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

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

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

Examples of cases where `main` is useful are the following.

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

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

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

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

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

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

EXAMPLE A full bilingual document with pdf_{tex} follows. The main language is french, which is activated when the document begins. It assumes UTF-8:

PDF_{TEX}

```
\documentclass{article}

\usepackage[T1]{fontenc}

\usepackage[english,french]{babel}

\begin{document}

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

\selectlanguage{english}

And an English paragraph, with a short text in
\foreignlanguage{french}{français}.

\end{document}
```

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

LUATEX/XETEX

```
\documentclass{article}

\usepackage[vietnamese,danish]{babel}

\begin{document}

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

\selectlanguage{vietnamese}

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

\end{document}
```

NOTE Once loaded a language, you can select it with the corresponding BCP47 tag. See section 1.22 for further details.

1.3 Mostly monolingual documents

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

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

EXAMPLE A trivial document with the default font in English and Spanish, and FreeSerif in Russian is:


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

\babelfont[russian]{rm}{FreeSerif}

\begin{document}

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

\end{document}
```

NOTE Instead of its name, you may prefer to select the language with the corresponding BCP47 tag. This alternative, however, must be activated explicitly, because a two- or tree-letter word is a valid name for a language (eg, yi). See section 1.22 for further details.

1.4 Modifiers

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

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

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

1.5 Troubleshooting

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

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

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

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

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

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

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

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

1.6 Plain

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

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

WARNING Not all languages provide a `sty` file and some of them are not compatible with those formats. Please, refer to [Using babel with Plain](#) for further details.

1.7 Basic language selectors

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

`\selectlanguage` $\{ \langle language \rangle \}$

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

```
\selectlanguage{german}
```

This command can be used as environment, too.

NOTE For “historical reasons”, a macro name is converted to a language name without the leading `\`; in other words, `\selectlanguage{\german}` is equivalent to `\selectlanguage{german}`. Using a macro instead of a “real” name is deprecated. **New 3.43** However, if the macro name does not match any language, it will get expanded as expected.

NOTE Bear in mind `\selectlanguage` can be automatically executed, in some cases, in the auxiliary files, at heads and foots, and after the environment `otherlanguage*`.

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

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

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

WARNING There are a couple of issues related to the way the language information is written to the auxiliary files:

- `\selectlanguage` should not be used inside some boxed environments (like floats or `minipage`) to switch the language if you need the information written to the aux be correctly synchronized. This rarely happens, but if it were the case, you must use `otherlanguage` instead.
- In addition, this macro inserts a `\write` in vertical mode, which may break the vertical spacing in some cases (for example, between lists). **New 3.64** The behavior can be adjusted with `\babeladjust{select.write=<mode>}`, where `<mode>` is `shift` (which shifts the skips down and adds a `\penalty`); `keep` (the default – with it the `\write` and the skips are kept in the order they are written), and `omit` (which may seem a too drastic solution, because nothing is written, but more often than not this command is applied to more or less short texts with no sectioning or similar commands and therefore no language synchronization is necessary).

`\foreignlanguage` [*⟨option-list⟩*]{*⟨language⟩*}{*⟨text⟩*}

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

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

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

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

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

1.8 Auxiliary language selectors

`\begin{otherlanguage}` {*⟨language⟩*} ... **`\end{otherlanguage}`**

The environment `otherlanguage` does basically the same as `\selectlanguage`, except that language change is (mostly) local to the environment.

Actually, there might be some non-local changes, as this environment is roughly equivalent to:

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

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

Spaces after the environment are ignored.

`\begin{otherlanguage*}` [*⟨option-list⟩*]{*⟨language⟩*} ... **`\end{otherlanguage*}`**

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

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

1.9 More on selection

`\babeltags` {*⟨tag1⟩* = *⟨language1⟩*, *⟨tag2⟩* = *⟨language2⟩*, ...}

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

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

WARNING There is a clear drawback to this feature, namely, the ‘prefix’ `\text...` is heavily overloaded in \TeX and conflicts with existing macros may arise (`\textlatin`, `\textbar`, `\textit`, `\textcolor` and many others). The same applies to environments, because `arabic` conflicts with `\arabic`. Furthermore, and because of this overloading, detecting the language of a chunk of text by external tools can become unfeasible. Except if there is a reason for this ‘syntactical sugar’, the best option is to stick to the default selectors or to define your own alternatives.

EXAMPLE With

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

you can write

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

and

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

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

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

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

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

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

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

```
\babelensure{polish}
```

By default only the basic captions and `\today` are redefined, but you can add further macros with the key `include` in the optional argument (without commas). Macros not to be modified are listed in `exclude`. You can also enforce a font encoding with the option `fontenc`.⁴ A couple of examples:

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

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

⁴With it, encoded strings may not work as expected.

1.10 Shorthands

A *shorthand* is a sequence of one or two characters that expands to arbitrary \TeX code. Shorthands can be used for different kinds of things; for example: (1) in some languages shorthands such as "a are defined to be able to hyphenate the word if the encoding is OT1; (2) in some languages shorthands such as ! are used to insert the right amount of white space; (3) several kinds of discretionary and breaks can be inserted easily with "-", "=", etc. The package `inputenc` as well as `xetex` and `luatex` have alleviated entering non-ASCII characters, but minority languages and some kinds of text can still require characters not directly available on the keyboards (and sometimes not even as separated or precomposed Unicode characters). As to the point 2, now `pdfTeX` provides `\knbcode`, and `luatex` can manipulate the glyph list. Tools for point 3 can be still very useful in general. There are four levels of shorthands: *user*, *language*, *system*, and *language user* (by order of precedence). In most cases, you will use only shorthands provided by languages.

NOTE Keep in mind the following:

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

TROUBLESHOOTING A typical error when using shorthands is the following:

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

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

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

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

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

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

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

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

WARNING It is worth emphasizing these macros are meant for temporary changes. Whenever possible and if there are not conflicts with other packages, shorthands must be always enabled (or disabled).

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

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

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

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

`\defineshortand` `[\langle language \rangle, \langle language \rangle, ...]{\langle shorthand \rangle}{\langle code \rangle}`

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

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

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

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

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

```
\useshortands*{"}
\defineshortand{"*}{\babelhyphen{soft}}
\defineshortand{"-}{\babelhyphen{hard}}
```

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

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

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

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

`\languageshortands` `{\langle language \rangle}`

The command `\languageshortands` can be used to switch the shorthands on the language level. It takes one argument, the name of a language or none (the latter does what its name suggests).⁵ Note that for this to work the language should have been specified as an option when loading the `babel` package. For example, you can use in english the shorthands defined by `ngerman` with

```
\addto\extrasenglish{\languageshortands{ngerman}}
```

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

⁵Actually, any name not corresponding to a language group does the same as none. However, follow this convention because it might be enforced in future releases of `babel` to catch possible errors.

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

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

\babelshorthand `{\langle shorthand \rangle}`

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

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

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

For your records, here is a list of shorthands, but you must double check them, as they may change:⁶

Languages with no shorthands Croatian, English (any variety), Indonesian, Hebrew, Interlingua, Irish, Lower Sorbian, Malaysian, North Sami, Romanian, Scottish, Welsh
Languages with only " as defined shorthand character Albanian, Bulgarian, Danish, Dutch, Finnish, German (old and new orthography, also Austrian), Icelandic, Italian, Norwegian, Polish, Portuguese (also Brazilian), Russian, Serbian (with Latin script), Slovene, Swedish, Ukrainian, Upper Sorbian

Basque " ' ~
Breton : ; ? !
Catalan " ' ` ~
Czech " -
Esperanto ^
Estonian " ~
French (all varieties) : ; ? !
Galician " . ' ~ < >
Greek ~
Hungarian ` ~
Kurmanji ^
Latin " ^ =
Slovak " ^ ' -
Spanish " . < > ' ~
Turkish : ! =

In addition, the babel core declares ~ as a one-char shorthand which is let, like the standard ~, to a non breaking space.⁷

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

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

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

The command `\aliasshorthand` can be used to let another character perform the same functions as the default shorthand character. If one prefers for example to use the

⁶Thanks to Enrico Gregorio

⁷This declaration serves to nothing, but it is preserved for backward compatibility.

character / over " in typing Polish texts, this can be achieved by entering `\aliasshorthand{"}{/}`. For the reasons in the warning below, usage of this macro is not recommended.

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

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

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

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

1.11 Package options

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

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

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

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

- safe=** `none | ref | bib`
Some \TeX macros are redefined so that using shorthands is safe. With `safe=bib` only `\nocite`, `\bibcite` and `\bibitem` are redefined. With `safe=ref` only `\newlabel`, `\ref` and `\pageref` are redefined (as well as a few macros from `varioref` and `ifthen`). With `safe=none` no macro is redefined. This option is strongly recommended, because a good deal of incompatibilities and errors are related to these redefinitions. As of **New 3.34**, in $\epsilon\TeX$ based engines (ie, almost every engine except the oldest ones) shorthands can be used in these macros (formerly you could not).
- math=** `active | normal`
Shorthands are mainly intended for text, not for math. By setting this option with the value `normal` they are deactivated in math mode (default is `active`) and things like `#{a'}` (a closing brace after a shorthand) are not a source of trouble anymore.

- config=** *<file>*
Load *<file>*.cfg instead of the default config file `bblopts.cfg` (the file is loaded even with `noconfigs`).
- main=** *<language>*
Sets the main language, as explained above, ie, this language is always loaded last. If it is not given as package or global option, it is added to the list of requested languages.
- headfoot=** *<language>*
By default, headlines and footlines are not touched (only marks), and if they contain language-dependent macros (which is not usual) there may be unexpected results. With this option you may set the language in heads and foots.
- noconfigs** Global and language default config files are not loaded, so you can make sure your document is not spoilt by an unexpected .cfg file. However, if the key `config` is set, this file is loaded.
- showlanguages** Prints to the log the list of languages loaded when the format was created: number (remember dialects can share it), name, hyphenation file and exceptions file.
- nocase** New 3.9l Language settings for uppercase and lowercase mapping (as set by `\SetCase`) are ignored. Use only if there are incompatibilities with other packages.
- silent** New 3.9l No warnings and no *infos* are written to the log file.⁸
- strings=** `generic` | `unicode` | `encoded` | *<label>* | **
Selects the encoding of strings in languages supporting this feature. Predefined labels are `generic` (for traditional T_EX, LICR and ASCII strings), `unicode` (for engines like xetex and luatex) and `encoded` (for special cases requiring mixed encodings). Other allowed values are font encoding codes (T1, T2A, LGR, L7X...), but only in languages supporting them. Be aware with encoded captions are protected, but they work in `\MakeUpper case` and the like (this feature misuses some internal L^AT_EX tools, so use it only as a last resort).
- hyphenmap=** `off` | `first` | `select` | `other` | `other*`
New 3.9g Sets the behavior of case mapping for hyphenation, provided the language defines it.⁹ It can take the following values:
- off** deactivates this feature and no case mapping is applied;
 - first** sets it at the first switching commands in the current or parent scope (typically, when the aux file is first read and at `\begin{document}`}, but also the first `\selectlanguage` in the preamble), and it's the default if a single language option has been stated;¹⁰
 - select** sets it only at `\selectlanguage`;
 - other** also sets it at `other language`;
 - other*** also sets it at `other language*` as well as in heads and foots (if the option `headfoot` is used) and in auxiliary files (ie, at `\select@language`), and it's the default if several language options have been stated. The option `first` can be regarded as an optimized version of `other*` for monolingual documents.¹¹

⁸You can use alternatively the package `silence`.

⁹Turned off in plain.

¹⁰Duplicated options count as several ones.

¹¹Providing `foreign` is pointless, because the case mapping applied is that at the end of the paragraph, but if either xetex or luatex change this behavior it might be added. On the other hand, `other` is provided even if I [JBL] think it isn't really useful, but who knows.

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

New 3.14 Selects the bidi algorithm to be used in luatex and xetex. See sec. 1.24.

layout=

New 3.16 Selects which layout elements are adapted in bidi documents. See sec. 1.24.

provide= *

New 3.49 An alternative to `\babelprovide` for languages passed as options. See section 1.13, which describes also the variants `provide+=` and `provide*=`.

1.12 The base option

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

\AfterBabelLanguage `{<option-name>}{<code>}`

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

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

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

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

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

NOTE With a recent version of \TeX , an alternative method to execute some code just after an `ldf` file is loaded is with `\AddToHook` and the hook `file/<language>.ldf/after`. `Babel` does not predeclare it, and you have to do it yourself with `\ActivateGenericHook`.

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

1.13 ini files

An alternative approach to define a language (or, more precisely, a *locale*) is by means of an `ini` file. Currently `babel` provides about 250 of these files containing the basic data required for a locale, plus basic templates for 500 about locales.

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

Most of them set the date, and many also the captions (Unicode and LICR). They will be evolving with the time to add more features (something to keep in mind if backward

compatibility is important). The following section shows how to make use of them by means of `\babelprovide`. In other words, `\babelprovide` is mainly meant for auxiliary tasks, and as alternative when the `ldf`, for some reason, does work as expected.

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

LUATEX/XETEX

```
\documentclass{book}

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

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

\begin{document}

\tableofcontents

\chapter{სამზარეულო და სუფრის ტრადიციები}

ქართული ტრადიციული სამზარეულო ერთ-ერთი უმდიდრესია მთელ მსოფლიოში.

\end{document}
```

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

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

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

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

Or also:

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

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

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

Arabic Monolingual documents mostly work in luatex, but it must be fine tuned, particularly math and graphical elements like picture. In xetex babel resorts to the bidi package, which seems to work.

Hebrew Niqqud marks seem to work in both engines, but depending on the font cantillation marks might be misplaced (xetex or luatex with Harfbuzz seems better).

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

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

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

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

```
\babelprovide[import, hyphenrules=+]{lao}
\babelpatterns[lao]{lṇ lṃ lṁ lṅ lṇ lṅ} % Random
```

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

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

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

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

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

af	Afrikaans ^{ul}	bem	Bemba
agq	Aghem	bez	Bena
ak	Akan	bg	Bulgarian ^{ul}
am	Amharic ^{ul}	bm	Bambara
ar	Arabic ^{ul}	bn	Bangla ^{ul}
ar-DZ	Arabic ^{ul}	bo	Tibetan ^u
ar-MA	Arabic ^{ul}	brx	Bodo
ar-SY	Arabic ^{ul}	bs-Cyrl	Bosnian
as	Assamese	bs-Latn	Bosnian ^{ul}
asa	Asu	bs	Bosnian ^{ul}
ast	Asturian ^{ul}	ca	Catalan ^{ul}
az-Cyrl	Azerbaijani	ce	Chechen
az-Latn	Azerbaijani	cgg	Chiga
az	Azerbaijani ^{ul}	chr	Cherokee
bas	Basaa	ckb	Central Kurdish
be	Belarusian ^{ul}	cop	Coptic

cs	Czech ^{ul}	hsb	Upper Sorbian ^{ul}
cu	Church Slavic	hu	Hungarian ^{ul}
cu-Cyrs	Church Slavic	hy	Armenian ^u
cu-Glag	Church Slavic	ia	Interlingua ^{ul}
cy	Welsh ^{ul}	id	Indonesian ^{ul}
da	Danish ^{ul}	ig	Igbo
dav	Taita	ii	Sichuan Yi
de-AT	German ^{ul}	is	Icelandic ^{ul}
de-CH	German ^{ul}	it	Italian ^{ul}
de	German ^{ul}	ja	Japanese
dje	Zarma	jgo	Ngomba
dsb	Lower Sorbian ^{ul}	jmc	Machame
dua	Duala	ka	Georgian ^{ul}
dyo	Jola-Fonyi	kab	Kabyle
dz	Dzongkha	kam	Kamba
ebu	Embu	kde	Makonde
ee	Ewe	kea	Kabuverdianu
el	Greek ^{ul}	khq	Koyra Chiini
el-polyton	Polytonic Greek ^{ul}	ki	Kikuyu
en-AU	English ^{ul}	kk	Kazakh
en-CA	English ^{ul}	kkj	Kako
en-GB	English ^{ul}	kl	Kalaallisut
en-NZ	English ^{ul}	kln	Kalenjin
en-US	English ^{ul}	km	Khmer
en	English ^{ul}	kn	Kannada ^{ul}
eo	Esperanto ^{ul}	ko	Korean
es-MX	Spanish ^{ul}	kok	Konkani
es	Spanish ^{ul}	ks	Kashmiri
et	Estonian ^{ul}	ksb	Shambala
eu	Basque ^{ul}	ksf	Bafia
ewo	Ewondo	ksh	Colognian
fa	Persian ^{ul}	kw	Cornish
ff	Fulah	ky	Kyrgyz
fi	Finnish ^{ul}	lag	Langi
fil	Filipino	lb	Luxembourgish
fo	Faroese	lg	Ganda
fr	French ^{ul}	lkt	Lakota
fr-BE	French ^{ul}	ln	Lingala
fr-CA	French ^{ul}	lo	Lao ^{ul}
fr-CH	French ^{ul}	lrc	Northern Luri
fr-LU	French ^{ul}	lt	Lithuanian ^{ul}
fur	Friulian ^{ul}	lu	Luba-Katanga
fy	Western Frisian	luo	Luo
ga	Irish ^{ul}	luy	Luyia
gd	Scottish Gaelic ^{ul}	lv	Latvian ^{ul}
gl	Galician ^{ul}	mas	Masai
grc	Ancient Greek ^{ul}	mer	Meru
gsw	Swiss German	mfe	Morisyen
gu	Gujarati	mg	Malagasy
guz	Gusii	mgh	Makhuwa-Meetto
gv	Manx	mgo	Meta'
ha-GH	Hausa	mk	Macedonian ^{ul}
ha-NE	Hausa ^l	ml	Malayalam ^{ul}
ha	Hausa	mn	Mongolian
haw	Hawaiian	mr	Marathi ^{ul}
he	Hebrew ^{ul}	ms-BN	Malay ^l
hi	Hindi ^u	ms-SG	Malay ^l
hr	Croatian ^{ul}	ms	Malay ^{ul}

mt	Maltese	smn	Inari Sami
mua	Mundang	sn	Shona
my	Burmese	so	Somali
mzn	Mazanderani	sq	Albanian ^{ul}
naq	Nama	sr-Cyrl-BA	Serbian ^{ul}
nb	Norwegian Bokmål ^{ul}	sr-Cyrl-ME	Serbian ^{ul}
nd	North Ndebele	sr-Cyrl-XK	Serbian ^{ul}
ne	Nepali	sr-Cyrl	Serbian ^{ul}
nl	Dutch ^{ul}	sr-Latn-BA	Serbian ^{ul}
nmg	Kwasio	sr-Latn-ME	Serbian ^{ul}
nn	Norwegian Nynorsk ^{ul}	sr-Latn-XK	Serbian ^{ul}
nnh	Ngiemboon	sr-Latn	Serbian ^{ul}
nus	Nuer	sr	Serbian ^{ul}
nyn	Nyankole	sv	Swedish ^{ul}
om	Oromo	sw	Swahili
or	Odia	ta	Tamil ^u
os	Ossetic	te	Telugu ^{ul}
pa-Arab	Punjabi	teo	Teso
pa-Guru	Punjabi	th	Thai ^{ul}
pa	Punjabi	ti	Tigrinya
pl	Polish ^{ul}	tk	Turkmen ^{ul}
pms	Piedmontese ^{ul}	to	Tongan
ps	Pashto	tr	Turkish ^{ul}
pt-BR	Portuguese ^{ul}	twq	Tasawaq
pt-PT	Portuguese ^{ul}	tzm	Central Atlas Tamazight
pt	Portuguese ^{ul}	ug	Uyghur
qu	Quechua	uk	Ukrainian ^{ul}
rm	Romansh ^{ul}	ur	Urdu ^{ul}
rn	Rundi	uz-Arab	Uzbek
ro	Romanian ^{ul}	uz-Cyrl	Uzbek
rof	Rombo	uz-Latn	Uzbek
ru	Russian ^{ul}	uz	Uzbek
rw	Kinyarwanda	vai-Latn	Vai
rwk	Rwa	vai-Vaii	Vai
sa-Beng	Sanskrit	vai	Vai
sa-Deva	Sanskrit	vi	Vietnamese ^{ul}
sa-Gujr	Sanskrit	vun	Vunjo
sa-Knda	Sanskrit	wae	Walser
sa-Mlym	Sanskrit	xog	Soga
sa-Telu	Sanskrit	yav	Yangben
sa	Sanskrit	yi	Yiddish
sah	Sakha	yo	Yoruba
saq	Samburu	yue	Cantonese
sbp	Sangu	zgh	Standard Moroccan Tamazight
se	Northern Sami ^{ul}		
seh	Sena	zh-Hans-HK	Chinese
ses	Koyraboro Senni	zh-Hans-MO	Chinese
sg	Sango	zh-Hans-SG	Chinese
shi-Latn	Tachelhit	zh-Hans	Chinese
shi-Tfng	Tachelhit	zh-Hant-HK	Chinese
shi	Tachelhit	zh-Hant-MO	Chinese
si	Sinhala	zh-Hant	Chinese
sk	Slovak ^{ul}	zh	Chinese
sl	Slovenian ^{ul}	zu	Zulu

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

with an ldf file). These are also the names recognized by `\babelprovide` with a valueless `import`.

aghem	chinese-hans-mo
akan	chinese-hans-sg
albanian	chinese-hans
american	chinese-hant-hk
amharic	chinese-hant-mo
ancientgreek	chinese-hant
arabic	chinese-simplified-hongkongsarchina
arabic-algeria	chinese-simplified-macausarchina
arabic-DZ	chinese-simplified-singapore
arabic-morocco	chinese-simplified
arabic-MA	chinese-traditional-hongkongsarchina
arabic-syria	chinese-traditional-macausarchina
arabic-SY	chinese-traditional
armenian	chinese
assamese	churchslavic
asturian	churchslavic-cyrs
asu	churchslavic-oldcyrillic ¹²
australian	churchsslavic-glag
austrian	churchsslavic-glagolitic
azerbaijani-cyrillic	cognian
azerbaijani-cyrl	cornish
azerbaijani-latin	croatian
azerbaijani-latn	czech
azerbaijani	danish
bafia	duala
bambara	dutch
basaa	dzongkha
basque	embu
belarusian	english-au
bemba	english-australia
bena	english-ca
bengali	english-canada
bodo	english-gb
bosnian-cyrillic	english-newzealand
bosnian-cyrl	english-nz
bosnian-latin	english-unitedkingdom
bosnian-latn	english-unitedstates
bosnian	english-us
brazilian	english
breton	esperanto
british	estonian
bulgarian	ewe
burmese	ewondo
canadian	faroeese
cantonese	filipino
catalan	finnish
centralatlastamazight	french-be
centralkurdish	french-belgium
chechen	french-ca
cherokee	french-canada
chiga	french-ch
chinese-hans-hk	french-lu

¹²The name in the CLDR is Old Church Slavonic Cyrillic, but it has been shortened for practical reasons.

french-luxembourg	lowersorbian
french-switzerland	lsorbian
french	lubakatanga
friulian	luo
fulah	luxembourgish
galician	luyia
ganda	macedonian
georgian	machame
german-at	makhuwameetto
german-austria	makonde
german-ch	malagasy
german-switzerland	malay-bn
german	malay-brunei
greek	malay-sg
gujarati	malay-singapore
gusii	malay
hausa-gh	malayalam
hausa-ghana	maltese
hausa-ne	manx
hausa-niger	marathi
hausa	masai
hawaiian	mazanderani
hebrew	meru
hindi	meta
hungarian	mexican
icelandic	mongolian
igbo	morisyen
inarisami	mundang
indonesian	nama
interlingua	nepali
irish	newzealand
italian	ngiemboon
japanese	ngomba
jolafonyi	norsk
kabuverdianu	northernluri
kabyle	northernsami
kako	northndebele
kalaallisut	norwegianbokmal
kalenjin	norwegiannynorsk
kamba	nswissgerman
kannada	nuer
kashmiri	nyankole
kazakh	nynorsk
khmer	occitan
kikuyu	oriya
kinyarwanda	oromo
konkani	ossetic
korean	pashto
koyraborosenni	persian
koyrachiini	piedmontese
kwasio	polish
kyrgyz	polytonicgreek
lakota	portuguese-br
langi	portuguese-brazil
lao	portuguese-portugal
latvian	portuguese-pt
lingala	portuguese
lithuanian	punjabi-arab

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

Modifying and adding values to ini files

New 3.39 There is a way to modify the values of ini files when they get loaded with

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

1.14 Selecting fonts

New 3.15 Babel provides a high level interface on top of `fontspec` to select fonts. There is no need to load `fontspec` explicitly – babel does it for you with the first `\babelfont`.¹³

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

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

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

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

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

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

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

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

LUATEX/XETEX

```
\documentclass{article}

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

\babelprovide[import]{hebrew}

\babelfont{rm}{FreeSerif}

\begin{document}

Svenska \foreignlanguage{hebrew}{עִבְרִית} svenska.

\end{document}
```

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

LUATEX/XETEX

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

¹³See also the package `combofont` for a complementary approach.

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

EXAMPLE Here is how to do it:

LUATEX/XETEX

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

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

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

LUATEX/XETEX

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

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

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

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

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

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

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

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

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

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

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

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

NOTE `\babelfont` is a high level interface to `fontspec`, and therefore in `xetex` you can apply Mappings. For example, there is a set of [transliterations for Brahmic scripts](#) by Davis M. Jones. After installing them in you distribution, just set the map as you would do with `fontspec`.

1.15 Modifying a language

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

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

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

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

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

NOTE There are a few alternative methods:

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

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

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

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

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

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

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

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

This redefinition is immediate.

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

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

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

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

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

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

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

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

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

first loads `danish.ldf`, and then redefines the captions for danish (as provided by the `ini` file) and prevents hyphenation. The rest of the language definitions are not touched. Without the optional argument it just loads some additional tools if provided by the `ini` file, like extra counters.

1.16 Creating a language

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

\babelprovide [*options*]{*language-name*}

If the language *language-name* has not been loaded as class or package option and there are no *options*, it creates an “empty” one with some defaults in its internal structure: the hyphen rules, if not available, are set to the current ones, left and right hyphen mins are set to 2 and 3. In either case, caption, date and language system are not defined. If no `ini` file is imported with `import`, *language-name* is still relevant because in such a case the hyphenation and like breaking rules (including those for South East Asian and CJK) are based on it as provided in the `ini` file corresponding to that name; the same applies to OpenType language and script. Conveniently, some options allow to fill the language, and babel warns you about what to do if there is a missing string. Very likely you will find alerts like that in the log file:

```
Package babel Warning: \chaptername not set for 'mylang'. Please,
(babel)                define it after the language has been loaded
(babel)                (typically in the preamble) with:
(babel)                \setlocalecaption{mylang}{chapter}{..}
(babel)                Reported on input line 26.
```

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

EXAMPLE If you need a language named `arhinish`:

```
\usepackage[danish]{babel}
\babelprovide{arhinish}
\setlocalecaption{arhinish}{chapter}{Chapitula}
\setlocalecaption{arhinish}{refname}{Refirenke}
\renewcommand\arhinishhyphenmins{22}
```

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

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

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

The main language is not changed (danish in this example). So, you must add `\selectlanguage{arhinish}` or other selectors where necessary. If the language has been loaded as an argument in `\documentclass` or `\usepackage`, then `\babelprovide` redefines the requested data.

import= *<language-tag>*

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

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

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

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

```
\babelprovide[import]{hungarian}
```

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

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

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

captions= *<language-tag>*

Loads only the strings. For example:

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

hyphenrules= *<language-list>*

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

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

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

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

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

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

New 3.58 Another special value is unhyphenated, which activates a line breking mode that allows spaces to be stretched to arbitrary amounts.

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

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

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

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

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

Remember there is an alternative syntax for the latter:

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

Finally, also remember you might not need to load `italian` at all if there are only a few word in this language (see 1.3).

script= $\langle script-name \rangle$

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

language= $\langle language-name \rangle$

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

alph= $\langle counter-name \rangle$

Assigns to `\alph` that counter. See the next section.

Alph= $\langle counter-name \rangle$

Same for `\Alph`.

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

onchar= ids | fonts

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

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

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

Sets the interword space for the writing system of the language, in em units (so, 0.1 0 is 0em plus .1em). Like `\spaceskip`, the em unit applied is that of the current text (more precisely, the previous glyph). Currently used only in Southeast Asian scripts, like Thai, and CJK.

intrapenalty= $\langle penalty \rangle$

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

transforms= $\langle transform-list \rangle$

See section 1.21.

justification= kashida | elongated | unhyphenated

New 3.59 There are currently three options, mainly for the Arabic script. It sets the linebreaking and justification method, which can be based on the the ARABIC TATWEEL character or in the ‘justification alternatives’ OpenType table (jalt). For an explanation see the [babel site](#).

linebreaking= **New 3.59** Just a synonymous for justification.

mapfont= direction

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

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

1.17 Digits and counters

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

For example:

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

Languages providing native digits in all or some variants are:

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

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

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

`\localenumeral` $\{\langle style \rangle\}\{\langle number \rangle\}$
`\localecounter` $\{\langle style \rangle\}\{\langle counter \rangle\}$

New 3.41 Many ‘ini’ locale files has been extended with information about non-positional numerical systems, based on those predefined in CSS. They only work with `xetex` and `luatex` and are fully expendable (even inside an unprotected `\edef`). Currently, they are limited to numbers below 10000. There are several ways to use them (for the available styles in each language, see the list below):

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

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

The styles are:

Ancient Greek `lower.ancient`, `upper.ancient`
Amharic `afar`, `agaw`, `ari`, `blin`, `dizi`, `gedeo`, `gumuz`, `hadiyya`, `harari`, `kaffa`, `kebena`, `kembata`, `konso`, `kunama`, `meen`, `oromo`, `saho`, `sidama`, `silti`, `tigre`, `wolaita`, `yemsa`
Arabic `abjad`, `maghrebi.abjad`
Armenian `lower.letter`, `upper.letter`
Belarusan, Bulgarian, Church Slavic, Macedonian, Serbian `lower`, `upper`
Bengali `alphabetic`
Central Kurdish `alphabetic`
Chinese `cjk-earthly-branch`, `cjk-heavenly-stem`, `circled.ideograph`, `parenthesized.ideograph`, `fullwidth.lower.alpha`, `fullwidth.upper.alpha`
Church Slavic (Glagolitic) `letters`
Coptic `epact`, `lower.letters`
French `date.day` (mainly for internal use).
Georgian `letters`
Greek `lower.modern`, `upper.modern`, `lower.ancient`, `upper.ancient` (all with `keraia`)
Hebrew `letters` (neither `geresh` nor `gershayim yet`)
Hindi `alphabetic`
Italian `lower.legal`, `upper.legal`
Japanese `hiragana`, `hiragana.iroha`, `katakana`, `katakana.iroha`, `circled.katakana`, `informal`, `formal`, `cjk-earthly-branch`, `cjk-heavenly-stem`, `circled.ideograph`, `parenthesized.ideograph`, `fullwidth.lower.alpha`, `fullwidth.upper.alpha`

Khmer consonant
Korean consonant, syllable, hanja.informal, hanja.formal, hangul.formal,
 cjk-earthly-branch, cjk-heavenly-stem, circled.ideograph,
 parenthesized.ideograph, fullwidth.lower.alpha, fullwidth.upper.alpha
Marathi alphabetic
Persian abjad, alphabetic
Russian lower, lower.full, upper, upper.full
Syriac letters
Tamil ancient
Thai alphabetic
Ukrainian lower, lower.full, upper, upper.full

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

1.18 Dates

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

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

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

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

1.19 Accessing language info

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

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

\iflanguage {*language*}{*true*}{*false*}

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

\localeinfo {*field*}

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

`name.english` as provided by the Unicode CLDR.
`tag.ini` is the tag of the ini file (the way this file is identified in its name).
`tag.bcp47` is the full BCP 47 tag (see the warning below).
`language.tag.bcp47` is the BCP 47 language tag.
`tag.opentype` is the tag used by OpenType (usually, but not always, the same as BCP 47).
`script.name`, as provided by the Unicode CLDR.
`script.tag.bcp47` is the BCP 47 tag of the script used by this locale.

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

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

`\getlocaleproperty` * `{⟨macro⟩}{⟨locale⟩}{⟨property⟩}`

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

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

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

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

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

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

`\LocaleForEach` `{⟨code⟩}`

Babel remembers which ini files have been loaded. There is a loop named `\LocaleForEach` to traverse the list, where `#1` is the name of the current item, so that `\LocaleForEach{\message{ **#1** }}` just shows the loaded ini's.

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

1.20 Hyphenation and line breaking

Babel deals with three kinds of line breaking rules: Western, typically the LGC group, South East Asian, like Thai, and CJK, but support depends on the engine: `pdftex` only deals with the former, `xetex` also with the second one (although in a limited way), while `luatex` provides basic rules for the latter, too. With `luatex` there are also tools for non-standard hyphenation rules, explained in the next section.

`\babelhyphen` * `{⟨type⟩}`

`\babelhyphen` * `{⟨text⟩}`

New 3.9a It is customary to classify hyphens in two types: (1) *explicit* or *hard hyphens*, which in $\text{T}_{\text{E}}\text{X}$ are entered as `-`, and (2) *optional* or *soft hyphens*, which are entered as `\-`. Strictly, a *soft hyphen* is not a hyphen, but just a breaking opportunity or, in $\text{T}_{\text{E}}\text{X}$ terms, a “discretionary”; a *hard hyphen* is a hyphen with a breaking opportunity after it. A further type is a *non-breaking hyphen*, a hyphen without a breaking opportunity. In $\text{T}_{\text{E}}\text{X}$, `-` and `\-` forbid further breaking opportunities in the word. This is the desired behavior very often, but not always, and therefore many languages provide shorthands for these cases. Unfortunately, this has not been done consistently: for example, “-” in Dutch,

Portuguese, Catalan or Danish is a hard hyphen, while in German, Spanish, Norwegian, Slovak or Russian is a soft hyphen. Furthermore, some of them even redefine `\-`, so that you cannot insert a soft hyphen without breaking opportunities in the rest of the word. Therefore, some macros are provided with a set of basic “hyphens” which can be used by themselves, to define a user shorthand, or even in language files.

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

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

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

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

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

New 3.9a Sets hyphenation exceptions for the languages given or, without the optional argument, for *all* languages (eg, proper nouns or common loan words, and of course monolingual documents). Multiple declarations work much like `\hyphenation` (last wins), but language exceptions take precedence over global ones.

It can be used only in the preamble, and exceptions are set when the language is first selected, thus taking into account changes of `\lccodes`’s done in `\extras<lang>` as well as the language-specific encoding (not set in the preamble by default). Multiple `\babelhyphenation`’s are allowed. For example:

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

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

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

NOTE To set hyphenation exceptions in the preamble before any language is explicitly set with a selector, use `\babelhyphenation` instead of `\hyphenation`. In the preamble the hyphenation rules are not always fully set up and an error can be raised.

`\begin{hyphenrules}` `{\langle language\rangle} ... \end{hyphenrules}`

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

`\babelpatterns` `[\langle language\rangle, \langle language\rangle, ...]{\langle patterns\rangle}`

New 3.9m *In luatex only*,¹⁴ adds or replaces patterns for the languages given or, without the optional argument, for *all* languages. If a pattern for a certain combination already exists, it gets replaced by the new one.

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

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

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

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

1.21 Transforms

Transforms (only luatex) provide a way to process the text on the typesetting level in several language-dependent ways, like non-standard hyphenation, special line breaking rules, script to script conversion, spacing conventions and so on.¹⁵

It currently embraces `\babelprehyphenation` and `\babelposthyphenation`.

New 3.57 Several ini files predefine some transforms. They are activated with the key transforms in `\babelprovide`, either if the locale is being defined with this macro or the languages has been previously loaded as a class or package option, as the following example illustrates:

```
\usepackage[magyar]{babel}
\babelprovide[transforms = digraphs.hyphen]{magyar}
```

New 3.67 Transforms predefined in the ini locale files can be made attribute-dependent, too. When an attribute between parenthesis is inserted subsequent transforms will be assigned to it (up to the list end or another attribute). For example, and provided an attribute called `\withsigmafinal` has been declared:

```
transforms = transliteration.omega (\withsigmafinal) sigma.final
```

¹⁴With luatex exceptions and patterns can be modified almost freely. However, this is very likely a task for a separate package and babel only provides the most basic tools.

¹⁵They are similar in concept, but not the same, as those in Unicode. The main inspiration for this feature is the Omega transformation processes.

This applies `transliteration.omega` always, but `sigma.final` only when `\withsigmafinal` is set.
Here are the transforms currently predefined. (More to follow in future releases.)

Arabic	<code>transliteration.dad</code>	Applies the transliteration system devised by Yannis Haralambous for dad (simple and T _E X-friendly). Not yet complete, but sufficient for most texts.
Croatian	<code>digraphs.ligatures</code>	Ligatures <i>DŽ, Dž, dž, LJ, Lj, lj, NJ, Nj, nj</i> . It assumes they exist. This is not the recommended way to make these transformations (the best way is with OTF features), but it can get you out of a hurry.
Czech, Polish, Portuguese, Slovak, Spanish	<code>hyphen.repeat</code>	Explicit hyphens behave like <code>\babelhyphen{repeat}</code> .
Czech, Polish, Slovak	<code>oneletter.nobreak</code>	Converts a space after a non-syllabic preposition or conjunction into a non-breaking space.
Finnish	<code>prehyphen.nobreak</code>	Line breaks just after hyphens prepended to words are prevented, like in “pakastekaapit ja -arkut”.
Greek	<code>diaeresis.hyphen</code>	Removes the diaeresis above iota and upsilon if hyphenated just before. It works with the three variants.
Greek	<code>transliteration.omega</code>	Although the provided combinations are not the full set, this transform follows the syntax of Omega: = for the circumflex, v for digamma, and so on. For better compatibility with Levy’s system, ~ (as ‘string’) is an alternative to =. ' is tonos in Monotonic Greek, but oxia in Polytonic and Ancient Greek.
Greek	<code>sigma.final</code>	The transliteration system above does not convert the sigma at the end of a word (on purpose). This transform does it. To prevent the conversion (an abbreviation, for example), write "s.
Hindi, Sanskrit	<code>transliteration.hk</code>	The Harvard-Kyoto system to romanize Devanagari.
Hindi, Sanskrit	<code>punctuation.space</code>	Inserts a space before the following four characters: !?;.
Hungarian	<code>digraphs.hyphen</code>	Hyphenates the long digraphs <i>ccs, ddz, ggy, lly, nny, ssz, tty</i> and <i>zzs</i> as <i>cs-cs, dz-dz</i> , etc.
Indic scripts	<code>danda.nobreak</code>	Prevents a line break before a danda or double danda if there is a space. For Assamese, Bengali, Gujarati, Hindi, Kannada, Malayalam, Marathi, Oriya, Tamil, Telugu.
Latin	<code>digraphs.ligatures</code>	Replaces the groups <i>ae, AE, oe, OE</i> with <i>æ, Æ, œ, Œ</i> .
Latin	<code>letters.noj</code>	Replaces <i>j, J</i> with <i>i, I</i> .
Latin	<code>letters.uv</code>	Replaces <i>v, U</i> with <i>u, V</i> .
Sanskrit	<code>transliteration.iast</code>	The IAST system to romanize Devanagari. ¹⁶

Serbian	transliteration.gajica	(Note serbian with ini files refers to the Cyrillic script, which is here the target.) The standard system devised by Ljudevit Gaj.
Arabic, Persian	kashida.plain	Experimental. A very simple and basic transform for ‘plain’ Arabic fonts, which attempts to distribute the tatwil as evenly as possible (starting at the end of the line). See the news for version 3.59.

\babelposthyphenation [*<options>*]{*<hyphenrules-name>*}{*<lua-pattern>*}{*<replacement>*}

New 3.37-3.39 With *luatex* it is possible to define non-standard hyphenation rules, like $f-f \rightarrow ff-f$, repeated hyphens, ranked ruled (or more precisely, ‘penalized’ hyphenation points), and so on. A few rules are currently provided (see above), but they can be defined as shown in the following example, where {1} is the first captured char (between () in the pattern):

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

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

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

New 3.67 With the optional argument you can associate a user defined transform to an attribute, so that it’s active only when it’s set (currently its attribute value is ignored). With this mechanism transforms can be set or unset even in the middle of paragraphs, and applied to single words. To define, set and unset the attribute, the LaTeX kernel provides the macros `\newattribute`, `\setattribute` and `\unsetattribute`. The following example shows how to use it, provided an attribute named `\latinnoj` has been declared:

```
\babelprehyphenation[attribute=\latinnoj]{latin}{ J }{ string = I }
```

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

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

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

\babelprehyphenation [*<options>*]{*<locale-name>*}{*<lua-pattern>*}{*<replacement>*}

New 3.44-3.52 It is similar to the latter, but (as its name implies) applied before hyphenation, which is particularly useful in transliterations. There are other differences: (1) the first argument is the locale instead of the name of the hyphenation patterns; (2) in the search patterns = has no special meaning, while | stands for an ordinary space; (3) in the replacement, discretionaries are not accepted.

See the description above for the optional argument.

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

EXAMPLE You can replace a character (or series of them) by another character (or series of them).

Thus, to enter ž as zh and š as sh in a newly created locale for transliterated Russian:


```

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

```

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

```

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

```

NOTE With luatex there is another approach to make text transformations, with the function `fonts.handlers.otf.addfeature`, which adds new features to an OTF font (substitution and positioning). These features can be made language-dependent, and babel by default recognizes this setting if the font has been declared with `\babelfont`. The *transforms* mechanism supplements rather than replaces OTF features.

With xetex, where *transforms* are not available, there is still another approach, with font mappings, mainly meant to perform encoding conversions and transliterations. Mappings, however, are linked to fonts, not to languages.

1.22 Selection based on BCP 47 tags

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

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

Here is a minimal example:

```

\documentclass{article}

\usepackage[danish]{babel}

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

\begin{document}

Chapter in Danish: \chaptername.

\selectlanguage{de-AT}

```



```
\localedate{2020}{1}{30}

\end{document}
```

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

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

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

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

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

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

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

1.23 Selecting scripts

Currently `babel` provides no standard interface to select scripts, because they are best selected with either `\fontencoding` (low-level) or a language name (high-level). Even the Latin script may require different encodings (ie, sets of glyphs) depending on the language, and therefore such a switch would be in a sense incomplete.¹⁷

Some languages sharing the same script define macros to switch it (eg, `\textcyrillic`), but be aware they may also set the language to a certain default. Even the `babel` core defined `\textlatin`, but it was somewhat buggy because in some cases it messed up encodings and fonts (for example, if the main Latin encoding was `LY1`), and therefore it has been deprecated.¹⁸

`\ensureascii` $\{ \langle text \rangle \}$

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

If non-ASCII encodings are not loaded (or no encoding at all), it is no-op (also `\TeX` and `\LaTeX` are not redefined); otherwise, `\ensureascii` switches to the encoding at the beginning of the document if ASCII-savvy, or else the last ASCII-savvy encoding loaded. For example, if you load `LY1`, `LGR`, then it is set to `LY1`, but if you load `LY1`, `T2A` it is set to `T2A`.

¹⁷The so-called Unicode fonts do not improve the situation either. So, a font suited for Vietnamese is not necessarily suited for, say, the romanization of Indic languages, and the fact it contains glyphs for Modern Greek does not mean it includes them for Classic Greek.

¹⁸But still defined for backwards compatibility.

The symbol encodings TS1, T3, and TS3 are not taken into account, since they are not used for “ordinary” text (they are stored in `\BabelNonText`, used in some special cases when no Latin encoding is explicitly set).

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

1.24 Selecting directions

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

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

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

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

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

There are some package options controlling bidi writing.

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

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

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

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

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

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

```
\documentclass{article}

\usepackage[bidi=basic]{babel}

\babelprovide[import, main]{arabic}
```

```

\babelfont{rm}{FreeSerif}

\begin{document}

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

\end{document}

```

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

```

\documentclass{book}

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

\babelprovide[onchar=ids fonts]{arabic}

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

\begin{document}

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

\end{document}

```

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

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

```

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

```

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

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

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

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

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

With counters, `\arabic` is not only considered L text always (with `\babelsublr`, see below), but also an “isolated” block which does not interact with the surrounding chars. So, while 1.2 in R text is rendered in that order with `bidi=basic` (as a decimal number), in `\arabic{c1}`..`\arabic{c2}` the visual order is *c2.c1*. Of course, you may always adjust the order by changing the language, if necessary.¹⁹

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

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

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

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

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

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

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

graphics modifies the `picture` environment so that the whole figure is L but the text is R. It *does not* work with the standard `picture`, and `pict2e` is required. It attempts to do the same for `pgf/tikz`. Somewhat experimental. **New 3.32** .

extras is used for miscellaneous readjustments which do not fit into the previous groups. Currently redefines in luatex `\underline` and `\LaTeX2e` **New 3.19** .

EXAMPLE Typically, in an Arabic document you would need:

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

\babelsublr `{\lr-text}`

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

¹⁹Next on the roadmap are counters and numeral systems in general. Expect some minor readjustments.

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

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

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

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

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

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

New 3.17 Something like:

```
\BabelFootnote{\parsfootnote}{\language}\language{({})}
```

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

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

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

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

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

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

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

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

1.25 Language attributes

`\languageattribute`

This is a user-level command, to be used in the preamble of a document (after `\usepackage[...]{babel}`), that declares which attributes are to be used for a given

language. It takes two arguments: the first is the name of the language; the second, a (list of) attribute(s) to be used. Attributes must be set in the preamble and only once – they cannot be turned on and off. The command checks whether the language is known in this document and whether the attribute(s) are known for this language.

Very often, using a *modifier* in a package option is better.

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

1.26 Hooks

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

New 3.64 This is not the only way to inject code at those points. The events listed below can be used as a hook name in `\AddToHook` in the form `babel/⟨language-name⟩/⟨event-name⟩` (with * it's applied to all languages), but there is a limitation, because the parameters passed with the babel mechanism are not allowed. The `\AddToHook` mechanism does *not* replace the current one in 'babel'. Its main advantage is you can reconfigure 'babel' even before loading it. See the example below.

`\AddBabelHook` `[⟨lang⟩]{⟨name⟩}{⟨event⟩}{⟨code⟩}`

The same name can be applied to several events. Hooks with a certain `{⟨name⟩}` may be enabled and disabled for all defined events with `\EnableBabelHook{⟨name⟩}`, `\DisableBabelHook{⟨name⟩}`. Names containing the string babel are reserved (they are used, for example, by `\useshortands*` to add a hook for the event `afterextras`).

New 3.33 They may be also applied to a specific language with the optional argument; language-specific settings are executed after global ones.

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

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

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

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

defaultcommands Used (locally) in `\StartBabelCommands`.

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

stopcommands Used to reset the above, if necessary.

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

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

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

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

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

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

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

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

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

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

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

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

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

EXAMPLE The generic unlocalized \TeX hooks are predefined, so that you can write:

```
\AddToHook{babel/*/afterextras}{\frenchspacing}
```

which is executed always after the extras for the language being selected (and just before the non-localized hooks defined with `\AddBabelHook`).

In addition, locale-specific hooks in the form `babel/⟨language-name⟩/⟨event-name⟩` are *recognized* (executed just before the localized babel hooks), but they are *not predefined*. You have to do it yourself. For example, to set `\frenchspacing` only in bengali:

```
\ActivateGenericHook{babel/bengali/afterextras}  
\AddToHook{babel/bengali/afterextras}{\frenchspacing}
```

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

1.27 Languages supported by babel with ldf files

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

Afrikaans afrikaans

Azerbaijani azerbaijani

Basque basque

Breton breton

Bulgarian bulgarian

Catalan catalan

Croatian croatian

Czech czech

Danish danish

Dutch dutch

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

Esperanto esperanto

Estonian estonian

Finnish finnish

French french, francais, canadien, acadian

Galician galician

German austrian, german, germanb, ngerman, naustrian
Greek greek, polutonikogreek
Hebrew hebrew
Icelandic icelandic
Indonesian indonesian (bahasa, indon, bahasai)
Interlingua interlingua
Irish Gaelic irish
Italian italian
Latin latin
Lower Sorbian lowersorbian
Malay malay, melayu (bahasam)
North Sami samin
Norwegian norsk, nynorsk
Polish polish
Portuguese portuguese, brazilian (portuges, brazil)²⁰
Romanian romanian
Russian russian
Scottish Gaelic scottish
Spanish spanish
Slovakian slovak
Slovenian slovene
Swedish swedish
Serbian serbian
Turkish turkish
Ukrainian ukrainian
Upper Sorbian upporsorbian
Welsh welsh

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

```

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

```

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

1.28 Unicode character properties in luatex

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

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

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

²⁰The two last name comes from the times when they had to be shortened to 8 characters

For example:

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

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

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

1.29 Tweaking some features

`\babeladjust` $\langle key-value-list \rangle$

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

1.30 Tips, workarounds, known issues and notes

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

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

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

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

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

- For the hyphenation to work correctly, `lccodes` cannot change, because \TeX only takes into account the values when the paragraph is hyphenated, i.e., when it has been finished.²¹ So, if you write a chunk of French text with `\foreignlanguage`, the apostrophes might not be taken into account. This is a limitation of \TeX , not of `babel`. Alternatively, you may use `\useshorthands` to activate `'` and `\defineshortand`, or redefine `\textquoteright` (the latter is called by the non-ASCII right quote).

²¹This explains why \LaTeX assumes the lowercase mapping of T1 and does not provide a tool for multiple mappings. Unfortunately, `\savingshyphcodes` is not a solution either, because `lccodes` for hyphenation are frozen in the format and cannot be changed.

- `\bibitem` is out of sync with `\selectlanguage` in the `.aux` file. The reason is `\bibitem` uses `\immediate` (and others, in fact), while `\selectlanguage` doesn't. There is a similar issue with floats, too. There is no known workaround.
- Babel does not take into account `\normalsfcodes` and (non-)French spacing is not always properly (un)set by languages. However, problems are unlikely to happen and therefore this part remains untouched in version 3.9 (but it is in the 'to do' list).
- Using a character mathematically active (ie, with math code "8000) as a shorthand can make \TeX enter in an infinite loop in some rare cases. (Another issue in the 'to do' list, although there is a partial solution.)

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

csquotes Logical markup for quotes.

iflang Tests correctly the current language.

hyphsubst Selects a different set of patterns for a language.

translator An open platform for packages that need to be localized.

siunitx Typesetting of numbers and physical quantities.

biblatex Programmable bibliographies and citations.

bicaption Bilingual captions.

babelbib Multilingual bibliographies.

microtype Adjusts the typesetting according to some languages (kerning and spacing).
Ligatures can be disabled.

substitutefont Combines fonts in several encodings.

mkpattern Generates hyphenation patterns.

tracklang Tracks which languages have been requested.

ucharclasses (xetex) Switches fonts when you switch from one Unicode block to another.

zhspacing Spacing for CJK documents in xetex.

1.31 Current and future work

The current work is focused on the so-called complex scripts in `luatex`. In 8-bit engines, babel provided a basic support for bidi text as part of the style for Hebrew, but it is somewhat unsatisfactory and internally replaces some hardwired commands by other hardwired commands (generic changes would be much better).

Useful additions would be, for example, time, currency, addresses and personal names.²².

But that is the easy part, because they don't require modifying the \TeX internals.

Calendars (Arabic, Persian, Indic, etc.) are under study.

Also interesting are differences in the sentence structure or related to it. For example, in Basque the number precedes the name (including chapters), in Hungarian "from (1)" is "(1)-ból", but "from (3)" is "(3)-ból", in Spanish an item labelled "3.º" may be referred to as either "ítem 3.º" or "3.º ítem", and so on.

An option to manage bidirectional document layout in `luatex` (lists, footnotes, etc.) is almost finished, but `xetex` required more work. Unfortunately, proper support for `xetex` requires patching somehow lots of macros and packages (and some issues related to `\specials` remain, like color and hyperlinks), so babel resorts to the bidi package (by Vafa Khalighi). See the babel repository for a small example (`xe-bidi`).

1.32 Tentative and experimental code

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

Options for locales loaded on the fly

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

²²See for example POSIX, ISO 14652 and the Unicode Common Locale Data Repository (CLDR). Those systems, however, have limited application to \TeX because their aim is just to display information and not fine typesetting.

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

Labels

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

2 Loading languages with language.dat

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

New 3.9q With luatex, however, patterns are loaded on the fly when requested by the language (except the “0th” language, typically english, which is preloaded always).²³ Until 3.9n, this task was delegated to the package luatex-hyphen, by Khaled Hosny, Élie Roux, and Manuel Pégourié-Gonnard, and required an extra file named language.dat.lua, but now a new mechanism has been devised based solely on language.dat. **You must rebuild the formats** if upgrading from a previous version. You may want to have a local language.dat for a particular project (for example, a book on Chemistry).²⁴

2.1 Format

In that file the person who maintains a T_EX environment has to record for which languages he has hyphenation patterns *and* in which files these are stored²⁵. When hyphenation exceptions are stored in a separate file this can be indicated by naming that file *after* the file with the hyphenation patterns.

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

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

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

You may also set the font encoding the patterns are intended for by following the language name by a colon and the encoding code.²⁶ For example:

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

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

A typical error when using babel is the following:

²³This feature was added to 3.9o, but it was buggy. Both 3.9o and 3.9p are deprecated.

²⁴The loader for lua(e)tex is slightly different as it's not based on babel but on etex.src. Until 3.9p it just didn't work, but thanks to the new code it works by reloading the data in the babel way, i.e., with language.dat.

²⁵This is because different operating systems sometimes use very different file-naming conventions.

²⁶This is not a new feature, but in former versions it didn't work correctly.

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

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

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

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

The following assumptions are made:

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

Some recommendations:

- The preferred shorthand is `"`, which is not used in \LaTeX (quotes are entered as ``` and `'`). Other good choices are characters which are not used in a certain context (eg, `=` in an ancient language). Note however `=`, `<`, `>`, `:` and the like can be dangerous, because they may be used as part of the syntax of some elements (numeric expressions, key/value pairs, etc.).
- Captions should not contain shorthands or encoding-dependent commands (the latter is not always possible, but should be clearly documented). They should be defined using the LICR. You may also use the new tools for encoded strings, described below.

- Avoid adding things to `\noextras⟨lang⟩` except for `umlauthigh` and friends, `\bbl@deactivate`, `\bbl@(non)frenchspacing`, and language-specific macros. Use always, if possible, `\bbl@save` and `\bbl@savevariable` (except if you still want to have access to the previous value). Do not reset a macro or a setting to a hardcoded value. Never. Instead save its value in `\extras⟨lang⟩`.
- Do not switch scripts. If you want to make sure a set of glyphs is used, switch either the font encoding (low-level) or the language (high-level, which in turn may switch the font encoding). Usage of things like `\latintext` is deprecated.²⁷
- Please, for “private” internal macros do not use the `\bbl@` prefix. It is used by `babel` and it can lead to incompatibilities.

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

3.1 Guidelines for contributed languages

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

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

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

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

The following page provides a starting point for `ldf` files:

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

<https://latex3.github.io/babel/guides/list-of-locale-templates.html>.

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

3.2 Basic macros

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

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

`\adddialect` The macro `\adddialect` can be used when two languages can (or must) use the same

²⁷But not removed, for backward compatibility.

hyphenation patterns. This can also be useful for languages for which no patterns are preloaded in the format. In such cases the default behavior of the babel system is to define this language as a ‘dialect’ of the language for which the patterns were loaded as `\language0`. Here “language” is used in the \TeX sense of set of hyphenation patterns. The macro `\langle lang \rangle hyphenmins` is used to store the values of the `\lefthyphenmin` and `\righthyphenmin`. Redefine this macro to set your own values, with two numbers corresponding to these two parameters. For example:

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

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

<code>\providehyphenmins</code>	The macro <code>\providehyphenmins</code> should be used in the language definition files to set <code>\lefthyphenmin</code> and <code>\righthyphenmin</code> . This macro will check whether these parameters were provided by the hyphenation file before it takes any action. If these values have been already set, this command is ignored (currently, default pattern files do <i>not</i> set them).
<code>\captions<lang></code>	The macro <code>\captions<lang></code> defines the macros that hold the texts to replace the original hard-wired texts.
<code>\date<lang></code>	The macro <code>\date<lang></code> defines <code>\today</code> .
<code>\extras<lang></code>	The macro <code>\extras<lang></code> contains all the extra definitions needed for a specific language. This macro, like the following, is a hook – you can add things to it, but it must not be used directly.
<code>\noextras<lang></code>	Because we want to let the user switch between languages, but we do not know what state \TeX might be in after the execution of <code>\extras<lang></code> , a macro that brings \TeX into a predefined state is needed. It will be no surprise that the name of this macro is <code>\noextras<lang></code> .
<code>\bbl@declare@ttribute</code>	This is a command to be used in the language definition files for declaring a language attribute. It takes three arguments: the name of the language, the attribute to be defined, and the code to be executed when the attribute is to be used.
<code>\main@language</code>	To postpone the activation of the definitions needed for a language until the beginning of a document, all language definition files should use <code>\main@language</code> instead of <code>\selectlanguage</code> . This will just store the name of the language, and the proper language will be activated at the start of the document.
<code>\ProvidesLanguage</code>	The macro <code>\ProvidesLanguage</code> should be used to identify the language definition files. Its syntax is similar to the syntax of the \LaTeX command <code>\ProvidesPackage</code> .
<code>\LdfInit</code>	The macro <code>\LdfInit</code> performs a couple of standard checks that must be made at the beginning of a language definition file, such as checking the category code of the <code>@</code> -sign, preventing the <code>.ldf</code> file from being processed twice, etc.
<code>\ldf@quit</code>	The macro <code>\ldf@quit</code> does work needed if a <code>.ldf</code> file was processed earlier. This includes resetting the category code of the <code>@</code> -sign, preparing the language to be activated at <code>\begin{document}</code> time, and ending the input stream.
<code>\ldf@finish</code>	The macro <code>\ldf@finish</code> does work needed at the end of each <code>.ldf</code> file. This includes resetting the category code of the <code>@</code> -sign, loading a local configuration file, and preparing the language to be activated at <code>\begin{document}</code> time.
<code>\loadlocalcfg</code>	After processing a language definition file, \LaTeX can be instructed to load a local configuration file. This file can, for instance, be used to add strings to <code>\captions<lang></code> to support local document classes. The user will be informed that this configuration file has been loaded. This macro is called by <code>\ldf@finish</code> .
<code>\substitutefontfamily</code>	(Deprecated.) This command takes three arguments, a font encoding and two font family names. It creates a font description file for the first font in the given encoding. This <code>.fd</code> file will instruct \LaTeX to use a font from the second family when a font from the first family in the given encoding seems to be needed.

3.3 Skeleton

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

```

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

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

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

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

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

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

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

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

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

\EndBabelCommands

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

\ldf@finish{<language>}

```

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

```

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

```

3.4 Support for active characters

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

`\initiate@active@char` The internal macro `\initiate@active@char` is used in language definition files to instruct

LaTeX to give a character the category code ‘active’. When a character has been made active it will remain that way until the end of the document. Its definition may vary.

`\bbl@activate` The command `\bbl@activate` is used to change the way an active character expands.

`\bbl@deactivate` `\bbl@activate` ‘switches on’ the active behavior of the character. `\bbl@deactivate` lets the active character expand to its former (mostly) non-active self.

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

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

3.5 Support for saving macro definitions

Language definition files may want to *redefine* macros that already exist. Therefore a mechanism for saving (and restoring) the original definition of those macros is provided. We provide two macros for this²⁸.

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

`\babel@savevariable` A second macro is provided to save the current value of a variable. In this context, anything that is allowed after the `\the` primitive is considered to be a variable. The macro takes one argument, the `⟨variable⟩`.
 The effect of the preceding macros is to append a piece of code to the current definition of `\originalTeX`. When `\originalTeX` is expanded, this code restores the previous definition of the control sequence or the previous value of the variable.

3.6 Support for extending macros

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

3.7 Macros common to a number of languages

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

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

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

`\set@low@box` For some languages, quotes need to be lowered to the baseline. For this purpose the macro

²⁸This mechanism was introduced by Bernd Raichle.

`\set@low@box` is available. It takes one argument and puts that argument in an `\hbox`, at the baseline. The result is available in `\box0` for further processing.

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

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

`\bbl@nonfrenchspacing`

3.8 Encoding-dependent strings

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

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

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

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

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

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

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

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

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

The `\langle category \rangle` is either `captions`, `date` or `extras`. You must stick to these three categories, even if no error is raised when using other name.²⁹ It may be empty, too, but in such a case using `\SetString` is an error (but not `\SetCase`).

²⁹In future releases further categories may be added.

```

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

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

\EndBabelCommands

```

A real example is:

```

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

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

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

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

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

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

\EndBabelCommands

```

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

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

The starred version just forces strings to take a value – if not set as package option, then the default for the engine is used. This is not done by default to prevent backward incompatibilities, but if you are creating a new language this version is better. It's up to the maintainers of the current languages to decide if using it is appropriate.³⁰

³⁰This replaces in 3.9g a short-lived `\UseStrings` which has been removed because it did not work.

\EndBabelCommands Marks the end of the series of blocks.

\AfterBabelCommands `{\code}`
The code is delayed and executed at the global scope just after `\EndBabelCommands`.

\SetString `{\macro-name}{\string}`
Adds `\macro-name` to the current category, and defines globally `\lang-macro-name` to `\code` (after applying the transformation corresponding to the current charset or defined with the hook `stringprocess`).
Use this command to define strings, without including any “logic” if possible, which should be a separated macro. See the example above for the date.

\SetStringLoop `{\macro-name}{\string-list}`
A convenient way to define several ordered names at once. For example, to define `\abmoniname`, `\abmoniname`, etc. (and similarly with `abday`):

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

#1 is replaced by the roman numeral.

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

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

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

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

\EndBabelCommands
```

(Note the mapping for OT1 is not complete.)

\SetHyphenMap `{\to-lower-macros}`

New 3.9g Case mapping serves in \TeX for two unrelated purposes: case transforms (upper/lower) and hyphenation. `\SetCase` handles the former, while hyphenation is

handled by `\SetHyphenMap` and controlled with the package option `hyphenmap`. So, even if internally they are based on the same \TeX primitive (`\lccode`), `babel` sets them separately. There are three helper macros to be used inside `\SetHyphenMap`:

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

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

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

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

3.9 Executing code based on the selector

`\IfBabelSelectorTF` `{⟨selectors⟩}{⟨true⟩}{⟨false⟩}`

New 3.67 Sometimes a different setup is desired depending on the selector used. Values allowed in `⟨selectors⟩` are `select`, `other`, `foreign`, `other*` (and also `foreign*` for the tentative starred version), and it can consist of a comma-separated list. For example:

```
\IfBabelSelectorTF{other, other*}{A}{B}
```

is true with these two environment selectors.

Its natural place of use is in hooks or in `\extras⟨language⟩`.

Part II

Source code

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

4 Identification and loading of required files

Code documentation is still under revision.

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

The `babel` package after unpacking consists of the following files:

switch.def defines macros to set and switch languages.

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

babel.sty is the \LaTeX package, which set options and load language styles.

plain.def defines some \LaTeX macros required by `babel.def` and provides a few tools for Plain.
hyphen.cfg is the file to be used when generating the formats to load hyphenation patterns.

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

5 locale directory

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

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

This is a preliminary documentation.

ini files contain the actual data; tex files are currently just proxies to the corresponding ini files. Most keys are self-explanatory.

charset the encoding used in the ini file.

version of the ini file

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

encodings a descriptive list of font encodings.

[captions] section of captions in the file charset

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

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

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

6 Tools

```
1 <<version=3.73.2716>>
2 <<date=2022/04/23>>
```

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

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

```
3 <<{*Basic macros}>> ≡
4 \bbl@trace{Basic macros}
5 \def\bbl@stripslash{\expandafter\@gobble\string}
6 \def\bbl@add#1#2{%
7   \bbl@ifunset{\bbl@stripslash#1}%
8     {\def#1#2}%
9     {\expandafter\def\expandafter#1\expandafter{#1#2}}
10 \def\bbl@xin@{\@expandtwoargs\in@}
11 \def\bbl@csarg#1#2{\expandafter#1\csname bbl@#2\endcsname}%
12 \def\bbl@cs#1{\csname bbl@#1\endcsname}
13 \def\bbl@c1#1{\csname bbl@#1@languagenam\endcsname}
14 \def\bbl@loop#1#2#3{\bbl@loop#1{#3}#2,\@nnil,}
15 \def\bbl@loopx#1#2{\expandafter\bbl@loop\expandafter#1\expandafter{#2}}
```

```

16 \def\bbl@loop#1#2#3,{%
17   \ifx\@nnil#3\relax\else
18     \def#1{#3}#2\bbl@afterfi\bbl@loop#1{#2}%
19   \fi}
20 \def\bbl@for#1#2#3{\bbl@loopx#1{#2}{\ifx#1\@empty\else#3\fi}}

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

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

\bbl@afterelse Because the code that is used in the handling of active characters may need to look ahead, we take
\bbl@afterfi extra care to ‘throw’ it over the \else and \fi parts of an \if-statement31. These macros will break
if another \if... \fi statement appears in one of the arguments and it is not enclosed in braces.

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

\bbl@exp Now, just syntactical sugar, but it makes partial expansion of some code a lot more simple and
readable. Here \> stands for \noexpand, \<.> for \noexpand applied to a built macro name (which
does not define the macro if undefined to \relax, because it is created locally), and \[. .] for
one-level expansion (where . . is the macro name without the backslash). The result may be
followed by extra arguments, if necessary.

29 \def\bbl@exp#1{%
30   \begingroup
31     \let\>\noexpand
32     \let\<.\>\bbl@exp@en
33     \let\[\bbl@exp@ue
34     \edef\bbl@exp@aux{\endgroup#1}%
35   \bbl@exp@aux}
36 \def\bbl@exp@en#1>{\>\expandafter\noexpand\csname#1\endcsname}%
37 \def\bbl@exp@ue#1]{%
38   \unexpanded\expandafter\expandafter\expandafter{\csname#1\endcsname}}%

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

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

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

52 \begingroup
53   \gdef\bbl@ifunset#1{%

```

³¹This code is based on code presented in TUGboat vol. 12, no2, June 1991 in “An expansion Power Lemma” by Sonja Maus.

```

54 \expandafter\ifx\csname#1\endcsname\relax
55 \expandafter\@firstoftwo
56 \else
57 \expandafter\@secondoftwo
58 \fi}
59 \bbl@ifunset{ifcsname}% TODO. A better test?
60 {}%
61 {\gdef\bbl@ifunset#1{%
62 \ifcsname#1\endcsname
63 \expandafter\ifx\csname#1\endcsname\relax
64 \bbl@afterelse\expandafter\@firstoftwo
65 \else
66 \bbl@afterfi\expandafter\@secondoftwo
67 \fi
68 \else
69 \expandafter\@firstoftwo
70 \fi}}
71 \endgroup

```

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

```

72 \def\bbl@ifblank#1{%
73 \bbl@ifblank@i#1\@nil\@nil\@secondoftwo\@firstoftwo\@nil}
74 \long\def\bbl@ifblank@i#1#2\@nil#3#4#5\@nil{#4}
75 \def\bbl@ifset#1#2#3{%
76 \bbl@ifunset{#1}{#3}{\bbl@exp{\bbl@ifblank{#1}}{#3}{#2}}}

```

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

```

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

```

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

```

88 \def\bbl@vforeach#1#2{%
89 \def\bbl@forcmd##1{#2}%
90 \bbl@fornext#1,\@nil,}
91 \def\bbl@fornext#1,{%
92 \ifx\@nil#1\relax\else
93 \bbl@ifblank{#1}{\bbl@trim\bbl@forcmd{#1}}%
94 \expandafter\bbl@fornext
95 \fi}
96 \def\bbl@foreach#1{\expandafter\bbl@vforeach\expandafter{#1}}

```

\bbl@replace Returns implicitly \toks@ with the modified string.

```

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

```

```

105 \bbl@replace@aux##2#2%
106 \fi}%
107 \expandafter\bbl@replace@aux#1#2\bbl@nil#2%
108 \edef#1{\the\toks@}}

```

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

```

109 \ifx\detokenize\undefined\else % Unused macros if old Plain TeX
110 \bbl@exp{\def\\bbl@parsedef##1\detokenize{macro:}}#2->#3\relax{%
111 \def\bbl@tempa{#1}%
112 \def\bbl@tempb{#2}%
113 \def\bbl@tempe{#3}%
114 \def\bbl@sreplace#1#2#3{%
115 \begingroup
116 \expandafter\bbl@parsedef\meaning#1\relax
117 \def\bbl@tempc{#2}%
118 \edef\bbl@tempc{\expandafter\strip@prefix\meaning\bbl@tempc}%
119 \def\bbl@tempd{#3}%
120 \edef\bbl@tempd{\expandafter\strip@prefix\meaning\bbl@tempd}%
121 \bbl@xin@{\bbl@tempc}{\bbl@tempe}% If not in macro, do nothing
122 \ifin@
123 \bbl@exp{\\bbl@replace\\bbl@tempe{\bbl@tempc}{\bbl@tempd}}%
124 \def\bbl@tempc{% Expanded an executed below as 'uplevel'
125 \\\makeatletter % "internal" macros with @ are assumed
126 \\\scantokens{%
127 \bbl@tempa\\ \namedef{\bbl@stripslash#1}\bbl@tempb{\bbl@tempe}}%
128 \catcode64=\the\catcode64\relax}% Restore @
129 \else
130 \let\bbl@tempc@empty % Not \relax
131 \fi
132 \bbl@exp{% For the 'uplevel' assignments
133 \endgroup
134 \bbl@tempc}} % empty or expand to set #1 with changes
135 \fi

```

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

```

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

```



```
157 \fi
```

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

```
158 \def\bbl@bsphack{%
159   \ifhmode
160     \hskip\z@skip
161     \def\bbl@esphack{\loop\ifdim\lastskip>\z@\unskip\repeat\unskip}%
162   \else
163     \let\bbl@esphack\empty
164   \fi}
```

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

```
165 \def\bbl@cased{%
166   \ifx\oe\OE
167     \expandafter\in@\expandafter
168       {\expandafter\OE\expandafter}\expandafter{\oe}%
169   \ifin@
170     \bbl@afterelse\expandafter\MakeUppercase
171   \else
172     \bbl@afterfi\expandafter\MakeLowercase
173   \fi
174 \else
175   \expandafter\@firstofone
176 \fi}
```

An alternative to `\IfFormatAtLeastTF` for old versions. Temporary.

```
177 \ifx\IfFormatAtLeastTF\@undefined
178   \def\bbl@ifformatlater{\@ifl@t@r\fmtversion}
179 \else
180   \let\bbl@ifformatlater\IfFormatAtLeastTF
181 \fi
```

The following adds some code to `\extras...` both before and after, while avoiding doing it twice. It's somewhat convoluted, to deal with `#`'s. Used to deal with `alph`, `Alph` and `frenchspacing` when there are already changes (with `\babel@save`).

```
182 \def\bbl@extras@wrap#1#2#3{% 1:in-test, 2:before, 3:after
183   \toks@\expandafter\expandafter\expandafter{%
184     \csname extras\language\endcsname}%
185   \bbl@exp{\in@{#1}}{\the\toks@}%
186   \ifin@
187     \@temptokena{#2}%
188     \edef\bbl@tempc{\the\@temptokena\the\toks@}%
189     \toks@\expandafter{\bbl@tempc#3}%
190     \expandafter\edef\csname extras\language\endcsname{\the\toks@}%
191   \fi}
192 <</Basic macros>>
```

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

```
193 <<(*Make sure ProvidesFile is defined)>> \equiv
194 \ifx\ProvidesFile\@undefined
195   \def\ProvidesFile#1[#2 #3 #4]{%
196     \wlog{File: #1 #4 #3 <#2>}%
197     \let\ProvidesFile\@undefined}
198 \fi
199 <</Make sure ProvidesFile is defined>>
```

6.1 Multiple languages

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

```

200 <<*Define core switching macros>> ≡
201 \ifx\language\@undefined
202   \csname newcount\endcsname\language
203 \fi
204 <</Define core switching macros>>

```

`\last@language` Another counter is used to keep track of the allocated languages. \TeX and \LaTeX reserves for this purpose the count 19.

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

```

205 <<*Define core switching macros>> ≡
206 \countdef\last@language=19
207 \def\addlanguage{\csname newlanguage\endcsname}
208 <</Define core switching macros>>

```

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

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

6.2 The Package File (\LaTeX , `babel.sty`)

```

209 <*package>
210 \NeedsTeXFormat{LaTeX2e}[2005/12/01]
211 \ProvidesPackage{babel}[<<date>> <<version>> The Babel package]

```

Start with some “private” debugging tool, and then define macros for errors.

```

212 \@ifpackagewith{babel}{debug}
213   {\providecommand\bbl@trace[1]{\message{^^J[ #1 ]}}%
214    \let\bbl@debug\@firstofone
215    \ifx\directlua\@undefined\else
216      \directlua{ Babel = Babel or {}
217        Babel.debug = true }%
218      \input{babel-debug.tex}%
219    \fi}
220 {\providecommand\bbl@trace[1]{}%
221  \let\bbl@debug\@gobble
222  \ifx\directlua\@undefined\else
223    \directlua{ Babel = Babel or {}
224      Babel.debug = false }%
225  \fi}
226 \def\bbl@error#1#2{%
227   \begingroup
228     \def\{\MessageBreak}%
229     \PackageError{babel}{#1}{#2}%
230   \endgroup}
231 \def\bbl@warning#1{%
232   \begingroup
233     \def\{\MessageBreak}%
234     \PackageWarning{babel}{#1}%
235   \endgroup}
236 \def\bbl@infowarn#1{%
237   \begingroup
238     \def\{\MessageBreak}%
239     \GenericWarning
240       {(babel) \spaces\spaces\spaces}%
241       {Package babel Info: #1}%
242   \endgroup}
243 \def\bbl@info#1{%
244   \begingroup

```

```

245 \def\{MessageBreak}%
246 \PackageInfo{babel}{#1}%
247 \endgroup}

```

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

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

But first, include here the *Basic macros* defined above.

```

248 <<Basic macros>>
249 \ifpackagewith{babel}{silent}
250 {\let\bbl@info@gobble
251 \let\bbl@infowarn@gobble
252 \let\bbl@warning@gobble}
253 {}
254 %
255 \def\AfterBabelLanguage#1{%
256 \global\expandafter\bbl@add\csname#1.ldf-h@@k\endcsname}%

```

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

```

257 \ifx\bbl@languages\@undefined\else
258 \begingroup
259 \catcode\^^I=12
260 \ifpackagewith{babel}{showlanguages}{%
261 \begingroup
262 \def\bbl@elt#1#2#3#4{\wlog{#2^^I#1^^I#3^^I#4}}%
263 \wlog{<*languages>}%
264 \bbl@languages
265 \wlog{</languages>}%
266 \endgroup}{%
267 \endgroup
268 \def\bbl@elt#1#2#3#4{%
269 \ifnum#2=\z@
270 \gdef\bbl@nulllanguage{#1}%
271 \def\bbl@elt##1##2##3##4{}}%
272 \fi}%
273 \bbl@languages
274 \fi%

```

6.3 base

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

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

```

275 \bbl@trace{Defining option 'base'}
276 \ifpackagewith{babel}{base}{%
277 \let\bbl@onlyswitch\@empty
278 \let\bbl@provide@locale\relax
279 \input babel.def
280 \let\bbl@onlyswitch\@undefined
281 \ifx\directlua\@undefined
282 \DeclareOption*{\bbl@patterns{\CurrentOption}}%
283 \else
284 \input luababel.def
285 \DeclareOption*{\bbl@patterns@lua{\CurrentOption}}%
286 \fi
287 \DeclareOption{base}{}%
288 \DeclareOption{showlanguages}{}%
289 \ProcessOptions
290 \global\expandafter\let\csname opt@babel.sty\endcsname\relax
291 \global\expandafter\let\csname ver@babel.sty\endcsname\relax

```

```

292 \global\let@ifl@ter@@\@ifl@ter
293 \def@ifl@ter#1#2#3#4#5{\global\let@ifl@ter\@ifl@ter@@}%
294 \endinput}{}}%

```

6.4 key=value options and other general option

The following macros extract language modifiers, and only real package options are kept in the option list. Modifiers are saved and assigned to `\BabelModifiers` at `\bbl@load@language`; when no modifiers have been given, the former is `\relax`. How modifiers are handled are left to language styles; they can use `\in@`, loop them with `\@for` or `load keyval`, for example.

```

295 \bbl@trace{key=value and another general options}
296 \bbl@csarg\let{tempa\expandafter}\csname opt@babel.sty\endcsname
297 \def\bbl@tempb#1.#2{% Remove trailing dot
298   #1\ifx\@empty#2\else,\bbl@afterfi\bbl@tempb#2\fi}%
299 \def\bbl@tempd#1.#2\@nnil{% TODO. Refactor lists?
300   \ifx\@empty#2%
301     \edef\bbl@tempc{\ifx\bbl@tempc\@empty\else\bbl@tempc,\fi#1}%
302   \else
303     \in@{,provide=}{, #1}%
304     \ifin@
305       \edef\bbl@tempc{
306         \ifx\bbl@tempc\@empty\else\bbl@tempc,\fi#1.\bbl@tempb#2}%
307     \else
308       \in@{=}{ #1}%
309       \ifin@
310         \edef\bbl@tempc{\ifx\bbl@tempc\@empty\else\bbl@tempc,\fi#1.#2}%
311       \else
312         \edef\bbl@tempc{\ifx\bbl@tempc\@empty\else\bbl@tempc,\fi#1}%
313         \bbl@csarg\edef{mod@#1}{\bbl@tempb#2}%
314       \fi
315     \fi
316   \fi}
317 \let\bbl@tempc\@empty
318 \bbl@foreach\bbl@tempa{\bbl@tempd#1.\@empty\@nnil}
319 \expandafter\let\csname opt@babel.sty\endcsname\bbl@tempc

```

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

```

320 \DeclareOption{KeepShorthandsActive}{}
321 \DeclareOption{activeacute}{}
322 \DeclareOption{activegrave}{}
323 \DeclareOption{debug}{}
324 \DeclareOption{noconfigs}{}
325 \DeclareOption{showlanguages}{}
326 \DeclareOption{silent}{}
327 % \DeclareOption{mono}{}
328 \DeclareOption{shorthands=off}{\bbl@tempa shorthands=\bbl@tempa}
329 \chardef\bbl@iniflag\z@
330 \DeclareOption{provide=*}{\chardef\bbl@iniflag\@ne} % main -> +1
331 \DeclareOption{provide+=*}{\chardef\bbl@iniflag\tw@} % add = 2
332 \DeclareOption{provide*=*}{\chardef\bbl@iniflag\thr@@} % add + main
333 % A separate option
334 \let\bbl@autoload@options\@empty
335 \DeclareOption{provide@=*}{\def\bbl@autoload@options{import}}
336 % Don't use. Experimental. TODO.
337 \newif\ifbbl@single
338 \DeclareOption{selectors=off}{\bbl@singletrue}
339 <More package options>

```

Handling of package options is done in three passes. (I [JBL] am not very happy with the idea, anyway.) The first one processes options which has been declared above or follow the syntax

<key>=<value>, the second one loads the requested languages, except the main one if set with the key main, and the third one loads the latter. First, we “flag” valid keys with a nil value.

```
340 \let\bbl@opt@shorthands\@nnil
341 \let\bbl@opt@config\@nnil
342 \let\bbl@opt@main\@nnil
343 \let\bbl@opt@headfoot\@nnil
344 \let\bbl@opt@layout\@nnil
345 \let\bbl@opt@provide\@nnil
```

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

```
346 \def\bbl@tempa#1=#2\bbl@tempa{%
347   \bbl@csarg\ifx{opt@#1}\@nnil
348     \bbl@csarg\edef{opt@#1}{#2}%
349   \else
350     \bbl@error
351     {Bad option '#1=#2'. Either you have misspelled the\\%
352       key or there is a previous setting of '#1'. Valid\\%
353       keys are, among others, 'shorthands', 'main', 'bidi',\\%
354       'strings', 'config', 'headfoot', 'safe', 'math'.}%
355     {See the manual for further details.}
356   \fi}
```

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

```
357 \let\bbl@language@opts\@empty
358 \DeclareOption*{%
359   \bbl@xin@{\string=}{\CurrentOption}%
360   \ifin@
361     \expandafter\bbl@tempa\CurrentOption\bbl@tempa
362   \else
363     \bbl@add@list\bbl@language@opts{\CurrentOption}%
364   \fi}
```

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

```
365 \ProcessOptions*
366 \ifx\bbl@opt@provide\@nnil
367   \let\bbl@opt@provide\@empty % %%% MOVE above
368 \else
369   \chardef\bbl@iniflag\@ne
370   \bbl@exp{\bbl@forkv{\@nameuse{@raw@opt@babel.sty}}}{%
371     \in@{,provide,}{, #1,}%
372     \ifin@
373       \def\bbl@opt@provide{#2}%
374       \bbl@replace\bbl@opt@provide{;}{,}%
375     \fi}
376 \fi
377 %
```

6.5 Conditional loading of shorthands

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

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

```
378 \bbl@trace{Conditional loading of shorthands}
379 \def\bbl@sh@string#1{%
380   \ifx#1\@empty\else
381     \ifx#1t\string~%
382     \else\ifx#1c\string,%
383     \else\string#1%
384   \fi\fi
```

```

385 \expandafter\bb1@sh@string
386 \fi}
387 \ifx\bb1@opt@shorthands\@nnil
388 \def\bb1@ifshorthand#1#2#3{#2}%
389 \else\ifx\bb1@opt@shorthands\@empty
390 \def\bb1@ifshorthand#1#2#3{#3}%
391 \else

```

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

```

392 \def\bb1@ifshorthand#1{%
393 \bb1@xin@{\string#1}{\bb1@opt@shorthands}%
394 \ifin@
395 \expandafter\@firstoftwo
396 \else
397 \expandafter\@secondoftwo
398 \fi}

```

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

```

399 \edef\bb1@opt@shorthands{%
400 \expandafter\bb1@sh@string\bb1@opt@shorthands\@empty}%

```

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

```

401 \bb1@ifshorthand{'}%
402 {\PassOptionsToPackage{activeacute}{babel}}{}
403 \bb1@ifshorthand{`}%
404 {\PassOptionsToPackage{activegrave}{babel}}{}
405 \fi\fi

```

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

```

406 \ifx\bb1@opt@headfoot\@nnil\else
407 \g@addto@macro\@resetactivechars{%
408 \set@typeset@protect
409 \expandafter\select@language@x\expandafter{\bb1@opt@headfoot}%
410 \let\protect\noexpand}
411 \fi

```

For the option safe we use a different approach – \bb1@opt@safe says which macros are redefined (B for bibs and R for refs). By default, both are set.

```

412 \ifx\bb1@opt@safe\@undefined
413 \def\bb1@opt@safe{BR}
414 \fi

```

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

```

415 \bb1@trace{Defining IfBabelLayout}
416 \ifx\bb1@opt@layout\@nnil
417 \newcommand\IfBabelLayout[3]{#3}%
418 \else
419 \newcommand\IfBabelLayout[1]{%
420 \@expandtwoargs\in@{.#1.}{.\bb1@opt@layout.}%
421 \ifin@
422 \expandafter\@firstoftwo
423 \else
424 \expandafter\@secondoftwo
425 \fi}
426 \fi
427 </package>
428 <*core>

```

6.6 Interlude for Plain

Because of the way docstrip works, we need to insert some code for Plain here. However, the tools provided by the babel installer for literate programming makes this section a short interlude, because the actual code is below, tagged as *Emulate LaTeX*.

```
429 \ifx\ldf@quit\undefined\else
430 \endinput\fi % Same line!
431 <<Make sure ProvidesFile is defined>>
432 \ProvidesFile{babel.def}[\<date>] \<version> Babel common definitions]
433 \ifx\AtBeginDocument\undefined % TODO. change test.
434 <<Emulate LaTeX>>
435 \fi
```

That is all for the moment. Now follows some common stuff, for both Plain and \LaTeX . After it, we will resume the \LaTeX -only stuff.

```
436 </core>
437 <*package | core>
```

7 Multiple languages

This is not a separate file (switch.def) anymore.

Plain \TeX version 3.0 provides the primitive `\language` that is used to store the current language. When used with a pre-3.0 version this function has to be implemented by allocating a counter.

```
438 \def\bbl@version{\<version>}
439 \def\bbl@date{\<date>}
440 <<Define core switching macros>>
```

`\adddialect` The macro `\adddialect` can be used to add the name of a dialect or variant language, for which an already defined hyphenation table can be used.

```
441 \def\adddialect#1#2{%
442   \global\chardef#1#2\relax
443   \bbl@usehooks{adddialect}{\{#1\}\{#2\}}%
444   \begingroup
445     \count@#1\relax
446     \def\bbl@elt###1##2###3###4{%
447       \ifnum\count@=##2\relax
448         \edef\bbl@tempa{\expandafter\@gobbletwo\string#1}%
449         \bbl@info{Hyphen rules for '\expandafter\@gobble\bbl@tempa'}
450         set to \expandafter\string\csname l@##1\endcsname\%
451         (\string\language\the\count@). Reported}%
452       \def\bbl@elt####1####2####3####4{%
453         \fi}%
454       \bbl@cs{languages}%
455     \endgroup}
```

`\bbl@iflanguage` executes code only if the language `l@` exists. Otherwise raises an error.

The argument of `\bbl@fixname` has to be a macro name, as it may get “fixed” if casing (lc/uc) is wrong. It’s an attempt to fix a long-standing bug when `\foreignlanguage` and the like appear in a `\MakeXXXcase`. However, a lowercase form is not imposed to improve backward compatibility (perhaps you defined a language named MYLANG, but unfortunately mixed case names cannot be trapped). Note `l@` is encapsulated, so that its case does not change.

```
456 \def\bbl@fixname#1{%
457   \begingroup
458     \def\bbl@tempe{l@}%
459     \edef\bbl@tempd{\noexpand\ifundefined{\noexpand\bbl@tempe#1}}%
460     \bbl@tempd
461     {\lowercase\expandafter{\bbl@tempd}%
462      {\uppercase\expandafter{\bbl@tempd}%
463       \empty
464       {\edef\bbl@tempd{\def\noexpand#1{#1}}%
465        \uppercase\expandafter{\bbl@tempd}}}%
466      {\edef\bbl@tempd{\def\noexpand#1{#1}}%
467       \lowercase\expandafter{\bbl@tempd}}}
```

```

467 \lowercase\expandafter{\bbl@tempd}}}%
468 \empty
469 \edef\bbl@tempd{\endgroup\def\noexpand#1{#1}}%
470 \bbl@tempd
471 \bbl@exp{\bbl@usehooks{language}{\language}{#1}}}%
472 \def\bbl@iflanguage#1{%
473 \ifundefined{l@#1}{\@nolanerr{#1}\gobble}\@firstofone}

```

After a name has been ‘fixed’, the selectors will try to load the language. If even the fixed name is not defined, will load it on the fly, either based on its name, or if activated, its BCP47 code.

We first need a couple of macros for a simple BCP 47 look up. It also makes sure, with \bbl@bcpcase, casing is the correct one, so that sr-latn-ba becomes fr-Latn-BA. Note #4 may contain some \empty’s, but they are eventually removed. \bbl@bcpllookup either returns the found ini or it is \relax.

```

474 \def\bbl@bcpcase#1#2#3#4\@#5{%
475 \ifx\empty#3%
476 \uppercase{\def#5{#1#2}}%
477 \else
478 \uppercase{\def#5{#1}}%
479 \lowercase{\edef#5{#5#2#3#4}}%
480 \fi}
481 \def\bbl@bcpllookup#1-#2-#3-#4\@{%
482 \let\bbl@bcp\relax
483 \lowercase{\def\bbl@tempa{#1}}%
484 \ifx\empty#2%
485 \IfFileExists{babel-\bbl@tempa.ini}{\let\bbl@bcp\bbl@tempa{}}%
486 \else\ifx\empty#3%
487 \bbl@bcpcase#2\empty\empty\@{\bbl@tempb
488 \IfFileExists{babel-\bbl@tempa-\bbl@tempb.ini}%
489 {\edef\bbl@bcp{\bbl@tempa-\bbl@tempb}}%
490 {}%
491 \ifx\bbl@bcp\relax
492 \IfFileExists{babel-\bbl@tempa.ini}{\let\bbl@bcp\bbl@tempa{}}%
493 \fi
494 \else
495 \bbl@bcpcase#2\empty\empty\@{\bbl@tempb
496 \bbl@bcpcase#3\empty\empty\@{\bbl@tempc
497 \IfFileExists{babel-\bbl@tempa-\bbl@tempb-\bbl@tempc.ini}%
498 {\edef\bbl@bcp{\bbl@tempa-\bbl@tempb-\bbl@tempc}}%
499 {}%
500 \ifx\bbl@bcp\relax
501 \IfFileExists{babel-\bbl@tempa-\bbl@tempc.ini}%
502 {\edef\bbl@bcp{\bbl@tempa-\bbl@tempc}}%
503 {}%
504 \fi
505 \ifx\bbl@bcp\relax
506 \IfFileExists{babel-\bbl@tempa-\bbl@tempc.ini}%
507 {\edef\bbl@bcp{\bbl@tempa-\bbl@tempc}}%
508 {}%
509 \fi
510 \ifx\bbl@bcp\relax
511 \IfFileExists{babel-\bbl@tempa.ini}{\let\bbl@bcp\bbl@tempa{}}%
512 \fi
513 \fi\fi}
514 \let\bbl@initoload\relax
515 \def\bbl@provide@locale{%
516 \ifx\babelprovide\undefined
517 \bbl@error{For a language to be defined on the fly 'base'\\%
518 is not enough, and the whole package must be\\%
519 loaded. Either delete the 'base' option or\\%
520 request the languages explicitly}%
521 {See the manual for further details.}%
522 \fi
523 % TODO. Option to search if loaded, with \LocaleForEach

```



```

524 \let\bbl@auxname\language % Still necessary. TODO
525 \bbl@ifunset{bbl@bcp@map@\language}% Move uplevel??
526 {\edef\language{\@nameuse{bbl@bcp@map@\language}}}%
527 \ifbbl@bcpallowed
528 \expandafter\ifx\csname date\language\endcsname\relax
529 \expandafter
530 \bbl@bcplookup\language-\@empty-\@empty-\@empty\@
531 \ifx\bbl@bcp\relax\else % Returned by \bbl@bcplookup
532 \edef\language{\bbl@bcp@prefix\bbl@bcp}%
533 \edef\localename{\bbl@bcp@prefix\bbl@bcp}%
534 \expandafter\ifx\csname date\language\endcsname\relax
535 \let\bbl@initoload\bbl@bcp
536 \bbl@exp{\bbl@babelprovide[\bbl@autoload@bcptoptions]{\language}}%
537 \let\bbl@initoload\relax
538 \fi
539 \bbl@csarg\xdef{bcp@map@\bbl@bcp}{\localename}%
540 \fi
541 \fi
542 \fi
543 \expandafter\ifx\csname date\language\endcsname\relax
544 \IfFileExists{babel-\language.tex}%
545 {\bbl@exp{\bbl@babelprovide[\bbl@autoload@options]{\language}}}%
546 {}%
547 \fi}

```

`\iflanguage` Users might want to test (in a private package for instance) which language is currently active. For this we provide a test macro, `\iflanguage`, that has three arguments. It checks whether the first argument is a known language. If so, it compares the first argument with the value of `\language`. Then, depending on the result of the comparison, it executes either the second or the third argument.

```

548 \def\iflanguage#1{%
549   \bbl@iflanguage{#1}{%
550     \ifnum\csname l@#1\endcsname=\language
551       \expandafter\@firstoftwo
552     \else
553       \expandafter\@secondoftwo
554     \fi}

```

7.1 Selecting the language

`\selectlanguage` The macro `\selectlanguage` checks whether the language is already defined before it performs its actual task, which is to update `\language` and activate language-specific definitions.

```
555 \let\bb1@select@type\z@
556 \edef\selectlanguage{%
557   \noexpand\protect
558   \expandafter\noexpand\csname selectlanguage \endcsname}
```

Because the command `\selectlanguage` could be used in a moving argument it expands to `\protect\selectlanguage_`. Therefore, we have to make sure that a macro `\protect` exists. If it doesn't it is `\let to \relax`.

559 \ifx\@undefined\protect\let\protect\relax\fi

The following definition is preserved for backwards compatibility (eg, arabi, koma). It is related to a trick for 2.09, now discarded.

```
560 \let\xstring\string
```

Since version 3.5 babel writes entries to the auxiliary files in order to typeset table of contents etc. in the correct language environment.

`\bbl@pop@language` But when the language change happens *inside* a group the end of the group doesn't write anything to the auxiliary files. Therefore we need TeX's `aftergroup` mechanism to help us. The command `\aftergroup` stores the token immediately following it to be executed when the current group is closed. So we define a temporary control sequence `\bbl@pop@language` to be executed at the end of the group. It calls `\bbl@set@language` with the name of the current language as its argument.

`\bbl@language@stack` The previous solution works for one level of nesting groups, but as soon as more levels are used it is no longer adequate. For that case we need to keep track of the nested languages using a stack mechanism. This stack is called `\bbl@language@stack` and initially empty.

```
561 \def\bbl@language@stack{}
```

When using a stack we need a mechanism to push an element on the stack and to retrieve the information afterwards.

`\bbl@push@language` The stack is simply a list of languagenames, separated with a '+' sign; the push function can be simple:
`\bbl@pop@language`

```
562 \def\bbl@push@language{%
563   \ifx\language\undefined\else
564     \ifx\currentgrouplevel\undefined
565       \xdef\bbl@language@stack{\language+\bbl@language@stack}%
566     \else
567       \ifnum\currentgrouplevel=\z@
568         \xdef\bbl@language@stack{\language+}%
569       \else
570         \xdef\bbl@language@stack{\language+\bbl@language@stack}%
571       \fi
572     \fi
573 }
```

Retrieving information from the stack is a little bit less simple, as we need to remove the element from the stack while storing it in the macro `\language`. For this we first define a helper function.

`\bbl@pop@lang` This macro stores its first element (which is delimited by the '+'-sign) in `\language` and stores the rest of the string in `\bbl@language@stack`.

```
574 \def\bbl@pop@lang#1+#2\@@{%
575   \edef\language{#1}%
576   \xdef\bbl@language@stack{#2}}
```

The reason for the somewhat weird arrangement of arguments to the helper function is the fact it is called in the following way. This means that before `\bbl@pop@lang` is executed \TeX first *expands* the stack, stored in `\bbl@language@stack`. The result of that is that the argument string of `\bbl@pop@lang` contains one or more language names, each followed by a '+'-sign (zero language names won't occur as this macro will only be called after something has been pushed on the stack).

```
577 \let\bbl@ifrestoring\@secondoftwo
578 \def\bbl@pop@language{%
579   \expandafter\bbl@pop@lang\bbl@language@stack\@@
580   \let\bbl@ifrestoring\@firstoftwo
581   \expandafter\bbl@set@language\expandafter{\language}%
582   \let\bbl@ifrestoring\@secondoftwo}
```

Once the name of the previous language is retrieved from the stack, it is fed to `\bbl@set@language` to do the actual work of switching everything that needs switching.

An alternative way to identify languages (in the babel sense) with a numerical value is introduced in 3.30. This is one of the first steps for a new interface based on the concept of locale, which explains the name of `\localeid`. This means `\l@...` will be reserved for hyphenation patterns (so that two locales can share the same rules).

```
583 \chardef\localeid\z@
584 \def\bbl@id@last{0} % No real need for a new counter
585 \def\bbl@id@assign{%
586   \bbl@ifunset\bbl@id@\language}%
587   {\count\bbl@id@last\relax
588   \advance\count\bbl@id@last\ne
589   \bbl@csarg\chardef{id@\language}\count\bbl@id@last}
590   \edef\bbl@id@last{\the\count\bbl@id@last}%
591   \ifcase\bbl@engine\or
592     \directlua{
593       Babel = Babel or {}
594       Babel.locale_props = Babel.locale_props or {}
595       Babel.locale_props[\bbl@id@last] = {}}
```

```

596         Babel.locale_props[\bbl@id@last].name = '\language'
597     }%
598     \fi}%
599     {}%
600     \chardef\localeid\bbl@cl{id@}

```

The unprotected part of \selectlanguage.

```

601 \expandafter\def\csname selectlanguage \endcsname#1{%
602   \ifnum\bbl@hymapsel=\cclv\let\bbl@hymapsel\tw@\fi
603   \bbl@push@language
604   \aftergroup\bbl@pop@language
605   \bbl@set@language{#1}}

```

`\bbl@set@language` The macro `\bbl@set@language` takes care of switching the language environment *and* of writing entries on the auxiliary files. For historical reasons, language names can be either language of \language. To catch either form a trick is used, but unfortunately as a side effect the catcodes of letters in \language are messed up. This is a bug, but preserved for backwards compatibility. The list of auxiliary files can be extended by redefining \BabelContentsFiles, but make sure they are loaded inside a group (as aux, toc, lof, and lot do) or the last language of the document will remain active afterwards.

We also write a command to change the current language in the auxiliary files.

`\bbl@savelastskip` is used to deal with skips before the write whatsit (as suggested by U Fischer).

Adapted from hyperref, but it might fail, so I'll consider it a temporary hack, while I study other options (the ideal, but very likely unfeasible except perhaps in luatex, is to avoid the \write altogether when not needed).

```

606 \def\BabelContentsFiles{toc,lof,lot}
607 \def\bbl@set@language#1{% from selectlanguage, pop@
608   % The old buggy way. Preserved for compatibility.
609   \edef\language{%
610     \ifnum\escapechar=\expandafter`\string#1\@empty
611       \else\string#1\@empty\fi}%
612   \ifcat\relax\noexpand#1%
613     \expandafter\ifx\csname date\language\endcsname\relax
614       \edef\language{#1}%
615       \let\localename\language
616     \else
617       \bbl@info{Using '\string\language' instead of 'language' is\\%
618         deprecated. If what you want is to use a\\%
619         macro containing the actual locale, make\\%
620         sure it does not not match any language.\\%
621         Reported}%
622       \ifx\scantokens\@undefined
623         \def\localename{??}%
624       \else
625         \scantokens\expandafter{\expandafter
626           \def\expandafter\localename\expandafter{\language}}%
627       \fi
628     \fi
629   \else
630     \def\localename{#1}% This one has the correct catcodes
631   \fi
632   \select@language{\language}%
633   % write to auxs
634   \expandafter\ifx\csname date\language\endcsname\relax\else
635     \if@filesw
636       \ifx\babel@aux\@gobbletwo\else % Set if single in the first, redundant
637         \bbl@savelastskip
638         \protected@write\@auxout{}\string\babel@aux{\bbl@auxname}{}%
639         \bbl@restorelastskip
640       \fi
641       \bbl@usehooks{write}{}%
642     \fi
643   \fi}

```

```

644 %
645 \let\bbl@restorelastskip\relax
646 \let\bbl@savelastskip\relax
647 %
648 \newif\ifbbl@bcpallowed
649 \bbl@bcpallowedfalse
650 \def\select@language#1{% from set@, babel@aux
651   \ifx\bbl@selectorname\@empty
652     \def\bbl@selectorname{select}%
653   % set hymap
654   \fi
655   \ifnum\bbl@hymapsel=\@cclv\chardef\bbl@hymapsel4\relax\fi
656   % set name
657   \edef\language#1}%
658   \bbl@fixname\language
659   % TODO. name@map must be here?
660   \bbl@provide@locale
661   \bbl@iflanguage\language{%
662     \expandafter\ifx\csname date\language\endcsname\relax
663       \bbl@error
664       {Unknown language '\language'. Either you have\\%
665        misspelled its name, it has not been installed,\\%
666        or you requested it in a previous run. Fix its name,\\%
667        install it or just rerun the file, respectively. In\\%
668        some cases, you may need to remove the aux file}%
669       {You may proceed, but expect wrong results}%
670     \else
671       % set type
672       \let\bbl@select@type\z@
673       \expandafter\bbl@switch\expandafter{\language}%
674     \fi}}
675 \def\babel@aux#1#2{%
676   \select@language{#1}%
677   \bbl@foreach\BabelContentsFiles{% \relax -> don't assume vertical mode
678     \@writefile{##1}{\babel@toc{#1}{#2}\relax}}}% TODO - plain?
679 \def\babel@toc#1#2{%
680   \select@language{#1}}

```

First, check if the user asks for a known language. If so, update the value of `\language` and call `\originalTeX` to bring \TeX in a certain pre-defined state.

The name of the language is stored in the control sequence `\language`.

Then we have to *redefine* `\originalTeX` to compensate for the things that have been activated. To save memory space for the macro definition of `\originalTeX`, we construct the control sequence name for the `\noextras<lang>` command at definition time by expanding the `\csname` primitive. Now activate the language-specific definitions. This is done by constructing the names of three macros by concatenating three words with the argument of `\selectlanguage`, and calling these macros.

The switching of the values of `\lefthyphenmin` and `\righthyphenmin` is somewhat different. First we save their current values, then we check if `\<lang>hyphenmins` is defined. If it is not, we set default values (2 and 3), otherwise the values in `\<lang>hyphenmins` will be used.

```

681 \newif\ifbbl@usedategroup
682 \def\bbl@switch#1{% from select@, foreign@
683   % make sure there is info for the language if so requested
684   \bbl@ensureinfo{#1}%
685   % restore
686   \originalTeX
687   \expandafter\def\expandafter\originalTeX\expandafter{%
688     \csname noextras#1\endcsname
689     \let\originalTeX\@empty
690     \babel@beginsave}%
691   \bbl@usehooks{afterreset}}}%
692   \languageshorthands{none}%
693   % set the locale id

```

```

694 \bbl@id@assign
695 % switch captions, date
696 % No text is supposed to be added here, so we remove any
697 % spurious spaces.
698 \bbl@bsphack
699 \ifcase\bbl@select@type
700 \csname captions#1\endcsname\relax
701 \csname date#1\endcsname\relax
702 \else
703 \bbl@xin@{,captions,}{, \bbl@select@opts,}%
704 \ifin@
705 \csname captions#1\endcsname\relax
706 \fi
707 \bbl@xin@{,date,}{, \bbl@select@opts,}%
708 \ifin@ % if \foreign... within \<lang>date
709 \csname date#1\endcsname\relax
710 \fi
711 \fi
712 \bbl@esphack
713 % switch extras
714 \bbl@usehooks{beforeextras}{}%
715 \csname extras#1\endcsname\relax
716 \bbl@usehooks{afterextras}{}%
717 % > babel-ensure
718 % > babel-sh-<short>
719 % > babel-bidi
720 % > babel-fontspec
721 % hyphenation - case mapping
722 \ifcase\bbl@opt@hyphenmap\or
723 \def\BabelLower##1##2{\lccode##1=##2\relax}%
724 \ifnum\bbl@hymapsel>4\else
725 \csname\languagename @bbl@hyphenmap\endcsname
726 \fi
727 \chardef\bbl@opt@hyphenmap\z@
728 \else
729 \ifnum\bbl@hymapsel>\bbl@opt@hyphenmap\else
730 \csname\languagename @bbl@hyphenmap\endcsname
731 \fi
732 \fi
733 \let\bbl@hymapsel\@cclv
734 % hyphenation - select rules
735 \ifnum\csname l@\languagename\endcsname=\l@unhyphenated
736 \edef\bbl@tempa{u}%
737 \else
738 \edef\bbl@tempa{\bbl@c1{lnbrk}}%
739 \fi
740 % linebreaking - handle u, e, k (v in the future)
741 \bbl@xin@{/u}{/\bbl@tempa}%
742 \ifin@ \else \bbl@xin@{/e}{/\bbl@tempa} \fi % elongated forms
743 \ifin@ \else \bbl@xin@{/k}{/\bbl@tempa} \fi % only kashida
744 \ifin@ \else \bbl@xin@{/v}{/\bbl@tempa} \fi % variable font
745 \ifin@
746 % unhyphenated/kashida/elongated = allow stretching
747 \language\l@unhyphenated
748 \babel@savevariable\emergencystretch
749 \emergencystretch\maxdimen
750 \babel@savevariable\hbadness
751 \hbadness\@M
752 \else
753 % other = select patterns
754 \bbl@patterns{#1}%
755 \fi
756 % hyphenation - mins

```

```

757 \babel@savevariable\lefthyphenmin
758 \babel@savevariable\righthyphenmin
759 \expandafter\ifx\csname #1hyphenmins\endcsname\relax
760   \set@hyphenmins\tw@\thr@@\relax
761 \else
762   \expandafter\expandafter\expandafter\set@hyphenmins
763     \csname #1hyphenmins\endcsname\relax
764 \fi
765 \let\bbl@selectorname\@empty}

```

`otherlanguage` The `otherlanguage` environment can be used as an alternative to using the `\selectlanguage` declarative command. When you are typesetting a document which mixes left-to-right and right-to-left typesetting you have to use this environment in order to let things work as you expect them to. The `\ignorespaces` command is necessary to hide the environment when it is entered in horizontal mode.

```

766 \long\def\otherlanguage#1{%
767   \def\bbl@selectorname{other}%
768   \ifnum\bbl@hymapsel=\@cclv\let\bbl@hymapsel\thr@@\fi
769   \csname selectlanguage\endcsname{#1}%
770   \ignorespaces}

```

The `\endotherlanguage` part of the environment tries to hide itself when it is called in horizontal mode.

```

771 \long\def\endotherlanguage{%
772   \global\@ignoretrue\ignorespaces}

```

`otherlanguage*` The `otherlanguage` environment is meant to be used when a large part of text from a different language needs to be typeset, but without changing the translation of words such as ‘figure’. This environment makes use of `\foreignlanguage`.

```

773 \expandafter\def\csname otherlanguage*\endcsname{%
774   \@ifnextchar[\bbl@otherlanguage@s{\bbl@otherlanguage@s[]}}
775 \def\bbl@otherlanguage@s[#1]#2{%
776   \def\bbl@selectorname{other*}%
777   \ifnum\bbl@hymapsel=\@cclv\chardef\bbl@hymapsel4\relax\fi
778   \def\bbl@select@opts{#1}%
779   \foreignlanguage{#2}}

```

At the end of the environment we need to switch off the extra definitions. The grouping mechanism of the environment will take care of resetting the correct hyphenation rules and “extras”.

```

780 \expandafter\let\csname endotherlanguage*\endcsname\relax

```

`\foreignlanguage` The `\foreignlanguage` command is another substitute for the `\selectlanguage` command. This command takes two arguments, the first argument is the name of the language to use for typesetting the text specified in the second argument.

Unlike `\selectlanguage` this command doesn’t switch *everything*, it only switches the hyphenation rules and the extra definitions for the language specified. It does this within a group and assumes the `\extras<lang>` command doesn’t make any `\global` changes. The coding is very similar to part of `\selectlanguage`.

`\bbl@beforeforeign` is a trick to fix a bug in bidi texts. `\foreignlanguage` is supposed to be a ‘text’ command, and therefore it must emit a `\leavevmode`, but it does not, and therefore the indent is placed on the opposite margin. For backward compatibility, however, it is done only if a right-to-left script is requested; otherwise, it is no-op.

(3.11) `\foreignlanguage*` is a temporary, experimental macro for a few lines with a different script direction, while preserving the paragraph format (thank the braces around `\par`, things like `\hangindent` are not reset). Do not use it in production, because its semantics and its syntax may change (and very likely will, or even it could be removed altogether). Currently it enters in `vmode` and then selects the language (which in turn sets the paragraph direction).

(3.11) Also experimental are the hook `foreign` and `foreign*`. With them you can redefine `\BabelText` which by default does nothing. Its behavior is not well defined yet. So, use it in horizontal mode only if you do not want surprises.

In other words, at the beginning of a paragraph `\foreignlanguage` enters into `hmode` with the surrounding `lang`, and with `\foreignlanguage*` with the new `lang`.

```

781 \providecommand\bbl@beforeforeign{}
782 \edef\foreignlanguage{%
783   \noexpand\protect
784   \expandafter\noexpand\csname foreignlanguage \endcsname}
785 \expandafter\def\csname foreignlanguage \endcsname{%
786   \@ifstar\bbl@foreign@s\bbl@foreign@x}
787 \providecommand\bbl@foreign@x[3][]{%
788   \begingroup
789     \def\bbl@selectorname{foreign}%
790     \def\bbl@select@opts{#1}%
791     \let\BabelText\@firstofone
792     \bbl@beforeforeign
793     \foreign@language{#2}%
794     \bbl@usehooks{foreign}{}%
795     \BabelText{#3}% Now in horizontal mode!
796   \endgroup}
797 \def\bbl@foreign@s#1#2{% TODO - \shapemode, \setpar, ?\@par
798   \begingroup
799     {\par}%
800     \def\bbl@selectorname{foreign*}%
801     \let\bbl@select@opts\empty
802     \let\BabelText\@firstofone
803     \foreign@language{#1}%
804     \bbl@usehooks{foreign*}{}%
805     \bbl@dirparastext
806     \BabelText{#2}% Still in vertical mode!
807     {\par}%
808   \endgroup}

```

`\foreign@language` This macro does the work for `\foreignlanguage` and the other `language*` environment. First we need to store the name of the language and check that it is a known language. Then it just calls `bbl@switch`.

```

809 \def\foreign@language#1{%
810   % set name
811   \edef\language#1%
812   \ifbbl@usedategroup
813     \bbl@add\bbl@select@opts{,date,}%
814     \bbl@usedategroupfalse
815   \fi
816   \bbl@fixname\language
817   % TODO. name@map here?
818   \bbl@provide@locale
819   \bbl@iflanguage\language%
820     \expandafter\ifx\csname date\language\endcsname\relax
821       \bbl@warning % TODO - why a warning, not an error?
822       {Unknown language '#1'. Either you have\\%
823        misspelled its name, it has not been installed,\\%
824        or you requested it in a previous run. Fix its name,\\%
825        install it or just rerun the file, respectively. In\\%
826        some cases, you may need to remove the aux file.\\%
827        I'll proceed, but expect wrong results.\\%
828        Reported}%
829     \fi
830     % set type
831     \let\bbl@select@type\@ne
832     \expandafter\bbl@switch\expandafter{\language}}

```

The following macro executes conditionally some code based on the selector being used.

```

833 \def\IfBabelSelectorTF#1{%
834   \bbl@xin@{\bbl@selectorname,}{,\zap@space#1 \empty,}%
835   \ifin@
836     \expandafter\@firstoftwo
837   \else

```

```

838 \expandafter\@secondoftwo
839 \fi}

```

`\bbl@patterns` This macro selects the hyphenation patterns by changing the `\language` register. If special hyphenation patterns are available specifically for the current font encoding, use them instead of the default.

It also sets hyphenation exceptions, but only once, because they are global (here language `\lccode's` has been set, too). `\bbl@hyphenation@` is set to relax until the very first `\babelhyphenation`, so do nothing with this value. If the exceptions for a language (by its number, not its name, so that `:ENC` is taken into account) has been set, then use `\hyphenation` with both global and language exceptions and empty the latter to mark they must not be set again.

```

840 \let\bbl@hyphlist\@empty
841 \let\bbl@hyphenation@\relax
842 \let\bbl@pttnlist\@empty
843 \let\bbl@patterns@\relax
844 \let\bbl@hymapsel=\@cclv
845 \def\bbl@patterns#1{%
846   \language=\expandafter\ifx\csname l@#1:\f@encoding\endcsname\relax
847     \csname l@#1\endcsname
848     \edef\bbl@tempa{#1}%
849   \else
850     \csname l@#1:\f@encoding\endcsname
851     \edef\bbl@tempa{#1:\f@encoding}%
852   \fi
853   \@expandtwoargs\bbl@usehooks{patterns}{#1}{\bbl@tempa}}%
854 % > luatex
855 \@ifundefined{bbl@hyphenation@}{% Can be \relax!
856   \begingroup
857     \bbl@xin@{\number\language,}{,\bbl@hyphlist}%
858     \ifin@ \else
859       \@expandtwoargs\bbl@usehooks{hyphenation}{#1}{\bbl@tempa}}%
860     \hyphenation{%
861       \bbl@hyphenation@
862       \@ifundefined{bbl@hyphenation@#1}%
863       \@empty
864       {\space\csname bbl@hyphenation@#1\endcsname}}%
865     \xdef\bbl@hyphlist{\bbl@hyphlist\number\language,}%
866   \fi
867   \endgroup}}

```

`hyphenrules` The environment `hyphenrules` can be used to select *just* the hyphenation rules. This environment does *not* change `\language` and when the hyphenation rules specified were not loaded it has no effect. Note however, `\lccode's` and font encodings are not set at all, so in most cases you should use `otherlanguage*`.

```

868 \def\hyphenrules#1{%
869   \edef\bbl@tempf{#1}%
870   \bbl@fixname\bbl@tempf
871   \bbl@iflanguage\bbl@tempf{%
872     \expandafter\bbl@patterns\expandafter{\bbl@tempf}%
873     \ifx\languageshorthands\undefined\else
874       \languageshorthands{none}%
875     \fi
876     \expandafter\ifx\csname\bbl@tempf hyphenmins\endcsname\relax
877       \set@hyphenmins\tw@\thr@\@relax
878     \else
879       \expandafter\expandafter\expandafter\set@hyphenmins
880       \csname\bbl@tempf hyphenmins\endcsname\relax
881     \fi}}
882 \let\endhyphenrules\@empty

```

`\providehyphenmins` The macro `\providehyphenmins` should be used in the language definition files to provide a *default* setting for the hyphenation parameters `\lefthyphenmin` and `\righthyphenmin`. If the macro `\(lang)hyphenmins` is already defined this command has no effect.


```

883 \def\providehyphenmins#1#2{%
884   \expandafter\ifx\csname #1hyphenmins\endcsname\relax
885     \@namedef{#1hyphenmins}{#2}%
886   \fi}

\set@hyphenmins This macro sets the values of \lefthyphenmin and \righthyphenmin. It expects two values as its
argument.

887 \def\set@hyphenmins#1#2{%
888   \lefthyphenmin#1\relax
889   \righthyphenmin#2\relax}

\ProvidesLanguage The identification code for each file is something that was introduced in  $\text{\LaTeX}$  2 $\epsilon$ . When the
command \ProvidesFile does not exist, a dummy definition is provided temporarily. For use in the
language definition file the command \ProvidesLanguage is defined by babel.
Depending on the format, ie, on if the former is defined, we use a similar definition or not.

890 \ifx\ProvidesFile\undefined
891   \def\ProvidesLanguage#1[#2 #3 #4]{%
892     \wlog{Language: #1 #4 #3 <#2>}%
893   }
894 \else
895   \def\ProvidesLanguage#1{%
896     \begingroup
897       \catcode\ 10 %
898       \@makeother\/%
899       \@ifnextchar[%]
900         {\@provideslanguage{#1}}{\@provideslanguage{#1}[]}
901   \def\@provideslanguage#1[#2]{%
902     \wlog{Language: #1 #2}%
903     \expandafter\xdef\csname ver@#1.ldf\endcsname{#2}%
904     \endgroup}
905 \fi

\originalTeX The macro \originalTeX should be known to  $\text{\TeX}$  at this moment. As it has to be expandable we \let
it to \@empty instead of \relax.

906 \ifx\originalTeX\undefined\let\originalTeX\@empty\fi

Because this part of the code can be included in a format, we make sure that the macro which
initializes the save mechanism, \babel@beginsave, is not considered to be undefined.

907 \ifx\babel@beginsave\undefined\let\babel@beginsave\relax\fi

A few macro names are reserved for future releases of babel, which will use the concept of ‘locale’:

908 \providecommand\setlocale{%
909   \bbl@error
910   {Not yet available}%
911   {Find an armchair, sit down and wait}}
912 \let\uselocale\setlocale
913 \let\locale\setlocale
914 \let\selectlocale\setlocale
915 \let\textlocale\setlocale
916 \let\textlanguage\setlocale
917 \let\languagetext\setlocale

```

7.2 Errors

`\@nolanerr` The babel package will signal an error when a documents tries to select a language that hasn’t been defined earlier. When a user selects a language for which no hyphenation patterns were loaded into the format he will be given a warning about that fact. We revert to the patterns for `\language=0` in that case. In most formats that will be (US)english, but it might also be empty.

`\@nopatterns`

`\@noopterr` When the package was loaded without options not everything will work as expected. An error message is issued in that case.

When the format knows about `\PackageError` it must be \LaTeX 2 ϵ , so we can safely use its error handling interface. Otherwise we’ll have to ‘keep it simple’.

Infos are not written to the console, but on the other hand many people think warnings are errors, so a further message type is defined: an important info which is sent to the console.

```

918 \edef\bbl@nulllanguage{\string\language=0}
919 \def\bbl@nocaption{\protect\bbl@nocaption@i}
920 \def\bbl@nocaption@i#1#2{% 1: text to be printed 2: caption macro \langXname
921   \global\@namedef{#2}{\textbf{?#1?}}}%
922   \@nameuse{#2}%
923   \edef\bbl@tempa{#1}%
924   \bbl@sreplace\bbl@tempa{name}{}}%
925   \bbl@warning{% TODO.
926     \@backslashchar#1 not set for '\language'. Please,\\%
927     define it after the language has been loaded\\%
928     (typically in the preamble) with:\\%
929     \string\setlocalecaption{\language}{\bbl@tempa}{..}\\%
930     Reported}}
931 \def\bbl@tentative{\protect\bbl@tentative@i}
932 \def\bbl@tentative@i#1{%
933   \bbl@warning{%
934     Some functions for '#1' are tentative.\\%
935     They might not work as expected and their behavior\\%
936     could change in the future.\\%
937     Reported}}
938 \def\@nolanerr#1{%
939   \bbl@error
940   {You haven't defined the language '#1' yet.\\%
941     Perhaps you misspelled it or your installation\\%
942     is not complete}%
943   {Your command will be ignored, type <return> to proceed}}
944 \def\@nopatterns#1{%
945   \bbl@warning
946   {No hyphenation patterns were preloaded for\\%
947     the language '#1' into the format.\\%
948     Please, configure your TeX system to add them and\\%
949     rebuild the format. Now I will use the patterns\\%
950     preloaded for \bbl@nulllanguage\space instead}}
951 \let\bbl@usehooks\@gobbles
952 \ifx\bbl@onlyswitch\@empty\endinput\fi
953 % Here ended switch.def

```

Here ended the now discarded switch.def. Here also (currently) ends the base option.

```

954 \ifx\directlua\@undefined\else
955   \ifx\bbl@luapatterns\@undefined
956     \input luababel.def
957   \fi
958 \fi
959 <Basic macros>
960 \bbl@trace{Compatibility with language.def}
961 \ifx\bbl@languages\@undefined
962   \ifx\directlua\@undefined
963     \openin1 = language.def % TODO. Remove hardcoded number
964     \ifeof1
965       \closein1
966       \message{I couldn't find the file language.def}
967     \else
968       \closein1
969       \begin{group}
970         \def\addlanguage#1#2#3#4#5{%
971           \expandafter\ifx\csname lang@#1\endcsname\relax\else
972             \global\expandafter\let\csname l@#1\endcsname
973             \csname lang@#1\endcsname
974           \fi}%
975         \def\uselanguage#1{%
976           \input language.def

```

```

977     \endgroup
978   \fi
979 \fi
980 \chardef\l@english\z@
981 \fi

```

`\addto` It takes two arguments, a *<control sequence>* and \TeX -code to be added to the *<control sequence>*. If the *<control sequence>* has not been defined before it is defined now. The control sequence could also expand to `\relax`, in which case a circular definition results. The net result is a stack overflow. Note there is an inconsistency, because the assignment in the last branch is global.

```

982 \def\addto#1#2{%
983   \ifx#1\undefined
984     \def#1{#2}%
985   \else
986     \ifx#1\relax
987       \def#1{#2}%
988     \else
989       {\toks@\expandafter{#1#2}%
990        \xdef#1{\the\toks@}}%
991   \fi
992 \fi}

```

The macro `\initiate@active@char` below takes all the necessary actions to make its argument a shorthand character. The real work is performed once for each character. But first we define a little tool. `TODO`. Always used with additional expansions. Move them here? Move the macro to basic?

```

993 \def\bbl@withactive#1#2{%
994   \begingroup
995   \lccode`~=`#2\relax
996   \lowercase{\endgroup#1~}}

```

`\bbl@redefine` To redefine a command, we save the old meaning of the macro. Then we redefine it to call the original macro with the ‘sanitized’ argument. The reason why we do it this way is that we don’t want to redefine the \TeX macros completely in case their definitions change (they have changed in the past). A macro named `\macro` will be saved new control sequences named `\org@macro`.

```

997 \def\bbl@redefine#1{%
998   \edef\bbl@tempa{\bbl@stripslash#1}%
999   \expandafter\let\csname org@\bbl@tempa\endcsname#1%
1000   \expandafter\def\csname\bbl@tempa\endcsname}
1001 \@onlypreamble\bbl@redefine

```

`\bbl@redefine@long` This version of `\babel@redefine` can be used to redefine `\long` commands such as `\ifthenelse`.

```

1002 \def\bbl@redefine@long#1{%
1003   \edef\bbl@tempa{\bbl@stripslash#1}%
1004   \expandafter\let\csname org@\bbl@tempa\endcsname#1%
1005   \expandafter\long\expandafter\def\csname\bbl@tempa\endcsname}
1006 \@onlypreamble\bbl@redefine@long

```

`\bbl@redefineroobust` For commands that are redefined, but which *might* be robust we need a slightly more intelligent macro. A robust command `foo` is defined to expand to `\protect\foo_`. So it is necessary to check whether `\foo_` exists. The result is that the command that is being redefined is always robust afterwards. Therefore all we need to do now is define `\foo_`.

```

1007 \def\bbl@redefineroobust#1{%
1008   \edef\bbl@tempa{\bbl@stripslash#1}%
1009   \bbl@ifunset{\bbl@tempa\space}%
1010   {\expandafter\let\csname org@\bbl@tempa\endcsname#1%
1011    \bbl@exp{\def\#1{\protect\<\bbl@tempa\space>}}}%
1012   {\bbl@exp{\let\<org@\bbl@tempa>\<\bbl@tempa\space>}}}%
1013   \namedef{\bbl@tempa\space}}
1014 \@onlypreamble\bbl@redefineroobust

```

7.3 Hooks

Admittedly, the current implementation is a somewhat simplistic and does very little to catch errors, but it is meant for developers, after all. `\bbl@usehooks` is the commands used by babel to execute hooks defined for an event.

```

1015 \bbl@trace{Hooks}
1016 \newcommand\AddBabelHook[3][\%
1017   \bbl@ifunset{bbl@hk@#2}{\EnableBabelHook{#2}}{\%
1018   \def\bbl@tempa##1,##3=##2,##3\@empty{\def\bbl@tempb{##2}}\%
1019   \expandafter\bbl@tempa\bbl@evargs,##3=,\@empty
1020   \bbl@ifunset{bbl@ev@#2@#3@#1}\%
1021     {\bbl@csarg\bbl@add{ev@#3@#1}{\bbl@elth{#2}}}\%
1022     {\bbl@csarg\let{ev@#2@#3@#1}\relax}\%
1023   \bbl@csarg\newcommand{ev@#2@#3@#1}{\bbl@tempb}}
1024 \newcommand\EnableBabelHook[1]{\bbl@csarg\let{hk@#1}\@firstofone}
1025 \newcommand\DisableBabelHook[1]{\bbl@csarg\let{hk@#1}\@gobble}
1026 \def\bbl@usehooks#1#2{\%
1027   \ifx\UseHook\@undefined\else\UseHook{babel/*/#1}\fi
1028   \def\bbl@elth##1{\%
1029     \bbl@cs{hk@##1}{\bbl@cs{ev@##1@#1@#2}}\%
1030     \bbl@cs{ev@#1@}\%
1031     \ifx\language\@undefined\else % Test required for Plain (?)
1032       \ifx\UseHook\@undefined\else\UseHook{babel/\language/#1}\fi
1033       \def\bbl@elth##1{\%
1034         \bbl@cs{hk@##1}{\bbl@cl{ev@##1@#1@#2}}\%
1035         \bbl@cl{ev@#1@}\%
1036       \fi}

```

To ensure forward compatibility, arguments in hooks are set implicitly. So, if a further argument is added in the future, there is no need to change the existing code. Note events intended for `hyphen.cfg` are also loaded (just in case you need them for some reason).

```

1037 \def\bbl@evargs{\,% <- don't delete this comma
1038   everylanguage=1,loadkernel=1,loadpatterns=1,loadexceptions=1,%
1039   adddialect=2,patterns=2,defaultcommands=0,encodedcommands=2,write=0,%
1040   beforeextras=0,afterextras=0,stopcommands=0,stringprocess=0,%
1041   hyphenation=2,initiateactive=3,afterreset=0,foreign=0,foreign*=0,%
1042   beforestart=0,language=2}
1043 \ifx\NewHook\@undefined\else
1044   \def\bbl@tempa#1=#2\@{\NewHook{babel/#1}}
1045   \bbl@foreach\bbl@evargs{\bbl@tempa#1\@}
1046 \fi

```

`\babelensure` The user command just parses the optional argument and creates a new macro named `\bbl@e@<language>`. We register a hook at the `afterextras` event which just executes this macro in a “complete” selection (which, if undefined, is `\relax` and does nothing). This part is somewhat involved because we have to make sure things are expanded the correct number of times. The macro `\bbl@e@<language>` contains `\bbl@ensure{\include}{\exclude}{\fontenc}`, which in turn loops over the macros names in `\bbl@captionslist`, excluding (with the help of `\in@`) those in the exclude list. If the fontenc is given (and not `\relax`), the `\fontencoding` is also added. Then we loop over the include list, but if the macro already contains `\foreignlanguage`, nothing is done. Note this macro (1) is not restricted to the preamble, and (2) changes are local.

```

1047 \bbl@trace{Defining babelensure}
1048 \newcommand\babelensure[2][\% TODO - revise test files
1049   \AddBabelHook{babel-ensure}{afterextras}{\%
1050     \ifcase\bbl@select@type
1051       \bbl@cl{e}\%
1052     \fi}\%
1053   \begingroup
1054     \let\bbl@ens@include\@empty
1055     \let\bbl@ens@exclude\@empty
1056     \def\bbl@ens@fontenc{\relax}\%
1057     \def\bbl@tempb##1{\%
1058       \ifx\@empty##1\else\noexpand##1\expandafter\bbl@tempb\fi}\%

```

```

1059 \edef\bbl@tempa{\bbl@tempb#1\@empty}%
1060 \def\bbl@tempb##1=##2\@{\@namedef{\bbl@ens@##1}{##2}}%
1061 \bbl@foreach\bbl@tempa{\bbl@tempb##1\@}%
1062 \def\bbl@tempc{\bbl@ensure}%
1063 \expandafter\bbl@add\expandafter\bbl@tempc\expandafter{%
1064 \expandafter{\bbl@ens@include}}%
1065 \expandafter\bbl@add\expandafter\bbl@tempc\expandafter{%
1066 \expandafter{\bbl@ens@exclude}}%
1067 \toks@\expandafter{\bbl@tempc}%
1068 \bbl@exp{%
1069 \endgroup
1070 \def\<bbl@e@#2>{\the\toks@{\bbl@ens@fontenc}}}%
1071 \def\bbl@ensure#1#2#3{% 1: include 2: exclude 3: fontenc
1072 \def\bbl@tempb##1{% elt for (excluding) \bbl@captionslist list
1073 \ifx##1\@undefined % 3.32 - Don't assume the macro exists
1074 \edef##1{\noexpand\bbl@nocaption
1075 {\bbl@stripslash##1}{\language\language\bbl@stripslash##1}}%
1076 \fi
1077 \ifx##1\@empty\else
1078 \in@{##1}{#2}%
1079 \ifin@else
1080 \bbl@ifunset{\bbl@ensure@\language}%
1081 {\bbl@exp{%
1082 \\\DeclareRobustCommand\<bbl@ensure@\language>[1]{%
1083 \\\foreignlanguage{\language}%
1084 {\ifx\relax#3\else
1085 \\\fontencoding{#3}\selectfont
1086 \fi
1087 #####1}}}%
1088 {}%
1089 \toks@\expandafter{##1}%
1090 \edef##1{%
1091 \bbl@csarg\noexpand{ensure@\language}%
1092 {\the\toks@}}%
1093 \fi
1094 \expandafter\bbl@tempb
1095 \fi}%
1096 \expandafter\bbl@tempb\bbl@captionslist\today\@empty
1097 \def\bbl@tempa##1{% elt for include list
1098 \ifx##1\@empty\else
1099 \bbl@csarg\in@{ensure@\language\expandafter}\expandafter{##1}%
1100 \ifin@else
1101 \bbl@tempb##1\@empty
1102 \fi
1103 \expandafter\bbl@tempa
1104 \fi}%
1105 \bbl@tempa#1\@empty}
1106 \def\bbl@captionslist{%
1107 \prefacename\refname\abstractname\bibname\chaptername\appendixname
1108 \contentsname\listfigurename\listtablename\indexname\figurename
1109 \tablename\partname\enclname\ccname\headtoname\pagename\seename
1110 \alsoname\proofname\glossaryname}

```

7.4 Setting up language files

`\LdfInit` `\LdfInit` macro takes two arguments. The first argument is the name of the language that will be defined in the language definition file; the second argument is either a control sequence or a string from which a control sequence should be constructed. The existence of the control sequence indicates that the file has been processed before.

At the start of processing a language definition file we always check the category code of the at-sign. We make sure that it is a ‘letter’ during the processing of the file. We also save its name as the last called option, even if not loaded.

Another character that needs to have the correct category code during processing of language

definition files is the equals sign, '=', because it is sometimes used in constructions with the \let primitive. Therefore we store its current catcode and restore it later on.

Now we check whether we should perhaps stop the processing of this file. To do this we first need to check whether the second argument that is passed to \LdfInit is a control sequence. We do that by looking at the first token after passing #2 through string. When it is equal to \@backslashchar we are dealing with a control sequence which we can compare with \@undefined.

If so, we call \ldf@quit to set the main language, restore the category code of the @-sign and call \endinput

When #2 was *not* a control sequence we construct one and compare it with \relax.

Finally we check \originalTeX.

```

1111 \bbl@trace{Macros for setting language files up}
1112 \def\bbl@ldfinit{%
1113   \let\bbl@screset\@empty
1114   \let\BabelStrings\bbl@opt@string
1115   \let\BabelOptions\@empty
1116   \let\BabelLanguages\relax
1117   \ifx\originalTeX\@undefined
1118     \let\originalTeX\@empty
1119   \else
1120     \originalTeX
1121   \fi}
1122 \def\LdfInit#1#2{%
1123   \chardef\atcatcode=\catcode`\@
1124   \catcode`\@=11\relax
1125   \chardef\eqcatcode=\catcode`\=
1126   \catcode`\==12\relax
1127   \expandafter\if\expandafter\@backslashchar
1128     \expandafter\@car\string#2\@nil
1129   \ifx#2\@undefined\else
1130     \ldf@quit{#1}%
1131   \fi
1132 \else
1133   \expandafter\ifx\csname#2\endcsname\relax\else
1134     \ldf@quit{#1}%
1135   \fi
1136 \fi
1137 \bbl@ldfinit}

```

\ldf@quit This macro interrupts the processing of a language definition file.

```

1138 \def\ldf@quit#1{%
1139   \expandafter\main@language\expandafter{#1}%
1140   \catcode`\@=\atcatcode \let\atcatcode\relax
1141   \catcode`\==\eqcatcode \let\eqcatcode\relax
1142   \endinput}

```

\ldf@finish This macro takes one argument. It is the name of the language that was defined in the language definition file.

We load the local configuration file if one is present, we set the main language (taking into account that the argument might be a control sequence that needs to be expanded) and reset the category code of the @-sign.

```

1143 \def\bbl@afterldf#1{% TODO. Merge into the next macro? Unused elsewhere
1144   \bbl@afterlang
1145   \let\bbl@afterlang\relax
1146   \let\BabelModifiers\relax
1147   \let\bbl@screset\relax}%
1148 \def\ldf@finish#1{%
1149   \loadlocalcfg{#1}%
1150   \bbl@afterldf{#1}%
1151   \expandafter\main@language\expandafter{#1}%
1152   \catcode`\@=\atcatcode \let\atcatcode\relax
1153   \catcode`\==\eqcatcode \let\eqcatcode\relax}

```

After the preamble of the document the commands `\LdfInit`, `\ldf@quit` and `\ldf@finish` are no longer needed. Therefore they are turned into warning messages in \LaTeX .

```
1154 \@onlypreamble\LdfInit
1155 \@onlypreamble\ldf@quit
1156 \@onlypreamble\ldf@finish
```

`\main@language` This command should be used in the various language definition files. It stores its argument in `\bbl@main@language`; to be used to switch to the correct language at the beginning of the document.

```
1157 \def\main@language#1{%
1158   \def\bbl@main@language{#1}%
1159   \let\language\main@language % TODO. Set localename
1160   \bbl@id@assign
1161   \bbl@patterns{\language}}
```

We also have to make sure that some code gets executed at the beginning of the document, either when the aux file is read or, if it does not exist, when the `\AtBeginDocument` is executed. Languages do not set `\pagedir`, so we set here for the whole document to the main `\bodydir`.

```
1162 \def\bbl@beforestart{%
1163   \def\@nolanerr##1{%
1164     \bbl@warning{Undefined language '##1' in aux.\@Reported}}%
1165   \bbl@usehooks{beforestart}{}%
1166   \global\let\bbl@beforestart\relax}
1167 \AtBeginDocument{%
1168   {\@nameuse{bbl@beforestart}}% Group!
1169   \if@filesw
1170     \providecommand\babel@aux[2]{}%
1171     \immediate\write\@mainaux{%
1172       \string\providecommand\string\babel@aux[2]}%
1173     \immediate\write\@mainaux{\string\@nameuse{bbl@beforestart}}%
1174   \fi
1175   \expandafter\selectlanguage\expandafter{\bbl@main@language}%
1176   \ifbbl@single % must go after the line above.
1177     \renewcommand\selectlanguage[1]{}%
1178     \renewcommand\foreignlanguage[2]{#2}%
1179     \global\let\babel@aux\@gobbletwo % Also as flag
1180   \fi
1181   \ifcase\bbl@engine\or\pagedir\bodydir\fi % TODO - a better place
```

A bit of optimization. Select in heads/foots the language only if necessary.

```
1182 \def\select@language@x#1{%
1183   \ifcase\bbl@select@type
1184     \bbl@ifsamestring\language{#1}{\select@language{#1}}%
1185   \else
1186     \select@language{#1}%
1187   \fi}
```

7.5 Shorthands

`\bbl@add@special` The macro `\bbl@add@special` is used to add a new character (or single character control sequence) to the macro `\dospecials` (and `\@sanitize` if \LaTeX is used). It is used only at one place, namely when `\initiate@active@char` is called (which is ignored if the char has been made active before). Because `\@sanitize` can be undefined, we put the definition inside a conditional. Items are added to the lists without checking its existence or the original catcode. It does not hurt, but should be fixed. It's already done with `\nfss@catcodes`, added in 3.10.

```
1188 \bbl@trace{Shorhands}
1189 \def\bbl@add@special#1{% 1:a macro like \", \?, etc.
1190   \bbl@add\dospecials{\do#1}% test @sanitize = \relax, for back. compat.
1191   \bbl@ifunset{@sanitize}{\bbl@add\@sanitize{\@makeother#1}}%
1192   \ifx\nfss@catcodes\undefined\else % TODO - same for above
1193     \begingroup
1194       \catcode`#1\active
1195     \nfss@catcodes
```

```

1196     \ifnum\catcode`#1=\active
1197     \endgroup
1198     \bbl@add\nfss@catcodes{\@makeother#1}%
1199     \else
1200     \endgroup
1201     \fi
1202 \fi}

```

`\bbl@remove@special` The companion of the former macro is `\bbl@remove@special`. It removes a character from the set macros `\dospecials` and `\@sanitize`, but it is not used at all in the babel core.

```

1203 \def\bbl@remove@special#1{%
1204   \begingroup
1205   \def\x##1##2{\ifnum`#1=##2\noexpand\@empty
1206     \else\noexpand##1\noexpand##2\fi}%
1207   \def\do{\x\do}%
1208   \def\@makeother{\x\@makeother}%
1209   \edef\x{\endgroup
1210     \def\noexpand\dospecials{\dospecials}%
1211     \expandafter\ifx\csname @sanitize\endcsname\relax\else
1212     \def\noexpand\@sanitize{\@sanitize}%
1213     \fi}%
1214   \x}

```

`\initiate@active@char` A language definition file can call this macro to make a character active. This macro takes one argument, the character that is to be made active. When the character was already active this macro does nothing. Otherwise, this macro defines the control sequence `\normal@char⟨char⟩` to expand to the character in its ‘normal state’ and it defines the active character to expand to `\normal@char⟨char⟩` by default (`⟨char⟩` being the character to be made active). Later its definition can be changed to expand to `\active@char⟨char⟩` by calling `\bbl@activate{⟨char⟩}`. For example, to make the double quote character active one could have `\initiate@active@char{"}` in a language definition file. This defines " as `\active@prefix "active@char"` (where the first " is the character with its original catcode, when the shorthand is created, and `\active@char"` is a single token). In protected contexts, it expands to `\protect " or \noexpand "` (ie, with the original "); otherwise `\active@char"` is executed. This macro in turn expands to `\normal@char"` in “safe” contexts (eg, `\label`), but `\user@active"` in normal “unsafe” ones. The latter search a definition in the user, language and system levels, in this order, but if none is found, `\normal@char"` is used. However, a deactivated shorthand (with `\bbl@deactivate` is defined as `\active@prefix "\normal@char"`. The following macro is used to define shorthands in the three levels. It takes 4 arguments: the (string’ed) character, `\<level>@group`, `<level>@active` and `<next-level>@active` (except in system).

```

1215 \def\bbl@active@def#1#2#3#4{%
1216   \@namedef{#3#1}{%
1217     \expandafter\ifx\csname#2@sh@#1\endcsname\relax
1218     \bbl@afterelse\bbl@sh@select#2#1{#3@arg#1}{#4#1}%
1219     \else
1220     \bbl@afterfi\csname#2@sh@#1\endcsname
1221     \fi}%

```

When there is also no current-level shorthand with an argument we will check whether there is a next-level defined shorthand for this active character.

```

1222   \long\@namedef{#3@arg#1}##1{%
1223     \expandafter\ifx\csname#2@sh@#1\string##1\endcsname\relax
1224     \bbl@afterelse\csname#4#1\endcsname##1%
1225     \else
1226     \bbl@afterfi\csname#2@sh@#1\string##1\endcsname
1227     \fi}}%

```

`\initiate@active@char` calls `\@initiate@active@char` with 3 arguments. All of them are the same character with different catcodes: active, other (`\string’ed`) and the original one. This trick simplifies the code a lot.

```

1228 \def\initiate@active@char#1{%
1229   \bbl@ifunset{active@char\string#1}%

```



```

1230    {\bbl@withactive
1231      {\expandafter\@initiate@active@char\expandafter}\#1\string#1#1}%
1232    {}

```

The very first thing to do is saving the original catcode and the original definition, even if not active, which is possible (undefined characters require a special treatment to avoid making them `\relax` and preserving some degree of protection).

```

1233 \def\@initiate@active@char#1#2#3{%
1234   \bbl@csarg\edef\oricat@#2}{\catcode`#2=\the\catcode`#2\relax}%
1235   \ifx#1\@undefined
1236     \bbl@csarg\def\oridef@#2}{\def#1{\active@prefix#1\@undefined}}%
1237   \else
1238     \bbl@csarg\let\oridef@@#2}#1%
1239     \bbl@csarg\edef\oridef@#2}{%
1240       \let\noexpand#1%
1241       \expandafter\noexpand\csname bbl@oridef@@#2\endcsname}%
1242   \fi

```

If the character is already active we provide the default expansion under this shorthand mechanism. Otherwise we write a message in the transcript file, and define `\normal@char<char>` to expand to the character in its default state. If the character is mathematically active when babel is loaded (for example `'`) the normal expansion is somewhat different to avoid an infinite loop (but it does not prevent the loop if the mathcode is set to `"8000 a posteriori`).

```

1243   \ifx#1#3\relax
1244     \expandafter\let\csname normal@char#2\endcsname#3%
1245   \else
1246     \bbl@info{Making #2 an active character}%
1247     \ifnum\mathcode`#2=\ifodd\bbl@engine"1000000 \else"8000 \fi
1248     \@namedef{normal@char#2}{%
1249       \textormath{#3}{\csname bbl@oridef@@#2\endcsname}}%
1250   \else
1251     \@namedef{normal@char#2}{#3}%
1252   \fi

```

To prevent problems with the loading of other packages after babel we reset the catcode of the character to the original one at the end of the package and of each language file (except with `KeepShorthandsActive`). It is re-activate again at `\begin{document}`. We also need to make sure that the shorthands are active during the processing of the `.aux` file. Otherwise some citations may give unexpected results in the printout when a shorthand was used in the optional argument of `\bibitem` for example. Then we make it active (not strictly necessary, but done for backward compatibility).

```

1253   \bbl@restoreactive{#2}%
1254   \AtBeginDocument{%
1255     \catcode`#2\active
1256     \if@filesw
1257       \immediate\write\@mainaux{\catcode`\string#2\active}%
1258     \fi}%
1259   \expandafter\bbl@add@special\csname#2\endcsname
1260   \catcode`#2\active
1261 \fi

```

Now we have set `\normal@char<char>`, we must define `\active@char<char>`, to be executed when the character is activated. We define the first level expansion of `\active@char<char>` to check the status of the `@safe@actives` flag. If it is set to true we expand to the 'normal' version of this character, otherwise we call `\user@active<char>` to start the search of a definition in the user, language and system levels (or eventually `normal@char<char>`).

```

1262   \let\bbl@tempa\@firstoftwo
1263   \if\string^#2%
1264     \def\bbl@tempa{\noexpand\textormath}%
1265   \else
1266     \ifx\bbl@mathnormal\@undefined\else
1267       \let\bbl@tempa\bbl@mathnormal
1268     \fi
1269   \fi
1270   \expandafter\edef\csname active@char#2\endcsname{%

```

```

1271 \bbl@tempa
1272 {\noexpand\if@safe@actives
1273 \noexpand\expandafter
1274 \expandafter\noexpand\csname normal@char#2\endcsname
1275 \noexpand\else
1276 \noexpand\expandafter
1277 \expandafter\noexpand\csname bbl@doactive#2\endcsname
1278 \noexpand\fi}%
1279 {\expandafter\noexpand\csname normal@char#2\endcsname}}%
1280 \bbl@csarg\edef{doactive#2}{%
1281 \expandafter\noexpand\csname user@active#2\endcsname}%

```

We now define the default values which the shorthand is set to when activated or deactivated. It is set to the deactivated form (globally), so that the character expands to

$\backslash\text{active@prefix}\langle\text{char}\rangle\backslash\text{normal@char}\langle\text{char}\rangle$

(where $\backslash\text{active@char}\langle\text{char}\rangle$ is *one* control sequence!).

```

1282 \bbl@csarg\edef{active@#2}{%
1283 \noexpand\active@prefix\noexpand#1%
1284 \expandafter\noexpand\csname active@char#2\endcsname}%
1285 \bbl@csarg\edef{normal@#2}{%
1286 \noexpand\active@prefix\noexpand#1%
1287 \expandafter\noexpand\csname normal@char#2\endcsname}%
1288 \expandafter\let\expandafter#1\csname bbl@normal@#2\endcsname

```

The next level of the code checks whether a user has defined a shorthand for himself with this character. First we check for a single character shorthand. If that doesn't exist we check for a shorthand with an argument.

```

1289 \bbl@active@def#2\user@group{user@active}{language@active}%
1290 \bbl@active@def#2\language@group{language@active}{system@active}%
1291 \bbl@active@def#2\system@group{system@active}{normal@char}%

```

In order to do the right thing when a shorthand with an argument is used by itself at the end of the line we provide a definition for the case of an empty argument. For that case we let the shorthand character expand to its non-active self. Also, When a shorthand combination such as ' ' ends up in a heading \TeX would see $\backslash\text{protect}\backslash\text{protect}$. To prevent this from happening a couple of shorthand needs to be defined at user level.

```

1292 \expandafter\edef\csname\user@group @sh@#2@@\endcsname
1293 {\expandafter\noexpand\csname normal@char#2\endcsname}%
1294 \expandafter\edef\csname\user@group @sh@#2@\string\protect\endcsname
1295 {\expandafter\noexpand\csname user@active#2\endcsname}%

```

Finally, a couple of special cases are taken care of. (1) If we are making the right quote (') active we need to change $\backslash\text{pr@m@s}$ as well. Also, make sure that a single ' in math mode 'does the right thing'. (2) If we are using the caret (^) as a shorthand character special care should be taken to make sure math still works. Therefore an extra level of expansion is introduced with a check for math mode on the upper level.

```

1296 \if\string'#2%
1297 \let\prim@s\bbl@prim@s
1298 \let\active@math@prime#1%
1299 \fi
1300 \bbl@usehooks{initiateactive}{\#1}{\#2}{\#3}}

```

The following package options control the behavior of shorthands in math mode.

```

1301 \langle *More package options \rangle \equiv
1302 \DeclareOption{math=active}{}
1303 \DeclareOption{math=normal}{\def\bbl@mathnormal{\noexpand\textormath}}
1304 \rangle /More package options \rangle

```

Initiating a shorthand makes active the char. That is not strictly necessary but it is still done for backward compatibility. So we need to restore the original catcode at the end of package *and* the end of the ldf.

```

1305 \ifpackagewith{babel}{KeepShorthandsActive}%
1306 {\let\bbl@restoreactive\@gobble}%

```

```

1307 {\def\bbl@restoreactive#1{%
1308   \bbl@exp{%
1309     \\\AfterBabelLanguage\\CurrentOption
1310     {\catcode`#1=\the\catcode`#1\relax}%
1311     \\\AtEndOfPackage
1312     {\catcode`#1=\the\catcode`#1\relax}}}%
1313   \AtEndOfPackage{\let\bbl@restoreactive\@gobble}}

```

`\bbl@sh@select` This command helps the shorthand supporting macros to select how to proceed. Note that this macro needs to be expandable as do all the shorthand macros in order for them to work in expansion-only environments such as the argument of `\hyphenation`. This macro expects the name of a group of shorthands in its first argument and a shorthand character in its second argument. It will expand to either `\bbl@firstcs` or `\bbl@scndcs`. Hence two more arguments need to follow it.

```

1314 \def\bbl@sh@select#1#2{%
1315   \expandafter\ifx\csname#1@sh@#2@sel\endcsname\relax
1316     \bbl@afterelse\bbl@scndcs
1317   \else
1318     \bbl@afterfi\csname#1@sh@#2@sel\endcsname
1319   \fi}

```

`\active@prefix` The command `\active@prefix` which is used in the expansion of active characters has a function similar to `\OT1-cmd` in that it `\protect`s the active character whenever `\protect` is *not* `\@typeset@protect`. The `\@gobble` is needed to remove a token such as `\activechar`: (when the double colon was the active character to be dealt with). There are two definitions, depending of `\ifincsn` is available. If there is, the expansion will be more robust.

```

1320 \begingroup
1321 \bbl@ifunset{ifincsn}% TODO. Ugly. Correct? Only Plain?
1322 {\gdef\active@prefix#1{%
1323   \ifx\protect\@typeset@protect
1324   \else
1325     \ifx\protect\@unexpandable@protect
1326       \noexpand#1%
1327     \else
1328       \protect#1%
1329     \fi
1330     \expandafter\@gobble
1331   \fi}}
1332 {\gdef\active@prefix#1{%
1333   \ifincsn
1334     \string#1%
1335     \expandafter\@gobble
1336   \else
1337     \ifx\protect\@typeset@protect
1338     \else
1339       \ifx\protect\@unexpandable@protect
1340         \noexpand#1%
1341       \else
1342         \protect#1%
1343       \fi
1344       \expandafter\expandafter\expandafter\@gobble
1345     \fi
1346   \fi}}
1347 \endgroup

```

`\if@safe@actives` In some circumstances it is necessary to be able to change the expansion of an active character on the fly. For this purpose the switch `@safe@actives` is available. The setting of this switch should be checked in the first level expansion of `\active@char` (*char*).

```

1348 \newif\if@safe@actives
1349 \@safe@activesfalse

```

`\bbl@restore@actives` When the output routine kicks in while the active characters were made “safe” this must be undone in the headers to prevent unexpected typeset results. For this situation we define a command to make them “unsafe” again.

```

1350 \def\bbl@restore@actives{\if@safe@actives\@safe@activesfalse\fi}

\bbl@activate Both macros take one argument, like \initiate@active@char. The macro is used to change the
\bbl@deactivate definition of an active character to expand to \active@char<char> in the case of \bbl@activate, or
\normal@char<char> in the case of \bbl@deactivate.

1351 \chardef\bbl@activated\z@
1352 \def\bbl@activate#1{%
1353   \chardef\bbl@activated\@ne
1354   \bbl@withactive{\expandafter\let\expandafter}\#1%
1355   \csname bbl@active@\string#1\endcsname}
1356 \def\bbl@deactivate#1{%
1357   \chardef\bbl@activated\tw@
1358   \bbl@withactive{\expandafter\let\expandafter}\#1%
1359   \csname bbl@normal@\string#1\endcsname}

\bbl@firstcs These macros are used only as a trick when declaring shorthands.
\bbl@scndcs

1360 \def\bbl@firstcs#1#2{\csname#1\endcsname}
1361 \def\bbl@scndcs#1#2{\csname#2\endcsname}

\declare@shorthand The command \declare@shorthand is used to declare a shorthand on a certain level. It takes three
arguments:
1. a name for the collection of shorthands, i.e. ‘system’, or ‘dutch’;
2. the character (sequence) that makes up the shorthand, i.e. ~ or "a;
3. the code to be executed when the shorthand is encountered.

The auxiliary macro \babel@texpdf improves the interoperativity with hyperref and takes 4
arguments: (1) The TeX code in text mode, (2) the string for hyperref, (3) the TeX code in math mode,
and (4), which is currently ignored, but it's meant for a string in math mode, like a minus sign instead
of an hyphen (currently hyperref doesn't discriminate the mode). This macro may be used in ldf
files.

1362 \def\babel@texpdf#1#2#3#4{%
1363   \ifx\texorpdfstring\undefined
1364     \textormath{#1}{#3}%
1365   \else
1366     \texorpdfstring{\textormath{#1}{#3}}{#2}%
1367     % \texorpdfstring{\textormath{#1}{#3}}{\textormath{#2}{#4}}%
1368   \fi}
1369 %
1370 \def\declare@shorthand#1#2{\@decl@short{#1}#2\@nil}
1371 \def\@decl@short#1#2#3\@nil#4{%
1372   \def\bbl@tempa{#3}%
1373   \ifx\bbl@tempa\@empty
1374     \expandafter\let\csname #1@sh@\string#2@sel\endcsname\bbl@scndcs
1375     \bbl@ifunset{#1@sh@\string#2@}{}%
1376     {\def\bbl@tempa{#4}%
1377      \expandafter\ifx\csname#1@sh@\string#2@\endcsname\bbl@tempa
1378      \else
1379        \bbl@info
1380          {Redefining #1 shorthand \string#2\}%
1381          in language \CurrentOption}%
1382      \fi}%
1383   \@namedef{#1@sh@\string#2@}{#4}%
1384 \else
1385   \expandafter\let\csname #1@sh@\string#2@sel\endcsname\bbl@firstcs
1386   \bbl@ifunset{#1@sh@\string#2@\string#3@}{}%
1387   {\def\bbl@tempa{#4}%
1388    \expandafter\ifx\csname#1@sh@\string#2@\string#3@\endcsname\bbl@tempa
1389    \else
1390      \bbl@info
1391        {Redefining #1 shorthand \string#2\string#3\}%
1392        in language \CurrentOption}%
1393    \fi}%

```

```

1394 \namedef{#1@sh@string#2@string#3@}{#4}%
1395 \fi}

\textormath Some of the shorthands that will be declared by the language definition files have to be usable in
both text and mathmode. To achieve this the helper macro \textormath is provided.

1396 \def\textormath{%
1397 \ifmode
1398 \expandafter\@secondoftwo
1399 \else
1400 \expandafter\@firstoftwo
1401 \fi}

\user@group The current concept of ‘shorthands’ supports three levels or groups of shorthands. For each level the
\language@group name of the level or group is stored in a macro. The default is to have a user group; use language
\system@group group ‘english’ and have a system group called ‘system’.

1402 \def\user@group{user}
1403 \def\language@group{english} % TODO. I don't like defaults
1404 \def\system@group{system}

\useshorthands This is the user level macro. It initializes and activates the character for use as a shorthand character
(ie, it's active in the preamble). Languages can deactivate shorthands, so a starred version is also
provided which activates them always after the language has been switched.

1405 \def\useshorthands{%
1406 \ifstar\bbl@usesh@s{\bbl@usesh@x{}}%
1407 \def\bbl@usesh@s#1{%
1408 \bbl@usesh@x
1409 {\AddBabelHook{babel-sh-}\string#1}{afterextras}{\bbl@activate{#1}}}%
1410 {#1}}
1411 \def\bbl@usesh@x#1#2{%
1412 \bbl@ifshorthand{#2}%
1413 {\def\user@group{user}%
1414 \initiate@active@char{#2}%
1415 #1%
1416 \bbl@activate{#2}}%
1417 {\bbl@error
1418 {I can't declare a shorthand turned off (\string#2)}
1419 {Sorry, but you can't use shorthands which have been\\
1420 turned off in the package options}}}

\defineshorthand Currently we only support two groups of user level shorthands, named internally user and
user@<lang> (language-dependent user shorthands). By default, only the first one is taken into
account, but if the former is also used (in the optional argument of \defineshorthand) a new level is
inserted for it (user@generic, done by \bbl@set@user@generic); we make also sure {} and
\protect are taken into account in this new top level.

1421 \def\user@language@group{user@\language@group}
1422 \def\bbl@set@user@generic#1#2{%
1423 \bbl@ifunset{user@generic@active#1}%
1424 {\bbl@active@def#1\user@language@group{user@active}{user@generic@active}%
1425 \bbl@active@def#1\user@group{user@generic@active}{language@active}%
1426 \expandafter\edef\csname#2@sh@#1@\endcsname{%
1427 \expandafter\noexpand\csname normal@char#1\endcsname}%
1428 \expandafter\edef\csname#2@sh@#1@\string\protect@\endcsname{%
1429 \expandafter\noexpand\csname user@active#1\endcsname}}%
1430 \@empty}
1431 \newcommand\defineshorthand[3][user]{%
1432 \edef\bbl@tempa{\zap@space#1 \@empty}%
1433 \bbl@for\bbl@tempb\bbl@tempa{%
1434 \if*\expandafter\car\bbl@tempb\nil
1435 \edef\bbl@tempb{user@\expandafter@gobble\bbl@tempb}%
1436 \@expandtwoargs
1437 \bbl@set@user@generic{\expandafter\string\car#2\nil}\bbl@tempb
1438 \fi
1439 \declare@shorthand{\bbl@tempb}{#2}{#3}}

```

`\languageshorthands` A user level command to change the language from which shorthands are used. Unfortunately, babel currently does not keep track of defined groups, and therefore there is no way to catch a possible change in casing to fix it in the same way languages names are fixed. [TODO].

```
1440 \def \languageshorthands#1{\def \language@group{#1}}
```

`\aliasshorthand` First the new shorthand needs to be initialized. Then, we define the new shorthand in terms of the original one, but note with `\aliasshorthands{"}{/}` is `\active@prefix / \active@char /`, so we still need to let the latest to `\active@char`.

```
1441 \def \aliasshorthand#1#2{%
1442   \bbl@ifshorthand{#2}%
1443   {\expandafter \ifx \csname active@char \string#2 \endcsname \relax
1444     \ifx \document \notprerr
1445       \notshorthand{#2}%
1446     \else
1447       \initiate@active@char{#2}%
1448       \expandafter \let \csname active@char \string#2 \expandafter \endcsname
1449         \csname active@char \string#1 \endcsname
1450       \expandafter \let \csname normal@char \string#2 \expandafter \endcsname
1451         \csname normal@char \string#1 \endcsname
1452       \bbl@activate{#2}%
1453     \fi
1454   \fi}%
1455   {\bbl@error
1456     {Cannot declare a shorthand turned off (\string#2)}
1457     {Sorry, but you cannot use shorthands which have been\\
1458       turned off in the package options}}}
```

`\notshorthand`

```
1459 \def \notshorthand#1{%
1460   \bbl@error{%
1461     The character '\string #1' should be made a shorthand character;\\%
1462     add the command \string\usesshorthands\string{#1\string} to
1463     the preamble.\\%
1464     I will ignore your instruction}%
1465   {You may proceed, but expect unexpected results}}
```

`\shorthandon` The first level definition of these macros just passes the argument on to `\bbl@switch@sh`, adding
`\shorthandoff` `\@nil` at the end to denote the end of the list of characters.

```
1466 \newcommand* \shorthandon[1]{\bbl@switch@sh \@ne#1 \@nnil}
1467 \DeclareRobustCommand* \shorthandoff{%
1468   \@ifstar{\bbl@shorthandoff\tw}{\bbl@shorthandoff\z@}}
1469 \def \bbl@shorthandoff#1#2{\bbl@switch@sh#1#2 \@nnil}
```

`\bbl@switch@sh` The macro `\bbl@switch@sh` takes the list of characters apart one by one and subsequently switches the category code of the shorthand character according to the first argument of `\bbl@switch@sh`. But before any of this switching takes place we make sure that the character we are dealing with is known as a shorthand character. If it is, a macro such as `\active@char` should exist. Switching off and on is easy – we just set the category code to ‘other’ (12) and `\active`. With the starred version, the original catcode and the original definition, saved in `@initiate@active@char`, are restored.

```
1470 \def \bbl@switch@sh#1#2{%
1471   \ifx#2 \@nnil \else
1472     \bbl@ifunset{bbl@active@ \string#2}%
1473     {\bbl@error
1474       {I can't switch '\string#2' on or off--not a shorthand}%
1475       {This character is not a shorthand. Maybe you made\\
1476         a typing mistake? I will ignore your instruction.}}%
1477     {\ifcase#1%   off, on, off*
1478       \catcode`#2\relax
1479     \or
1480       \catcode`#2\active
1481     \bbl@ifunset{bbl@shdef@ \string#2}%
1482     {\bbl@shdef@ \string#2 \bbl@shdef@ \string#2}}
```

```

1482         {}%
1483         {\bbl@withactive{\expandafter\let\expandafter}\#2%
1484             \csname bbl@shdef@\string#2\endcsname
1485             \bbl@csarg\let{shdef@\string#2}\relax}%
1486         \ifcase\bbl@activated\or
1487             \bbl@activate{#2}%
1488         \else
1489             \bbl@deactivate{#2}%
1490         \fi
1491     \or
1492         \bbl@ifunset{bbl@shdef@\string#2}%
1493         {\bbl@withactive{\bbl@csarg\let{shdef@\string#2}}{#2}%
1494             {}%
1495             \csname bbl@oricat@\string#2\endcsname
1496             \csname bbl@oridef@\string#2\endcsname
1497         \fi}%
1498     \bbl@afterfi\bbl@switch@sh#1%
1499 \fi}

```

Note the value is that at the expansion time; eg, in the preamble shorhands are usually deactivated.

```

1500 \def\babelshorthand{\active@prefix\babelshorthand\bbl@putsh}
1501 \def\bbl@putsh#1{%
1502     \bbl@ifunset{bbl@active@\string#1}%
1503     {\bbl@putsh@i#1\@empty\@nnil}%
1504     {\csname bbl@active@\string#1\endcsname}}
1505 \def\bbl@putsh@i#1#2\@nnil{%
1506     \csname\language@group @sh@\string#1@%
1507         \ifx\@empty#2\else\string#2\fi\endcsname}
1508 \ifx\bbl@opt@shorthands\@nnil\else
1509     \let\bbl@s@initiate@active@char\initiate@active@char
1510     \def\initiate@active@char#1{%
1511         \bbl@ifshorthand{#1}{\bbl@s@initiate@active@char{#1}}{}}
1512     \let\bbl@s@switch@sh\bbl@switch@sh
1513     \def\bbl@switch@sh#1#2{%
1514         \ifx#2\@nnil\else
1515             \bbl@afterfi
1516             \bbl@ifshorthand{#2}{\bbl@s@switch@sh#1{#2}}{\bbl@switch@sh#1}%
1517         \fi}
1518     \let\bbl@s@activate\bbl@activate
1519     \def\bbl@activate#1{%
1520         \bbl@ifshorthand{#1}{\bbl@s@activate{#1}}{}}
1521     \let\bbl@s@deactivate\bbl@deactivate
1522     \def\bbl@deactivate#1{%
1523         \bbl@ifshorthand{#1}{\bbl@s@deactivate{#1}}{}}
1524 \fi

```

You may want to test if a character is a shorthand. Note it does not test whether the shorthand is on or off.

```

1525 \newcommand\ifbabelshorthand[3]{\bbl@ifunset{bbl@active@\string#1}{#3}{#2}}

```

\bbl@prim@s One of the internal macros that are involved in substituting \prime for each right quote in mathmode is \prim@s. This checks if the next character is a right quote. When the right quote is active, the definition of this macro needs to be adapted to look also for an active right quote; the hat could be active, too.

```

1526 \def\bbl@prim@s{%
1527     \prime\futurelet\@let@token\bbl@pr@m@s}
1528 \def\bbl@if@primes#1#2{%
1529     \ifx#1\@let@token
1530         \expandafter\@firstoftwo
1531     \else\ifx#2\@let@token
1532         \bbl@afterelse\expandafter\@firstoftwo
1533     \else
1534         \bbl@afterfi\expandafter\@secondoftwo

```

```

1535 \fi\fi}
1536 \begingroup
1537 \catcode`\^=7 \catcode`\*=\active \lccode`\*='^
1538 \catcode`\'=12 \catcode`\\"=\active \lccode`\\"='\"
1539 \lowercase{%
1540 \gdef\bbl@pr@m@s{%
1541 \bbl@if@primes''%
1542 \pr@@@s
1543 {\bbl@if@primes*^\\pr@@@t\egroup}}
1544 \endgroup

```

Usually the ~ is active and expands to `\penalty\@M\.`. When it is written to the .aux file it is written expanded. To prevent that and to be able to use the character ~ as a start character for a shorthand, it is redefined here as a one character shorthand on system level. The system declaration is in most cases redundant (when ~ is still a non-break space), and in some cases is inconvenient (if ~ has been redefined); however, for backward compatibility it is maintained (some existing documents may rely on the babel value).

```

1545 \initiate@active@char{~}
1546 \declare@shorthand{system}{~}{\leavevmode\nobreak\ }
1547 \bbl@activate{~}

```

`\OT1dpos` The position of the double quote character is different for the OT1 and T1 encodings. It will later be selected using the `\f@encoding` macro. Therefore we define two macros here to store the position of the character in these encodings.

```

1548 \expandafter\def\csname OT1dpos\endcsname{127}
1549 \expandafter\def\csname T1dpos\endcsname{4}

```

When the macro `\f@encoding` is undefined (as it is in plain \TeX) we define it here to expand to OT1

```

1550 \ifx\f@encoding\undefined
1551 \def\f@encoding{OT1}
1552 \fi

```

7.6 Language attributes

Language attributes provide a means to give the user control over which features of the language definition files he wants to enable.

`\languageattribute` The macro `\languageattribute` checks whether its arguments are valid and then activates the selected language attribute. First check whether the language is known, and then process each attribute in the list.

```

1553 \bbl@trace{Language attributes}
1554 \newcommand\languageattribute[2]{%
1555 \def\bbl@tempc{#1}%
1556 \bbl@fixname\bbl@tempc
1557 \bbl@iflanguage\bbl@tempc{%
1558 \bbl@vforeach{#2}{%

```

We want to make sure that each attribute is selected only once; therefore we store the already selected attributes in `\bbl@known@attribs`. When that control sequence is not yet defined this attribute is certainly not selected before.

```

1559 \ifx\bbl@known@attribs\undefined
1560 \in@false
1561 \else
1562 \bbl@xin@{\bbl@tempc-##1,}{\bbl@known@attribs,}%
1563 \fi
1564 \ifin@
1565 \bbl@warning{%
1566 You have more than once selected the attribute '##1'\%
1567 for language #1. Reported}%
1568 \else

```


When we end up here the attribute is not selected before. So, we add it to the list of selected attributes and execute the associated \TeX -code.

```

1569      \bbl@exp{%
1570        \\bbl@add@list\\bbl@known@attribs{\bbl@tempc-##1}}%
1571      \edef\bbl@tempa{\bbl@tempc-##1}%
1572      \expandafter\bbl@ifknown@trib\expandafter{\bbl@tempa}\bbl@attributes%
1573      {\csname\bbl@tempc @attr@##1\endcsname}%
1574      {\@attrerr{\bbl@tempc}{##1}}%
1575      \fi}}
1576 \onlypreamble\languageattribute

```

The error text to be issued when an unknown attribute is selected.

```

1577 \newcommand*{\@attrerr}[2]{%
1578   \bbl@error
1579   {The attribute #2 is unknown for language #1.}%
1580   {Your command will be ignored, type <return> to proceed}}

```

\bbl@declare@ttribute This command adds the new language/attribute combination to the list of known attributes. Then it defines a control sequence to be executed when the attribute is used in a document. The result of this should be that the macro `\extras...` for the current language is extended, otherwise the attribute will not work as its code is removed from memory at `\begin{document}`.

```

1581 \def\bbl@declare@ttribute#1#2#3{%
1582   \bbl@xin@{,#2,}{,\BabelModifiers,}%
1583   \ifin@
1584     \AfterBabelLanguage{#1}{\languageattribute{#1}{#2}}%
1585   \fi
1586   \bbl@add@list\bbl@attributes{#1-#2}%
1587   \expandafter\def\csname#1@attr@#2\endcsname{#3}}

```

\bbl@ifattributeset This internal macro has 4 arguments. It can be used to interpret \TeX code based on whether a certain attribute was set. This command should appear inside the argument to `\AtBeginDocument` because the attributes are set in the document preamble, *after* babel is loaded. The first argument is the language, the second argument the attribute being checked, and the third and fourth arguments are the true and false clauses.

```

1588 \def\bbl@ifattributeset#1#2#3#4{%
1589   \ifx\bbl@known@attribs\@undefined
1590     \in@false
1591   \else
1592     \bbl@xin@{,#1-#2,}{,\bbl@known@attribs,}%
1593   \fi
1594   \ifin@
1595     \bbl@afterelse#3%
1596   \else
1597     \bbl@afterfi#4%
1598   \fi}

```

\bbl@ifknown@trib An internal macro to check whether a given language/attribute is known. The macro takes 4 arguments, the language/attribute, the attribute list, the \TeX -code to be executed when the attribute is known and the \TeX -code to be executed otherwise. We first assume the attribute is unknown. Then we loop over the list of known attributes, trying to find a match.

```

1599 \def\bbl@ifknown@trib#1#2{%
1600   \let\bbl@tempa\@secondoftwo
1601   \bbl@loopx\bbl@tempb{#2}{%
1602     \expandafter\in@\expandafter{\expandafter,\bbl@tempb,}{,#1,}%
1603     \ifin@
1604       \let\bbl@tempa\@firstoftwo
1605     \else
1606       \fi}%
1607   \bbl@tempa}

```

`\bbl@clear@ttribs` This macro removes all the attribute code from \TeX 's memory at `\begin{document}` time (if any is present).

```

1608 \def\bbl@clear@ttribs{%
1609   \ifx\bbl@attributes\undefined\else
1610     \bbl@loopx\bbl@tempa{\bbl@attributes}{%
1611       \expandafter\bbl@clear@ttrib\bbl@tempa.
1612     }%
1613     \let\bbl@attributes\undefined
1614   \fi}
1615 \def\bbl@clear@ttrib#1-#2.{%
1616   \expandafter\let\csname#1@attr#2\endcsname\undefined}
1617 \AtBeginDocument{\bbl@clear@ttribs}

```

7.7 Support for saving macro definitions

To save the meaning of control sequences using `\babel@save`, we use temporary control sequences. To save hash table entries for these control sequences, we don't use the name of the control sequence to be saved to construct the temporary name. Instead we simply use the value of a counter, which is reset to zero each time we begin to save new values. This works well because we release the saved meanings before we begin to save a new set of control sequence meanings (see `\selectlanguage` and `\originalTeX`). Note undefined macros are not undefined any more when saved – they are `\relax`'ed.

`\babel@savecnt` The initialization of a new save cycle: reset the counter to zero.
`\babel@beginsave`

```

1618 \bbl@trace{Macros for saving definitions}
1619 \def\babel@beginsave{\babel@savecnt\z@}

```

Before it's forgotten, allocate the counter and initialize all.

```

1620 \newcount\babel@savecnt
1621 \babel@beginsave

```

`\babel@save` The macro `\babel@save⟨csname⟩` saves the current meaning of the control sequence `⟨csname⟩` to `\originalTeX`³². To do this, we let the current meaning to a temporary control sequence, the restore commands are appended to `\originalTeX` and the counter is incremented. The macro `\babel@savevariable⟨variable⟩` saves the value of the variable. `⟨variable⟩` can be anything allowed after the `\the` primitive.

```

1622 \def\babel@save#1{%
1623   \expandafter\let\csname babel@\number\babel@savecnt\endcsname#1\relax
1624   \toks@\expandafter{\originalTeX\let#1=}
1625   \bbl@exp{%
1626     \def\originalTeX{\the\toks@<\babel@\number\babel@savecnt>\relax}}%
1627   \advance\babel@savecnt\@ne}
1628 \def\babel@savevariable#1{%
1629   \toks@\expandafter{\originalTeX #1=}
1630   \bbl@exp{\def\originalTeX{\the\toks@the#1\relax}}}

```

`\bbl@frenchspacing` Some languages need to have `\frenchspacing` in effect. Others don't want that. The command `\bbl@nonfrenchspacing` switches it on when it isn't already in effect and `\bbl@nonfrenchspacing` switches it off if necessary. A more refined way to switch the catcodes is done with ini files. Here an auxiliary macro is defined, but the main part is in `\babelprovide`. This new method should be ideally the default one.

```

1631 \def\bbl@frenchspacing{%
1632   \ifnum\the\sfcode`\.\=@m
1633     \let\bbl@nonfrenchspacing\relax
1634   \else
1635     \frenchspacing
1636     \let\bbl@nonfrenchspacing\nonfrenchspacing
1637   \fi}
1638 \let\bbl@nonfrenchspacing\nonfrenchspacing
1639 \let\bbl@elt\relax

```

³²`\originalTeX` has to be expandable, i.e. you shouldn't let it to `\relax`.

```

1640 \edef\bbl@fs@chars{%
1641   \bbl@elt{\string.}\@m{3000}\bbl@elt{\string?}\@m{3000}%
1642   \bbl@elt{\string!}\@m{3000}\bbl@elt{\string:}\@m{2000}%
1643   \bbl@elt{\string;}\@m{1500}\bbl@elt{\string,}\@m{1250}}%
1644 \def\bbl@pre@fs{%
1645   \def\bbl@elt##1##2##3{\sfcode`##1=\the\sfcode`##1\relax}%
1646   \edef\bbl@save@sfcodes{\bbl@fs@chars}}%
1647 \def\bbl@post@fs{%
1648   \bbl@save@sfcodes
1649   \edef\bbl@tempa{\bbl@cl{frspc}}}%
1650   \edef\bbl@tempa{\expandafter\@car\bbl@tempa\@nil}%
1651   \if u\bbl@tempa      % do nothing
1652   \else\if n\bbl@tempa % non french
1653     \def\bbl@elt##1##2##3{%
1654       \ifnum\sfcode`##1=##2\relax
1655         \babel@savevariable{\sfcode`##1}%
1656         \sfcode`##1=##3\relax
1657       \fi}%
1658     \bbl@fs@chars
1659   \else\if y\bbl@tempa % french
1660     \def\bbl@elt##1##2##3{%
1661       \ifnum\sfcode`##1=##3\relax
1662         \babel@savevariable{\sfcode`##1}%
1663         \sfcode`##1=##2\relax
1664       \fi}%
1665     \bbl@fs@chars
1666   \fi\fi\fi}

```

7.8 Short tags

`\babeltags` This macro is straightforward. After zapping spaces, we loop over the list and define the macros `\text{<tag>}` and `\<tag>`. Definitions are first expanded so that they don't contain `\csname` but the actual macro.

```

1667 \bbl@trace{Short tags}
1668 \def\babeltags#1{%
1669   \edef\bbl@tempa{\zap@space#1 \@empty}%
1670   \def\bbl@tempb##1=##2\@{%
1671     \edef\bbl@tempc{%
1672       \noexpand\newcommand
1673       \expandafter\noexpand\csname ##1\endcsname{%
1674         \noexpand\protect
1675         \expandafter\noexpand\csname otherlanguage*\endcsname{##2}}
1676       \noexpand\newcommand
1677       \expandafter\noexpand\csname text##1\endcsname{%
1678         \noexpand\foreignlanguage{##2}}
1679     \bbl@tempc}%
1680   \bbl@for\bbl@tempa\bbl@tempa{%
1681     \expandafter\bbl@tempb\bbl@tempa\@{}}

```

7.9 Hyphens

`\babelhyphenation` This macro saves hyphenation exceptions. Two macros are used to store them: `\bbl@hyphenation@` for the global ones and `\bbl@hyphenation<lang>` for language ones. See `\bbl@patterns` above for further details. We make sure there is a space between words when multiple commands are used.

```

1682 \bbl@trace{Hyphens}
1683 \@onlypreamble\babelhyphenation
1684 \AtEndOfPackage{%
1685   \newcommand\babelhyphenation[2][\@empty]{%
1686     \ifx\bbl@hyphenation@\relax
1687     \let\bbl@hyphenation@\@empty
1688     \fi
1689     \ifx\bbl@hyphlist\@empty\else

```

```

1690     \bbl@warning{%
1691         You must not intermingle \string\selectlanguage\space and\\%
1692         \string\babelhyphenation\space or some exceptions will not\\%
1693         be taken into account. Reported}%
1694     \fi
1695     \ifx\@empty#1%
1696         \protected@edef\bbl@hyphenation@\bbl@hyphenation@\space#2}%
1697     \else
1698         \bbl@vforeach{#1}{%
1699             \def\bbl@tempa{##1}%
1700             \bbl@fixname\bbl@tempa
1701             \bbl@iflanguage\bbl@tempa{%
1702                 \bbl@csarg\protected@edef{hyphenation@\bbl@tempa}{%
1703                     \bbl@ifunset{bbl@hyphenation@\bbl@tempa}%
1704                     {}%
1705                     {\csname bbl@hyphenation@\bbl@tempa\endcsname\space}%
1706                     #2}}}%
1707     \fi}}

```

`\bbl@allowhyphens` This macro makes hyphenation possible. Basically its definition is nothing more than `\nobreak \hskip Opt plus Opt`³³.

```

1708 \def\bbl@allowhyphens{\ifvmode\else\nobreak\hskip\z@skip\fi}
1709 \def\bbl@t@one{T1}
1710 \def\allowhyphens{\ifx\cf@encoding\bbl@t@one\else\bbl@allowhyphens\fi}

```

`\babelhyphen` Macros to insert common hyphens. Note the space before @ in `\babelhyphen`. Instead of protecting it with `\DeclareRobustCommand`, which could insert a `\relax`, we use the same procedure as shorthands, with `\active@prefix`.

```

1711 \newcommand\babellnullhyphen{\char\hyphenchar\font}
1712 \def\babelhyphen{\active@prefix\babelhyphen\bbl@hyphen}
1713 \def\bbl@hyphen{%
1714     \@ifstar{\bbl@hyphen@i @}{\bbl@hyphen@i \@empty}}
1715 \def\bbl@hyphen@i#1#2{%
1716     \bbl@ifunset{bbl@hy@#1#2\@empty}%
1717     {\csname bbl@#1usehyphen\endcsname{\discretionary{#2}{}{#2}}}%
1718     {\csname bbl@hy@#1#2\@empty\endcsname}}

```

The following two commands are used to wrap the “hyphen” and set the behavior of the rest of the word – the version with a single @ is used when further hyphenation is allowed, while that with @@ if no more hyphens are allowed. In both cases, if the hyphen is preceded by a positive space, breaking after the hyphen is disallowed.

There should not be a discretionary after a hyphen at the beginning of a word, so it is prevented if preceded by a skip. Unfortunately, this does handle cases like “(-suffix)”. `\nobreak` is always preceded by `\leavevmode`, in case the shorthand starts a paragraph.

```

1719 \def\bbl@usehyphen#1{%
1720     \leavevmode
1721     \ifdim\lastskip>\z@\mbox{#1}\else\nobreak#1\fi
1722     \nobreak\hskip\z@skip}
1723 \def\bbl@@usehyphen#1{%
1724     \leavevmode\ifdim\lastskip>\z@\mbox{#1}\else#1\fi}

```

The following macro inserts the hyphen char.

```

1725 \def\bbl@hyphenchar{%
1726     \ifnum\hyphenchar\font=\m@ne
1727         \babellnullhyphen
1728     \else
1729         \char\hyphenchar\font
1730     \fi}

```

Finally, we define the hyphen “types”. Their names will not change, so you may use them in `ldf`’s. After a space, the `\mbox` in `\bbl@hy@nobreak` is redundant.

³³`TeX` begins and ends a word for hyphenation at a glue node. The penalty prevents a linebreak at this glue node.

```

1731 \def\bbl@hy@soft{\bbl@usehyphen{\discretionary{\bbl@hyphenchar}{}}{}}
1732 \def\bbl@hy@@soft{\bbl@usehyphen{\discretionary{\bbl@hyphenchar}{}}{}}
1733 \def\bbl@hy@hard{\bbl@usehyphen\bbl@hyphenchar}
1734 \def\bbl@hy@@hard{\bbl@usehyphen\bbl@hyphenchar}
1735 \def\bbl@hy@nobreak{\bbl@usehyphen{\mbox{\bbl@hyphenchar}}{}}
1736 \def\bbl@hy@@nobreak{\mbox{\bbl@hyphenchar}}
1737 \def\bbl@hy@repeat{%
1738   \bbl@usehyphen{%
1739     \discretionary{\bbl@hyphenchar}{\bbl@hyphenchar}{\bbl@hyphenchar}}
1740 \def\bbl@hy@@repeat{%
1741   \bbl@usehyphen{%
1742     \discretionary{\bbl@hyphenchar}{\bbl@hyphenchar}{\bbl@hyphenchar}}
1743 \def\bbl@hy@empty{\hskip\zskip}
1744 \def\bbl@hy@@empty{\discretionary{}{}{}}

```

`\bbl@disc` For some languages the macro `\bbl@disc` is used to ease the insertion of discretionaries for letters that behave ‘abnormally’ at a breakpoint.

```

1745 \def\bbl@disc#1#2{\nobreak\discretionary{#2-}{#1}\bbl@allowhyphens}

```

7.10 Multiencoding strings

The aim following commands is to provide a common interface for strings in several encodings. They also contains several hooks which can be used by `luatex` and `xetex`. The code is organized here with pseudo-guards, so we start with the basic commands.

Tools But first, a couple of tools. The first one makes global a local variable. This is not the best solution, but it works.

```

1746 \bbl@trace{Multiencoding strings}
1747 \def\bbl@tglobal#1{\global\let#1#1}
1748 \def\bbl@recatcode#1{% TODO. Used only once?
1749   \@tempcnta="7F
1750   \def\bbl@tempa{%
1751     \ifnum\@tempcnta>"FF\else
1752       \catcode\@tempcnta=#1\relax
1753       \advance\@tempcnta\@ne
1754       \expandafter\bbl@tempa
1755     \fi}%
1756   \bbl@tempa}

```

The second one. We need to patch `\@uclclist`, but it is done once and only if `\SetCase` is used or if strings are encoded. The code is far from satisfactory for several reasons, including the fact `\@uclclist` is not a list any more. Therefore a package option is added to ignore it. Instead of gobbling the macro getting the next two elements (usually `\reserved@a`), we pass it as argument to `\bbl@uclc`. The parser is restarted inside `\lang@bbl@uclc` because we do not know how many expansions are necessary (depends on whether strings are encoded). The last part is tricky – when uppercasing, we have:

```
\let\bbl@tolower\@empty\bbl@toupper\@empty
```

and starts over (and similarly when lowercasing).

```

1757 \ifpackagewith{babel}{nocase}%
1758   {\let\bbl@patchuclc\relax}%
1759   {\def\bbl@patchuclc{%
1760     \global\let\bbl@patchuclc\relax
1761     \g@addto@macro\@uclclist{\reserved@b{\reserved@b\bbl@uclc}}%
1762     \gdef\bbl@uclc##1{%
1763       \let\bbl@encoded\bbl@encoded@uclc
1764       \bbl@ifunset{\language @bbl@uclc}% and resumes it
1765       {##1}%
1766       {\let\bbl@tempa##1\relax % Used by LANG@bbl@uclc
1767         \csname\language @bbl@uclc\endcsname}%
1768       {\bbl@tolower\@empty}{\bbl@toupper\@empty}}}%

```

```

1769 \gdef\bbl@tolower{\csname\language\name @bbl@lc\endcsname}%
1770 \gdef\bbl@toupper{\csname\language\name @bbl@uc\endcsname}}%

1771 <<More package options>> ≡
1772 \DeclareOption{nocase}{}
1773 <</More package options>>

```

The following package options control the behavior of \SetString.

```

1774 <<More package options>> ≡
1775 \let\bbl@opt@strings\@nnil % accept strings=value
1776 \DeclareOption{strings}{\def\bbl@opt@strings{\BabelStringsDefault}}
1777 \DeclareOption{strings=encoded}{\let\bbl@opt@strings\relax}
1778 \def\BabelStringsDefault{generic}
1779 <</More package options>>

```

Main command This is the main command. With the first use it is redefined to omit the basic setup in subsequent blocks. We make sure strings contain actual letters in the range 128-255, not active characters.

```

1780 \@onlypreamble\StartBabelCommands
1781 \def\StartBabelCommands{%
1782   \begingroup
1783   \bbl@reacatcode{11}%
1784   <<Macros local to BabelCommands>>
1785   \def\bbl@provstring##1##2{%
1786     \providecommand##1{##2}%
1787     \bbl@tglobal##1}%
1788   \global\let\bbl@scafter\@empty
1789   \let\StartBabelCommands\bbl@startcmds
1790   \ifx\BabelLanguages\relax
1791     \let\BabelLanguages\CurrentOption
1792   \fi
1793   \begingroup
1794   \let\bbl@screset\@nnil % local flag - disable 1st stopcommands
1795   \StartBabelCommands}
1796 \def\bbl@startcmds{%
1797   \ifx\bbl@screset\@nnil\else
1798     \bbl@usehooks{stopcommands}{}%
1799   \fi
1800   \endgroup
1801   \begingroup
1802   \@ifstar
1803     {\ifx\bbl@opt@strings\@nnil
1804       \let\bbl@opt@strings\BabelStringsDefault
1805     \fi
1806     \bbl@startcmds@i}%
1807   \bbl@startcmds@i}
1808 \def\bbl@startcmds@i#1#2{%
1809   \edef\bbl@L{\zap@space#1 \@empty}%
1810   \edef\bbl@G{\zap@space#2 \@empty}%
1811   \bbl@startcmds@ii}
1812 \let\bbl@startcmds\StartBabelCommands

```

Parse the encoding info to get the label, input, and font parts.

Select the behavior of \SetString. There are two main cases, depending of if there is an optional argument: without it and strings=encoded, strings are defined always; otherwise, they are set only if they are still undefined (ie, fallback values). With labelled blocks and strings=encoded, define the strings, but with another value, define strings only if the current label or font encoding is the value of strings; otherwise (ie, no strings or a block whose label is not in strings=) do nothing.

We presume the current block is not loaded, and therefore set (above) a couple of default values to gobble the arguments. Then, these macros are redefined if necessary according to several parameters.

```

1813 \newcommand\bbl@startcmds@ii[1][\@empty]{%
1814   \let\SetString@gobbletwo

```

```

1815 \let\bbl@stringdef\@gobbletwo
1816 \let\AfterBabelCommands\@gobble
1817 \ifx\@empty#1%
1818   \def\bbl@sc@label{generic}%
1819   \def\bbl@encstring##1##2{%
1820     \ProvideTextCommandDefault##1{##2}%
1821     \bbl@tglobal##1%
1822     \expandafter\bbl@tglobal\csname\string?\string##1\endcsname}%
1823     \let\bbl@sctest\in@true
1824   \else
1825     \let\bbl@sc@charset\space % <- zapped below
1826     \let\bbl@sc@fontenc\space % <- " "
1827     \def\bbl@tempa##1=##2\@nil{%
1828       \bbl@csarg\edef{sc@\zap@space##1 \@empty}{##2 }}%
1829     \bbl@vforeach{label=#1}{\bbl@tempa##1\@nil}%
1830     \def\bbl@tempa##1 ##2{% space -> comma
1831       ##1%
1832       \ifx\@empty##2\else\ifx,##1,\else,\fi\bbl@afterfi\bbl@tempa##2\fi}%
1833     \edef\bbl@sc@fontenc{\expandafter\bbl@tempa\bbl@sc@fontenc\@empty}%
1834     \edef\bbl@sc@label{\expandafter\zap@space\bbl@sc@label\@empty}%
1835     \edef\bbl@sc@charset{\expandafter\zap@space\bbl@sc@charset\@empty}%
1836     \def\bbl@encstring##1##2{%
1837       \bbl@foreach\bbl@sc@fontenc{%
1838         \bbl@ifunset{T####1}%
1839         }%
1840         {\ProvideTextCommand##1{####1}{##2}%
1841         \bbl@tglobal##1%
1842         \expandafter
1843         \bbl@tglobal\csname####1\string##1\endcsname}}}%
1844     \def\bbl@sctest{%
1845       \bbl@xin@{\bbl@opt@strings,}{\bbl@sc@label,\bbl@sc@fontenc,}}%
1846   \fi
1847   \ifx\bbl@opt@strings\@nnil % ie, no strings key -> defaults
1848   \else\ifx\bbl@opt@strings\relax % ie, strings=encoded
1849     \let\AfterBabelCommands\bbl@aftercmds
1850     \let\SetString\bbl@setstring
1851     \let\bbl@stringdef\bbl@encstring
1852   \else % ie, strings=value
1853     \bbl@sctest
1854   \ifin@
1855     \let\AfterBabelCommands\bbl@aftercmds
1856     \let\SetString\bbl@setstring
1857     \let\bbl@stringdef\bbl@provstring
1858   \fi\fi\fi
1859   \bbl@scswitch
1860   \ifx\bbl@G\@empty
1861     \def\SetString##1##2{%
1862       \bbl@error{Missing group for string \string##1}%
1863       {You must assign strings to some category, typically\\%
1864       captions or extras, but you set none}}%
1865   \fi
1866   \ifx\@empty#1%
1867     \bbl@usehooks{defaultcommands}{}%
1868   \else
1869     \@expandtwoargs
1870     \bbl@usehooks{encodedcommands}{\bbl@sc@charset}{\bbl@sc@fontenc}%
1871   \fi}

```

There are two versions of `\bbl@scswitch`. The first version is used when `ldfs` are read, and it makes sure `\langle group \rangle \langle language \rangle` is reset, but only once (`\bbl@screset` is used to keep track of this). The second version is used in the preamble and packages loaded after `babel` and does nothing. The macro `\bbl@forlang` loops `\bbl@L` but its body is executed only if the value is in `\BabelLanguages` (inside `babel`) or `\date \langle language \rangle` is defined (after `babel` has been loaded). There are also two version of `\bbl@forlang`. The first one skips the current iteration if the language is not

in \BabelLanguages (used in ldfs), and the second one skips undefined languages (after babel has been loaded) .

```

1872 \def\bbl@forlang#1#2{%
1873   \bbl@for#1\bbl@L{%
1874     \bbl@xin@{,#1,}{,\BabelLanguages,}%
1875     \ifin@#2\relax\fi}}
1876 \def\bbl@scswitch{%
1877   \bbl@forlang\bbl@tempa{%
1878     \ifx\bbl@G\@empty\else
1879       \ifx\SetString\@gobbletwo\else
1880         \edef\bbl@GL{\bbl@G\bbl@tempa}%
1881         \bbl@xin@{\bbl@GL,}{,\bbl@screset,}%
1882         \ifin@\else
1883           \global\expandafter\let\csname\bbl@GL\endcsname\@undefined
1884           \xdef\bbl@screset{\bbl@screset,\bbl@GL}%
1885           \fi
1886         \fi
1887       \fi}}
1888 \AtEndOfPackage{%
1889   \def\bbl@forlang#1#2{\bbl@for#1\bbl@L{\bbl@ifunset{date#1}{\#2}}}%
1890   \let\bbl@scswitch\relax
1891 \@onlypreamble\EndBabelCommands
1892 \def\EndBabelCommands{%
1893   \bbl@usehooks{stopcommands}{}%
1894   \endgroup
1895   \endgroup
1896   \bbl@scafter}
1897 \let\bbl@endcommands\EndBabelCommands

```

Now we define commands to be used inside \StartBabelCommands.

Strings The following macro is the actual definition of \SetString when it is “active” First save the “switcher”. Create it if undefined. Strings are defined only if undefined (ie, like \providescommand). With the event stringprocess you can preprocess the string by manipulating the value of \BabelString. If there are several hooks assigned to this event, preprocessing is done in the same order as defined. Finally, the string is set.

```

1898 \def\bbl@setstring#1#2{% eg, \prefacename{<string>}
1899   \bbl@forlang\bbl@tempa{%
1900     \edef\bbl@LC{\bbl@tempa\bbl@stripslash#1}%
1901     \bbl@ifunset{\bbl@LC}% eg, \germanchaptername
1902     {\bbl@exp{%
1903       \global\bbbl@add\<\bbl@G\bbl@tempa>\bbbl@scset\#1\<\bbl@LC>}}}%
1904     {}}%
1905   \def\BabelString{#2}%
1906   \bbl@usehooks{stringprocess}{}%
1907   \expandafter\bbl@stringdef
1908   \csname\bbl@LC\expandafter\endcsname\expandafter{\BabelString}}

```

Now, some additional stuff to be used when encoded strings are used. Captions then include \bbl@encoded for string to be expanded in case transformations. It is \relax by default, but in \MakeUppercase and \MakeLowercase its value is a modified expandable \@changed@cmd.

```

1909 \ifx\bbl@opt@strings\relax
1910   \def\bbl@scset#1#2{\def#1{\bbl@encoded#2}}
1911   \bbl@patchuclc
1912   \let\bbl@encoded\relax
1913   \def\bbl@encoded@uclc#1{%
1914     \@inmathwarn#1%
1915     \expandafter\ifx\csname\cf@encoding\string#1\endcsname\relax
1916       \expandafter\ifx\csname ?\string#1\endcsname\relax
1917         \TextSymbolUnavailable#1%
1918       \else
1919         \csname ?\string#1\endcsname
1920       \fi

```



```

1921 \else
1922 \csname\cf@encoding\string#1\endcsname
1923 \fi}
1924 \else
1925 \def\bbl@scset#1#2{\def#1{#2}}
1926 \fi

```

Define `\SetStringLoop`, which is actually set inside `\StartBabelCommands`. The current definition is somewhat complicated because we need a count, but `\count@` is not under our control (remember `\SetString` may call hooks). Instead of defining a dedicated count, we just “pre-expand” its value.

```

1927 <<(*Macros local to BabelCommands)>> ≡
1928 \def\SetStringLoop##1##2{%
1929 \def\bbl@templ####1{\expandafter\noexpand\csname##1\endcsname}%
1930 \count@z@
1931 \bbl@loop\bbl@tempa{##2}{% empty items and spaces are ok
1932 \advance\count@\@ne
1933 \toks@\expandafter{\bbl@tempa}%
1934 \bbl@exp{%
1935 \\\SetString\bbl@templ{\romannumeral\count@}{\the\toks@}%
1936 \count@=\the\count@\relax}}}%
1937 <</Macros local to BabelCommands>>

```

Delaying code Now the definition of `\AfterBabelCommands` when it is activated.

```

1938 \def\bbl@aftercmds#1{%
1939 \toks@\expandafter{\bbl@scafter#1}%
1940 \xdef\bbl@scafter{\the\toks@}}

```

Case mapping The command `\SetCase` provides a way to change the behavior of `\MakeUppercase` and `\MakeLowercase`. `\bbl@tempa` is set by the patched `\@uclclist` to the parsing command.

```

1941 <<(*Macros local to BabelCommands)>> ≡
1942 \newcommand\SetCase[3][]{%
1943 \bbl@patchuclc
1944 \bbl@forlang\bbl@tempa{%
1945 \expandafter\bbl@encstring
1946 \csname\bbl@tempa @bbl@uclc\endcsname{\bbl@tempa##1}%
1947 \expandafter\bbl@encstring
1948 \csname\bbl@tempa @bbl@uc\endcsname{##2}%
1949 \expandafter\bbl@encstring
1950 \csname\bbl@tempa @bbl@lc\endcsname{##3}}}%
1951 <</Macros local to BabelCommands>>

```

Macros to deal with case mapping for hyphenation. To decide if the document is monolingual or multilingual, we make a rough guess – just see if there is a comma in the languages list, built in the first pass of the package options.

```

1952 <<(*Macros local to BabelCommands)>> ≡
1953 \newcommand\SetHyphenMap[1]{%
1954 \bbl@forlang\bbl@tempa{%
1955 \expandafter\bbl@stringdef
1956 \csname\bbl@tempa @bbl@hyphenmap\endcsname{##1}}}%
1957 <</Macros local to BabelCommands>>

```

There are 3 helper macros which do most of the work for you.

```

1958 \newcommand\BabelLower[2]{% one to one.
1959 \ifnum\lccode#1=#2\else
1960 \babel@savevariable{\lccode#1}%
1961 \lccode#1=#2\relax
1962 \fi}
1963 \newcommand\BabelLowerMM[4]{% many-to-many
1964 \@tempcnta=#1\relax
1965 \@tempcntb=#4\relax
1966 \def\bbl@tempa{%

```

```

1967 \ifnum\@tempcnta>#2\else
1968 \expandafter\BabelLower{\the\@tempcnta}{\the\@tempcntb}%
1969 \advance\@tempcnta#3\relax
1970 \advance\@tempcntb#3\relax
1971 \expandafter\bb1@tempa
1972 \fi}%
1973 \bb1@tempa}
1974 \newcommand\BabelLowerM0[4]{% many-to-one
1975 \@tempcnta=#1\relax
1976 \def\bb1@tempa{%
1977 \ifnum\@tempcnta>#2\else
1978 \expandafter\BabelLower{\the\@tempcnta}{#4}%
1979 \advance\@tempcnta#3
1980 \expandafter\bb1@tempa
1981 \fi}%
1982 \bb1@tempa}

```

The following package options control the behavior of hyphenation mapping.

```

1983 <{*More package options}> ≡
1984 \DeclareOption{hyphenmap=off}{\chardef\bb1@opt@hyphenmap\z@}
1985 \DeclareOption{hyphenmap=first}{\chardef\bb1@opt@hyphenmap\@ne}
1986 \DeclareOption{hyphenmap=select}{\chardef\bb1@opt@hyphenmap\tw@}
1987 \DeclareOption{hyphenmap=other}{\chardef\bb1@opt@hyphenmap\thr@@}
1988 \DeclareOption{hyphenmap=other*}{\chardef\bb1@opt@hyphenmap4\relax}
1989 <{/More package options}>

```

Initial setup to provide a default behavior if hyphenmap is not set.

```

1990 \AtEndOfPackage{%
1991 \ifx\bb1@opt@hyphenmap\undefined
1992 \bb1@xin@{,}{\bb1@language@opts}%
1993 \chardef\bb1@opt@hyphenmap\ifin@4\else\@ne\fi
1994 \fi}

```

This section ends with a general tool for resetting the caption names with a unique interface. With the old way, which mixes the switcher and the string, we convert it to the new one, which separates these two steps.

```

1995 \newcommand\setlocalecaption{% TODO. Catch typos. What about ensure?
1996 \ifstar\bb1@setcaption@{\bb1@setcaption@x}
1997 \def\bb1@setcaption@x#1#2#3{% language caption-name string
1998 \bb1@trim@def\bb1@tempa{#2}%
1999 \bb1@xin@{.template}{\bb1@tempa}%
2000 \ifin@
2001 \bb1@ini@captions@template{#3}{#1}%
2002 \else
2003 \edef\bb1@tempd{%
2004 \expandafter\expandafter\expandafter
2005 \strip@prefix\expandafter\meaning\csname captions#1\endcsname}%
2006 \bb1@xin@
2007 {\expandafter\string\csname #2name\endcsname}%
2008 {\bb1@tempd}%
2009 \ifin@ % Renew caption
2010 \bb1@xin@{\string\bb1@scset}{\bb1@tempd}%
2011 \ifin@
2012 \bb1@exp{%
2013 \\\bb1@ifsamestring{\bb1@tempa}{\language@name}%
2014 {\\\bb1@scset\<#2name>\<#1#2name>}%
2015 {}}%
2016 \else % Old way converts to new way
2017 \bb1@ifunset{#1#2name}%
2018 {\bb1@exp{%
2019 \\\bb1@add\<captions#1>{\def\<#2name>{\<#1#2name>}}%
2020 \\\bb1@ifsamestring{\bb1@tempa}{\language@name}%
2021 {\def\<#2name>{\<#1#2name>}}%
2022 {}}}%

```

```

2023     {}%
2024     \fi
2025     \else
2026         \bbl@xin@{\string\bbl@scset}{\bbl@tempd}% New
2027         \ifin@ % New way
2028             \bbl@exp{%
2029                 \\bbl@add\<captions#1>{\bbl@scset\<#2name>\<#1#2name>}%
2030                 \\bbl@ifsamestring{\bbl@tempa}{\languagename}%
2031                 {\bbl@scset\<#2name>\<#1#2name>}%
2032                 {}}%
2033         \else % Old way, but defined in the new way
2034             \bbl@exp{%
2035                 \\bbl@add\<captions#1>{\def\<#2name>\<#1#2name>}}%
2036                 \\bbl@ifsamestring{\bbl@tempa}{\languagename}%
2037                 {\def\<#2name>\<#1#2name>}}%
2038                 {}}%
2039     \fi%
2040     \fi
2041     \@namedef{#1#2name}{#3}%
2042     \toks@\expandafter{\bbl@captionslist}%
2043     \bbl@exp{\in@{\<#2name>}{\the\toks@}}%
2044     \ifin@\else
2045         \bbl@exp{\bbl@add\bbl@captionslist{\<#2name>}}%
2046         \bbl@toglobal\bbl@captionslist
2047     \fi
2048     \fi}
2049 % \def\bbl@setcaption@s#1#2#3{} % TODO. Not yet implemented

```

7.11 Macros common to a number of languages

`\set@low@box` The following macro is used to lower quotes to the same level as the comma. It prepares its argument in box register 0.

```

2050 \bbl@trace{Macros related to glyphs}
2051 \def\set@low@box#1{\setbox\tw@\hbox{,}\setbox\z@\hbox{#1}%
2052     \dimen\z@\ht\z@ \advance\dimen\z@ -\ht\tw@%
2053     \setbox\z@\hbox{\lower\dimen\z@ \box\z@\ht\z@\ht\tw@ \dp\z@\dp\tw@}

```

`\save@s@q` The macro `\save@s@q` is used to save and reset the current space factor.

```

2054 \def\save@s@q#1{\leavevmode
2055     \begingroup
2056     \edef\@SF{\spacefactor\the\spacefactor}#1\@SF
2057     \endgroup}

```

7.12 Making glyphs available

This section makes a number of glyphs available that either do not exist in the OT1 encoding and have to be ‘faked’, or that are not accessible through T1enc.def.

7.12.1 Quotation marks

`\quotedblbase` In the T1 encoding the opening double quote at the baseline is available as a separate character, accessible via `\quotedblbase`. In the OT1 encoding it is not available, therefore we make it available by lowering the normal open quote character to the baseline.

```

2058 \ProvideTextCommand{\quotedblbase}{OT1}{%
2059     \save@s@q{\set@low@box{\textquotedblright\}%
2060     \box\z@\kern-.04em\bbl@allowhyphens}}

```

Make sure that when an encoding other than OT1 or T1 is used this glyph can still be typeset.

```

2061 \ProvideTextCommandDefault{\quotedblbase}{%
2062     \UseTextSymbol{OT1}{\quotedblbase}}

```

`\quotesinglbase` We also need the single quote character at the baseline.

```
2063 \ProvideTextCommand{\quotesinglbase}{OT1}{%
2064   \save@sf@q{\set@low@box{\textquoteright\}%
2065     \box\z@\kern-.04em\bb1@allowhyphens}}
```

Make sure that when an encoding other than OT1 or T1 is used this glyph can still be typeset.

```
2066 \ProvideTextCommandDefault{\quotesinglbase}{%
2067   \UseTextSymbol{OT1}{\quotesinglbase}}
```

`\guillemetleft` The guillemet characters are not available in OT1 encoding. They are faked. (Wrong names with o
`\guillemetright` preserved for compatibility.)

```
2068 \ProvideTextCommand{\guillemetleft}{OT1}{%
2069   \ifmmode
2070     \ll
2071   \else
2072     \save@sf@q{\nobreak
2073       \raise.2ex\hbox{$\scriptscriptstyle\ll$}\bb1@allowhyphens}%
2074   \fi}
2075 \ProvideTextCommand{\guillemetright}{OT1}{%
2076   \ifmmode
2077     \gg
2078   \else
2079     \save@sf@q{\nobreak
2080       \raise.2ex\hbox{$\scriptscriptstyle\gg$}\bb1@allowhyphens}%
2081   \fi}
2082 \ProvideTextCommand{\guillemotleft}{OT1}{%
2083   \ifmmode
2084     \ll
2085   \else
2086     \save@sf@q{\nobreak
2087       \raise.2ex\hbox{$\scriptscriptstyle\ll$}\bb1@allowhyphens}%
2088   \fi}
2089 \ProvideTextCommand{\guillemotright}{OT1}{%
2090   \ifmmode
2091     \gg
2092   \else
2093     \save@sf@q{\nobreak
2094       \raise.2ex\hbox{$\scriptscriptstyle\gg$}\bb1@allowhyphens}%
2095   \fi}
```

Make sure that when an encoding other than OT1 or T1 is used these glyphs can still be typeset.

```
2096 \ProvideTextCommandDefault{\guillemetleft}{%
2097   \UseTextSymbol{OT1}{\guillemetleft}}
2098 \ProvideTextCommandDefault{\guillemetright}{%
2099   \UseTextSymbol{OT1}{\guillemetright}}
2100 \ProvideTextCommandDefault{\guillemotleft}{%
2101   \UseTextSymbol{OT1}{\guillemotleft}}
2102 \ProvideTextCommandDefault{\guillemotright}{%
2103   \UseTextSymbol{OT1}{\guillemotright}}
```

`\guilsinglleft` The single guillemets are not available in OT1 encoding. They are faked.
`\guilsinglright`

```
2104 \ProvideTextCommand{\guilsinglleft}{OT1}{%
2105   \ifmmode
2106     <%
2107   \else
2108     \save@sf@q{\nobreak
2109       \raise.2ex\hbox{$\scriptscriptstyle<$}\bb1@allowhyphens}%
2110   \fi}
2111 \ProvideTextCommand{\guilsinglright}{OT1}{%
2112   \ifmmode
2113     >%
2114   \else
2115     \save@sf@q{\nobreak
```

```

2116      \raise.2ex\hbox{$\scriptscriptstyle>$}\bbl@allowhyphens}%
2117 \fi}

```

Make sure that when an encoding other than OT1 or T1 is used these glyphs can still be typeset.

```

2118 \ProvideTextCommandDefault{\guilsinglleft}{%
2119   \UseTextSymbol{OT1}{\guilsinglleft}}
2120 \ProvideTextCommandDefault{\guilsinglright}{%
2121   \UseTextSymbol{OT1}{\guilsinglright}}

```

7.12.2 Letters

`\ij` The dutch language uses the letter ‘ij’. It is available in T1 encoded fonts, but not in the OT1 encoded fonts. Therefore we fake it for the OT1 encoding.

```

2122 \DeclareTextCommand{\ij}{OT1}{%
2123   i\kern-0.02em\bbl@allowhyphens j}
2124 \DeclareTextCommand{\IJ}{OT1}{%
2125   I\kern-0.02em\bbl@allowhyphens J}
2126 \DeclareTextCommand{\ij}{T1}{\char188}
2127 \DeclareTextCommand{\IJ}{T1}{\char156}

```

Make sure that when an encoding other than OT1 or T1 is used these glyphs can still be typeset.

```

2128 \ProvideTextCommandDefault{\ij}{%
2129   \UseTextSymbol{OT1}{\ij}}
2130 \ProvideTextCommandDefault{\IJ}{%
2131   \UseTextSymbol{OT1}{\IJ}}

```

`\dj` The croatian language needs the letters `\dj` and `\DJ`; they are available in the T1 encoding, but not in the OT1 encoding by default.

Some code to construct these glyphs for the OT1 encoding was made available to me by Stipčević Mario, (stipcevic@olimp.irb.hr).

```

2132 \def\crrtic@{\hrule height0.1ex width0.3em}
2133 \def\crttic@{\hrule height0.1ex width0.33em}
2134 \def\ddj@{%
2135   \setbox0\hbox{d}\dimen@=\ht0
2136   \advance\dimen@1ex
2137   \dimen@.45\dimen@
2138   \dimen@ii\expandafter\rem@pt\the\fontdimen\@ne\font\dimen@
2139   \advance\dimen@ii.5ex
2140   \leavevmode\rlap{\raise\dimen@\hbox{\kern\dimen@ii\vbox{\crrtic@}}}}
2141 \def\DDJ@{%
2142   \setbox0\hbox{D}\dimen@=.55\ht0
2143   \dimen@ii\expandafter\rem@pt\the\fontdimen\@ne\font\dimen@
2144   \advance\dimen@ii.15ex % correction for the dash position
2145   \advance\dimen@ii-.15\fontdimen7\font % correction for cmtt font
2146   \dimen\thr@@\expandafter\rem@pt\the\fontdimen7\font\dimen@
2147   \leavevmode\rlap{\raise\dimen@\hbox{\kern\dimen@ii\vbox{\crttic@}}}}
2148 %
2149 \DeclareTextCommand{\dj}{OT1}{\ddj@ d}
2150 \DeclareTextCommand{\DJ}{OT1}{\DDJ@ D}

```

Make sure that when an encoding other than OT1 or T1 is used these glyphs can still be typeset.

```

2151 \ProvideTextCommandDefault{\dj}{%
2152   \UseTextSymbol{OT1}{\dj}}
2153 \ProvideTextCommandDefault{\DJ}{%
2154   \UseTextSymbol{OT1}{\DJ}}

```

`\SS` For the T1 encoding `\SS` is defined and selects a specific glyph from the font, but for other encodings it is not available. Therefore we make it available here.

```

2155 \DeclareTextCommand{\SS}{OT1}{\SS}
2156 \ProvideTextCommandDefault{\SS}{\UseTextSymbol{OT1}{\SS}}

```

7.12.3 Shorthands for quotation marks

Shorthands are provided for a number of different quotation marks, which make them usable both outside and inside mathmode. They are defined with `\ProvideTextCommandDefault`, but this is very likely not required because their definitions are based on encoding-dependent macros.

`\glq` The ‘german’ single quotes.

```
\grq
2157 \ProvideTextCommandDefault{\glq}{%
2158   \textormath{\quotesinglbase}{\mbox{\quotesinglbase}}}

The definition of \grq depends on the fontencoding. With T1 encoding no extra kerning is needed.

2159 \ProvideTextCommand{\grq}{T1}{%
2160   \textormath{\kern\z@\textquoteleft}{\mbox{\textquoteleft}}}
2161 \ProvideTextCommand{\grq}{TU}{%
2162   \textormath{\textquoteleft}{\mbox{\textquoteleft}}}
2163 \ProvideTextCommand{\grq}{OT1}{%
2164   \save@sf@q{\kern-.0125em
2165     \textormath{\textquoteleft}{\mbox{\textquoteleft}}}%
2166     \kern.07em\relax}}
2167 \ProvideTextCommandDefault{\grq}{\UseTextSymbol{OT1}\grq}
```

`\glqq` The ‘german’ double quotes.

```
\grqq
2168 \ProvideTextCommandDefault{\glqq}{%
2169   \textormath{\quotedblbase}{\mbox{\quotedblbase}}}

The definition of \grqq depends on the fontencoding. With T1 encoding no extra kerning is needed.

2170 \ProvideTextCommand{\grqq}{T1}{%
2171   \textormath{\textquotedblleft}{\mbox{\textquotedblleft}}}
2172 \ProvideTextCommand{\grqq}{TU}{%
2173   \textormath{\textquotedblleft}{\mbox{\textquotedblleft}}}
2174 \ProvideTextCommand{\grqq}{OT1}{%
2175   \save@sf@q{\kern-.07em
2176     \textormath{\textquotedblleft}{\mbox{\textquotedblleft}}}%
2177     \kern.07em\relax}}
2178 \ProvideTextCommandDefault{\grqq}{\UseTextSymbol{OT1}\grqq}
```

`\flq` The ‘french’ single guillemets.

```
\frq
2179 \ProvideTextCommandDefault{\flq}{%
2180   \textormath{\guilsinglleft}{\mbox{\guilsinglleft}}}
2181 \ProvideTextCommandDefault{\frq}{%
2182   \textormath{\guilsinglright}{\mbox{\guilsinglright}}}
```

`\flqq` The ‘french’ double guillemets.

```
\frqq
2183 \ProvideTextCommandDefault{\flqq}{%
2184   \textormath{\guillemetleft}{\mbox{\guillemetleft}}}
2185 \ProvideTextCommandDefault{\frqq}{%
2186   \textormath{\guillemetright}{\mbox{\guillemetright}}}
```

7.12.4 Umlauts and tremas

The command `\` needs to have a different effect for different languages. For German for instance, the ‘umlaut’ should be positioned lower than the default position for placing it over the letters a, o, u, A, O and U. When placed over an e, i, E or I it can retain its normal position. For Dutch the same glyph is always placed in the lower position.

`\umlauthigh` To be able to provide both positions of `\` we provide two commands to switch the positioning, the
`\umlautlow` default will be `\umlauthigh` (the normal positioning).

```
2187 \def\umlauthigh{%
2188   \def\bbl@umlauta##1{\leavevmode\bgroup%
2189     \expandafter\accent\csname\f@encoding dqpos\endcsname
2190     ##1\bbl@allowhyphens\egroup}%
2191   \let\bbl@umlaute\bbl@umlauta}
2192 \def\umlautlow{%
```

```

2193 \def\bbl@umlauta{\protect\lower@umlaut}}
2194 \def\umlautelow{%
2195 \def\bbl@umlaute{\protect\lower@umlaut}}
2196 \umlauthigh

```

`\lower@umlaut` The command `\lower@umlaut` is used to position the `\` closer to the letter. We want the umlaut character lowered, nearer to the letter. To do this we need an extra *<dimen>* register.

```

2197 \expandafter\ifx\csname U@D\endcsname\relax
2198 \csname newdimen\endcsname\U@D
2199 \fi

```

The following code fools \TeX 's `make_accent` procedure about the current x-height of the font to force another placement of the umlaut character. First we have to save the current x-height of the font, because we'll change this font dimension and this is always done globally.

Then we compute the new x-height in such a way that the umlaut character is lowered to the base character. The value of `.45ex` depends on the METAFONT parameters with which the fonts were built. (Just try out, which value will look best.) If the new x-height is too low, it is not changed. Finally we call the `\accent` primitive, reset the old x-height and insert the base character in the argument.

```

2200 \def\lower@umlaut#1{%
2201 \leavevmode\bgroup
2202 \U@D 1ex%
2203 {\setbox\z@\hbox{%
2204 \expandafter\char\csname f@encoding dqpos\endcsname}%
2205 \dimen@ -.45ex\advance\dimen@\ht\z@
2206 \ifdim 1ex<\dimen@ \fontdimen5\font\dimen@ \fi}%
2207 \expandafter\accent\csname f@encoding dqpos\endcsname
2208 \fontdimen5\font\U@D #1%
2209 \egroup}

```

For all vowels we declare `\` to be a composite command which uses `\bbl@umlauta` or `\bbl@umlaute` to position the umlaut character. We need to be sure that these definitions override the ones that are provided when the package `fontenc` with option `OT1` is used. Therefore these declarations are postponed until the beginning of the document. Note these definitions only apply to some languages, but `babel` sets them for *all* languages – you may want to redefine `\bbl@umlauta` and/or `\bbl@umlaute` for a language in the corresponding `ldf` (using the `babel` switching mechanism, of course).

```

2210 \AtBeginDocument{%
2211 \DeclareTextCompositeCommand{\}{OT1}{a}{\bbl@umlauta{a}}%
2212 \DeclareTextCompositeCommand{\}{OT1}{e}{\bbl@umlaute{e}}%
2213 \DeclareTextCompositeCommand{\}{OT1}{i}{\bbl@umlaute{i}}%
2214 \DeclareTextCompositeCommand{\}{OT1}{\i}{\bbl@umlaute{i}}%
2215 \DeclareTextCompositeCommand{\}{OT1}{o}{\bbl@umlauta{o}}%
2216 \DeclareTextCompositeCommand{\}{OT1}{u}{\bbl@umlauta{u}}%
2217 \DeclareTextCompositeCommand{\}{OT1}{A}{\bbl@umlauta{A}}%
2218 \DeclareTextCompositeCommand{\}{OT1}{E}{\bbl@umlaute{E}}%
2219 \DeclareTextCompositeCommand{\}{OT1}{I}{\bbl@umlaute{I}}%
2220 \DeclareTextCompositeCommand{\}{OT1}{O}{\bbl@umlauta{O}}%
2221 \DeclareTextCompositeCommand{\}{OT1}{U}{\bbl@umlauta{U}}%

```

Finally, make sure the default hyphenrules are defined (even if empty). For internal use, another empty `\language` is defined. Currently used in Amharic.

```

2222 \ifx\l@english\undefined
2223 \chardef\l@english\z@
2224 \fi
2225 % The following is used to cancel rules in ini files (see Amharic).
2226 \ifx\l@unhyphenated\undefined
2227 \newlanguage\l@unhyphenated
2228 \fi

```

7.13 Layout

Layout is mainly intended to set bidi documents, but there is at least a tool useful in general.

```

2229 \bbl@trace{Bidi layout}
2230 \providecommand\IfBabelLayout[3]{#3}%
2231 \newcommand\BabelPatchSection[1]{%
2232   \@ifundefined{#1}{}{%
2233     \bbl@exp{\let\<bbl@ss@#1>\<#1>}%
2234     \@namedef{#1}{%
2235       \ifstar{\bbl@presec@s{#1}}%
2236       {\@dblarg{\bbl@presec@x{#1}}}}}%
2237 \def\bbl@presec@x#1[#2]#3{%
2238   \bbl@exp{%
2239     \\\select@language@x{\bbl@main@language}%
2240     \\\bbl@cs{sspre@#1}%
2241     \\\bbl@cs{ss@#1}%
2242     [\\foreignlanguage{\language}{\unexpanded{#2}}}%
2243     {\\foreignlanguage{\language}{\unexpanded{#3}}}%
2244     \\\select@language@x{\language}}}%
2245 \def\bbl@presec@s#1#2{%
2246   \bbl@exp{%
2247     \\\select@language@x{\bbl@main@language}%
2248     \\\bbl@cs{sspre@#1}%
2249     \\\bbl@cs{ss@#1}*%
2250     {\\foreignlanguage{\language}{\unexpanded{#2}}}%
2251     \\\select@language@x{\language}}}%
2252 \IfBabelLayout{sectioning}%
2253   {\BabelPatchSection{part}%
2254    \BabelPatchSection{chapter}%
2255    \BabelPatchSection{section}%
2256    \BabelPatchSection{subsection}%
2257    \BabelPatchSection{subsubsection}%
2258    \BabelPatchSection{paragraph}%
2259    \BabelPatchSection{subparagraph}%
2260    \def\babel@toc#1{%
2261      \select@language@x{\bbl@main@language}}}%
2262 \IfBabelLayout{captions}%
2263   {\BabelPatchSection{caption}}}%

```

7.14 Load engine specific macros

```

2264 \bbl@trace{Input engine specific macros}
2265 \ifcase\bbl@engine
2266   \input txtbabel.def
2267 \or
2268   \input luababel.def
2269 \or
2270   \input xebabel.def
2271 \fi

```

7.15 Creating and modifying languages

\babelprovide is a general purpose tool for creating and modifying languages. It creates the language infrastructure, and loads, if requested, an ini file. It may be used in conjunction to previously loaded ldf files.

```

2272 \bbl@trace{Creating languages and reading ini files}
2273 \let\bbl@extend@ini\@gobble
2274 \newcommand\babelprovide[2][{}]{%
2275   \let\bbl@savelangname\language
2276   \edef\bbl@savelocaleid{\the\localeid}%
2277   % Set name and locale id
2278   \edef\language{#2}%
2279   \bbl@id@assign
2280   % Initialize keys
2281   \let\bbl@KVP@captions\@nil
2282   \let\bbl@KVP@date\@nil

```



```

2283 \let\bbl@KVP@import\@nil
2284 \let\bbl@KVP@main\@nil
2285 \let\bbl@KVP@script\@nil
2286 \let\bbl@KVP@language\@nil
2287 \let\bbl@KVP@hyphenrules\@nil
2288 \let\bbl@KVP@linebreaking\@nil
2289 \let\bbl@KVP@justification\@nil
2290 \let\bbl@KVP@mapfont\@nil
2291 \let\bbl@KVP@maparabic\@nil
2292 \let\bbl@KVP@mapdigits\@nil
2293 \let\bbl@KVP@intraspace\@nil
2294 \let\bbl@KVP@intrapenalty\@nil
2295 \let\bbl@KVP@onchar\@nil
2296 \let\bbl@KVP@transforms\@nil
2297 \global\let\bbl@release@transforms\@empty
2298 \let\bbl@KVP@alph\@nil
2299 \let\bbl@KVP@Alph\@nil
2300 \let\bbl@KVP@labels\@nil
2301 \bbl@csarg\let{KVP@labels*}\@nil
2302 \global\let\bbl@inidata\@empty
2303 \global\let\bbl@extend@ini\@gobble
2304 \gdef\bbl@key@list{;}%
2305 \bbl@forkv{#1}{% TODO - error handling
2306   \in{/}{##1}%
2307   \ifin@
2308     \global\let\bbl@extend@ini\bbl@extend@ini@aux
2309     \bbl@renewinikey##1\@{##2}%
2310   \else
2311     \bbl@csarg\def{KVP@##1}{##2}%
2312   \fi}%
2313 \chardef\bbl@howloaded=% 0:none; 1:ldf without ini; 2:ini
2314 \bbl@ifunset{date#2}\z{\bbl@ifunset{\bbl@llevel@#2}\@ne\tw}%
2315 % == init ==
2316 \ifx\bbl@screset\@undefined
2317   \bbl@ldfinit
2318 \fi
2319 % ==
2320 \let\bbl@lbkflag\relax % \@empty = do setup linebreak
2321 \ifcase\bbl@howloaded
2322   \let\bbl@lbkflag\@empty % new
2323 \else
2324   \ifx\bbl@KVP@hyphenrules\@nil\else
2325     \let\bbl@lbkflag\@empty
2326   \fi
2327   \ifx\bbl@KVP@import\@nil\else
2328     \let\bbl@lbkflag\@empty
2329   \fi
2330 \fi
2331 % == import, captions ==
2332 \ifx\bbl@KVP@import\@nil\else
2333   \bbl@exp{\bbl@ifblank{\bbl@KVP@import}}%
2334   {\ifx\bbl@initoload\relax
2335     \begingroup
2336       \def\BabelBeforeIni##1##2{\gdef\bbl@KVP@import{##1}\endinput}%
2337       \bbl@input@texini{#2}%
2338     \endgroup
2339   \else
2340     \xdef\bbl@KVP@import{\bbl@initoload}%
2341   \fi}%
2342 {}%
2343 \fi
2344 \ifx\bbl@KVP@captions\@nil
2345   \let\bbl@KVP@captions\bbl@KVP@import

```

```

2346 \fi
2347 % ==
2348 \ifx\bb1@KVP@transforms\@nil\else
2349 \bb1@replace\bb1@KVP@transforms{ },}%
2350 \fi
2351 % == Load ini ==
2352 \ifcase\bb1@howloaded
2353 \bb1@provide@new{#2}%
2354 \else
2355 \bb1@ifblank{#1}%
2356 { }% With \bb1@load@basic below
2357 { \bb1@provide@renew{#2} }%
2358 \fi
2359 % Post tasks
2360 % -----
2361 % == subsequent calls after the first provide for a locale ==
2362 \ifx\bb1@inidata\@empty\else
2363 \bb1@extend@ini{#2}%
2364 \fi
2365 % == ensure captions ==
2366 \ifx\bb1@KVP@captions\@nil\else
2367 \bb1@ifunset{ \bb1@extracaps@#2 }%
2368 { \bb1@exp{ \\\babelensure[exclude=\\today]{#2} }%
2369 { \bb1@exp{ \\\babelensure[exclude=\\today,
2370 include= \[ \bb1@extracaps@#2 ] {#2} }%
2371 \bb1@ifunset{ \bb1@ensure@ \language }%
2372 { \bb1@exp{
2373 \\\DeclareRobustCommand\<\bb1@ensure@ \language>[1]{%
2374 \\\foreignlanguage{ \language }%
2375 {###1} } }%
2376 { }%
2377 \bb1@exp{
2378 \\\bb1@toglobal\<\bb1@ensure@ \language>%
2379 \\\bb1@toglobal\<\bb1@ensure@ \language\space> }%
2380 \fi
2381 % ==
2382 % At this point all parameters are defined if 'import'. Now we
2383 % execute some code depending on them. But what about if nothing was
2384 % imported? We just set the basic parameters, but still loading the
2385 % whole ini file.
2386 \bb1@load@basic{#2}%
2387 % == script, language ==
2388 % Override the values from ini or defines them
2389 \ifx\bb1@KVP@script\@nil\else
2390 \bb1@csarg\edef{sname@#2}{ \bb1@KVP@script }%
2391 \fi
2392 \ifx\bb1@KVP@language\@nil\else
2393 \bb1@csarg\edef{lname@#2}{ \bb1@KVP@language }%
2394 \fi
2395 % == onchar ==
2396 \ifx\bb1@KVP@onchar\@nil\else
2397 \bb1@luahyphenate
2398 \bb1@exp{
2399 \\\AddToHook{env/document/before}{ \\\select@language{#2} } }%
2400 \directlua{
2401 if Babel.locale_mapped == nil then
2402 Babel.locale_mapped = true
2403 Babel.linebreaking.add_before(Babel.locale_map)
2404 Babel.loc_to_scr = {}
2405 Babel.chr_to_loc = Babel.chr_to_loc or {}
2406 end}%
2407 \bb1@xin@{ ids }{ \bb1@KVP@onchar\space }%
2408 \ifin@

```

```

2409 \ifx\babel@starthyphens\@undefined % Needed if no explicit selection
2410 \AddBabelHook{babel-onchar}{beforestart}{\babel@starthyphens}%
2411 \fi
2412 \babel@exp{\babel@add{\babel@starthyphens
2413 {\babel@patterns@lua{\language\language}}}%
2414 % TODO - error/warning if no script
2415 \directlua{
2416   if Babel.script_blocks['\babel@cl{sbc}'] then
2417     Babel.loc_to_scr[\the\localeid] =
2418       Babel.script_blocks['\babel@cl{sbc}']
2419     Babel.locale_props[\the\localeid].lc = \the\localeid\space
2420     Babel.locale_props[\the\localeid].lg = \the\@nameuse{l@language}\space
2421   end
2422 }%
2423 \fi
2424 \babel@xin@{ fonts }{ \babel@KVP@onchar\space}%
2425 \ifin@
2426 \babel@ifunset{babel@lsys@language}{\babel@provide@lsys@language}}}%
2427 \babel@ifunset{babel@wdir@language}{\babel@provide@dirs@language}}}%
2428 \directlua{
2429   if Babel.script_blocks['\babel@cl{sbc}'] then
2430     Babel.loc_to_scr[\the\localeid] =
2431       Babel.script_blocks['\babel@cl{sbc}']
2432   end}%
2433 \ifx\babel@mapselect\@undefined % TODO. almost the same as mapfont
2434 \AtBeginDocument{%
2435   \babel@patchfont{\babel@mapselect}}%
2436   {\selectfont}}%
2437 \def\babel@mapselect{%
2438   \let\babel@mapselect\relax
2439   \edef\babel@prefontid{\fontid\font}%
2440 \def\babel@mapdir##1{%
2441   {\def\language{##1}%
2442     \let\babel@ifrestoring\@firstoftwo % To avoid font warning
2443     \babel@switchfont
2444     \ifnum\fontid\font>\z@ % A hack, for the pgf nullfont hack
2445       \directlua{
2446         Babel.locale_props[\the\csname babel@id@##1\endcsname]%
2447           ['\babel@prefontid'] = \fontid\font\space}%
2448       \fi}}%
2449 \fi
2450 \babel@exp{\babel@add{\babel@mapselect{\babel@mapdir@language}}}%
2451 \fi
2452 % TODO - catch non-valid values
2453 \fi
2454 % == mapfont ==
2455 % For bidi texts, to switch the font based on direction
2456 \ifx\babel@KVP@mapfont\@nil\else
2457   \babel@ifsamestring{\babel@KVP@mapfont}{direction}}}%
2458   {\babel@error{Option '\babel@KVP@mapfont' unknown for\%
2459     mapfont. Use 'direction'.%
2460     {See the manual for details.}}}%
2461 \babel@ifunset{babel@lsys@language}{\babel@provide@lsys@language}}}%
2462 \babel@ifunset{babel@wdir@language}{\babel@provide@dirs@language}}}%
2463 \ifx\babel@mapselect\@undefined % TODO. See onchar.
2464 \AtBeginDocument{%
2465   \babel@patchfont{\babel@mapselect}}%
2466   {\selectfont}}%
2467 \def\babel@mapselect{%
2468   \let\babel@mapselect\relax
2469   \edef\babel@prefontid{\fontid\font}%
2470 \def\babel@mapdir##1{%
2471   {\def\language{##1}%

```

```

2472         \let\bbl@ifrestoring\@firstoftwo % avoid font warning
2473         \bbl@switchfont
2474         \directlua{Babel.fontmap
2475             [\the\csname bbl@wdir@##1\endcsname]%
2476             [\bbl@prefontid]=\fontid\font}}}%
2477     \fi
2478     \bbl@exp{\bbl@add\bbl@mapselect{\bbl@mapdir\languagename}}}%
2479 \fi
2480 % == Line breaking: intraspace, intrapenalty ==
2481 % For CJK, East Asian, Southeast Asian, if interspace in ini
2482 \ifx\bbl@KVP@intraspace\@nil\else % We can override the ini or set
2483     \bbl@csarg\edef{intsp@#2}{\bbl@KVP@intraspace}%
2484 \fi
2485 \bbl@provide@intraspace
2486 % == Line breaking: CJK quotes ==
2487 \ifcase\bbl@engine\or
2488     \bbl@xin@{/c}{\bbl@c1{lnbrk}}}%
2489     \ifin@
2490         \bbl@ifunset{bbl@quote@\languagename}{}%
2491         {\directlua{
2492             Babel.locale_props[\the\localeid].cjk_quotes = {}
2493             local cs = 'op'
2494             for c in string.utfvalues(
2495                 [[\csname bbl@quote@\languagename\endcsname]]) do
2496                 if Babel.cjk_characters[c].c == 'qu' then
2497                     Babel.locale_props[\the\localeid].cjk_quotes[c] = cs
2498                 end
2499                 cs = ( cs == 'op') and 'cl' or 'op'
2500             end
2501         }}}%
2502     \fi
2503 \fi
2504 % == Line breaking: justification ==
2505 \ifx\bbl@KVP@justification\@nil\else
2506     \let\bbl@KVP@linebreaking\bbl@KVP@justification
2507 \fi
2508 \ifx\bbl@KVP@linebreaking\@nil\else
2509     \bbl@xin@{\bbl@KVP@linebreaking,}{,elongated,kashida,cjk,unhyphenated,}%
2510     \ifin@
2511         \bbl@csarg\xdef
2512             {lnbrk@\languagename}{\expandafter\@car\bbl@KVP@linebreaking\@nil}%
2513     \fi
2514 \fi
2515 \bbl@xin@{/e}{\bbl@c1{lnbrk}}}%
2516 \ifin@else\bbl@xin@{/k}{\bbl@c1{lnbrk}}\fi
2517 \ifin@\bbl@arabicjust\fi
2518 % == Line breaking: hyphenate.other.(locale|script) ==
2519 \ifx\bbl@lbfkflag\@empty
2520     \bbl@ifunset{bbl@hyotl@\languagename}{}%
2521     {\bbl@csarg\bbl@replace{hyotl@\languagename}{ }{,}%
2522     \bbl@startcommands*\languagename}{}%
2523     \bbl@csarg\bbl@foreach{hyotl@\languagename}{%
2524         \ifcase\bbl@engine
2525             \ifnum##1<257
2526                 \SetHyphenMap{\BabelLower{##1}{##1}}%
2527             \fi
2528             \else
2529                 \SetHyphenMap{\BabelLower{##1}{##1}}%
2530             \fi}%
2531     \bbl@endcommands}%
2532 \bbl@ifunset{bbl@hyots@\languagename}{}%
2533 {\bbl@csarg\bbl@replace{hyots@\languagename}{ }{,}%
2534 \bbl@csarg\bbl@foreach{hyots@\languagename}{%

```

```

2535 \ifcase\bbbl@engine
2536 \ifnum##1<257
2537 \global\lccode##1=##1\relax
2538 \fi
2539 \else
2540 \global\lccode##1=##1\relax
2541 \fi}%
2542 \fi
2543 % == Counters: maparabic ==
2544 % Native digits, if provided in ini (TeX level, xe and lua)
2545 \ifcase\bbbl@engine\else
2546 \bbbl@ifunset{\bbbl@dgnat@\languagename}{}%
2547 {\expandafter\ifx\csname bbl@dgnat@\languagename\endcsname\@empty\else
2548 \expandafter\expandafter\expandafter
2549 \bbbl@setdigits\csname bbl@dgnat@\languagename\endcsname
2550 \ifx\bbbl@KVP@maparabic\@nil\else
2551 \ifx\bbbl@latinarabic\@undefined
2552 \expandafter\let\expandafter\@arabic
2553 \csname bbl@counter@\languagename\endcsname
2554 \else % ie, if layout=counters, which redefines \@arabic
2555 \expandafter\let\expandafter\bbbl@latinarabic
2556 \csname bbl@counter@\languagename\endcsname
2557 \fi
2558 \fi
2559 \fi}%
2560 \fi
2561 % == Counters: mapdigits ==
2562 % Native digits (lua level).
2563 \ifodd\bbbl@engine
2564 \ifx\bbbl@KVP@mapdigits\@nil\else
2565 \bbbl@ifunset{\bbbl@dgnat@\languagename}{}%
2566 {\RequirePackage{luatexbase}%
2567 \bbbl@activate@preotf
2568 \directlua{
2569 Babel = Babel or {} %%% -> presets in luababel
2570 Babel.digits_mapped = true
2571 Babel.digits = Babel.digits or {}
2572 Babel.digits[\the\localeid] =
2573 table.pack(string.utfvalue('\bbbl@cl{dgnat}'))
2574 if not Babel.numbers then
2575 function Babel.numbers(head)
2576 local LOCALE = Babel.attr_locale
2577 local GLYPH = node.id'glyph'
2578 local inmath = false
2579 for item in node.traverse(head) do
2580 if not inmath and item.id == GLYPH then
2581 local temp = node.get_attribute(item, LOCALE)
2582 if Babel.digits[temp] then
2583 local chr = item.char
2584 if chr > 47 and chr < 58 then
2585 item.char = Babel.digits[temp][chr-47]
2586 end
2587 end
2588 elseif item.id == node.id'math' then
2589 inmath = (item.subtype == 0)
2590 end
2591 end
2592 return head
2593 end
2594 end
2595 }%%
2596 \fi
2597 \fi

```

```

2598 % == Counters: alph, Alph ==
2599 % What if extras<lang> contains a \babel@save\@alph? It won't be
2600 % restored correctly when exiting the language, so we ignore
2601 % this change with the \bbl@alph@saved trick.
2602 \ifx\bbl@KVP@alph\@nil\else
2603   \bbl@extras@wrap{\bbl@alph@saved}%
2604   {\let\bbl@alph@saved\@alph}%
2605   {\let\@alph\bbl@alph@saved
2606     \babel@save\@alph}%
2607   \bbl@exp{%
2608     \bbl@add\<extras\language\name>%
2609     \let\@alph\<bbl@cntr\bbl@KVP@alph @\language\name>}}%
2610 \fi
2611 \ifx\bbl@KVP@Alph\@nil\else
2612   \bbl@extras@wrap{\bbl@Alph@saved}%
2613   {\let\bbl@Alph@saved\@Alph}%
2614   {\let\@Alph\bbl@Alph@saved
2615     \babel@save\@Alph}%
2616   \bbl@exp{%
2617     \bbl@add\<extras\language\name>%
2618     \let\@Alph\<bbl@cntr\bbl@KVP@Alph @\language\name>}}%
2619 \fi
2620 % == require.babel in ini ==
2621 % To load or reload the babel-*.tex, if require.babel in ini
2622 \ifx\bbl@beforestart\relax\else % But not in doc aux or body
2623   \bbl@ifunset\bbl@rqtex\@language\name\{}%
2624   {\expandafter\ifx\csname bbl@rqtex\@language\name\endcsname\@empty\else
2625     \let\BabelBeforeIni\@gobbletwo
2626     \chardef\atcatcode=\catcode\@
2627     \catcode\@=11\relax
2628     \bbl@input@texini{\bbl@cs{rqtex\@language\name}}%
2629     \catcode\@=\atcatcode
2630     \let\atcatcode\relax
2631     \global\bbl@csarg\let{rqtex\@language\name}\relax
2632   \fi}%
2633 \fi
2634 % == frenchspacing ==
2635 \ifcase\bbl@howloaded\in@true\else\in@false\fi
2636 \ifin@else\bbl@xin@{typography/frenchspacing}\bbl@key@list\fi
2637 \ifin@
2638   \bbl@extras@wrap{\bbl@pre@fs}%
2639   {\bbl@pre@fs}%
2640   {\bbl@post@fs}%
2641 \fi
2642 % == Release saved transforms ==
2643 \bbl@release@transforms\relax % \relax closes the last item.
2644 % == main ==
2645 \ifx\bbl@KVP@main\@nil % Restore only if not 'main'
2646   \let\language\babel@savelangname
2647   \chardef\localeid\bbl@savelocaleid\relax
2648 \fi}

```

Depending on whether or not the language exists (based on \date<language>), we define two macros. Remember \bbl@startcommands opens a group.

```

2649 \def\bbl@provide@new#1{%
2650   \@namedef{date#1}\{}% marks lang exists - required by \StartBabelCommands
2651   \@namedef{extras#1}\{}%
2652   \@namedef{noextras#1}\{}%
2653   \bbl@startcommands*{#1}{captions}%
2654   \ifx\bbl@KVP@captions\@nil % and also if import, implicit
2655     \def\bbl@tempb##1{% elt for \bbl@captionslist
2656       \ifx##1\@empty\else
2657         \bbl@exp{%

```

```

2658         \\SetString\\##1{%
2659         \\bbl@nocaption{\bbl@stripslash##1}{#1\bbl@stripslash##1}}}%
2660         \expandafter\bbl@tempb
2661         \fi}%
2662         \expandafter\bbl@tempb\bbl@captionslist\@empty
2663         \else
2664         \ifx\bbl@initoload\relax
2665         \bbl@read@ini{\bbl@KVP@captions}2% % Here letters cat = 11
2666         \else
2667         \bbl@read@ini{\bbl@initoload}2% % Same
2668         \fi
2669         \fi
2670 \StartBabelCommands*{#1}{date}%
2671 \ifx\bbl@KVP@import\@nil
2672 \bbl@exp{%
2673     \\SetString\\today{\\bbl@nocaption{today}{#1today}}}%
2674 \else
2675 \bbl@savetoday
2676 \bbl@savestate
2677 \fi
2678 \bbl@endcommands
2679 \bbl@load@basic{#1}%
2680 % == hyphenmins == (only if new)
2681 \bbl@exp{%
2682     \gdef\<#1hyphenmins>{%
2683         {\bbl@ifunset{\bbl@lfthm@#1}{2}{\bbl@cs{lfthm@#1}}}%
2684         {\bbl@ifunset{\bbl@rgthm@#1}{3}{\bbl@cs{rgthm@#1}}}}}%
2685 % == hyphenrules (also in renew) ==
2686 \bbl@provide@hyphens{#1}%
2687 \ifx\bbl@KVP@main\@nil\else
2688 \expandafter\main@language\expandafter{#1}%
2689 \fi}
2690 %
2691 \def\bbl@provide@renew#1{%
2692 \ifx\bbl@KVP@captions\@nil\else
2693 \StartBabelCommands*{#1}{captions}%
2694 \bbl@read@ini{\bbl@KVP@captions}2% % Here all letters cat = 11
2695 \EndBabelCommands
2696 \fi
2697 \ifx\bbl@KVP@import\@nil\else
2698 \StartBabelCommands*{#1}{date}%
2699 \bbl@savetoday
2700 \bbl@savestate
2701 \EndBabelCommands
2702 \fi
2703 % == hyphenrules (also in new) ==
2704 \ifx\bbl@lbkflag\@empty
2705 \bbl@provide@hyphens{#1}%
2706 \fi}

```

Load the basic parameters (ids, typography, counters, and a few more), while captions and dates are left out. But it may happen some data has been loaded before automatically, so we first discard the saved values. (TODO. But preserving previous values would be useful.)

```

2707 \def\bbl@load@basic#1{%
2708 \ifcase\bbl@howloaded\or\or
2709 \ifcase\csname bbl@llevel@\language\endcsname
2710 \bbl@csarg\let\lname@\language\relax
2711 \fi
2712 \fi
2713 \bbl@ifunset{\bbl@lname@#1}%
2714 {\def\BabelBeforeIni##1##2{%
2715     \begingroup
2716     \let\bbl@ini@captions@aux\@gobbletwo

```

```

2717     \def\bbl@inidate ####1.####2.####3.####4\relax ####5####6{%
2718     \bbl@read@ini{##1}1%
2719     \ifx\bbl@initoload\relax\endinput\fi
2720     \endgroup}%
2721     \begingroup           % boxed, to avoid extra spaces:
2722     \ifx\bbl@initoload\relax
2723     \bbl@input@texini{##1}%
2724     \else
2725     \setbox\z@\hbox{\BabelBeforeIni{\bbl@initoload}}}%
2726     \fi
2727     \endgroup}%
2728     {}

```

The hyphenrules option is handled with an auxiliary macro.

```

2729 \def\bbl@provide@hyphens#1{%
2730   \let\bbl@tempa\relax
2731   \ifx\bbl@KVP@hyphenrules@nil\else
2732     \bbl@replace\bbl@KVP@hyphenrules{ }{,}%
2733     \bbl@foreach\bbl@KVP@hyphenrules{%
2734       \ifx\bbl@tempa\relax % if not yet found
2735         \bbl@ifsamestring{##1}{+}%
2736         {{\bbl@exp{\addlanguage\<l@##1>}}}%
2737         {}%
2738         \bbl@ifunset{l@##1}%
2739         {}%
2740         {\bbl@exp{\let\bbl@tempa\<l@##1>}}%
2741       \fi}%
2742   \fi
2743   \ifx\bbl@tempa\relax % if no opt or no language in opt found
2744     \ifx\bbl@KVP@import@nil
2745       \ifx\bbl@initoload\relax\else
2746         \bbl@exp{%
2747           \bbl@ifblank{\bbl@cs{hyphr@#1}}%
2748           {}%
2749           {\let\bbl@tempa\<l@\bbl@c{l{hyphr}}>}}%
2750       \fi
2751     \else % if importing
2752       \bbl@exp{%
2753         \bbl@ifblank{\bbl@cs{hyphr@#1}}%
2754         {}%
2755         {\let\bbl@tempa\<l@\bbl@c{l{hyphr}}>}}%
2756     \fi
2757   \fi
2758   \bbl@ifunset{\bbl@tempa}% ie, relax or undefined
2759   {\bbl@ifunset{l@#1}% no hyphenrules found - fallback
2760     {\bbl@exp{\adddialect\<l@#1>\language}}%
2761     {}}% so, l@<lang> is ok - nothing to do
2762     {\bbl@exp{\adddialect\<l@#1>\bbl@tempa}}% found in opt list or ini

```

The reader of babel-...tex files. We reset temporarily some catcodes.

```

2763 \def\bbl@input@texini#1{%
2764   \bbl@bsphack
2765   \bbl@exp{%
2766     \catcode`\%%=14 \catcode`\%%=0
2767     \catcode`\%{=1 \catcode`\%{=2
2768     \lowercase{\InputIfFileExists{babel-#1.tex}}}%
2769     \catcode`\%%=\the\catcode`\%\relax
2770     \catcode`\%{=\the\catcode`\%{\relax
2771     \catcode`\%{=\the\catcode`\%{\relax
2772     \catcode`\%{=\the\catcode`\%{\relax}%
2773   \bbl@esphack}

```

The following macros read and store ini files (but don't process them). For each line, there are 3 possible actions: ignore if starts with ;, switch section if starts with [, and store otherwise. There are

used in the first step of \bbl@read@ini.

```

2774 \def\bbl@iniline#1\bbl@iniline{%
2775   \@ifnextchar[\bbl@inisection{\@ifnextchar\bbl@iniskip\bbl@inistore}#1\@@}% ]
2776 \def\bbl@inisection[#1]#2\@@{\def\bbl@section{#1}}
2777 \def\bbl@iniskip#1\@@{%      if starts with ;
2778 \def\bbl@inistore#1=#2\@@{%   full (default)
2779   \bbl@trim@def\bbl@tempa{#1}%
2780   \bbl@trim\toks@{#2}%
2781   \bbl@xin@{\bbl@section/\bbl@tempa;}{\bbl@key@list}%
2782   \ifin@else
2783     \bbl@exp{%
2784       \\g@addto@macro\\bbl@inidata{%
2785         \\bbl@elt{\bbl@section}{\bbl@tempa}{\the\toks@}}}%
2786   \fi}
2787 \def\bbl@inistore@min#1=#2\@@{% minimal (maybe set in \bbl@read@ini)
2788   \bbl@trim@def\bbl@tempa{#1}%
2789   \bbl@trim\toks@{#2}%
2790   \bbl@xin@{.identification.}{.\bbl@section.}%
2791   \ifin@
2792     \bbl@exp{\\g@addto@macro\\bbl@inidata{%
2793       \\bbl@elt{identification}{\bbl@tempa}{\the\toks@}}}%
2794   \fi}

```

Now, the ‘main loop’, which **must be executed inside a group**. At this point, \bbl@inidata may contain data declared in \babelprovide, with ‘slashed’ keys. There are 3 steps: first read the ini file and store it; then traverse the stored values, and process some groups if required (date, captions, labels, counters); finally, ‘export’ some values by defining global macros (identification, typography, characters, numbers). The second argument is 0 when called to read the minimal data for fonts; with \babelprovide it’s either 1 or 2.

```

2795 \ifx\bbl@readstream\undefined
2796   \csname newread\endcsname\bbl@readstream
2797 \fi
2798 \def\bbl@read@ini#1#2{%
2799   \global\let\bbl@extend@ini\@gobble
2800   \openin\bbl@readstream=babel-#1.ini
2801   \ifeof\bbl@readstream
2802     \bbl@error
2803     {There is no ini file for the requested language\\%
2804     (#1: \language). Perhaps you misspelled it or your\\%
2805     installation is not complete.}%
2806     {Fix the name or reinstall babel.}%
2807   \else
2808     % == Store ini data in \bbl@inidata ==
2809     \catcode`\[=12 \catcode`\]=12 \catcode`\==12 \catcode`\&=12
2810     \catcode`\;=12 \catcode`\|=12 \catcode`\%=14 \catcode`\-=12
2811     \bbl@info{Importing
2812       \ifcase#2font and identification \or basic \fi
2813       data for \language\\%
2814       from babel-#1.ini. Reported}%
2815     \ifnum#2=\z@
2816       \global\let\bbl@inidata\@empty
2817       \let\bbl@inistore\bbl@inistore@min % Remember it's local
2818     \fi
2819     \def\bbl@section{identification}%
2820     \bbl@exp{\\bbl@inistore tag.ini=#1\\@@}%
2821     \bbl@inistore load.level=#2\@@
2822     \loop
2823     \if T\ifeof\bbl@readstream F\fi T\relax % Trick, because inside \loop
2824       \endlinechar\m@ne
2825       \read\bbl@readstream to \bbl@line
2826       \endlinechar\^^M
2827       \ifx\bbl@line\@empty\else
2828         \expandafter\bbl@iniline\bbl@line\bbl@iniline

```

```

2829     \fi
2830 \repeat
2831 % == Process stored data ==
2832 \bbl@csarg\xdef{lini@language}{#1}%
2833 \bbl@read@ini@aux
2834 % == 'Export' data ==
2835 \bbl@ini@exports{#2}%
2836 \global\bbl@csarg\let{inidata@language}\bbl@inidata
2837 \global\let\bbl@inidata@empty
2838 \bbl@exp{\bbl@add@list\bbl@ini@loaded{language}}%
2839 \bbl@tglobal\bbl@ini@loaded
2840 \fi}
2841 \def\bbl@read@ini@aux{%
2842 \let\bbl@savestrings@empty
2843 \let\bbl@savetoday@empty
2844 \let\bbl@savestate@empty
2845 \def\bbl@elt##1##2##3{%
2846 \def\bbl@section{##1}%
2847 \in@{=date.}{=##1}% Find a better place
2848 \ifin@
2849 \bbl@ini@calendar{##1}%
2850 \fi
2851 \bbl@ifunset{bbl@inikv@##1}{}%
2852 {\csname bbl@inikv@##1\endcsname{##2}{##3}}%
2853 \bbl@inidata}

```

A variant to be used when the ini file has been already loaded, because it's not the first
\babelprovide for this language.

```

2854 \def\bbl@extend@ini@aux#1{%
2855 \bbl@startcommands*{#1}{captions}%
2856 % Activate captions/... and modify exports
2857 \bbl@csarg\def{inikv@captions.licr}##1##2{%
2858 \setlocalecaption{#1}{##1}{##2}}%
2859 \def\bbl@inikv@captions##1##2{%
2860 \bbl@ini@captions@aux{##1}{##2}}%
2861 \def\bbl@stringdef##1##2{\gdef##1{##2}}%
2862 \def\bbl@exportkey##1##2##3{%
2863 \bbl@ifunset{bbl@kv@##2}{}%
2864 {\expandafter\ifx\csname bbl@kv@##2\endcsname\empty\else
2865 \bbl@exp{\global\let<bbl@##1@language>\<bbl@kv@##2>}}%
2866 \fi}}%
2867 % As with \bbl@read@ini, but with some changes
2868 \bbl@read@ini@aux
2869 \bbl@ini@exports\tw@
2870 % Update inidata@lang by pretending the ini is read.
2871 \def\bbl@elt##1##2##3{%
2872 \def\bbl@section{##1}%
2873 \bbl@iniline##2=##3\bbl@iniline}%
2874 \csname bbl@inidata@#1\endcsname
2875 \global\bbl@csarg\let{inidata@#1}\bbl@inidata
2876 \StartBabelCommands*{#1}{date}% And from the import stuff
2877 \def\bbl@stringdef##1##2{\gdef##1{##2}}%
2878 \bbl@savetoday
2879 \bbl@savestate
2880 \bbl@endcommands}

```

A somewhat hackish tool to handle calendar sections. To be improved.

```

2881 \def\bbl@ini@calendar#1{%
2882 \lowercase{\def\bbl@tempa{=##1=}}%
2883 \bbl@replace\bbl@tempa{=date.gregorian}{}%
2884 \bbl@replace\bbl@tempa{=date.}{}%
2885 \in@{.licr=}{#1=}%
2886 \ifin@
2887 \ifcase\bbl@engine

```

```

2888 \bbl@replace\bbl@tempa{.licr={}}%
2889 \else
2890 \let\bbl@tempa\relax
2891 \fi
2892 \fi
2893 \ifx\bbl@tempa\relax\else
2894 \bbl@replace\bbl@tempa{=}{}%
2895 \bbl@exp{%
2896 \def\<bbl@inikv@#1>####1####2{%
2897 \\\bbl@inidate####1...\relax{####2}{\bbl@tempa}}}%
2898 \fi}

```

A key with a slash in \babelprovide replaces the value in the ini file (which is ignored altogether). The mechanism is simple (but suboptimal): add the data to the ini one (at this point the ini file has not yet been read), and define a dummy macro. When the ini file is read, just skip the corresponding key and reset the macro (in \bbl@inistore above).

```

2899 \def\bbl@renewinikey#1/#2\@#3{%
2900 \edef\bbl@tempa{\zap@space #1 \@empty}% section
2901 \edef\bbl@tempb{\zap@space #2 \@empty}% key
2902 \bbl@trim\toks@{#3}% value
2903 \bbl@exp{%
2904 \edef\\bbl@key@list{\bbl@key@list \bbl@tempa/\bbl@tempb;}%
2905 \\g@addto@macro\\bbl@inidata{%
2906 \\\bbl@elt{\bbl@tempa}{\bbl@tempb}{\the\toks@}}}%

```

The previous assignments are local, so we need to export them. If the value is empty, we can provide a default value.

```

2907 \def\bbl@exportkey#1#2#3{%
2908 \bbl@ifunset{\bbl@kv@#2}%
2909 {\bbl@csarg\gdef{#1@\language}\{#3}}%
2910 {\expandafter\ifx\csname \bbl@kv@#2\endcsname\@empty
2911 \bbl@csarg\gdef{#1@\language}\{#3}}%
2912 \else
2913 \bbl@exp{\global\let\<bbl@#1@\language>\<bbl@kv@#2>}%
2914 \fi}}

```

Key-value pairs are treated differently depending on the section in the ini file. The following macros are the readers for identification and typography. Note \bbl@ini@exports is called always (via \bbl@inisec), while \bbl@after@ini must be called explicitly after \bbl@read@ini if necessary.

```

2915 \def\bbl@iniwarning#1{%
2916 \bbl@ifunset{\bbl@kv@identification.warning#1}{}%
2917 {\bbl@warning{%
2918 From babel-\bbl@cs{lini@\language}.ini:\%
2919 \bbl@cs{@kv@identification.warning#1}\%
2920 Reported }}}
2921 %
2922 \let\bbl@release@transforms\@empty
2923 %
2924 \def\bbl@ini@exports#1{%
2925 % Identification always exported
2926 \bbl@iniwarning}%
2927 \ifcase\bbl@engine
2928 \bbl@iniwarning{.pdflatex}%
2929 \or
2930 \bbl@iniwarning{.lualatex}%
2931 \or
2932 \bbl@iniwarning{.xelatex}%
2933 \fi%
2934 \bbl@exportkey{llevel}{identification.load.level}}%
2935 \bbl@exportkey{elname}{identification.name.english}}%
2936 \bbl@exp{\\bbl@exportkey{lname}{identification.name.opentype}%
2937 {\csname \bbl@elname@\language\endcsname}}%
2938 \bbl@exportkey{tbcpr}{identification.tag.bcp47}}%
2939 \bbl@exportkey{lbcpr}{identification.language.tag.bcp47}}%

```

```

2940 \bbl@exportkey{lotf}{identification.tag.opentype}{dflt}%
2941 \bbl@exportkey{esname}{identification.script.name}{}%
2942 \bbl@exp{\bbl@exportkey{sname}{identification.script.name.opentype}%
2943   {csname bbl@esname@language\endcsname}}%
2944 \bbl@exportkey{sbcpr}{identification.script.tag.bcp47}{}%
2945 \bbl@exportkey{sotf}{identification.script.tag.opentype}{DFLT}%
2946 % Also maps bcp47 -> language
2947 \ifbbl@bcptoname
2948   \bbl@csarg\xdef{bcp@map@bbl@cl{tbcpr}}{language}%
2949 \fi
2950 % Conditional
2951 \ifnum#1>\z@ % 0 = only info, 1, 2 = basic, (re)new
2952   \bbl@exportkey{lnbrk}{typography.linebreaking}{h}%
2953   \bbl@exportkey{hyphr}{typography.hyphenrules}{}%
2954   \bbl@exportkey{lfthm}{typography.lefthyphenmin}{2}%
2955   \bbl@exportkey{rgthm}{typography.righthyphenmin}{3}%
2956   \bbl@exportkey{prehc}{typography.prehyphenchar}{}%
2957   \bbl@exportkey{hyotl}{typography.hyphenate.other.locale}{}%
2958   \bbl@exportkey{hyots}{typography.hyphenate.other.script}{}%
2959   \bbl@exportkey{intsp}{typography.intraspaces}{}%
2960   \bbl@exportkey{frspc}{typography.frenchspacing}{u}%
2961   \bbl@exportkey{chrng}{characters.ranges}{}%
2962   \bbl@exportkey{quote}{characters.delimiters.quotes}{}%
2963   \bbl@exportkey{dgnat}{numbers.digits.native}{}%
2964   \ifnum#1=\tw@ % only (re)new
2965     \bbl@exportkey{rqtex}{identification.require.babel}{}%
2966     \bbl@tglobal\bbl@savetoday
2967     \bbl@tglobal\bbl@savestate
2968     \bbl@savestrings
2969   \fi
2970 \fi}

```

A shared handler for key=val lines to be stored in \bbl@kv@<section>.<key>.

```

2971 \def\bbl@inikv#1#2{%      key=value
2972   \toks@{#2}%             This hides #'s from ini values
2973   \bbl@csarg\edef{@kv@bbl@section.#1}{\the\toks@}}

```

By default, the following sections are just read. Actions are taken later.

```

2974 \let\bbl@inikv@identification\bbl@inikv
2975 \let\bbl@inikv@typography\bbl@inikv
2976 \let\bbl@inikv@characters\bbl@inikv
2977 \let\bbl@inikv@numbers\bbl@inikv

```

Additive numerals require an additional definition. When .1 is found, two macros are defined – the basic one, without .1 called by \localnumeral, and another one preserving the trailing .1 for the ‘units’.

```

2978 \def\bbl@inikv@counters#1#2{%
2979   \bbl@ifsamestring{#1}{digits}%
2980   {\bbl@error{The counter name 'digits' is reserved for mapping\\%
2981     decimal digits}%
2982     {Use another name.}}%
2983   }%
2984   \def\bbl@tempc{#1}%
2985   \bbl@trim@def{\bbl@tempb*}{#2}%
2986   \in@{.1$}{#1$}%
2987   \ifin@
2988     \bbl@replace\bbl@tempc{.1}{}%
2989     \bbl@csarg\protected@xdef{cntr@bbl@tempc @language}{%
2990       \noexpand\bbl@alphnumeral{\bbl@tempc}}%
2991   \fi
2992   \in@{.F.}{#1}%
2993   \ifin@else\in@{.S.}{#1}\fi
2994   \ifin@
2995     \bbl@csarg\protected@xdef{cntr@#1@language}{\bbl@tempb*}%

```

```

2996 \else
2997 \toks@{}% Required by \bbl@buildifcase, which returns \bbl@tempa
2998 \expandafter\bbl@buildifcase\bbl@tempb* \ \ % Space after \ \
2999 \bbl@csarg{\global\expandafter\let}{\cnt@#1@language}\bbl@tempa
3000 \fi}

```

Now captions and captions.licr, depending on the engine. And below also for dates. They rely on a few auxiliary macros. It is expected the ini file provides the complete set in Unicode and LICR, in that order.

```

3001 \ifcase\bbl@engine
3002 \bbl@csarg\def{inikv@captions.licr}#1#2{%
3003 \bbl@ini@captions@aux{#1}{#2}}
3004 \else
3005 \def\bbl@inikv@captions#1#2{%
3006 \bbl@ini@captions@aux{#1}{#2}}
3007 \fi

```

The auxiliary macro for captions define \<caption>name.

```

3008 \def\bbl@ini@captions@template#1#2{% string language tempa=capt-name
3009 \bbl@replace\bbl@tempa{.template}{}}%
3010 \def\bbl@toreplace{#1}{}%
3011 \bbl@replace\bbl@toreplace{[ ]}{\nobreakspace{}}%
3012 \bbl@replace\bbl@toreplace{[{}]{\csname}%
3013 \bbl@replace\bbl@toreplace{[{}]{\csname the}%
3014 \bbl@replace\bbl@toreplace{[{}]{name\endcsname}}}%
3015 \bbl@replace\bbl@toreplace{[{}]{\endcsname}}}%
3016 \bbl@xin@{,\bbl@tempa,}{,chapter,appendix,part,}%
3017 \ifin@
3018 \nameuse{bbl@patch\bbl@tempa}%
3019 \global\bbl@csarg\let{\bbl@tempa fmt#2}\bbl@toreplace
3020 \fi
3021 \bbl@xin@{,\bbl@tempa,}{,figure,table,}%
3022 \ifin@
3023 \toks@\expandafter{\bbl@toreplace}%
3024 \bbl@exp{\gdef\<fnum@\bbl@tempa>{\the\toks@}}%
3025 \fi}
3026 \def\bbl@ini@captions@aux#1#2{%
3027 \bbl@trim\def\bbl@tempa{#1}%
3028 \bbl@xin@{.template}{\bbl@tempa}%
3029 \ifin@
3030 \bbl@ini@captions@template{#2}\language
3031 \else
3032 \bbl@ifblank{#2}%
3033 {\bbl@exp{%
3034 \toks@{\bbl@nocaption{\bbl@tempa}{\language\bbl@tempa name}}}%
3035 {\bbl@trim\toks@{#2}}}%
3036 \bbl@exp{%
3037 \bbl@add{\bbl@savestrings{%
3038 \SetString\<\bbl@tempa name>{\the\toks@}}}%
3039 \toks@\expandafter{\bbl@captionslist}%
3040 \bbl@exp{\in@{\<\bbl@tempa name>}{\the\toks@}}}%
3041 \ifin@ \else
3042 \bbl@exp{%
3043 \bbl@add\<bbl@extracaps@\language>{\<\bbl@tempa name>}%
3044 \bbl@tglobal\<bbl@extracaps@\language>}%
3045 \fi
3046 \fi}

```

Labels. Captions must contain just strings, no format at all, so there is new group in ini files.

```

3047 \def\bbl@list@the{%
3048 part,chapter,section,subsection,subsubsection,paragraph,%
3049 subparagraph,enumi,enumii,enumiii,enumiv,equation,figure,%
3050 table,page,footnote,mpfootnote,mpfn}
3051 \def\bbl@map@cnt#1{% #1:roman,etc, // #2:enumi,etc

```

```

3052 \bbl@ifunset{bbl@map@#1@\language\name}%
3053 {\@nameuse{#1}}%
3054 {\@nameuse{bbl@map@#1@\language\name}}%
3055 \def\bbl@inikv@labels#1#2{%
3056 \in@{.map}{#1}%
3057 \ifin@
3058 \ifx\bbl@KVP@labels\@nil\else
3059 \bbl@xin@{ map }{\bbl@KVP@labels\space}%
3060 \ifin@
3061 \def\bbl@tempc{#1}%
3062 \bbl@replace\bbl@tempc{.map}{}%
3063 \in@{, #2, }{arabic, roman, Roman, alph, Alph, fnsymbol,}%
3064 \bbl@exp{%
3065 \gdef\<bbl@map@\bbl@tempc @\language\name>%
3066 {\ifin@\<#2>\else\\localecounter{#2}\fi}}%
3067 \bbl@foreach\bbl@list@the{%
3068 \bbl@ifunset{the##1}{%
3069 {\bbl@exp{\let\\bbl@tempd\<the##1>}%
3070 \bbl@exp{%
3071 \\bbl@sreplace\<the##1>%
3072 {\<\bbl@tempc>{##1}}{\bbl@map@cnt{\bbl@tempc}{##1}}%
3073 \\bbl@sreplace\<the##1>%
3074 {\<\@empty @\bbl@tempc>\<c##1>}{\bbl@map@cnt{\bbl@tempc}{##1}}}%
3075 \expandafter\ifx\csname the##1\endcsname\bbl@tempd\else
3076 \toks@\expandafter\expandafter\expandafter{%
3077 \csname the##1\endcsname}%
3078 \expandafter\xdef\csname the##1\endcsname{{\the\toks@}}%
3079 \fi}}%
3080 \fi
3081 \fi
3082 %
3083 \else
3084 %
3085 % The following code is still under study. You can test it and make
3086 % suggestions. Eg, enumerate.2 = ([enumi]).([enumii]). It's
3087 % language dependent.
3088 \in@{enumerate.}{#1}%
3089 \ifin@
3090 \def\bbl@tempa{#1}%
3091 \bbl@replace\bbl@tempa{enumerate.}{}%
3092 \def\bbl@toreplace{#2}%
3093 \bbl@replace\bbl@toreplace{[ ]}{\nobreakspace{}}%
3094 \bbl@replace\bbl@toreplace{{}}{\csname the}%
3095 \bbl@replace\bbl@toreplace{}}{\endcsname{}}%
3096 \toks@\expandafter{\bbl@toreplace}%
3097 % TODO. Execute only once:
3098 \bbl@exp{%
3099 \\bbl@add\<extras\language\name>%
3100 \\babel@save\<labelenum\romannumeral\bbl@tempa>%
3101 \def\<labelenum\romannumeral\bbl@tempa>{\the\toks@}}%
3102 \\bbl@tglobal\<extras\language\name>}%
3103 \fi
3104 \fi}

```

To show correctly some captions in a few languages, we need to patch some internal macros, because the order is hardcoded. For example, in Japanese the chapter number is surrounded by two string, while in Hungarian is placed after. These replacement works in many classes, but not all. Actually, the following lines are somewhat tentative.

```

3105 \def\bbl@chapttype{chapter}
3106 \ifx\@makechapterhead\undefined
3107 \let\bbl@patchchapter\relax
3108 \else\ifx\thechapter\undefined
3109 \let\bbl@patchchapter\relax

```

```

3110 \else\ifx\ps@headings\undefined
3111 \let\bbl@patchchapter\relax
3112 \else
3113 \def\bbl@patchchapter{%
3114 \global\let\bbl@patchchapter\relax
3115 \gdef\bbl@chfmt{%
3116 \bbl@ifunset{\bbl@bbl@chapttype fmt@\language}%
3117 {\@chapapp\space\thechapter}
3118 {\@nameuse{\bbl@bbl@chapttype fmt@\language}}}
3119 \bbl@add\appendix{\def\bbl@chapttype{appendix}}% Not harmful, I hope
3120 \bbl@sreplace\ps@headings{\@chapapp\ \thechapter}{\bbl@chfmt}%
3121 \bbl@sreplace\chaptermark{\@chapapp\ \thechapter}{\bbl@chfmt}%
3122 \bbl@sreplace\@makechapterhead{\@chapapp\space\thechapter}{\bbl@chfmt}%
3123 \bbl@tglobal\appendix
3124 \bbl@tglobal\ps@headings
3125 \bbl@tglobal\chaptermark
3126 \bbl@tglobal\@makechapterhead}
3127 \let\bbl@patchappendix\bbl@patchchapter
3128 \fi\fi\fi
3129 \ifx\@part\undefined
3130 \let\bbl@patchpart\relax
3131 \else
3132 \def\bbl@patchpart{%
3133 \global\let\bbl@patchpart\relax
3134 \gdef\bbl@partformat{%
3135 \bbl@ifunset{\bbl@partfmt@\language}%
3136 {\partname\nobreakspace\thepart}
3137 {\@nameuse{\bbl@partfmt@\language}}}
3138 \bbl@sreplace\@part{\partname\nobreakspace\thepart}{\bbl@partformat}%
3139 \bbl@tglobal\@part}
3140 \fi

```

Date. TODO. Document

```

3141 % Arguments are _not_ protected.
3142 \let\bbl@calendar\@empty
3143 \DeclareRobustCommand\localedate[1][\bbl@localedate{#1}]
3144 \def\bbl@localedate#1#2#3#4{%
3145 \begingroup
3146 \ifx\@empty#1\@empty\else
3147 \let\bbl@ld@calendar\@empty
3148 \let\bbl@ld@variant\@empty
3149 \edef\bbl@tempa{\zap@space#1 \@empty}%
3150 \def\bbl@tempb##1=##2\@{\@namedef{\bbl@ld##1}{##2}}%
3151 \bbl@foreach\bbl@tempa{\bbl@tempb##1\@}%
3152 \edef\bbl@calendar{%
3153 \bbl@ld@calendar
3154 \ifx\bbl@ld@variant\@empty\else
3155 .\bbl@ld@variant
3156 \fi}%
3157 \bbl@replace\bbl@calendar{gregorian}{}}%
3158 \fi
3159 \bbl@cased
3160 {\@nameuse{\bbl@date@\language @\bbl@calendar}{#2}{#3}{#4}}%
3161 \endgroup}
3162 % eg: 1=months, 2=wide, 3=1, 4=dummy, 5=value, 6=calendar
3163 \def\bbl@inidate#1.#2.#3.#4\relax#5#6{% TODO - ignore with 'captions'
3164 \bbl@trim@def\bbl@tempa{#1.#2}%
3165 \bbl@ifsamestring{\bbl@tempa}{months.wide}% to savedate
3166 {\bbl@trim@def\bbl@tempa{#3}%
3167 \bbl@trim\toks@{#5}%
3168 \@temptokena\expandafter{\bbl@savestate}%
3169 \bbl@exp{% Reverse order - in ini last wins
3170 \def\\bbl@savestate{%

```

```

3171      \\SetString\<month\romannumeral\bbl@tempa#6name>\the\toks@}%
3172      \the\@temptokena}}}%
3173      {\bbl@ifsamestring{\bbl@tempa}{date.long}%      defined now
3174      {\lowercase{\def\bbl@tempb{#6}}}%
3175      \bbl@trim@def\bbl@toreplace{#5}%
3176      \bbl@TG@@date
3177      \bbl@ifunset{\bbl@date@\languagename @}%
3178      {\bbl@exp{% TODO. Move to a better place.
3179      \gdef\<\languagename date>\protect\<\languagename date >}%
3180      \gdef\<\languagename date >####1####2####3{%
3181      \\bbl@usedategroupttrue
3182      \<bbl@ensure@\languagename>{%
3183      \\localedate{####1}{####2}{####3}}}%
3184      \\bbl@add\\bbl@savetoday{%
3185      \\SetString\\today{%
3186      \<\languagename date>%
3187      {\the\year}{\the\month}{\the\day}}}}}%
3188      }%
3189      \global\bbl@csarg\let{date@\languagename @}\bbl@toreplace
3190      \ifx\bbl@tempb\empty\else
3191      \global\bbl@csarg\let{date@\languagename @}\bbl@tempb\bbl@toreplace
3192      \fi}%
3193      {}%

```

Dates will require some macros for the basic formatting. They may be redefined by language, so “semi-public” names (camel case) are used. Oddly enough, the CLDR places particles like “de” inconsistently in either in the date or in the month name. Note after \bbl@replace \toks@ contains the resulting string, which is used by \bbl@replace@finish@iii (this implicit behavior doesn’t seem a good idea, but it’s efficient).

```

3194 \let\bbl@calendar\empty
3195 \newcommand\BabelDateSpace{\nobreakspace}
3196 \newcommand\BabelDateDot{.\@} % TODO. \let instead of repeating
3197 \newcommand\BabelDated[1]{\number#1}
3198 \newcommand\BabelDatedd[1]{\ifnum#1<10 0\fi\number#1}
3199 \newcommand\BabelDateM[1]{\number#1}
3200 \newcommand\BabelDateMM[1]{\ifnum#1<10 0\fi\number#1}
3201 \newcommand\BabelDateMMMM[1]{\ifnum#1<10 0\fi\number#1}
3202 \csname month\romannumeral#1\bbl@calendar name\endcsname}}%
3203 \newcommand\BabelDatey[1]{\number#1}%
3204 \newcommand\BabelDateyy[1]{\ifnum#1<10 0\number#1 %
3205 \else\ifnum#1<100 \number#1 %
3206 \else\ifnum#1<1000 \expandafter\@gobble\number#1 %
3207 \else\ifnum#1<10000 \expandafter\@gobbletwo\number#1 %
3208 \else
3209 \bbl@error
3210 {Currently two-digit years are restricted to the\
3211 range 0-9999.}%
3212 {There is little you can do. Sorry.}%
3213 \fi\fi\fi\fi}}
3214 \newcommand\BabelDateyyyy[1]{\number#1} % TODO - add leading 0
3215 \def\bbl@replace@finish@iii#1{%
3216 \bbl@exp{\def\#1####1####2####3{\the\toks@}}
3217 \def\bbl@TG@@date{%
3218 \bbl@replace\bbl@toreplace{[ ]}{\BabelDateSpace}}%
3219 \bbl@replace\bbl@toreplace{[. ]}{\BabelDateDot}}%
3220 \bbl@replace\bbl@toreplace{[d]}{\BabelDated{####3}}%
3221 \bbl@replace\bbl@toreplace{[dd]}{\BabelDatedd{####3}}%
3222 \bbl@replace\bbl@toreplace{[M]}{\BabelDateM{####2}}%
3223 \bbl@replace\bbl@toreplace{[MM]}{\BabelDateMM{####2}}%
3224 \bbl@replace\bbl@toreplace{[MMM]}{\BabelDateMMM{####2}}%
3225 \bbl@replace\bbl@toreplace{[yyy]}{\BabelDatey{####1}}%
3226 \bbl@replace\bbl@toreplace{[yy]}{\BabelDateyy{####1}}%

```



```

3228 \bbl@replace\bbl@toreplace{[yyyy]}{\BabelDateyyyy{####1}}%
3229 \bbl@replace\bbl@toreplace{[y]}{\bbl@datecctr[####1]}%
3230 \bbl@replace\bbl@toreplace{[m]}{\bbl@datecctr[####2]}%
3231 \bbl@replace\bbl@toreplace{[d]}{\bbl@datecctr[####3]}%
3232 \bbl@replace@finish@iii\bbl@toreplace}
3233 \def\bbl@datecctr{\expandafter\bbl@xdatecctr\expandafter}
3234 \def\bbl@xdatecctr[#1|#2]{\localenumeral{#2}{#1}}

```

Transforms.

```

3235 \let\bbl@release@transforms\@empty
3236 \@namedef{bbl@inikv@transforms.prehyphenation}{%
3237 \bbl@transforms\babelprehyphenation}
3238 \@namedef{bbl@inikv@transforms.posthyphenation}{%
3239 \bbl@transforms\babelposthyphenation}
3240 \def\bbl@transforms@aux#1#2#3#4,#5\relax{%
3241 #1[#2]{#3}{#4}{#5}}
3242 \begingroup % A hack. TODO. Don't require an specific order
3243 \catcode`\%=12
3244 \catcode`\&=14
3245 \gdef\bbl@transforms#1#2#3{%&
3246 \ifx\bbl@KVP@transforms\@nil\else
3247 \directlua{
3248 local str = [=[#2]=]
3249 str = str:gsub('%.%d+%.%d+$', '')
3250 tex.print([[def\string\babeltempa{]] .. str .. [{}]])
3251 }&%
3252 \bbl@xin@{,\babeltempa,}{,\bbl@KVP@transforms,}&%
3253 \ifin@
3254 \in@{.0$}{#2$}&%
3255 \ifin@
3256 \directlua{
3257 local str = string.match([[ \bbl@KVP@transforms]],
3258 '%(([^%(-)]^%)[^%)]- \babeltempa')
3259 if str == nil then
3260 tex.print([[def\string\babeltempb{]]])
3261 else
3262 tex.print([[def\string\babeltempb{,attribute=]] .. str .. [{}]])
3263 end
3264 }
3265 \toks@{#3}&%
3266 \bbl@exp{&%
3267 \g@addto@macro\ \bbl@release@transforms{&%
3268 \relax &% Closes previous \bbl@transforms@aux
3269 \ \bbl@transforms@aux
3270 \#1{label=\babeltempa\babeltempb}{\language}\the\toks@}}&%
3271 \else
3272 \g@addto@macro\bbl@release@transforms{, {#3}}&%
3273 \fi
3274 \fi
3275 \fi}
3276 \endgroup

```

Language and Script values to be used when defining a font or setting the direction are set with the following macros.

```

3277 \def\bbl@provide@lsys#1{%
3278 \bbl@ifunset{bbl@lname@#1}%
3279 {\bbl@load@info{#1}}%
3280 }%
3281 \bbl@csarg\let{lsys@#1}\@empty
3282 \bbl@ifunset{bbl@sname@#1}{\bbl@csarg\gdef{sname@#1}{Default}}}%
3283 \bbl@ifunset{bbl@sotf@#1}{\bbl@csarg\gdef{sotf@#1}{DFLT}}}%
3284 \bbl@csarg\bbl@add@list{lsys@#1}{Script=\bbl@cs{sname@#1}}%
3285 \bbl@ifunset{bbl@lname@#1}{%
3286 {\bbl@csarg\bbl@add@list{lsys@#1}{Language=\bbl@cs{lname@#1}}}%

```

```

3287 \ifcase\bb1@engine\or\or
3288   \bb1@ifunset{\bb1@prehc@#1}{}%
3289   {\bb1@exp{\bb1@ifblank{\bb1@cs{prehc@#1}}}%
3290    {}}%
3291   {\ifx\bb1@xenohyph\undefined
3292    \let\bb1@xenohyph\bb1@xenohyph@d
3293    \ifx\AtBeginDocument\@notprerr
3294      \expandafter\@secondoftwo % to execute right now
3295      \fi
3296      \AtBeginDocument{%
3297        \bb1@patchfont{\bb1@xenohyph}%
3298        \expandafter\selectlanguage\expandafter{\language}%
3299      \fi}}%
3300 \fi
3301 \bb1@csarg\bb1@tglobal{lsys@#1}}
3302 \def\bb1@xenohyph@d{%
3303   \bb1@ifset{\bb1@prehc@language}%
3304   {\ifnum\hyphenchar\font=\defaultshyphenchar
3305    \iffontchar\font\bb1@cl{prehc}\relax
3306    \hyphenchar\font\bb1@cl{prehc}\relax
3307    \else\iffontchar\font"200B
3308     \hyphenchar\font"200B
3309    \else
3310     \bb1@warning
3311     {Neither 0 nor ZERO WIDTH SPACE are available\\%
3312      in the current font, and therefore the hyphen\\%
3313      will be printed. Try changing the fontspec's\\%
3314      'HyphenChar' to another value, but be aware\\%
3315      this setting is not safe (see the manual)}}%
3316     \hyphenchar\font\defaultshyphenchar
3317   \fi\fi
3318   \fi}%
3319   {\hyphenchar\font\defaultshyphenchar}}
3320 % \fi}

```

The following ini reader ignores everything but the identification section. It is called when a font is defined (ie, when the language is first selected) to know which script/language must be enabled. This means we must make sure a few characters are not active. The ini is not read directly, but with a proxy tex file named as the language (which means any code in it must be skipped, too).

```

3321 \def\bb1@load@info#1{%
3322   \def\BabelBeforeIni##1##2{%
3323     \begingroup
3324     \bb1@read@ini{##1}0%
3325     \endinput % babel- .tex may contain only preamble's
3326     \endgroup}% boxed, to avoid extra spaces:
3327   {\bb1@input@texini{#1}}}

```

A tool to define the macros for native digits from the list provided in the ini file. Somewhat convoluted because there are 10 digits, but only 9 arguments in T_EX. Non-digits characters are kept. The first macro is the generic “localized” command.

```

3328 \def\bb1@setdigits#1#2#3#4#5{%
3329   \bb1@exp{%
3330     \def\<language> digits>####1{% ie, \langdigits
3331       \<\bb1@digits@language>####1\@nil}%
3332     \let\<\bb1@cnt@digits@language>\<language> digits>%
3333     \def\<language> counter>####1{% ie, \langcounter
3334       \expandafter\<\bb1@counter@language>%
3335       \csname c@####1\endcsname}%
3336     \def\<\bb1@counter@language>####1{% ie, \bb1@counter@lang
3337       \expandafter\<\bb1@digits@language>%
3338       \number####1\@nil}}%
3339   \def\bb1@tempa##1##2##3##4##5{%
3340     \bb1@exp{% Wow, quite a lot of hashes! :-(
3341       \def\<\bb1@digits@language>#####1{%

```

[illegible]

```

3359 \def\bbl@buildifcase#1 {% Returns \bbl@tempa, requires \toks@={%
3360   \ifx\\#1%           % \\ before, in case #1 is multiletter
3361     \bbl@exp{%
3362       \def\\bbl@tempa####1{%
3363         \<ifcase>####1\space\the\toks@\<else>\\<ctrerr>\<fi>}}%
3364       \else
3365         \toks@\expandafter{\the\toks@\or #1}%
3366         \expandafter\bbl@buildifcase
3367       \fi}

```

```

3368 \newcommand\localecnumeral[2]{\bbl@cs{cntr@#1\language}\{#2}}
3369 \def\bbl@localecnumeral#1#2{\localecnumeral{#2}{#1}}
3370 \newcommand\localecounter[2]{%
3371   \expandafter\bbl@localecnumeral
3372   \expandafter{\number\csname c@#2\endcsname}{#1}}
3373 \def\bbl@alphnumeral#1#2{%
3374   \expandafter\bbl@alphnumeral@i\number#2 76543210\@@{#1}}
3375 \def\bbl@alphnumeral@i#1#2#3#4#5#6#7#8\@@#9{%
3376   \ifcase\@car#8\@nil\or    % Currenty <10000, but prepared for bigger
3377     \bbl@alphnumeral@ii{#9}000000#1\or
3378     \bbl@alphnumeral@ii{#9}00000#1#2\or
3379     \bbl@alphnumeral@ii{#9}0000#1#2#3\or
3380     \bbl@alphnumeral@ii{#9}000#1#2#3#4\else
3381     \bbl@alphnum@invalid{>9999}%
3382   \fi}
3383 \def\bbl@alphnumeral@ii#1#2#3#4#5#6#7#8{%
3384   \bbl@ifunset{\bbl@cntr@#1.F.\number#5#6#7#8\language}%
3385   {\bbl@cs{cntr@#1.4\language}\#5%
3386     \bbl@cs{cntr@#1.3\language}\#6%
3387     \bbl@cs{cntr@#1.2\language}\#7%
3388     \bbl@cs{cntr@#1.1\language}\#8%
3389     \ifnum#6#7#8>\z@ % TODO. An ad hoc rule for Greek. Ugly.
3390       \bbl@ifunset{\bbl@cntr@#1.S.321\language}\{}%
3391       {\bbl@cs{cntr@#1.S.321\language}\}%
3392     \fi}%
3393   {\bbl@cs{cntr@#1.F.\number#5#6#7#8\language}}}%
3394 \def\bbl@alphnum@invalid#1{%
3395   \bbl@error{Alphabetic numeral too large (#1)}%
3396   {Currently this is the limit.}}

```

The information in the identification section can be useful, so the following macro just exposes it with a user command.

```

3397 \newcommand\localeinfo[1]{%
3398   \bbl@ifunset{\bbl@csname \bbl@info@#1\endcsname @\language}%
3399   {\bbl@error{I've found no info for the current locale.\%
3400     The corresponding ini file has not been loaded\%
3401     Perhaps it doesn't exist}%
3402     {See the manual for details.}}%
3403   {\bbl@cs{\csname \bbl@info@#1\endcsname @\language}}}%
3404 % \namedef{\bbl@info@name.locale}{lcname}
3405 \@namedef{\bbl@info@tag.ini}{lini}
3406 \@namedef{\bbl@info@name.english}{elname}
3407 \@namedef{\bbl@info@name.opentype}{lname}
3408 \@namedef{\bbl@info@tag.bcp47}{tbc}
3409 \@namedef{\bbl@info@language.tag.bcp47}{lbc}
3410 \@namedef{\bbl@info@tag.opentype}{lotf}
3411 \@namedef{\bbl@info@script.name}{esname}
3412 \@namedef{\bbl@info@script.name.opentype}{sname}
3413 \@namedef{\bbl@info@script.tag.bcp47}{sbcp}
3414 \@namedef{\bbl@info@script.tag.opentype}{sotf}
3415 \let\bbl@ensureinfo\@gobble
3416 \newcommand\BabelEnsureInfo{%
3417   \ifx\InputIfFileExists\undefined\else
3418     \def\bbl@ensureinfo##1{%
3419       \bbl@ifunset{\bbl@lname@##1}{\bbl@load@info{##1}}{}}%
3420   \fi
3421   \bbl@foreach\bbl@loaded{%
3422     \def\language{##1}%
3423     \bbl@ensureinfo{##1}}}%

```

More general, but non-expandable, is `\getlocaleproperty`. To inspect every possible loaded ini, we define `\LocaleForEach`, where `\bbl@ini@loaded` is a comma-separated list of locales, built by `\bbl@read@ini`.

```

3424 \newcommand\getlocaleproperty{%
3425   \@ifstar\bbl@getproperty@s\bbl@getproperty@x%
3426   \def\bbl@getproperty@s#1#2#3{%
3427     \let#1\relax
3428     \def\bbl@elt##1##2##3{%
3429       \bbl@ifsamestring{##1/##2}{##3}%
3430       {\providecommand#1{##3}%
3431        \def\bbl@elt####1####2####3{}}}%
3432     {}}%
3433   \bbl@cs{inidata@#2}}%
3434 \def\bbl@getproperty@x#1#2#3{%
3435   \bbl@getproperty@s{#1}{#2}{#3}%
3436   \ifx#1\relax
3437     \bbl@error
3438     {Unknown key for locale '#2':\%
3439     #3\%
3440     \string#1 will be set to \relax}%
3441     {Perhaps you misspelled it.}%
3442   \fi}
3443 \let\bbl@ini@loaded\@empty
3444 \newcommand\LocaleForEach{\bbl@foreach\bbl@ini@loaded}

```

8 Adjusting the Babel behavior

A generic high level interface is provided to adjust some global and general settings.

```

3445 \newcommand\babeladjust[1]{% TODO. Error handling.
3446   \bbl@forkv{#1}{%
3447     \bbl@ifunset{\bbl@ADJ@##1@##2}%
3448     {\bbl@cs{ADJ@##1}{##2}}}%

```

```

3449     {\bbl@cs{ADJ@##1@##2}}}}
3450 %
3451 \def\bbl@adjust@lua#1#2{%
3452   \ifvmode
3453     \ifnum\currentgrouplevel=\z@
3454       \directlua{ Babel.#2 }%
3455       \expandafter\expandafter\expandafter\@gobble
3456       \fi
3457   \fi
3458   {\bbl@error    % The error is gobbled if everything went ok.
3459     {Currently, #1 related features can be adjusted only\%
3460       in the main vertical list.}%
3461     {Maybe things change in the future, but this is what it is.}}}
3462 \@namedef{bbl@ADJ@bidi.mirroring@on}{%
3463   \bbl@adjust@lua{bidi}{mirroring_enabled=true}}
3464 \@namedef{bbl@ADJ@bidi.mirroring@off}{%
3465   \bbl@adjust@lua{bidi}{mirroring_enabled=false}}
3466 \@namedef{bbl@ADJ@bidi.text@on}{%
3467   \bbl@adjust@lua{bidi}{bidi_enabled=true}}
3468 \@namedef{bbl@ADJ@bidi.text@off}{%
3469   \bbl@adjust@lua{bidi}{bidi_enabled=false}}
3470 \@namedef{bbl@ADJ@bidi.mapdigits@on}{%
3471   \bbl@adjust@lua{bidi}{digits_mapped=true}}
3472 \@namedef{bbl@ADJ@bidi.mapdigits@off}{%
3473   \bbl@adjust@lua{bidi}{digits_mapped=false}}
3474 %
3475 \@namedef{bbl@ADJ@linebreak.sea@on}{%
3476   \bbl@adjust@lua{linebreak}{sea_enabled=true}}
3477 \@namedef{bbl@ADJ@linebreak.sea@off}{%
3478   \bbl@adjust@lua{linebreak}{sea_enabled=false}}
3479 \@namedef{bbl@ADJ@linebreak.cjk@on}{%
3480   \bbl@adjust@lua{linebreak}{cjk_enabled=true}}
3481 \@namedef{bbl@ADJ@linebreak.cjk@off}{%
3482   \bbl@adjust@lua{linebreak}{cjk_enabled=false}}
3483 \@namedef{bbl@ADJ@justify.arabic@on}{%
3484   \bbl@adjust@lua{linebreak}{arabic.justify_enabled=true}}
3485 \@namedef{bbl@ADJ@justify.arabic@off}{%
3486   \bbl@adjust@lua{linebreak}{arabic.justify_enabled=false}}
3487 %
3488 \def\bbl@adjust@layout#1{%
3489   \ifvmode
3490     #1%
3491     \expandafter\@gobble
3492   \fi
3493   {\bbl@error    % The error is gobbled if everything went ok.
3494     {Currently, layout related features can be adjusted only\%
3495       in vertical mode.}%
3496     {Maybe things change in the future, but this is what it is.}}}
3497 \@namedef{bbl@ADJ@layout.tabular@on}{%
3498   \bbl@adjust@layout{\let\@tabular\bbl@NL@@tabular}}
3499 \@namedef{bbl@ADJ@layout.tabular@off}{%
3500   \bbl@adjust@layout{\let\@tabular\bbl@OL@@tabular}}
3501 \@namedef{bbl@ADJ@layout.lists@on}{%
3502   \bbl@adjust@layout{\let\list\bbl@NL@list}}
3503 \@namedef{bbl@ADJ@layout.lists@off}{%
3504   \bbl@adjust@layout{\let\list\bbl@OL@list}}
3505 \@namedef{bbl@ADJ@hyphenation.extra@on}{%
3506   \bbl@activateposthyphen}
3507 %
3508 \@namedef{bbl@ADJ@autoload.bcp47@on}{%
3509   \bbl@bcpallowedtrue}
3510 \@namedef{bbl@ADJ@autoload.bcp47@off}{%
3511   \bbl@bcpallowedfalse}

```

```

3512 \@namedef{bbl@ADJ@autoload.bcp47.prefix}#1{%
3513   \def\bbl@bcp@prefix{#1}}
3514 \def\bbl@bcp@prefix{bcp47-}
3515 \@namedef{bbl@ADJ@autoload.options}#1{%
3516   \def\bbl@autoload@options{#1}}
3517 \let\bbl@autoload@bcptoptions\empty
3518 \@namedef{bbl@ADJ@autoload.bcp47.options}#1{%
3519   \def\bbl@autoload@bcptoptions{#1}}
3520 \newif\ifbbl@bcptoname
3521 \@namedef{bbl@ADJ@bcp47.toname@on}{%
3522   \bbl@bcptonametrue
3523   \BabelEnsureInfo}
3524 \@namedef{bbl@ADJ@bcp47.toname@off}{%
3525   \bbl@bcptonamefalse}
3526 \@namedef{bbl@ADJ@prehyphenation.disable@nohyphenation}{%
3527   \directlua{ Babel.ignore_pre_char = function(node)
3528     return (node.lang == \the\csname l@nohyphenation\endcsname)
3529   end }}
3530 \@namedef{bbl@ADJ@prehyphenation.disable@off}{%
3531   \directlua{ Babel.ignore_pre_char = function(node)
3532     return false
3533   end }}
3534 \@namedef{bbl@ADJ@select.write@shift}{%
3535   \let\bbl@restorelastskip\relax
3536   \def\bbl@savelastskip{%
3537     \let\bbl@restorelastskip\relax
3538     \ifvmode
3539       \ifdim\lastskip=\z@
3540         \let\bbl@restorelastskip\nobreak
3541       \else
3542         \bbl@exp{%
3543           \def\\bbl@restorelastskip{%
3544             \skip@=\the\lastskip
3545             \\nobreak \vskip-\skip@ \vskip\skip@}}%
3546         \fi
3547       \fi}}
3548 \@namedef{bbl@ADJ@select.write@keep}{%
3549   \let\bbl@restorelastskip\relax
3550   \let\bbl@savelastskip\relax}
3551 \@namedef{bbl@ADJ@select.write@omit}{%
3552   \let\bbl@restorelastskip\relax
3553   \def\bbl@savelastskip##1\bbl@restorelastskip{}}

```

As the final task, load the code for lua. TODO: use babel name, override

```

3554 \ifx\directlua\@undefined\else
3555   \ifx\bbl@luapatterns\@undefined
3556     \input luababel.def
3557   \fi
3558 \fi

```

Continue with \LaTeX .

```

3559 </package | core>
3560 <*package>

```

8.1 Cross referencing macros

The \LaTeX book states:

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

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

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

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

```

3561 <(*More package options)> ≡
3562 \DeclareOption{safe=none}{\let\bbl@opt@safe\@empty}
3563 \DeclareOption{safe=bib}{\def\bbl@opt@safe{B}}
3564 \DeclareOption{safe=ref}{\def\bbl@opt@safe{R}}
3565 \DeclareOption{safe=refbib}{\def\bbl@opt@safe{BR}}
3566 \DeclareOption{safe=bibref}{\def\bbl@opt@safe{BR}}
3567 <(/More package options)>

```

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

```

3568 \bbl@trace{Cross referencing macros}
3569 \ifx\bbl@opt@safe\@empty\else % ie, if 'ref' and/or 'bib'
3570   \def\@newl@bel#1#2#3{%
3571     {\@safe@activestrue
3572       \bbl@ifunset{#1@#2}%
3573         \relax
3574         {\gdef\@multiplelabels{%
3575           \@latex@warning@no@line{There were multiply-defined labels}}%
3576           \@latex@warning@no@line{Label `#2' multiply defined}}%
3577         \global\@namedef{#1@#2}{#3}}}

```

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

```

3578 \CheckCommand*\@testdef[3]{%
3579   \def\reserved@a{#3}%
3580   \expandafter\ifx\csname#1@#2\endcsname\reserved@a
3581   \else
3582     \@tempswatrue
3583   \fi}

```

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

```

3584 \def\@testdef#1#2#3{% TODO. With @samestring?
3585   \@safe@activestrue
3586   \expandafter\let\expandafter\bbl@tempa\csname #1@#2\endcsname
3587   \def\bbl@tempb{#3}%
3588   \@safe@activesfalse
3589   \ifx\bbl@tempa\relax
3590   \else
3591     \edef\bbl@tempa{\expandafter\strip@prefix\meaning\bbl@tempa}%
3592     \fi
3593     \edef\bbl@tempb{\expandafter\strip@prefix\meaning\bbl@tempb}%
3594     \ifx\bbl@tempa\bbl@tempb
3595     \else
3596       \@tempswatrue
3597     \fi}
3598 \fi

```

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

```

3599 \bbl@xin@{R}\bbl@opt@safe
3600 \ifin@
3601   \edef\bbl@tempc{\expandafter\string\csname ref code\endcsname}%
3602   \bbl@xin@{\expandafter\strip@prefix\meaning\bbl@tempc}%

```

```

3603    {\xandafter\strip@prefix\meaning\ref}%
3604 \ifin@
3605   \bbl@redefine\@kernel@ref#1{%
3606     \@safe@activetrue\org@@kernel@ref{#1}\@safe@activfalse}
3607   \bbl@redefine\@kernel@pageref#1{%
3608     \@safe@activetrue\org@@kernel@pageref{#1}\@safe@activfalse}
3609   \bbl@redefine\@kernel@sref#1{%
3610     \@safe@activetrue\org@@kernel@sref{#1}\@safe@activfalse}
3611   \bbl@redefine\@kernel@spageref#1{%
3612     \@safe@activetrue\org@@kernel@spageref{#1}\@safe@activfalse}
3613 \else
3614   \bbl@redefineroobust\ref#1{%
3615     \@safe@activetrue\org@ref{#1}\@safe@activfalse}
3616   \bbl@redefineroobust\pageref#1{%
3617     \@safe@activetrue\org@pageref{#1}\@safe@activfalse}
3618 \fi
3619 \else
3620   \let\org@ref\ref
3621   \let\org@pageref\pageref
3622 \fi

```

`\@citex` The macro used to cite from a bibliography, `\cite`, uses an internal macro, `\@citex`. It is this internal macro that picks up the argument(s), so we redefine this internal macro and leave `\cite` alone. The first argument is used for typesetting, so the shorthands need only be deactivated in the second argument.

```

3623 \bbl@xin@{B}\bbl@opt@safe
3624 \ifin@
3625   \bbl@redefine\@citex[#1]#2{%
3626     \@safe@activetrue\edef\@tempa{#2}\@safe@activfalse
3627     \org@@citex[#1]{\@tempa}}

```

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

```

3628 \AtBeginDocument{%
3629   \@ifpackageloaded{natbib}{%

```

Notice that we use `\def` here instead of `\bbl@redefine` because `\org@@citex` is already defined and we don't want to overwrite that definition (it would result in parameter stack overflow because of a circular definition).
(Recent versions of `natbib` change dynamically `\@citex`, so PR4087 doesn't seem fixable in a simple way. Just load `natbib` before.)

```

3630   \def\@citex[#1]#2#3{%
3631     \@safe@activetrue\edef\@tempa{#3}\@safe@activfalse
3632     \org@@citex[#1]#2{\@tempa}}%
3633   }{}

```

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

```

3634 \AtBeginDocument{%
3635   \@ifpackageloaded{cite}{%
3636     \def\@citex[#1]#2{%
3637       \@safe@activetrue\org@@citex[#1]#2\@safe@activfalse}%
3638     }{}

```

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

```

3639 \bbl@redefine\nocite#1{%
3640   \@safe@activetrue\org@nocite{#1}\@safe@activfalse}

```

`\bibcite` The macro that is used in the `.aux` file to define citation labels. When packages such as `natbib` or `cite` are not loaded its second argument is used to typeset the citation label. In that case, this second argument can contain active characters but is used in an environment where `\@safe@activetrue` is in effect. This switch needs to be reset inside the `\hbox` which contains the citation label. In order

to determine during .aux file processing which definition of \bibtex is needed we define \bibtex in such a way that it redefines itself with the proper definition. We call \bbl@cite@choice to select the proper definition for \bibtex. This new definition is then activated.

```
3641 \bbl@redefine\bibtex{%
3642   \bbl@cite@choice
3643   \bibtex}
```

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

```
3644 \def\bbl@bibtex#1#2{%
3645   \org@bibtex{#1}\@safe@activesfalse#2}}
```

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

```
3646 \def\bbl@cite@choice{%
3647   \global\let\bibtex\bbl@bibtex
3648   \@ifpackageloaded{natbib}{\global\let\bibtex\org@bibtex}{}%
3649   \@ifpackageloaded{cite}{\global\let\bibtex\org@bibtex}{}%
3650   \global\let\bbl@cite@choice\relax}
```

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

```
3651 \AtBeginDocument{\bbl@cite@choice}
```

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

```
3652 \bbl@redefine\@bibitem#1{%
3653   \@safe@activetrue\org@bibitem{#1}\@safe@activesfalse}
3654 \else
3655   \let\org@nocite\nocite
3656   \let\org@@citex\@citex
3657   \let\org@bibtex\bibtex
3658   \let\org@@bibitem\@bibitem
3659 \fi
```

8.2 Marks

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

```
3660 \bbl@trace{Marks}
3661 \IfBabelLayout{sectioning}
3662   {\ifx\bbl@opt@headfoot\@nnil
3663     \g@addto@macro\@resetactivechars{%
3664       \set@typeset@protect
3665       \expandafter\select@language\x\expandafter{\bbl@main@language}%
3666       \let\protect\noexpand
3667       \ifcase\bbl@bidimode\else % Only with bidi. See also above
3668         \def\thepage{%
3669           \noexpand\babelsublr{\unexpanded\expandafter{\thepage}}}%
3670       \fi}%
3671   \fi}
3672 {\ifbbl@single\else
3673   \bbl@ifunset{markright }{\bbl@redefine\bbl@redefineroast
3674     \markright#1{%
3675       \bbl@ifblank{#1}%
3676       {\org@markright{}}}%
3677     {\toks@{#1}%
3678       \bbl@exp{%
3679         \org@markright{\protect\\foreignlanguage{\language}%
3680           {\protect\\bbl@restore@actives\the\toks@}}}}}%
```

`\markboth` The definition of `\markboth` is equivalent to that of `\markright`, except that we need two token registers. The documentclasses `report` and `book` define and set the headings for the page. While doing so they also store a copy of `\markboth` in `\@mkboth`. Therefore we need to check whether `\@mkboth` has already been set. If so we need to do that again with the new definition of `\markboth`. (As of Oct 2019, \TeX stores the definition in an intermediate macro, so it's not necessary anymore, but it's preserved for older versions.)

```

3681 \ifx\@mkboth\markboth
3682 \def\bbl@tempc{\let\@mkboth\markboth}
3683 \else
3684 \def\bbl@tempc{}
3685 \fi
3686 \bbl@ifunset{markboth}{\bbl@redefine\bbl@redefineroast
3687 \markboth#1#2{%
3688 \protected@edef\bbl@tempb##1{%
3689 \protect\foreignlanguage
3690 {\language}\protect\bbl@restore@actives##1}}%
3691 \bbl@ifblank{#1}%
3692 {\toks@{}}%
3693 {\toks@\expandafter{\bbl@tempb{#1}}}%
3694 \bbl@ifblank{#2}%
3695 {\@temptokena{}}%
3696 {\@temptokena\expandafter{\bbl@tempb{#2}}}%
3697 \bbl@exp{\org@markboth{\the\toks@}{\the\@temptokena}}%
3698 \bbl@tempc
3699 \fi} % end ifbbl@single, end \IfBabelLayout

```

8.3 Preventing clashes with other packages

8.3.1 `ifthen`

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

```

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

```

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

We want to revert the definition of `\pageref` and `\ref` to their original definition for the first argument of `\ifthenelse`, so we first need to store their current meanings.

Then we can set the `\@safe@actives` switch and call the original `\ifthenelse`. In order to be able to use shorthands in the second and third arguments of `\ifthenelse` the resetting of the switch *and* the definition of `\pageref` happens inside those arguments.

```

3700 \bbl@trace{Preventing clashes with other packages}
3701 \ifx\org@ref\undefined\else
3702 \bbl@xin@{R}\bbl@opt@safe
3703 \ifin@
3704 \AtBeginDocument{%
3705 \ifpackageloaded{ifthen}{%
3706 \bbl@redefine@long\ifthenelse#1#2#3{%
3707 \let\bbl@temp@pref\pageref
3708 \let\pageref\org@pageref
3709 \let\bbl@temp@ref\ref
3710 \let\ref\org@ref
3711 \@safe@activetrue
3712 \org@ifthenelse{#1}%
3713 {\let\pageref\bbl@temp@pref
3714 \let\ref\bbl@temp@ref
3715 \@safe@activesfalse
3716 #2}%

```

```

3717      {\let\pageref\bbl@temp@pref
3718      \let\ref\bbl@temp@ref
3719      \@safe@activesfalse
3720      #3}%
3721      }%
3722      }{}%
3723      }
3724 \fi

```

8.3.2 varioref

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

```

3725 \AtBeginDocument{%
3726   \ifpackageloaded{varioref}{%
3727     \bbl@redefine\@vpageref#1[#2]#3{%
3728       \@safe@activetrue
3729       \org@@@pageref{#1}[#2]#3}%
3730       \@safe@activesfalse}%
3731     \bbl@redefine\vrefpagemum#1#2{%
3732       \@safe@activetrue
3733       \org@vrefpagemum{#1}#2}%
3734       \@safe@activesfalse}%

```

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

```

3735   \expandafter\def\csname Ref \endcsname#1{%
3736     \protected@edef\@tempa{\org@ref{#1}}\expandafter\MakeUppercase\@tempa}
3737     }{}%
3738   }
3739 \fi

```

8.3.3 hhline

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

```

3740 \AtEndOfPackage{%
3741   \AtBeginDocument{%
3742     \ifpackageloaded{hhline}%
3743       {\expandafter\ifx\csname normal@char\string\endcsname\relax
3744         \else
3745           \makeatletter
3746           \def\@currname{hhline}\input{hhline.sty}\makeatother
3747           \fi}%
3748       {}}}

```

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

```

3749 \def\substitutefontfamily#1#2#3{%
3750   \lowercase{\immediate\openout15=#1#2.fd\relax}%
3751   \immediate\write15{%
3752     \string\ProvidesFile{#1#2.fd}%
3753     [\the\year/\two@digits{\the\month}/\two@digits{\the\day}
3754     \space generated font description file]^^J

```

```

3755 \string\DeclareFontFamily{#1}{#2}{}}^^J
3756 \string\DeclareFontShape{#1}{#2}{m}{n}{<->ssub * #3/m/n}{}}^^J
3757 \string\DeclareFontShape{#1}{#2}{m}{it}{<->ssub * #3/m/it}{}}^^J
3758 \string\DeclareFontShape{#1}{#2}{m}{sl}{<->ssub * #3/m/sl}{}}^^J
3759 \string\DeclareFontShape{#1}{#2}{m}{sc}{<->ssub * #3/m/sc}{}}^^J
3760 \string\DeclareFontShape{#1}{#2}{b}{n}{<->ssub * #3/bx/n}{}}^^J
3761 \string\DeclareFontShape{#1}{#2}{b}{it}{<->ssub * #3/bx/it}{}}^^J
3762 \string\DeclareFontShape{#1}{#2}{b}{sl}{<->ssub * #3/bx/sl}{}}^^J
3763 \string\DeclareFontShape{#1}{#2}{b}{sc}{<->ssub * #3/bx/sc}{}}^^J
3764 }%
3765 \closeout15
3766 }
3767 \@onlypreamble\substitutefontfamily

```

8.4 Encoding and fonts

Because documents may use non-ASCII font encodings, we make sure that the logos of $\mathrm{T}_{\mathrm{E}}\mathrm{X}$ and $\mathrm{L}_{\mathrm{A}}\mathrm{T}_{\mathrm{E}}\mathrm{X}$ always come out in the right encoding. There is a list of non-ASCII encodings. Requested encodings are currently stored in `\@fontenc@load@list`. If a non-ASCII has been loaded, we define versions of `\TeX` and `\LaTeX` for them using `\ensureascii`. The default ASCII encoding is set, too (in reverse order): the “main” encoding (when the document begins), the last loaded, or OT1.

`\ensureascii`

```

3768 \bbl@trace{Encoding and fonts}
3769 \newcommand\BabelNonASCII{LGR,X2,OT2,OT3,OT6,LHE,LWN,LMA,LMC,LMS,LMU}
3770 \newcommand\BabelNonText{TS1,T3,TS3}
3771 \let\org@TeX\TeX
3772 \let\org@LaTeX\LaTeX
3773 \let\ensureascii\@firstofone
3774 \AtBeginDocument{%
3775   \def\@elt#1{, #1,}%
3776   \edef\bbl@tempa{\expandafter\@gobbletwo\@fontenc@load@list}%
3777   \let\@elt\relax
3778   \let\bbl@tempb\@empty
3779   \def\bbl@tempc{OT1}%
3780   \bbl@foreach\BabelNonASCII{% LGR loaded in a non-standard way
3781     \bbl@ifunset{T@#1}{\def\bbl@tempb{#1}}}%
3782   \bbl@foreach\bbl@tempa{%
3783     \bbl@xin@{#1}{\BabelNonASCII}%
3784     \ifin@
3785       \def\bbl@tempb{#1}% Store last non-ascii
3786     \else\bbl@xin@{#1}{\BabelNonText}% Pass
3787     \ifin@
3788       \def\bbl@tempc{#1}% Store last ascii
3789     \fi
3790   \fi}%
3791   \ifx\bbl@tempb\@empty\else
3792     \bbl@xin@{, \cf@encoding,}{, \BabelNonASCII, \BabelNonText,}%
3793     \ifin@
3794       \edef\bbl@tempc{\cf@encoding}% The default if ascii wins
3795     \fi
3796     \edef\ensureascii#1{%
3797       {\noexpand\fontencoding{\bbl@tempc}\noexpand\selectfont#1}}%
3798     \DeclareTextCommandDefault{\TeX}{\ensureascii\org@TeX}%
3799     \DeclareTextCommandDefault{\LaTeX}{\ensureascii\org@LaTeX}%
3800   \fi}

```

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

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

```

3801 \AtEndOfPackage{\edef\latinencoding{\cf@encoding}}

```

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

```

3802 \AtBeginDocument{%
3803   \ifpackageloaded{fontspec}%
3804     {\xdef\latinencoding{%
3805       \ifx\UTFencname\@undefined
3806         EU\ifcase\bbl@engine\or2\or1\fi
3807       \else
3808         \UTFencname
3809       \fi}}%
3810   {\gdef\latinencoding{OT1}%
3811     \ifx\cf@encoding\bbl@t@one
3812       \xdef\latinencoding{\bbl@t@one}%
3813     \else
3814       \def\@elt#1{,#1,}%
3815       \edef\bbl@tempa{\expandafter\@gobbletwo\@fontenc@load@list}%
3816       \let\@elt\relax
3817       \bbl@xin@{,T1,}\bbl@tempa
3818       \ifin@
3819         \xdef\latinencoding{\bbl@t@one}%
3820       \fi
3821     \fi}}

```

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

```

3822 \DeclareRobustCommand{\latintext}{%
3823   \fontencoding{\latinencoding}\selectfont
3824   \def\encodingdefault{\latinencoding}}

```

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

```

3825 \ifx\@undefined\DeclareTextFontCommand
3826   \DeclareRobustCommand{\textlatin}[1]{\leavevmode{\latintext #1}}
3827 \else
3828   \DeclareTextFontCommand{\textlatin}{\latintext}
3829 \fi

```

For several functions, we need to execute some code with `\selectfont`. With \LaTeX 2021-06-01, there is a hook for this purpose, but in older versions the \LaTeX command is patched (the latter solution will be eventually removed).

```

3830 \bbl@ifformatlater{2021-06-01}%
3831   {\def\bbl@patchfont#1{\AddToHook{selectfont}{#1}}}
3832   {\def\bbl@patchfont#1{%
3833     \expandafter\bbl@add\csname selectfont \endcsname{#1}%
3834     \expandafter\bbl@tglobal\csname selectfont \endcsname}}

```

8.5 Basic bidi support

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

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

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

- pdfTeX provides a minimal support for bidi text, and it must be done by hand. Vertical typesetting is not possible.

- xetex is somewhat better, thanks to its font engine (even if not always reliable) and a few additional tools. However, very little is done at the paragraph level. Another challenging problem is text direction does not honour T_EX grouping.
- luatex can provide the most complete solution, as we can manipulate almost freely the node list, the generated lines, and so on, but bidi text does not work out of the box and some development is necessary. It also provides tools to properly set left-to-right and right-to-left page layouts. As LuaT_EX-j_a shows, vertical typesetting is possible, too.

```

3835 \bbl@trace{Loading basic (internal) bidi support}
3836 \ifodd\bbl@engine
3837 \else % TODO. Move to txtbabel
3838   \ifnum\bbl@bidimode>100 \ifnum\bbl@bidimode<200
3839     \bbl@error
3840     {The bidi method 'basic' is available only in\\%
3841      luatex. I'll continue with 'bidi=default', so\\%
3842      expect wrong results}%
3843     {See the manual for further details.}%
3844     \let\bbl@beforeforeign\leavevmode
3845     \AtEndOfPackage{%
3846       \EnableBabelHook{babel-bidi}%
3847       \bbl@xebidipar}
3848   \fi\fi
3849   \def\bbl@loadxebidi#1{%
3850     \ifx\RTLfootnotetext\@undefined
3851       \AtEndOfPackage{%
3852         \EnableBabelHook{babel-bidi}%
3853         \ifx\fontspec\@undefined
3854           \bbl@loadfontspec % bidi needs fontspec
3855         \fi
3856         \usepackage#1{bidi}}%
3857     \fi}
3858   \ifnum\bbl@bidimode>200
3859     \ifcase\expandafter\@gobbletwo\the\bbl@bidimode\or
3860       \bbl@tentative{bidi=bidi}
3861       \bbl@loadxebidi{}
3862     \or
3863       \bbl@loadxebidi{[rldocument]}
3864     \or
3865       \bbl@loadxebidi{}
3866     \fi
3867   \fi
3868 \fi
3869 % TODO? Separate:
3870 \ifnum\bbl@bidimode=\@ne
3871   \let\bbl@beforeforeign\leavevmode
3872   \ifodd\bbl@engine
3873     \newattribute\bbl@attr@dir
3874     \directlua{ Babel.attr_dir = luatexbase.registernumber'bbl@attr@dir' }
3875     \bbl@exp{\output{\bodydir\pagedir\the\output}}
3876   \fi
3877   \AtEndOfPackage{%
3878     \EnableBabelHook{babel-bidi}%
3879   \ifodd\bbl@engine\else
3880     \bbl@xebidipar
3881   \fi}
3882 \fi

```

Now come the macros used to set the direction when a language is switched. First the (mostly) common macros.

```

3883 \bbl@trace{Macros to switch the text direction}
3884 \def\bbl@alscripts{,Arabic,Syriac,Thaana,}
3885 \def\bbl@rscripts{% TODO. Base on codes ??
3886   ,Imperial Aramaic,Avestan,Cypriot,Hatran,Hebrew,%
3887   Old Hungarian,Old Hungarian,Lydian,Mandaean,Manichaeen,%

```

```

3888 Manichaeen,Meroitic Cursive,Meroitic,Old North Arabian,%
3889 Nabataean,N'Ko,Orkhon,Palmyrene,Inscriptional Pahlavi,%
3890 Psalter Pahlavi,Phoenician,Inscriptional Parthian,Samaritan,%
3891 Old South Arabian,}%
3892 \def\bbbl@provide@dirs#1{%
3893   \bbbl@xin@{\csname bbl@sname@#1\endcsname}{\bbbl@alscripts\bbbl@rscripts}%
3894   \ifin@
3895     \global\bbbl@csarg\chardef{wdir@#1}\@ne
3896     \bbbl@xin@{\csname bbl@sname@#1\endcsname}{\bbbl@alscripts}%
3897     \ifin@
3898     \global\bbbl@csarg\chardef{wdir@#1}\tw@ % useless in xetex
3899     \fi
3900   \else
3901     \global\bbbl@csarg\chardef{wdir@#1}\z@
3902     \fi
3903   \ifodd\bbbl@engine
3904     \bbbl@csarg\ifcase{wdir@#1}%
3905       \directlua{ Babel.locale_props[\the\localeid].texmdir = 'l' }%
3906       \or
3907       \directlua{ Babel.locale_props[\the\localeid].texmdir = 'r' }%
3908       \or
3909       \directlua{ Babel.locale_props[\the\localeid].texmdir = 'al' }%
3910     \fi
3911   \fi}
3912 \def\bbbl@switchdir{%
3913   \bbbl@ifunset{\bbbl@sys@\languagename}{\bbbl@provide@sys{\languagename}}{}%
3914   \bbbl@ifunset{\bbbl@wdir@\languagename}{\bbbl@provide@dirs{\languagename}}{}%
3915   \bbbl@exp{\bbbl@setdirs\bbbl@cl{wdir}}%
3916 \def\bbbl@setdirs#1{% TODO - math
3917   \ifcase\bbbl@select@type % TODO - strictly, not the right test
3918     \bbbl@bodydir{#1}%
3919     \bbbl@pardir{#1}%
3920   \fi
3921   \bbbl@texmdir{#1}}
3922 % TODO. Only if \bbbl@bidimode > 0?:
3923 \AddBabelHook{babel-bidi}{afterextras}{\bbbl@switchdir}
3924 \DisableBabelHook{babel-bidi}

```

Now the engine-dependent macros. TODO. Must be moved to the engine files.

```

3925 \ifodd\bbbl@engine % luatex=1
3926 \else % pdftex=0, xetex=2
3927   \newcount\bbbl@dirlevel
3928   \chardef\bbbl@thetexmdir\z@
3929   \chardef\bbbl@thepardir\z@
3930   \def\bbbl@texmdir#1{%
3931     \ifcase#1\relax
3932       \chardef\bbbl@thetexmdir\z@
3933       \bbbl@texmdir@i\beginL\endL
3934     \else
3935       \chardef\bbbl@thetexmdir\@ne
3936       \bbbl@texmdir@i\beginR\endR
3937     \fi}
3938   \def\bbbl@texmdir@i#1#2{%
3939     \ifhmode
3940       \ifnum\currentgrouplevel>\z@
3941         \ifnum\currentgrouplevel=\bbbl@dirlevel
3942           \bbbl@error{Multiple bidi settings inside a group}%
3943           {I'll insert a new group, but expect wrong results.}%
3944           \bgroup\aftergroup#2\aftergroup\egroup
3945         \else
3946           \ifcase\currentgroup\or % 0 bottom
3947             \aftergroup#2% 1 simple {}
3948           \or

```

```

3949         \bgroup\aftergroup#2\aftergroup\egroup % 2 hbox
3950     \or
3951         \bgroup\aftergroup#2\aftergroup\egroup % 3 adj hbox
3952     \or\or\or % vbox vtop align
3953     \or
3954         \bgroup\aftergroup#2\aftergroup\egroup % 7 noalign
3955     \or\or\or\or\or\or % output math disc insert vcent mathchoice
3956     \or
3957         \aftergroup#2% 14 \beginngroup
3958     \else
3959         \bgroup\aftergroup#2\aftergroup\egroup % 15 adj
3960     \fi
3961 \fi
3962 \bbl@dirlevel\currentgrouplevel
3963 \fi
3964 #1%
3965 \fi}
3966 \def\bbl@pardir#1{\chardef\bbl@thepardir#1\relax}
3967 \let\bbl@bodydir@gobble
3968 \let\bbl@pagedir@gobble
3969 \def\bbl@dirparastext{\chardef\bbl@thepardir\bbl@thetextdir}

```

The following command is executed only if there is a right-to-left script (once). It activates the `\everypar` hack for xetex, to properly handle the par direction. Note text and par dirs are decoupled to some extent (although not completely).

```

3970 \def\bbl@xebidipar{%
3971     \let\bbl@xebidipar\relax
3972     \TeXeTstate\@ne
3973     \def\bbl@xeverypar{%
3974         \ifcase\bbl@thepardir
3975             \ifcase\bbl@thetextdir\else\beginR\fi
3976         \else
3977             {\setbox\z@\lastbox\beginR\box\z@}%
3978         \fi}%
3979     \let\bbl@severypar\everypar
3980     \newtoks\everypar
3981     \everypar=\bbl@severypar
3982     \bbl@severypar{\bbl@xeverypar\the\everypar}}
3983 \ifnum\bbl@bidimode>200
3984     \let\bbl@textdir@i@gobbletwo
3985     \let\bbl@xebidipar@empty
3986     \AddBabelHook{bidi}{foreign}{%
3987         \def\bbl@tempa{\def\BabelText####1}%
3988         \ifcase\bbl@thetextdir
3989             \expandafter\bbl@tempa\expandafter{\BabelText{\LR{##1}}}%
3990         \else
3991             \expandafter\bbl@tempa\expandafter{\BabelText{\RL{##1}}}%
3992         \fi}
3993     \def\bbl@pardir#1{\ifcase#1\relax\setLR\else\setRL\fi}
3994 \fi
3995 \fi

```

A tool for weak L (mainly digits). We also disable warnings with `hyperref`.

```

3996 \DeclareRobustCommand\babelsublr[1]{\leavevmode{\bbl@textdir\z@#1}}
3997 \AtBeginDocument{%
3998     \ifx\pdfstringdefDisableCommands\undefined\else
3999         \ifx\pdfstringdefDisableCommands\relax\else
4000             \pdfstringdefDisableCommands{\let\babelsublr\@firstofone}%
4001         \fi
4002     \fi}

```


8.6 Local Language Configuration

`\loadlocalcfg` At some sites it may be necessary to add site-specific actions to a language definition file. This can be done by creating a file with the same name as the language definition file, but with the extension `.cfg`. For instance the file `norsk.cfg` will be loaded when the language definition file `norsk.ldf` is loaded.

For plain-based formats we don't want to override the definition of `\loadlocalcfg` from `plain.def`.

```
4003 \bbl@trace{Local Language Configuration}
4004 \ifx\loadlocalcfg\undefined
4005   \@ifpackagewith{babel}{noconfigs}%
4006   {\let\loadlocalcfg@gobble}%
4007   {\def\loadlocalcfg#1{%
4008     \InputIfFileExists{#1.cfg}%
4009     {\typeout{*****^J%
4010               * Local config file #1.cfg used^^J%
4011               *}}%
4012     \@empty}}
4013 \fi
```

8.7 Language options

Languages are loaded when processing the corresponding option *except* if a main language has been set. In such a case, it is not loaded until all options has been processed. The following macro inputs the `ldf` file and does some additional checks (`\input` works, too, but possible errors are not caught).

```
4014 \bbl@trace{Language options}
4015 \let\bbl@afterlang\relax
4016 \let\BabelModifiers\relax
4017 \let\bbl@loaded\@empty
4018 \def\bbl@load@language#1{%
4019   \InputIfFileExists{#1.ldf}%
4020   {\edef\bbl@loaded{\CurrentOption
4021     \ifx\bbl@loaded\@empty\else,\bbl@loaded\fi}%
4022     \expandafter\let\expandafter\bbl@afterlang
4023     \csname\CurrentOption.ldf-h@k\endcsname
4024     \expandafter\let\expandafter\BabelModifiers
4025     \csname bbl@mod@\CurrentOption\endcsname}%
4026   {\bbl@error{%
4027     Unknown option '\CurrentOption'. Either you misspelled it\\%
4028     or the language definition file \CurrentOption.ldf was not found}%
4029     Valid options are, among others: shorthands=, KeepShorthandsActive,\\%
4030     activeacute, activegrave, noconfigs, safe=, main=, math=\\%
4031     headfoot=, strings=, config=, hyphenmap=, or a language name.}}}
```

Now, we set a few language options whose names are different from `ldf` files. These declarations are preserved for backwards compatibility, but they must be eventually removed. Use proxy files instead.

```
4032 \def\bbl@try@load@lang#1#2#3{%
4033   \IfFileExists{\CurrentOption.ldf}%
4034   {\bbl@load@language{\CurrentOption}}%
4035   {\#1\bbl@load@language{\#2}\#3}}
4036 %
4037 \DeclareOption{hebrew}{%
4038   \input{rlbabel.def}%
4039   \bbl@load@language{hebrew}}
4040 \DeclareOption{hungarian}{\bbl@try@load@lang{}{magyar}{}}
4041 \DeclareOption{lowersorbian}{\bbl@try@load@lang{}{lsorbian}{}}
4042 \DeclareOption{nynorsk}{\bbl@try@load@lang{}{norsk}{}}
4043 \DeclareOption{polutonikogreek}{%
4044   \bbl@try@load@lang{}{greek}{\languageattribute{greek}{polutoniko}}}
4045 \DeclareOption{russian}{\bbl@try@load@lang{}{russianb}{}}
4046 \DeclareOption{ukrainian}{\bbl@try@load@lang{}{ukraineb}{}}
4047 \DeclareOption{uppersorbian}{\bbl@try@load@lang{}{usorbian}{}}
```

Another way to extend the list of ‘known’ options for babel was to create the file `bblopts.cfg` in which one can add option declarations. However, this mechanism is deprecated – if you want an alternative name for a language, just create a new `.ldf` file loading the actual one. You can also set the name of the file with the package option `config=<name>`, which will load `<name>.cfg` instead.

```

4048 \ifx\babel@opt@config\@nnil
4049   \@ifpackagewith{babel}{noconfigs}}{}%
4050   {\InputIfFileExists{bblopts.cfg}%
4051     {\typeout{*****^J%
4052               * Local config file bblopts.cfg used^^J%
4053               *}}}%
4054   {}}%
4055 \else
4056   \InputIfFileExists{\babel@opt@config.cfg}%
4057   {\typeout{*****^J%
4058             * Local config file \babel@opt@config.cfg used^^J%
4059             *}}}%
4060   {\babel@error{%
4061     Local config file '\babel@opt@config.cfg' not found}{%
4062     Perhaps you misspelled it.}}%
4063 \fi

```

Recognizing global options in packages not having a closed set of them is not trivial, as for them to be processed they must be defined explicitly. So, package options not yet taken into account and stored in `babel@language@opts` are assumed to be languages. If not declared above, the names of the option and the file are the same. We first pre-process the class and package options to determine the main language, which is processed in the third ‘main’ pass, *except* if all files are `ldf` and there is no main key. In the latter case (`\babel@opt@main` is still `\@nnil`), the traditional way to set the main language is kept — the last loaded is the main language.

```

4064 \ifx\babel@opt@main\@nnil
4065   \ifnum\babel@iniflag>\z@ % if all ldf's: set implicitly, no main pass
4066     \let\babel@tempb\@empty
4067     \edef\babel@tempa{\@classoptionslist,\babel@language@opts}%
4068     \babel@foreach\babel@tempa{\edef\babel@tempb{#1,\babel@tempb}}}%
4069     \babel@foreach\babel@tempb{% \babel@tempb is a reversed list
4070       \ifx\babel@opt@main\@nnil % ie, if not yet assigned
4071         \ifodd\babel@iniflag % = *=
4072           \IfFileExists{babel-#1.tex}{\def\babel@opt@main{#1}}{}%
4073         \else % n +=
4074           \IfFileExists{#1.ldf}{\def\babel@opt@main{#1}}{}%
4075       \fi
4076     \fi}%
4077 \fi
4078 \else
4079   \babel@info{Main language set with 'main='. Except if you have\\
4080             problems, prefer the default mechanism for setting\\
4081             the main language. Reported}%
4082 \fi

```

A few languages are still defined explicitly. They are stored in case they are needed in the ‘main’ pass (the value can be `\relax`).

```

4083 \ifx\babel@opt@main\@nnil\else
4084   \babel@csarg\let\loadmain\expandafter\csname ds@\babel@opt@main\endcsname
4085   \expandafter\let\csname ds@\babel@opt@main\endcsname\relax
4086 \fi

```

Now define the corresponding loaders. With package options, assume the language exists. With class options, check if the option is a language by checking if the correspondin file exists.

```

4087 \babel@foreach\babel@language@opts{%
4088   \def\babel@tempa{#1}%
4089   \ifx\babel@tempa\babel@opt@main\else
4090     \ifnum\babel@iniflag<\tw@ % 0 0 (other = ldf)
4091       \babel@ifunset{ds@#1}%
4092       {\DeclareOption{#1}{\babel@load@language{#1}}}%

```

```

4093     }%
4094     \else % + * (other = ini)
4095         \DeclareOption{#1}{%
4096             \bbl@ldfinit
4097             \babelprovide[import]{#1}%
4098             \bbl@afterldf{}}%
4099     \fi
4100 \fi}
4101 \bbl@foreach\@classoptionslist{%
4102     \def\bbl@tempa{#1}%
4103     \ifx\bbl@tempa\bbl@opt@main\else
4104         \ifnum\bbl@iniflag<\tw@ % 0 0 (other = ldf)
4105             \bbl@ifunset{ds@#1}%
4106             {\IfFileExists{#1.ldf}%
4107              {\DeclareOption{#1}{\bbl@load@language{#1}}}%
4108              {}}%
4109         }%
4110     \else % + * (other = ini)
4111         \IfFileExists{babel-#1.tex}%
4112         {\DeclareOption{#1}{%
4113             \bbl@ldfinit
4114             \babelprovide[import]{#1}%
4115             \bbl@afterldf{}}}%
4116         {}}%
4117     \fi
4118 \fi}

```

And we are done, because all options for this pass has been declared. Those already processed in the first pass are just ignored.

The options have to be processed in the order in which the user specified them (but remember class options are processed before):

```

4119 \def\AfterBabelLanguage#1{%
4120     \bbl@ifsamestring\CurrentOption{#1}{\global\bbl@add\bbl@afterlang{}}
4121     \DeclareOption*{
4122         \ProcessOptions*

```

This finished the second pass. Now the third one begins, which loads the main language set with the key main. A warning is raised if the main language is not the same as the last named one, or if the value of the key main is not a language. With some options in provide, the package luatexbase is loaded (and immediately used), and therefore \babelprovide can't go inside a \DeclareOption; this explains why it's executed directly, with a dummy declaration. Then all languages have been loaded, so we deactivate \AfterBabelLanguage.

```

4123 \bbl@trace{Option 'main'}
4124 \ifx\bbl@opt@main\@nnil
4125     \edef\bbl@tempa{\@classoptionslist,\bbl@language@opts}
4126     \let\bbl@tempc\@empty
4127     \bbl@for\bbl@tempb\bbl@tempa{%
4128         \bbl@xin@{,\bbl@tempb,}{,\bbl@loaded,}%
4129         \ifin@ \edef\bbl@tempc{\bbl@tempb}\fi}
4130     \def\bbl@tempa#1,#2\@nnil{\def\bbl@tempb{#1}}
4131     \expandafter\bbl@tempa\bbl@loaded,\@nnil
4132     \ifx\bbl@tempb\bbl@tempc\else
4133         \bbl@warning{%
4134             Last declared language option is '\bbl@tempc',\%
4135             but the last processed one was '\bbl@tempb'.\%
4136             The main language can't be set as both a global\%
4137             and a package option. Use 'main=\bbl@tempc' as\%
4138             option. Reported}
4139     \fi
4140 \else
4141     \ifodd\bbl@iniflag % case 1,3 (main is ini)
4142         \bbl@ldfinit
4143         \let\CurrentOption\bbl@opt@main
4144         \bbl@exp{% \bbl@opt@provide = empty if *

```

```

4145     \\\babelprovide[\bbl@opt@provide,import,main]{\bbl@opt@main}}%
4146     \bbl@afterldf{}
4147     \DeclareOption{\bbl@opt@main}{}
4148 \else % case 0,2 (main is ldf)
4149     \ifx\bbl@loadmain\relax
4150         \DeclareOption{\bbl@opt@main}{\bbl@load@language{\bbl@opt@main}}
4151     \else
4152         \DeclareOption{\bbl@opt@main}{\bbl@loadmain}
4153     \fi
4154     \ExecuteOptions{\bbl@opt@main}
4155     \@namedef{ds@\bbl@opt@main}{}%
4156 \fi
4157 \DeclareOption*{}
4158 \ProcessOptions*
4159 \fi
4160 \def\AfterBabelLanguage{%
4161     \bbl@error
4162     {Too late for \string\AfterBabelLanguage}%
4163     {Languages have been loaded, so I can do nothing}}

    In order to catch the case where the user didn't specify a language we check whether
    \bbl@main@language, has become defined. If not, the nil language is loaded.

4164 \ifx\bbl@main@language\@undefined
4165     \bbl@info{%
4166         You haven't specified a language. I'll use 'nil'\%
4167         as the main language. Reported}
4168     \bbl@load@language{nil}
4169 \fi
4170 \</package>

```

9 The kernel of Babel (babel.def, common)

The kernel of the babel system is currently stored in babel.def. The file babel.def contains most of the code. The file hyphen.cfg is a file that can be loaded into the format, which is necessary when you want to be able to switch hyphenation patterns.

Because plain T_EX users might want to use some of the features of the babel system too, care has to be taken that plain T_EX can process the files. For this reason the current format will have to be checked in a number of places. Some of the code below is common to plain T_EX and L^AT_EX, some of it is for the L^AT_EX case only.

Plain formats based on etex (etex, xetex, luatex) don't load hyphen.cfg but etex.src, which follows a different naming convention, so we need to define the babel names. It presumes language.def exists and it is the same file used when formats were created.

A proxy file for switch.def

```

4171 \<*kernel>
4172 \let\bbl@onlyswitch\@empty
4173 \input babel.def
4174 \let\bbl@onlyswitch\@undefined
4175 \</kernel>
4176 \<*patterns>

```

10 Loading hyphenation patterns

The following code is meant to be read by iniT_EX because it should instruct T_EX to read hyphenation patterns. To this end the docstrip option patterns is used to include this code in the file hyphen.cfg. Code is written with lower level macros.

```

4177 \<\Make sure ProvidesFile is defined>
4178 \ProvidesFile{hyphen.cfg}[\<\date>\<\version>\<Babel hyphens>]
4179 \xdef\bbl@format{\jobname}
4180 \def\bbl@version{\<\version>}
4181 \def\bbl@date{\<\date>}
4182 \ifx\AtBeginDocument\@undefined

```

```

4183 \def\@empty{}
4184 \fi
4185 \langle\langle Define core switching macros \rangle\rangle

```

`\process@line` Each line in the file `language.dat` is processed by `\process@line` after it is read. The first thing this macro does is to check whether the line starts with `=`. When the first token of a line is an `=`, the macro `\process@synonym` is called; otherwise the macro `\process@language` will continue.

```

4186 \def\process@line#1#2 #3 #4 {%
4187   \ifx=#1%
4188     \process@synonym{#2}%
4189   \else
4190     \process@language{#1#2}{#3}{#4}%
4191   \fi
4192   \ignorespaces}

```

`\process@synonym` This macro takes care of the lines which start with an `=`. It needs an empty token register to begin with. `\bbl@languages` is also set to empty.

```

4193 \toks@{}
4194 \def\bbl@languages{}

```

When no languages have been loaded yet, the name following the `=` will be a synonym for hyphenation register 0. So, it is stored in a token register and executed when the first pattern file has been processed. (The `\relax` just helps to the `\if` below catching synonyms without a language.) Otherwise the name will be a synonym for the language loaded last.

We also need to copy the hyphenmin parameters for the synonym.

```

4195 \def\process@synonym#1{%
4196   \ifnum\last@language=\m@ne
4197     \toks@\expandafter{\the\toks@\relax\process@synonym{#1}}%
4198   \else
4199     \expandafter\chardef\csname l@#1\endcsname\last@language
4200     \wlog{\string\l@#1=\string\language\the\last@language}%
4201     \expandafter\let\csname #1hyphenmins\expandafter\endcsname
4202       \csname\language\hyphenmins\endcsname
4203     \let\bbl@elt\relax
4204     \edef\bbl@languages{\bbl@languages\bbl@elt{#1}{\the\last@language}{}}%
4205   \fi}

```

`\process@language` The macro `\process@language` is used to process a non-empty line from the ‘configuration file’. It has three arguments, each delimited by white space. The first argument is the ‘name’ of a language; the second is the name of the file that contains the patterns. The optional third argument is the name of a file containing hyphenation exceptions.

The first thing to do is call `\addlanguage` to allocate a pattern register and to make that register ‘active’. Then the pattern file is read.

For some hyphenation patterns it is needed to load them with a specific font encoding selected. This can be specified in the file `language.dat` by adding for instance ‘:T1’ to the name of the language.

The macro `\bbl@get@enc` extracts the font encoding from the language name and stores it in `\bbl@hyph@enc`. The latter can be used in hyphenation files if you need to set a behavior depending on the given encoding (it is set to empty if no encoding is given).

Pattern files may contain assignments to `\lefthyphenmin` and `\righthyphenmin`. T_EX does not keep track of these assignments. Therefore we try to detect such assignments and store them in the `\langle\lang\ranglehyphenmins` macro. When no assignments were made we provide a default setting.

Some pattern files contain changes to the `\lccode` `\uccode` arrays. Such changes should remain local to the language; therefore we process the pattern file in a group; the `\patterns` command acts globally so its effect will be remembered.

Then we globally store the settings of `\lefthyphenmin` and `\righthyphenmin` and close the group.

When the hyphenation patterns have been processed we need to see if a file with hyphenation exceptions needs to be read. This is the case when the third argument is not empty and when it does not contain a space token. (Note however there is no need to save hyphenation exceptions into the format.)

`\bbl@languages` saves a snapshot of the loaded languages in the form

`\bbl@elt{(language-name)}{(number)}{(patterns-file)}{(exceptions-file)}`. Note the last 2

arguments are empty in ‘dialects’ defined in `language.dat` with `=`. Note also the language name can have encoding info.

Finally, if the counter `\language` is equal to zero we execute the synonyms stored.

```

4206 \def\process@language#1#2#3{%
4207   \expandafter\addlanguage\csname l@#1\endcsname
4208   \expandafter\language\csname l@#1\endcsname
4209   \edef\language{#1}%
4210   \bbl@hook@everylanguage{#1}%
4211   % > luatex
4212   \bbl@get@enc#1::\@@@
4213   \begingroup
4214     \lefthyphenmin@m@ne
4215     \bbl@hook@loadpatterns{#2}%
4216     % > luatex
4217     \ifnum\lefthyphenmin=\m@ne
4218     \else
4219       \expandafter\xdef\csname #1hyphenmins\endcsname{%
4220         \the\lefthyphenmin\the\righthyphenmin}%
4221     \fi
4222   \endgroup
4223   \def\bbl@tempa{#3}%
4224   \ifx\bbl@tempa\@empty\else
4225     \bbl@hook@loadexceptions{#3}%
4226     % > luatex
4227   \fi
4228   \let\bbl@elt\relax
4229   \edef\bbl@languages{%
4230     \bbl@languages\bbl@elt{#1}\the\language}{#2}\bbl@tempa}}%
4231   \ifnum\the\language=\z@
4232     \expandafter\ifx\csname #1hyphenmins\endcsname\relax
4233       \set@hyphenmins\tw@\thr@@\relax
4234     \else
4235       \expandafter\expandafter\expandafter\set@hyphenmins
4236       \csname #1hyphenmins\endcsname
4237     \fi
4238     \the\toks@
4239     \toks@{}%
4240   \fi}

```

`\bbl@get@enc` The macro `\bbl@get@enc` extracts the font encoding from the language name and stores it in `\bbl@hyph@enc`. It uses delimited arguments to achieve this.

```

4241 \def\bbl@get@enc#1:#2:#3\@@@{\def\bbl@hyph@enc{#2}}

```

Now, hooks are defined. For efficiency reasons, they are dealt here in a special way. Besides `luatex`, format-specific configuration files are taken into account. `loadkernel` currently loads nothing, but define some basic macros instead.

```

4242 \def\bbl@hook@everylanguage#1{}
4243 \def\bbl@hook@loadpatterns#1{\input #1\relax}
4244 \let\bbl@hook@loadexceptions\bbl@hook@loadpatterns
4245 \def\bbl@hook@loadkernel#1{%
4246   \def\addlanguage{\csname newlanguage\endcsname}%
4247   \def\adddialect##1##2{%
4248     \global\chardef##1##2\relax
4249     \wlog{\string##1 = a dialect from \string\language##2}}%
4250   \def\iflanguage##1{%
4251     \expandafter\ifx\csname l@##1\endcsname\relax
4252       \@nolanerr{##1}%
4253     \else
4254       \ifnum\csname l@##1\endcsname=\language
4255         \expandafter\expandafter\expandafter\@firstoftwo
4256       \else
4257         \expandafter\expandafter\expandafter\@secondoftwo
4258       \fi
4259     \fi}%

```

```

4260 \def\providehyphenmins##1##2{%
4261   \expandafter\ifx\csname ##1hyphenmins\endcsname\relax
4262     \@namedef{##1hyphenmins}{##2}%
4263   \fi}%
4264 \def\set@hyphenmins##1##2{%
4265   \lefthyphenmin##1\relax
4266   \righthyphenmin##2\relax}%
4267 \def\selectlanguage{%
4268   \errhelp{Selecting a language requires a package supporting it}%
4269   \errmessage{Not loaded}}%
4270 \let\foreignlanguage\selectlanguage
4271 \let\otherlanguage\selectlanguage
4272 \expandafter\let\csname otherlanguage*\endcsname\selectlanguage
4273 \def\bbl@usehooks##1##2{% TODO. Temporary!!
4274 \def\setlocale{%
4275   \errhelp{Find an armchair, sit down and wait}%
4276   \errmessage{Not yet available}}%
4277 \let\uselocale\setlocale
4278 \let\locale\setlocale
4279 \let\selectlocale\setlocale
4280 \let\localename\setlocale
4281 \let\textlocale\setlocale
4282 \let\textlanguage\setlocale
4283 \let\languagetext\setlocale}
4284 \begingroup
4285 \def\AddBabelHook#1#2{%
4286   \expandafter\ifx\csname bbl@hook@#2\endcsname\relax
4287     \def\next{\toks1}%
4288   \else
4289     \def\next{\expandafter\gdef\csname bbl@hook@#2\endcsname####1}%
4290   \fi
4291   \next}
4292 \ifx\directlua\@undefined
4293   \ifx\XeTeXinputencoding\@undefined\else
4294     \input xebabel.def
4295   \fi
4296 \else
4297   \input luababel.def
4298 \fi
4299 \openin1 = babel-\bbl@format.cfg
4300 \ifeof1
4301 \else
4302   \input babel-\bbl@format.cfg\relax
4303 \fi
4304 \closein1
4305 \endgroup
4306 \bbl@hook@loadkernel{switch.def}

```

`\readconfigfile` The configuration file can now be opened for reading.

```

4307 \openin1 = language.dat

```

See if the file exists, if not, use the default hyphenation file `hyphen.tex`. The user will be informed about this.

```

4308 \def\languagename{english}%
4309 \ifeof1
4310   \message{I couldn't find the file language.dat,\space
4311     I will try the file hyphen.tex}
4312   \input hyphen.tex\relax
4313   \chardef\l@english\z@
4314 \else

```

Pattern registers are allocated using count register `\last@language`. Its initial value is 0. The definition of the macro `\newlanguage` is such that it first increments the count register and then

defines the language. In order to have the first patterns loaded in pattern register number 0 we initialize `\last@language` with the value `-1`.

```
4315 \last@language\m@ne
```

We now read lines from the file until the end is found. While reading from the input, it is useful to switch off recognition of the end-of-line character. This saves us stripping off spaces from the contents of the control sequence.

```
4316 \loop
4317   \endlinechar\m@ne
4318   \read1 to \bbl@line
4319   \endlinechar`\^^M
```

If the file has reached its end, exit from the loop here. If not, empty lines are skipped. Add 3 space characters to the end of `\bbl@line`. This is needed to be able to recognize the arguments of `\process@line` later on. The default language should be the very first one.

```
4320   \if T\ifeof1F\fi T\relax
4321   \ifx\bbl@line\@empty\else
4322     \edef\bbl@line{\bbl@line\space\space\space}%
4323     \expandafter\process@line\bbl@line\relax
4324   \fi
4325 \repeat
```

Check for the end of the file. We must reverse the test for `\ifeof` without `\else`. Then reactivate the default patterns, and close the configuration file.

```
4326 \begingroup
4327   \def\bbl@elt#1#2#3#4{%
4328     \global\language=#2\relax
4329     \gdef\language#1}%
4330   \def\bbl@elt##1##2##3##4{}}%
4331   \bbl@languages
4332 \endgroup
4333 \fi
4334 \closein1
```

We add a message about the fact that babel is loaded in the format and with which language patterns to the `\everyjob` register.

```
4335 \if/\the\toks@/\else
4336   \errhelp{language.dat loads no language, only synonyms}
4337   \errmessage{Orphan language synonym}
4338 \fi
```

Also remove some macros from memory and raise an error if `\toks@` is not empty. Finally load `switch.def`, but the latter is not required and the line inputting it may be commented out.

```
4339 \let\bbl@line\@undefined
4340 \let\process@line\@undefined
4341 \let\process@synonym\@undefined
4342 \let\process@language\@undefined
4343 \let\bbl@get@enc\@undefined
4344 \let\bbl@hyph@enc\@undefined
4345 \let\bbl@tempa\@undefined
4346 \let\bbl@hook@loadkernel\@undefined
4347 \let\bbl@hook@everylanguage\@undefined
4348 \let\bbl@hook@loadpatterns\@undefined
4349 \let\bbl@hook@loadexceptions\@undefined
4350 \</patterns>
```

Here the code for `iniTeX` ends.

11 Font handling with fontspec

Add the bidi handler just before `luaotfload`, which is loaded by default by LaTeX. Just in case, consider the possibility it has not been loaded. First, a couple of definitions related to bidi [misplaced].

```
4351 <<(*More package options)>> ≡
```



```

4352 \chardef\bbl@bidimode\z@
4353 \DeclareOption{bidi=default}{\chardef\bbl@bidimode=\@ne}
4354 \DeclareOption{bidi=basic}{\chardef\bbl@bidimode=101 }
4355 \DeclareOption{bidi=basic-r}{\chardef\bbl@bidimode=102 }
4356 \DeclareOption{bidi=bidi}{\chardef\bbl@bidimode=201 }
4357 \DeclareOption{bidi=bidi-r}{\chardef\bbl@bidimode=202 }
4358 \DeclareOption{bidi=bidi-l}{\chardef\bbl@bidimode=203 }
4359 <\/More package options>

```

With explicit languages, we could define the font at once, but we don't. Just wait and see if the language is actually activated. `bbl@font` replaces hardcoded font names inside `\.family` by the corresponding macro `\.default`.

At the time of this writing, fontspec shows a warning about there are languages not available, which some people think refers to babel, even if there is nothing wrong. Here is hack to patch fontspec to avoid the misleading message, which is replaced by a more explanatory one.

```

4360 <(*Font selection)> ≡
4361 \bbl@trace{Font handling with fontspec}
4362 \ifx\ExplSyntaxOn\@undefined\else
4363   \ExplSyntaxOn
4364   \catcode`\ =10
4365   \def\bbl@loadfontspec{%
4366     \usepackage{fontspec}% TODO. Apply patch always
4367     \expandafter
4368     \def\csname msg~text~>~fontspec/language-not-exist\endcsname##1##2##3##4{%
4369       Font '\l_fontspec_fontname_tl' is using the\\%
4370       default features for language '##1'.\\%
4371       That's usually fine, because many languages\\%
4372       require no specific features, but if the output is\\%
4373       not as expected, consider selecting another font.}
4374     \expandafter
4375     \def\csname msg~text~>~fontspec/no-script\endcsname##1##2##3##4{%
4376       Font '\l_fontspec_fontname_tl' is using the\\%
4377       default features for script '##2'.\\%
4378       That's not always wrong, but if the output is\\%
4379       not as expected, consider selecting another font.}}
4380   \ExplSyntaxOff
4381 \fi
4382 \onlypreamble\babelfont
4383 \newcommand\babelfont[2][{}]{% 1=langs/scripts 2=fam
4384   \bbl@foreach{#1}{%
4385     \expandafter\ifx\csname date##1\endcsname\relax
4386       \IfFileExists{babel-##1.tex}%
4387       {\babelprovide{##1}}%
4388     }%
4389   \fi}%
4390 \edef\bbl@tempa{#1}%
4391 \def\bbl@tempb{#2}% Used by \bbl@bblfont
4392 \ifx\fontspec\@undefined
4393   \bbl@loadfontspec
4394 \fi
4395 \EnableBabelHook{babel-fontspec}% Just calls \bbl@switchfont
4396 \bbl@bblfont}
4397 \newcommand\bbl@bblfont[2][{}]{% 1=features 2=fontname, @font=rm|sf|tt
4398   \bbl@ifunset{\bbl@tempb family}%
4399   {\bbl@providefam{\bbl@tempb}}%
4400   {}%
4401   % For the default font, just in case:
4402   \bbl@ifunset{\bbl@lsys\languagename}{\bbl@provide@lsys{\languagename}}{%
4403     \expandafter\bbl@ifblank\expandafter{\bbl@tempa}%
4404     {\bbl@csarg\edef{\bbl@tempb dflt@}{<{#1}{#2}}% save \bbl@rmdflt@
4405     \bbl@exp{%
4406       \let\<\bbl@tempb dflt@\languagename>\<\bbl@tempb dflt@>%
4407       \<\bbl@font@set\<\bbl@tempb dflt@\languagename>%

```

```

4408             \<\bbl@tempb default>\<\bbl@tempb family>}}%
4409     {\bbl@foreach\bbl@tempa{% ie bbl@rmdflt@lang / *scrt
4410       \bbl@csarg\def{\bbl@tempb dflt##1}{<{#1}{#2}}}}%

```

If the family in the previous command does not exist, it must be defined. Here is how:

```

4411 \def\bbl@providfam#1{%
4412   \bbl@exp{%
4413     \\\newcommand\<#1default>{% Just define it
4414       \\\bbl@add@list\\bbl@font@fams{#1}%
4415       \\\DeclareRobustCommand\<#1family>{%
4416         \\\not@math@alphabet\<#1family>\relax
4417         % \\\prepare@family@series@update{#1}\<#1default>% TODO. Fails
4418         \\\fontfamily\<#1default>%
4419         \<ifx>\\UseHooks\\@undefined\<else>\\UseHook{#1family}\<fi>%
4420         \\\selectfont}%
4421       \\\DeclareTextFontCommand{\<text#1>}{\<#1family>}}%

```

The following macro is activated when the hook babel-fontspec is enabled. But before, we define a macro for a warning, which sets a flag to avoid duplicate them.

```

4422 \def\bbl@nostdfont#1{%
4423   \bbl@ifunset{\bbl@WFF@f@family}%
4424   {\bbl@csarg\gdef{\bbl@WFF@f@family}}{% Flag, to avoid dupl warns
4425     \bbl@infowarn{The current font is not a babel standard family:\%
4426       #1%
4427       \fontname\font\\%
4428       There is nothing intrinsically wrong with this warning, and\\%
4429       you can ignore it altogether if you do not need these\\%
4430       families. But if they are used in the document, you should be\\%
4431       aware 'babel' will no set Script and Language for them, so\\%
4432       you may consider defining a new family with \string\babelfont.\\%
4433       See the manual for further details about \string\babelfont.\\%
4434       Reported}}
4435   }%
4436 \gdef\bbl@switchfont{%
4437   \bbl@ifunset{\bbl@lsys@language}{\bbl@provide@lsys{language}}}%
4438   \bbl@exp{% eg Arabic -> arabic
4439     \lowercase{\edef\bbl@tempa{\bbl@cl{sname}}}%
4440     \bbl@foreach\bbl@font@fams{%
4441       \bbl@ifunset{\bbl@##1dflt@language}% (1) language?
4442       {\bbl@ifunset{\bbl@##1dflt@*\bbl@tempa}% (2) from script?
4443         {\bbl@ifunset{\bbl@##1dflt@}% 2=F - (3) from generic?
4444           }% 123=F - nothing!
4445           {\bbl@exp{% 3=T - from generic
4446             \global\let\<bbl@##1dflt@language>%
4447               \<bbl@##1dflt@>}}}%
4448           {\bbl@exp{% 2=T - from script
4449             \global\let\<bbl@##1dflt@language>%
4450               \<bbl@##1dflt@*\bbl@tempa>}}}%
4451           }% 1=T - language, already defined
4452     \def\bbl@tempa{\bbl@nostdfont}}%
4453     \bbl@foreach\bbl@font@fams{% don't gather with prev for
4454       \bbl@ifunset{\bbl@##1dflt@language}%
4455       {\bbl@cs{famrst@##1}%
4456         \global\bbl@csarg\let{famrst@##1}\relax}%
4457       {\bbl@exp{% order is relevant. TODO: but sometimes wrong!
4458         \\\bbl@add\\originalTeX{%
4459           \\\bbl@font@rst{\bbl@cl{##1dflt}}%
4460           \<##1default>\<##1family>{##1}}%
4461         \\\bbl@font@set\<bbl@##1dflt@language>% the main part!
4462         \<##1default>\<##1family>}}}%
4463     \bbl@ifrestoring{\bbl@tempa}%

```

The following is executed at the beginning of the aux file or the document to warn about fonts not defined with \babelfont.

```

4464 \ifx\fbfamily\undefined\else % if latex
4465 \ifcase\bbbl@engine % if pdftex
4466 \let\bbbl@ckeckstdfonts\relax
4467 \else
4468 \def\bbbl@ckeckstdfonts{%
4469 \begingroup
4470 \global\let\bbbl@ckeckstdfonts\relax
4471 \let\bbbl@tempa\@empty
4472 \bbbl@foreach\bbbl@font@fams{%
4473 \bbbl@ifunset{\bbbl@##1dflt@}%
4474 {\@nameuse{##1family}}%
4475 \bbbl@csarg\gdef{WFF@\fbfamily}}}% Flag
4476 \bbbl@exp{\bbbl@add{\bbbl@tempa{* \<##1family}>= \fbfamily\\}%
4477 \space\space\fontname\font\\}%
4478 \bbbl@csarg\xdef{##1dflt@}{\fbfamily}%
4479 \expandafter\xdef\csname ##1default\endcsname{\fbfamily}}%
4480 {}}%
4481 \ifx\bbbl@tempa\@empty\else
4482 \bbbl@infowarn{The following font families will use the default\\%
4483 settings for all or some languages:\\%
4484 \bbbl@tempa
4485 There is nothing intrinsically wrong with it, but\\%
4486 'babel' will no set Script and Language, which could\\%
4487 be relevant in some languages. If your document uses\\%
4488 these families, consider redefining them with \string\babelfont.\\%
4489 Reported}%
4490 \fi
4491 \endgroup}
4492 \fi
4493 \fi

```

Now the macros defining the font with fontspec.

When there are repeated keys in fontspec, the last value wins. So, we just place the ini settings at the beginning, and user settings will take precedence. We must deactivate temporarily \bbbl@mapselect because \selectfont is called internally when a font is defined.

```

4494 \def\bbbl@font@set#1#2#3{% eg \bbbl@rmdflt@lang \rmdefault \rmfamily
4495 \bbbl@xin@{<>}{#1}%
4496 \ifin@
4497 \bbbl@exp{\bbbl@fontspec@set\#1\expandafter\@gobbletwo\#1\#3}%
4498 \fi
4499 \bbbl@exp{%
4500 \def\#2{#1}% eg, \rmdefault{\bbbl@rmdflt@lang}
4501 \bbbl@ifsamestring{#2}{\fbfamily}%
4502 {\#3%
4503 \bbbl@ifsamestring{\fbseries}{\bfdefault}{\bbbfseries}}}%
4504 \let\bbbl@tempa\relax}%
4505 {}}
4506 % TODO - next should be global?, but even local does its job. I'm
4507 % still not sure -- must investigate:
4508 \def\bbbl@fontspec@set#1#2#3#4{% eg \bbbl@rmdflt@lang fnt-opt fnt-nme \xxfamily
4509 \let\bbbl@tempe\bbbl@mapselect
4510 \let\bbbl@mapselect\relax
4511 \let\bbbl@temp@fam#4% eg, 'rmfamily', to be restored below
4512 \let#4\@empty % Make sure \renewfontfamily is valid
4513 \bbbl@exp{%
4514 \let\bbbl@temp@pfam\<\bbbl@stripslash#4\space>% eg, 'rmfamily '
4515 \<keys_if_exist:nnF>{fontspec-opentype}{Script/\bbbl@cl{sname}}}%
4516 {\bbbl@newfontscript{\bbbl@cl{sname}}{\bbbl@cl{sotf}}}%
4517 \<keys_if_exist:nnF>{fontspec-opentype}{Language/\bbbl@cl{lname}}}%
4518 {\bbbl@newfontlanguage{\bbbl@cl{lname}}{\bbbl@cl{lotf}}}%
4519 \renewfontfamily\#4%
4520 [\bbbl@cl{lsys},#2]{#3}% ie \bbbl@exp{..}{#3}
4521 \begingroup

```

```

4522      #4%
4523      \xdef#1{\f@family}%      eg, \bbl@rmdflt@lang{FreeSerif(0)}
4524      \endgroup
4525      \let#4\bbl@temp@fam
4526      \bbl@exp{\let\<\bbl@stripslash#4\space>}\bbl@temp@pfam
4527      \let\bbl@mapselect\bbl@tempe}%

```

font@rst and famrst are only used when there is no global settings, to save and restore de previous families. Not really necessary, but done for optimization.

```

4528 \def\bbl@font@rst#1#2#3#4{%
4529   \bbl@csarg\def{famrst@#4}{\bbl@font@set{#1}#2#3}}

```

The default font families. They are eurocentric, but the list can be expanded easily with \babelfont.

```

4530 \def\bbl@font@fams{rm,sf,tt}

```

The old tentative way. Short and preverved for compatibility, but deprecated. Note there is no direct alternative for \babelFSfeatures. The reason in explained in the user guide, but essentially – that was not the way to go :-).

```

4531 \newcommand\babelFSstore[2][{%
4532   \bbl@ifblank{#1}%
4533   {\bbl@csarg\def{sname@#2}{Latin}}%
4534   {\bbl@csarg\def{sname@#2}{#1}}%
4535   \bbl@provide@dirs{#2}%
4536   \bbl@csarg\ifnum{wdir@#2}>\z@
4537     \let\bbl@beforeforeign\leavevmode
4538     \EnableBabelHook{babel-bidi}%
4539   \fi
4540   \bbl@foreach{#2}{%
4541     \bbl@FSstore{##1}{rm}\rmdefault\bbl@save@rmdefault
4542     \bbl@FSstore{##1}{sf}\sfdefault\bbl@save@sfdefault
4543     \bbl@FSstore{##1}{tt}\ttdefault\bbl@save@ttdefault}}
4544 \def\bbl@FSstore#1#2#3#4{%
4545   \bbl@csarg\edef{#2default#1}{#3}%
4546   \expandafter\addto\csname extras#1\endcsname{%
4547     \let#4#3%
4548     \ifx#3\f@family
4549       \edef#3{\csname bbl@#2default#1\endcsname}%
4550       \fontfamily{#3}\selectfont
4551     \else
4552       \edef#3{\csname bbl@#2default#1\endcsname}%
4553     \fi}%
4554   \expandafter\addto\csname noextras#1\endcsname{%
4555     \ifx#3\f@family
4556       \fontfamily{#4}\selectfont
4557     \fi
4558     \let#3#4}}
4559 \let\bbl@langfeatures\@empty
4560 \def\babelFSfeatures{% make sure \fontspec is redefined once
4561   \let\bbl@ori@fontspec\fontspec
4562   \renewcommand\fontspec[1][{%
4563     \bbl@ori@fontspec[\bbl@langfeatures##1]}
4564   \let\babelFSfeatures\bbl@FSfeatures
4565   \babelFSfeatures}
4566 \def\bbl@FSfeatures#1#2{%
4567   \expandafter\addto\csname extras#1\endcsname{%
4568     \babel@save\bbl@langfeatures
4569     \edef\bbl@langfeatures{#2,}}}%
4570 </Font selection>

```

12 Hooks for XeTeX and LuaTeX

12.1 XeTeX

Unfortunately, the current encoding cannot be retrieved and therefore it is reset always to utf8, which seems a sensible default.

```
4571 <{*Footnote changes}> ≡
4572 \bbl@trace{Bidi footnotes}
4573 \ifnum\bbl@bidimode>\z@
4574   \def\bbl@footnote#1#2#3{%
4575     \ifnextchar[%
4576       {\bbl@footnote@o{#1}{#2}{#3}}%
4577       {\bbl@footnote@x{#1}{#2}{#3}}}
4578   \long\def\bbl@footnote@x#1#2#3#4{%
4579     \bgroup
4580     \select@language@x{\bbl@main@language}%
4581     \bbl@fn@footnote{#2#1{\ignorespaces#4}#3}%
4582     \egroup}
4583   \long\def\bbl@footnote@o#1#2#3[#4]#5{%
4584     \bgroup
4585     \select@language@x{\bbl@main@language}%
4586     \bbl@fn@footnote[#4]{#2#1{\ignorespaces#5}#3}%
4587     \egroup}
4588   \def\bbl@footnotetext#1#2#3{%
4589     \ifnextchar[%
4590       {\bbl@footnotetext@o{#1}{#2}{#3}}%
4591       {\bbl@footnotetext@x{#1}{#2}{#3}}}
4592   \long\def\bbl@footnotetext@x#1#2#3#4{%
4593     \bgroup
4594     \select@language@x{\bbl@main@language}%
4595     \bbl@fn@footnotetext{#2#1{\ignorespaces#4}#3}%
4596     \egroup}
4597   \long\def\bbl@footnotetext@o#1#2#3[#4]#5{%
4598     \bgroup
4599     \select@language@x{\bbl@main@language}%
4600     \bbl@fn@footnotetext[#4]{#2#1{\ignorespaces#5}#3}%
4601     \egroup}
4602   \def\BabelFootnote#1#2#3#4{%
4603     \ifx\bbl@fn@footnote\undefined
4604       \let\bbl@fn@footnote\footnote
4605       \fi
4606     \ifx\bbl@fn@footnotetext\undefined
4607       \let\bbl@fn@footnotetext\footnotetext
4608       \fi
4609     \bbl@ifblank{#2}%
4610     {\def#1{\bbl@footnote{\@firstofone}{#3}{#4}}
4611      \namedef{\bbl@stripslash#1text}%
4612      {\bbl@footnotetext{\@firstofone}{#3}{#4}}}%
4613     {\def#1{\bbl@exp{\bbl@footnote{\foreignlanguage{#2}}}{#3}{#4}}%
4614      \namedef{\bbl@stripslash#1text}%
4615      {\bbl@exp{\bbl@footnotetext{\foreignlanguage{#2}}}{#3}{#4}}}%
4616   \fi
4617 <{/Footnote changes}>
```

Now, the code.

```
4618 <{*xetex}>
4619 \def\BabelStringsDefault{unicode}
4620 \let\xebbl@stop\relax
4621 \AddBabelHook{xetex}{encodedcommands}{%
4622   \def\bbl@tempa{#1}%
4623   \ifx\bbl@tempa\empty
4624     \XeTeXinputencoding"bytes"%
4625   \else
```

```

4626 \XeTeXinputencoding"#1"%
4627 \fi
4628 \def\xebbl@stop{\XeTeXinputencoding"utf8"}}
4629 \AddBabelHook{xetex}{stopcommands}{%
4630 \xebbl@stop
4631 \let\xebbl@stop\relax}
4632 \def\bbl@intraspace#1 #2 #3\@@{%
4633 \bbl@csarg\gdef{xeisp@\language}%
4634 {\XeTeXlinebreakskip #1em plus #2em minus #3em\relax}}
4635 \def\bbl@intrapenalty#1\@@{%
4636 \bbl@csarg\gdef{xeipn@\language}%
4637 {\XeTeXlinebreakpenalty #1\relax}}
4638 \def\bbl@provide@intraspace{%
4639 \bbl@xin@{/s}{/\bbl@cl{lnbrk}}}%
4640 \ifin@else\bbl@xin@{/c}{/\bbl@cl{lnbrk}}\fi
4641 \ifin@
4642 \bbl@ifunset{bbl@intsp@\language}{%
4643 {\expandafter\ifx\csname bbl@intsp@\language\endcsname\empty\else
4644 \ifx\bbl@KVP@intraspace\@nil
4645 \bbl@exp{%
4646 \bbl@intraspace\bbl@cl{intsp}\@@}%
4647 \fi
4648 \ifx\bbl@KVP@intrapenalty\@nil
4649 \bbl@intrapenalty0\@@
4650 \fi
4651 \fi
4652 \ifx\bbl@KVP@intraspace\@nil\else % We may override the ini
4653 \expandafter\bbl@intraspace\bbl@KVP@intraspace\@@
4654 \fi
4655 \ifx\bbl@KVP@intrapenalty\@nil\else
4656 \expandafter\bbl@intrapenalty\bbl@KVP@intrapenalty\@@
4657 \fi
4658 \bbl@exp{%
4659 % TODO. Execute only once (but redundant):
4660 \bbl@add\<extras\language>%
4661 \XeTeXlinebreaklocale "\bbl@cl{tbcpr}"%
4662 \<bbl@xeisp@\language>%
4663 \<bbl@xeipn@\language>%
4664 \bbl@tglobal\<extras\language>%
4665 \bbl@add\<noextras\language>%
4666 \XeTeXlinebreaklocale "en"%
4667 \bbl@tglobal\<noextras\language>%
4668 \ifx\bbl@ispace\@undefined
4669 \gdef\bbl@ispace{\bbl@cl{xeisp}}%
4670 \ifx\AtBeginDocument\@notprerr
4671 \expandafter\@secondoftwo % to execute right now
4672 \fi
4673 \AtBeginDocument{\bbl@patchfont{\bbl@ispace}}%
4674 \fi}%
4675 \fi}
4676 \ifx\DisableBabelHook\@undefined\endinput\fi
4677 \AddBabelHook{babel-fontspec}{afterextras}{\bbl@switchfont}
4678 \AddBabelHook{babel-fontspec}{beforestart}{\bbl@checkstdfonts}
4679 \DisableBabelHook{babel-fontspec}
4680 <<Font selection>>
4681 \input txtbabel.def
4682 </xetex>

```

12.2 Layout

In progress.

Note elements like headlines and margins can be modified easily with packages like fancyhdr, typearea or titles, and geometry.

\bbl@startskip and \bbl@endskip are available to package authors. Thanks to the \TeX expansion mechanism the following constructs are valid: \adim\bbl@startskip, \advance\bbl@startskip\adim, \bbl@startskip\adim. Consider txtbabel as a shorthand for *tex-xet babel*, which is the bidi model in both pdfTeX and xetex.

```

4683 \*texet
4684 \providecommand\bbl@provide@intraspace{}
4685 \bbl@trace{Redefinitions for bidi layout}
4686 \def\bbl@sspre@caption{%
4687   \bbl@exp{\everyhbox{\bbl@textdir\bbl@cs{wdir}\bbl@main@language}}}%
4688   \ifx\bbl@opt@layout\@nnil\endinput\fi % No layout
4689 \def\bbl@startskip{\ifcase\bbl@thepardir\leftskip\else\rightskip\fi}
4690 \def\bbl@endskip{\ifcase\bbl@thepardir\rightskip\else\leftskip\fi}
4691 \ifx\bbl@beforeforeign\leavevmode % A poor test for bidi=
4692   \def\@hangfrom#1{%
4693     \setbox\@tempboxa\hbox{#1}%
4694     \hangindent\ifcase\bbl@thepardir\wd\@tempboxa\else-\wd\@tempboxa\fi
4695     \noindent\box\@tempboxa}
4696   \def\raggedright{%
4697     \let\@centercr
4698     \bbl@startskip\z@skip
4699     \@rightskip\@flushglue
4700     \bbl@endskip\@rightskip
4701     \parindent\z@
4702     \parfillskip\bbl@startskip}
4703   \def\raggedleft{%
4704     \let\@centercr
4705     \bbl@startskip\@flushglue
4706     \bbl@endskip\z@skip
4707     \parindent\z@
4708     \parfillskip\bbl@endskip}
4709 \fi
4710 \IfBabelLayout{lists}
4711   {\bbl@sreplace\list
4712     {\@totalleftmargin\leftmargin}{\@totalleftmargin\bbl@listleftmargin}%
4713     \def\bbl@listleftmargin{%
4714       \ifcase\bbl@thepardir\leftmargin\else\rightmargin\fi}%
4715     \ifcase\bbl@engine
4716       \def\labelenumii{}\theenumii{}\pdfTeX doesn't reverse ()
4717       \def\p@enumiii{\p@enumii}\theenumii{}\fi
4718     \bbl@sreplace\@verbatim
4719       {\leftskip\@totalleftmargin}%
4720       {\bbl@startskip\textwidth
4721         \advance\bbl@startskip-\linewidth}%
4722       \bbl@sreplace\@verbatim
4723         {\rightskip\z@skip}%
4724         {\bbl@endskip\z@skip}}%
4725   {}
4726 {}
4727 \IfBabelLayout{contents}
4728   {\bbl@sreplace\@dottedtocline{\leftskip}{\bbl@startskip}%
4729     \bbl@sreplace\@dottedtocline{\rightskip}{\bbl@endskip}}
4730 {}
4731 \IfBabelLayout{columns}
4732   {\bbl@sreplace\@outputdblcol{\hb@xt@\textwidth}{\bbl@outputbox}%
4733     \def\bbl@outputbox#1{%
4734       \hb@xt@\textwidth{%
4735         \hskip\columnwidth
4736         \hfil
4737         {\normalcolor\vrule \@width\columnseprule}%
4738         \hfil
4739         \hb@xt@\columnwidth{\box\@leftcolumn \hss}%
4740         \hskip-\textwidth
4741         \hb@xt@\columnwidth{\box\@outputbox \hss}%

```

```

4742      \hskip\columnsep
4743      \hskip\columnwidth}}}%
4744  {}
4745  <Footnote changes>
4746  \IfBabelLayout{footnotes}%
4747  {\BabelFootnote\footnote\language\language{}{}}%
4748  \BabelFootnote\localfootnote\language\language{}{}}%
4749  \BabelFootnote\mainfootnote{}{}}{}
4750  {}

```

Implicitly reverses sectioning labels in bidi=basic, because the full stop is not in contact with L numbers any more. I think there must be a better way.

```

4751 \IfBabelLayout{counters}%
4752 {\let\bbl@latinarabic=@arabic
4753  \def\@arabic#1{\babelsublr{\bbl@latinarabic#1}}}%
4754  \let\bbl@asciroman=@roman
4755  \def\@roman#1{\babelsublr{\ensureascii{\bbl@asciroman#1}}}%
4756  \let\bbl@asciiRoman=@Roman
4757  \def\@Roman#1{\babelsublr{\ensureascii{\bbl@asciiRoman#1}}}{}}{}
4758 /texet

```

12.3 LuaTeX

The loader for luatex is based solely on `language.dat`, which is read on the fly. The code shouldn't be executed when the format is build, so we check if `\AddBabelHook` is defined. Then comes a modified version of the loader in `hyphen.cfg` (without the `hyphenmins` stuff, which is under the direct control of `babel`).

The names `\l@<language>` are defined and take some value from the beginning because all `ldf` files assume this for the corresponding language to be considered valid, but patterns are not loaded (except the first one). This is done later, when the language is first selected (which usually means when the `ldf` finishes). If a language has been loaded, `\bbl@hyphendata@<num>` exists (with the names of the files read).

The default setup preloads the first language into the format. This is intended mainly for 'english', so that it's available without further intervention from the user. To avoid duplicating it, the following rule applies: if the "0th" language and the first language in `language.dat` have the same name then just ignore the latter. If there are new synonymous, they are added, but note if the language patterns have not been preloaded they won't at run time.

Other preloaded languages could be read twice, if they have been preloaded into the format. This is not optimal, but it shouldn't happen very often – with `luatex` patterns are best loaded when the document is typeset, and the "0th" language is preloaded just for backwards compatibility.

As of 1.1b, `lua(e)tex` is taken into account. Formerly, loading of patterns on the fly didn't work in this format, but with the new loader it does. Unfortunately, the format is not based on `babel`, and data could be duplicated, because languages are reassigned above those in the format (nothing serious, anyway). Note even with this format `language.dat` is used (under the principle of a single source), instead of `language.def`.

Of course, there is room for improvements, like tools to read and reassign languages, which would require modifying the language list, and better error handling.

We need catcode tables, but no format (targeted by `babel`) provide a command to allocate them (although there are packages like `ctablestack`). FIX - This isn't true anymore. For the moment, a dangerous approach is used - just allocate a high random number and cross the fingers. To complicate things, `etex.sty` changes the way languages are allocated.

This files is read at three places: (1) when `plain.def`, `babel.sty` starts, to read the list of available languages from `language.dat` (for the base option); (2) at `hyphen.cfg`, to modify some macros; (3) in the middle of `plain.def` and `babel.sty`, by `babel.def`, with the commands and other definitions for `luatex` (eg, `\babelpatterns`).

```

4759 <*luatex>
4760 \ifx\AddBabelHook\undefined % When plain.def, babel.sty starts
4761 \bbl@trace{Read language.dat}
4762 \ifx\bbl@readstream\undefined
4763  \csname newread\endcsname\bbl@readstream
4764 \fi
4765 \begingroup
4766  \toks@{}

```



```

4767 \count@\z@ % 0=start, 1=0th, 2=normal
4768 \def\bbl@process@line#1#2 #3 #4 {%
4769   \ifx=#1%
4770     \bbl@process@synonym{#2}%
4771   \else
4772     \bbl@process@language{#1#2}{#3}{#4}%
4773   \fi
4774   \ignorespaces}
4775 \def\bbl@manylang{%
4776   \ifnum\bbl@last>\@ne
4777     \bbl@info{Non-standard hyphenation setup}%
4778   \fi
4779   \let\bbl@manylang\relax}
4780 \def\bbl@process@language#1#2#3{%
4781   \ifcase\count@
4782     \@ifundefined{zth@#1}{\count@\tw@}{\count@\@ne}%
4783   \or
4784     \count@\tw@
4785   \fi
4786   \ifnum\count@=\tw@
4787     \expandafter\addlanguage\csname l@#1\endcsname
4788     \language\allocationnumber
4789     \chardef\bbl@last\allocationnumber
4790     \bbl@manylang
4791     \let\bbl@elt\relax
4792     \xdef\bbl@languages{%
4793       \bbl@languages\bbl@elt{#1}{\the\language}{#2}{#3}}%
4794   \fi
4795   \the\toks@
4796   \toks@{}}
4797 \def\bbl@process@synonym@aux#1#2{%
4798   \global\expandafter\chardef\csname l@#1\endcsname#2\relax
4799   \let\bbl@elt\relax
4800   \xdef\bbl@languages{%
4801     \bbl@languages\bbl@elt{#1}{#2}{}}}%
4802 \def\bbl@process@synonym#1{%
4803   \ifcase\count@
4804     \toks@\expandafter{\the\toks@\relax\bbl@process@synonym{#1}}%
4805   \or
4806     \@ifundefined{zth@#1}{\bbl@process@synonym@aux{#1}{0}}}%
4807   \else
4808     \bbl@process@synonym@aux{#1}{\the\bbl@last}%
4809   \fi}
4810 \ifx\bbl@languages@undefined % Just a (sensible?) guess
4811   \chardef\l@english\z@
4812   \chardef\l@USenglish\z@
4813   \chardef\bbl@last\z@
4814   \global\@namedef{bbl@hyphendata@0}{\hyphen.tex}{}
4815   \gdef\bbl@languages{%
4816     \bbl@elt{english}{0}{\hyphen.tex}{}%
4817     \bbl@elt{USenglish}{0}{}}
4818 \else
4819   \global\let\bbl@languages@format\bbl@languages
4820   \def\bbl@elt#1#2#3#4{% Remove all except language 0
4821     \ifnum#2>\z@
4822       \noexpand\bbl@elt{#1}{#2}{#3}{#4}%
4823     \fi}%
4824   \xdef\bbl@languages{\bbl@languages}%
4825 \fi
4826 \def\bbl@elt#1#2#3#4{\@namedef{zth@#1}} % Define flags
4827 \bbl@languages
4828 \openin\bbl@readstream=language.dat
4829 \ifeof\bbl@readstream

```

```

4830 \bbl@warning{I couldn't find language.dat. No additional\\%
4831 patterns loaded. Reported}%
4832 \else
4833 \loop
4834 \endlinechar\m@ne
4835 \read\bbl@readstream to \bbl@line
4836 \endlinechar\^^M
4837 \if T\ifeof\bbl@readstream F\fi T\relax
4838 \ifx\bbl@line\empty\else
4839 \edef\bbl@line{\bbl@line\space\space\space}%
4840 \expandafter\bbl@process@line\bbl@line\relax
4841 \fi
4842 \repeat
4843 \fi
4844 \endgroup
4845 \bbl@trace{Macros for reading patterns files}
4846 \def\bbl@get@enc#1:#2:#3\@@@{\def\bbl@hyph@enc{#2}}
4847 \ifx\babelcatcodetablenum\undefined
4848 \ifx\newcatcodetable\undefined
4849 \def\babelcatcodetablenum{5211}
4850 \def\bbl@pattcodes{\numexpr\babelcatcodetablenum+1\relax}
4851 \else
4852 \newcatcodetable\babelcatcodetablenum
4853 \newcatcodetable\bbl@pattcodes
4854 \fi
4855 \else
4856 \def\bbl@pattcodes{\numexpr\babelcatcodetablenum+1\relax}
4857 \fi
4858 \def\bbl@luapatterns#1#2{%
4859 \bbl@get@enc#1::@@@
4860 \setbox\z@\hbox\bgroup
4861 \begingroup
4862 \savecatcodetable\babelcatcodetablenum\relax
4863 \initcatcodetable\bbl@pattcodes\relax
4864 \catcodetable\bbl@pattcodes\relax
4865 \catcode`\#=6 \catcode`\$=3 \catcode`\&=4 \catcode`\^=7
4866 \catcode`\_ =8 \catcode`\{=1 \catcode`\}=2 \catcode`\~ =13
4867 \catcode`\@=11 \catcode`\^^I=10 \catcode`\^^J=12
4868 \catcode`\<=12 \catcode`\>=12 \catcode`\*=12 \catcode`\.=12
4869 \catcode`\-=12 \catcode`\/=12 \catcode`\[=12 \catcode`\]=12
4870 \catcode`\`=12 \catcode`\'=12 \catcode`\`=12
4871 \input #1\relax
4872 \catcodetable\babelcatcodetablenum\relax
4873 \endgroup
4874 \def\bbl@tempa{#2}%
4875 \ifx\bbl@tempa\empty\else
4876 \input #2\relax
4877 \fi
4878 \egroup}%
4879 \def\bbl@patterns@lua#1{%
4880 \language=\expandafter\ifx\csname l@#1:\f@encoding\endcsname\relax
4881 \csname l@#1\endcsname
4882 \edef\bbl@tempa{#1}%
4883 \else
4884 \csname l@#1:\f@encoding\endcsname
4885 \edef\bbl@tempa{#1:\f@encoding}%
4886 \fi\relax
4887 \@namedef{lu@texhyphen@loaded@the\language}{\Temp}
4888 \@ifundefined{bbl@hyphendata@the\language}%
4889 {\def\bbl@elt##1##2##3##4{%
4890 \ifnum##2=\csname l@bbl@tempa\endcsname % #2=spanish, dutch:OT1...
4891 \def\bbl@tempb{##3}%
4892 \ifx\bbl@tempb\empty\else % if not a synonymous

```

```

4893         \def\bbl@tempc{{##3}{##4}}%
4894     \fi
4895     \bbl@csarg\xdef{hyphendata@##2}{\bbl@tempc}%
4896     \fi}%
4897     \bbl@languages
4898     \@ifundefined{bbl@hyphendata@the\language}%
4899     {\bbl@info{No hyphenation patterns were set for\%
4900         language '\bbl@tempa'. Reported}}%
4901     {\expandafter\expandafter\expandafter\bbl@luapatterns
4902         \csname bbl@hyphendata@the\language\endcsname}}}%
4903 \endinput\fi
4904 % Here ends \ifx\AddBabelHook\@undefined
4905 % A few lines are only read by hyphen.cfg
4906 \ifx\DisableBabelHook\@undefined
4907     \AddBabelHook{luatex}{everylanguage}{%
4908         \def\process@language##1##2##3{%
4909             \def\process@line####1####2 ####3 ####4 {}}
4910     \AddBabelHook{luatex}{loadpatterns}{%
4911         \input #1\relax
4912         \expandafter\gdef\csname bbl@hyphendata@the\language\endcsname
4913             {{#1}}}%
4914     \AddBabelHook{luatex}{loadexceptions}{%
4915         \input #1\relax
4916         \def\bbl@tempb##1##2{{##1}{#1}}%
4917         \expandafter\xdef\csname bbl@hyphendata@the\language\endcsname
4918             {\expandafter\expandafter\expandafter\bbl@tempb
4919                 \csname bbl@hyphendata@the\language\endcsname}}
4920 \endinput\fi
4921 % Here stops reading code for hyphen.cfg
4922 % The following is read the 2nd time it's loaded
4923 \begingroup % TODO - to a lua file
4924 \catcode`\%=12
4925 \catcode`\'=12
4926 \catcode`\\"=12
4927 \catcode`\:=12
4928 \directlua{
4929     Babel = Babel or {}
4930     function Babel.bytes(line)
4931         return line:gsub("(.)",
4932             function (chr) return unicode.utf8.char(string.byte(chr)) end)
4933     end
4934     function Babel.begin_process_input()
4935         if luatexbase and luatexbase.add_to_callback then
4936             luatexbase.add_to_callback('process_input_buffer',
4937                 Babel.bytes, 'Babel.bytes')
4938         else
4939             Babel.callback = callback.find('process_input_buffer')
4940             callback.register('process_input_buffer', Babel.bytes)
4941         end
4942     end
4943     function Babel.end_process_input ()
4944         if luatexbase and luatexbase.remove_from_callback then
4945             luatexbase.remove_from_callback('process_input_buffer', 'Babel.bytes')
4946         else
4947             callback.register('process_input_buffer', Babel.callback)
4948         end
4949     end
4950     function Babel.addpatterns(pp, lg)
4951         local lg = lang.new(lg)
4952         local pats = lang.patterns(lg) or ''
4953         lang.clear_patterns(lg)
4954         for p in pp:gmatch('[^%s]+') do
4955             ss = ''

```

```

4956     for i in string.utfcharacters(p:gsub('%d', '')) do
4957         ss = ss .. '%d?' .. i
4958     end
4959     ss = ss:gsub('^%%d%?%.', '%%.') .. '%d?'
4960     ss = ss:gsub('%.%d%?$', '%%.')
4961     pats, n = pats:gsub('%s' .. ss .. '%s', ' ' .. p .. ' ')
4962     if n == 0 then
4963         tex.sprint(
4964             [[\string\csname\space bbl@info\endcsname{New pattern: }]]
4965             .. p .. [[{}]])
4966         pats = pats .. ' ' .. p
4967     else
4968         tex.sprint(
4969             [[\string\csname\space bbl@info\endcsname{Renew pattern: }]]
4970             .. p .. [[{}]])
4971     end
4972 end
4973 lang.patterns(lg, pats)
4974 end
4975 function Babel.hlist_has_bidi(head)
4976     local has_bidi = false
4977     for item in node.traverse(head) do
4978         if item.id == node.id'glyph' then
4979             local itemchar = item.char
4980             local chardata = Babel.characters[itemchar]
4981             local dir = chardata and chardata.d or nil
4982             if not dir then
4983                 for nn, et in ipairs(Babel.ranges) do
4984                     if itemchar < et[1] then
4985                         break
4986                     elseif itemchar <= et[2] then
4987                         dir = et[3]
4988                         break
4989                     end
4990                 end
4991             end
4992             if dir and (dir == 'al' or dir == 'r') then
4993                 has_bidi = true
4994             end
4995         end
4996     end
4997     return has_bidi
4998 end
4999 }
5000 \endgroup
5001 \ifx\newattribute\undefined\else
5002     \newattribute\bbl@attr@locale
5003     \directlua{ Babel.attr_locale = luatexbase.registernumber'bbl@attr@locale' }
5004     \AddBabelHook{luatex}{beforeextras}{%
5005         \setattribute\bbl@attr@locale\localeid}
5006 \fi
5007 \def\BabelStringsDefault{unicode}
5008 \let\luabbl@stop\relax
5009 \AddBabelHook{luatex}{encodedcommands}{%
5010     \def\bbl@tempa{utf8}\def\bbl@tempb{#1}%
5011     \ifx\bbl@tempa\bbl@tempb\else
5012         \directlua{Babel.begin_process_input()}%
5013     \def\luabbl@stop{%
5014         \directlua{Babel.end_process_input()}}%
5015     \fi}%
5016 \AddBabelHook{luatex}{stopcommands}{%
5017     \luabbl@stop
5018     \let\luabbl@stop\relax}

```

```

5019 \AddBabelHook{luatex}{patterns}{%
5020   \@ifundefined{bbl@hyphendata@the\language}%
5021     {\def\bbl@elt##1##2##3##4{%
5022       \ifnum##2=\csname l@#2\endcsname % #2=spanish, dutch:OT1...
5023       \def\bbl@tempb{##3}%
5024       \ifx\bbl@tempb\@empty\else % if not a synonymous
5025         \def\bbl@tempc{{##3}{##4}}%
5026       \fi
5027       \bbl@csarg\xdef{hyphendata@##2}{\bbl@tempc}%
5028     \fi}%
5029   \bbl@languages
5030   \@ifundefined{bbl@hyphendata@the\language}%
5031     {\bbl@info{No hyphenation patterns were set for\the
5032       language '#2'. Reported}}%
5033     {\expandafter\expandafter\expandafter\bbl@luapatterns
5034       \csname bbl@hyphendata@the\language\endcsname}}}%
5035   \@ifundefined{bbl@patterns@}{}%
5036   \begingroup
5037     \bbl@xin@{\, \number\language,}{\, \bbl@pttnlist}%
5038     \ifin@else
5039       \ifx\bbl@patterns@\@empty\else
5040         \directlua{ Babel.addpatterns(
5041           [[\bbl@patterns@]], \number\language) }%
5042       \fi
5043       \@ifundefined{bbl@patterns@#1}%
5044       \@empty
5045       {\directlua{ Babel.addpatterns(
5046         [[\space\csname bbl@patterns@#1\endcsname]],
5047         \number\language) }}%
5048       \xdef\bbl@pttnlist{\bbl@pttnlist\number\language,}%
5049     \fi
5050   \endgroup}%
5051   \bbl@exp{%
5052     \bbl@ifunset{bbl@prehc@languagename}}}%
5053     {\bbl@ifblank{\bbl@cs{prehc@languagename}}}%
5054     {\prehyphenchar=\bbl@cl{prehc}\relax}}}%

```

\babelpatterns This macro adds patterns. Two macros are used to store them: `\bbl@patterns@` for the global ones and `\bbl@patterns@<lang>` for language ones. We make sure there is a space between words when multiple commands are used.

```

5055 \@onlypreamble\babelpatterns
5056 \AtEndOfPackage{%
5057   \newcommand\babelpatterns[2][\@empty]{%
5058     \ifx\bbl@patterns@\relax
5059       \let\bbl@patterns@\@empty
5060     \fi
5061     \ifx\bbl@pttnlist@\@empty\else
5062       \bbl@warning{%
5063         You must not intermingle \string\selectlanguage\space and\the
5064         \string\babelpatterns\space or some patterns will not\the
5065         be taken into account. Reported}%
5066       \fi
5067       \ifx\@empty#1%
5068         \protected@edef\bbl@patterns@{\bbl@patterns@\space#2}%
5069       \else
5070         \edef\bbl@tempb{\zap@space#1 \@empty}%
5071         \bbl@for\bbl@tempa\bbl@tempb{%
5072           \bbl@fixname\bbl@tempa
5073           \bbl@iflanguage\bbl@tempa{%
5074             \bbl@csarg\protected@edef{patterns@\bbl@tempa}{%
5075               \@ifundefined{bbl@patterns@\bbl@tempa}%
5076               \@empty
5077               {\csname bbl@patterns@\bbl@tempa\endcsname\space}%

```

```

5078             #2}}}%
5079     \fi}}

```

12.4 Southeast Asian scripts

First, some general code for line breaking, used by `\babelposthyphenation`.
 Replace regular (ie, implicit) discretionaries by spaceskips, based on the previous glyph (which I think makes sense, because the hyphen and the previous char go always together). Other discretionaries are not touched. See Unicode UAX 14.

```

5080 % TODO - to a lua file
5081 \directlua{
5082   Babel = Babel or {}
5083   Babel.linebreaking = Babel.linebreaking or {}
5084   Babel.linebreaking.before = {}
5085   Babel.linebreaking.after = {}
5086   Babel.locale = {} % Free to use, indexed by \localeid
5087   function Babel.linebreaking.add_before(func)
5088     tex.print([[noexpand\csname bbl@luahyphenate\endcsname]])
5089     table.insert(Babel.linebreaking.before, func)
5090   end
5091   function Babel.linebreaking.add_after(func)
5092     tex.print([[noexpand\csname bbl@luahyphenate\endcsname]])
5093     table.insert(Babel.linebreaking.after, func)
5094   end
5095 }
5096 \def\bbl@intraspace#1 #2 #3\@@{%
5097   \directlua{
5098     Babel = Babel or {}
5099     Babel.intraspaces = Babel.intraspaces or {}
5100     Babel.intraspaces['\csname bbl@sbc@language\endcsname'] = %
5101       {b = #1, p = #2, m = #3}
5102     Babel.locale_props[\the\localeid].intraspace = %
5103       {b = #1, p = #2, m = #3}
5104   }}
5105 \def\bbl@intrapenalty#1\@@{%
5106   \directlua{
5107     Babel = Babel or {}
5108     Babel.intrapenalties = Babel.intrapenalties or {}
5109     Babel.intrapenalties['\csname bbl@sbc@language\endcsname'] = #1
5110     Babel.locale_props[\the\localeid].intrapenalty = #1
5111   }}
5112 \begingroup
5113 \catcode`\%=12
5114 \catcode`\^=14
5115 \catcode`\'=12
5116 \catcode`\~=12
5117 \gdef\bbl@seaintraspace{^
5118   \let\bbl@seaintraspace\relax
5119   \directlua{
5120     Babel = Babel or {}
5121     Babel.sea_enabled = true
5122     Babel.sea_ranges = Babel.sea_ranges or {}
5123     function Babel.set_chranges (script, chrng)
5124       local c = 0
5125       for s, e in string.gmatch(chrng..' ', '(.-%.%.(-)%s') do
5126         Babel.sea_ranges[script..c]={tonumber(s,16), tonumber(e,16)}
5127         c = c + 1
5128       end
5129     end
5130     function Babel.sea_disc_to_space (head)
5131       local sea_ranges = Babel.sea_ranges
5132       local last_char = nil
5133       local quad = 655360      ^% 10 pt = 655360 = 10 * 65536

```

```

5134     for item in node.traverse(head) do
5135         local i = item.id
5136         if i == node.id'glyph' then
5137             last_char = item
5138         elseif i == 7 and item.subtype == 3 and last_char
5139             and last_char.char > 0x0C99 then
5140             quad = font.getfont(last_char.font).size
5141             for lg, rg in pairs(sea_ranges) do
5142                 if last_char.char > rg[1] and last_char.char < rg[2] then
5143                     lg = lg:sub(1, 4) ^% Remove trailing number of, eg, Cyril1
5144                     local intraspace = Babel.intraspaces[lg]
5145                     local intrapenalty = Babel.intrapenalties[lg]
5146                     local n
5147                     if intrapenalty ~= 0 then
5148                         n = node.new(14, 0) ^% penalty
5149                         n.penalty = intrapenalty
5150                         node.insert_before(head, item, n)
5151                     end
5152                     n = node.new(12, 13) ^% (glue, spaceskip)
5153                     node.setglue(n, intraspace.b * quad,
5154                                 intraspace.p * quad,
5155                                 intraspace.m * quad)
5156                     node.insert_before(head, item, n)
5157                     node.remove(head, item)
5158                 end
5159             end
5160         end
5161     end
5162 end
5163 }^^
5164 \bbl@luahyphenate}

```

12.5 CJK line breaking

Minimal line breaking for CJK scripts, mainly intended for simple documents and short texts as a secondary language. Only line breaking, with a little stretching for justification, without any attempt to adjust the spacing. It is based on (but does not strictly follow) the Unicode algorithm.

We first need a little table with the corresponding line breaking properties. A few characters have an additional key for the width (fullwidth vs. halfwidth), not yet used. There is a separate file, defined below.

```

5165 \catcode`\%=14
5166 \gdef\bbl@cjkintraspaces{%
5167     \let\bbl@cjkintraspaces\relax
5168     \directlua{
5169         Babel = Babel or {}
5170         require('babel-data-cjk.lua')
5171         Babel.cjk_enabled = true
5172         function Babel.cjk_linebreak(head)
5173             local GLYPH = node.id'glyph'
5174             local last_char = nil
5175             local quad = 655360 % 10 pt = 655360 = 10 * 65536
5176             local last_class = nil
5177             local last_lang = nil
5178
5179             for item in node.traverse(head) do
5180                 if item.id == GLYPH then
5181
5182                     local lang = item.lang
5183
5184                     local LOCALE = node.get_attribute(item,
5185                                                         Babel.attr_locale)
5186                     local props = Babel.locale_props[LOCALE]
5187

```

```

5188     local class = Babel.cjk_class[item.char].c
5189
5190     if props.cjk_quotes and props.cjk_quotes[item.char] then
5191         class = props.cjk_quotes[item.char]
5192     end
5193
5194     if class == 'cp' then class = 'cl' end % ]) as CL
5195     if class == 'id' then class = 'I' end
5196
5197     local br = 0
5198     if class and last_class and Babel.cjk_breaks[last_class][class] then
5199         br = Babel.cjk_breaks[last_class][class]
5200     end
5201
5202     if br == 1 and props.linebreak == 'c' and
5203         lang ~= \the\l@nohyphenation\space and
5204         last_lang ~= \the\l@nohyphenation then
5205         local intrapenalty = props.intrapenalty
5206         if intrapenalty ~= 0 then
5207             local n = node.new(14, 0)    % penalty
5208             n.penalty = intrapenalty
5209             node.insert_before(head, item, n)
5210         end
5211         local intraspace = props.intraspace
5212         local n = node.new(12, 13)    % (glue, spaceskip)
5213         node.setglue(n, intraspace.b * quad,
5214             intraspace.p * quad,
5215             intraspace.m * quad)
5216         node.insert_before(head, item, n)
5217     end
5218
5219     if font.getfont(item.font) then
5220         quad = font.getfont(item.font).size
5221     end
5222     last_class = class
5223     last_lang = lang
5224     else % if penalty, glue or anything else
5225         last_class = nil
5226     end
5227 end
5228 lang.hyphenate(head)
5229 end
5230 }%
5231 \bbl@luahyphenate}
5232 \gdef\bbl@luahyphenate{%
5233 \let\bbl@luahyphenate\relax
5234 \directlua{
5235     luatexbase.add_to_callback('hyphenate',
5236     function (head, tail)
5237         if Babel.linebreaking.before then
5238             for k, func in ipairs(Babel.linebreaking.before) do
5239                 func(head)
5240             end
5241         end
5242         if Babel.cjk_enabled then
5243             Babel.cjk_linebreak(head)
5244         end
5245         lang.hyphenate(head)
5246         if Babel.linebreaking.after then
5247             for k, func in ipairs(Babel.linebreaking.after) do
5248                 func(head)
5249             end
5250         end

```



```

5251     if Babel.sea_enabled then
5252         Babel.sea_disc_to_space(head)
5253     end
5254 end,
5255 'Babel.hyphenate')
5256 }
5257 }
5258 \endgroup
5259 \def\bbl@provide@intraspace{%
5260 \bbl@ifunset\bbl@intsp@{language}{}%
5261 {\expandafter\ifx\csname bbl@intsp@{language}\endcsname\@empty\else
5262 \bbl@xin{/c}{/\bbl@cl{lnbrk}}}%
5263 \ifin@ % cjk
5264 \bbl@cjk@intraspace
5265 \directlua{
5266     Babel = Babel or {}
5267     Babel.locale_props = Babel.locale_props or {}
5268     Babel.locale_props[\the\localeid].linebreak = 'c'
5269 }%
5270 \bbl@exp{\bbl@intraspace\bbl@cl{intsp}}\@{}%
5271 \ifx\bbl@KVP@intrapenalty\@nil
5272 \bbl@intrapenalty0\@
5273 \fi
5274 \else % sea
5275 \bbl@sea@intraspace
5276 \bbl@exp{\bbl@intraspace\bbl@cl{intsp}}\@{}%
5277 \directlua{
5278     Babel = Babel or {}
5279     Babel.sea_ranges = Babel.sea_ranges or {}
5280     Babel.set_chranges('\bbl@cl{sbcpr}',
5281                        '\bbl@cl{chrng}')
5282 }%
5283 \ifx\bbl@KVP@intrapenalty\@nil
5284 \bbl@intrapenalty0\@
5285 \fi
5286 \fi
5287 \fi
5288 \ifx\bbl@KVP@intrapenalty\@nil\else
5289 \expandafter\bbl@intrapenalty\bbl@KVP@intrapenalty\@
5290 \fi}}

```

12.6 Arabic justification

```

5291 \ifnum\bbl@bidimode>100 \ifnum\bbl@bidimode<200
5292 \def\bblar@chars{%
5293 0628,0629,062A,062B,062C,062D,062E,062F,0630,0631,0632,0633,%
5294 0634,0635,0636,0637,0638,0639,063A,063B,063C,063D,063E,063F,%
5295 0640,0641,0642,0643,0644,0645,0646,0647,0649}
5296 \def\bblar@elongated{%
5297 0626,0628,062A,062B,0633,0634,0635,0636,063B,%
5298 063C,063D,063E,063F,0641,0642,0643,0644,0646,%
5299 0649,064A}
5300 \begin{group}
5301 \catcode\_ =11 \catcode\` =11
5302 \gdef\bblar@nofswarn{\gdef\msg_warning:nx##1##2##3{}}
5303 \end{group}
5304 \gdef\bbl@arabicjust{%
5305 \let\bbl@arabicjust\relax
5306 \newattribute\bblar@kashida
5307 \directlua{ Babel.attr_kashida = luatexbase.registernumber'bblar@kashida' }%
5308 \bblar@kashida=\z@
5309 \bbl@patchfont{\bbl@parsejalt}}%
5310 \directlua{

```

```

5311 Babel.arabic.elong_map = Babel.arabic.elong_map or {}
5312 Babel.arabic.elong_map[\the\localeid] = {}
5313 luatexbase.add_to_callback('post_linebreak_filter',
5314   Babel.arabic.justify, 'Babel.arabic.justify')
5315 luatexbase.add_to_callback('hpack_filter',
5316   Babel.arabic.justify_hbox, 'Babel.arabic.justify_hbox')
5317 }}%
5318 % Save both node lists to make replacement. TODO. Save also widths to
5319 % make computations
5320 \def\bblar@fetchjalt#1#2#3#4{%
5321   \bbl@exp{\bbl@foreach{#1}}{%
5322     \bbl@ifunset{bblar@JE##1}%
5323     {\setbox\z@\hbox{^^^^200d\char"##1#2}}%
5324     {\setbox\z@\hbox{^^^^200d\char"\@nameuse{bblar@JE##1}#2}}%
5325     \directlua{%
5326       local last = nil
5327       for item in node.traverse(tex.box[0].head) do
5328         if item.id == node.id'glyph' and item.char > 0x600 and
5329           not (item.char == 0x200D) then
5330           last = item
5331         end
5332       end
5333       Babel.arabic.#3['##1#4'] = last.char
5334     }}%
5335 % Brute force. No rules at all, yet. The ideal: look at jalt table. And
5336 % perhaps other tables (falt?, csw?). What about kaf? And diacritic
5337 % positioning?
5338 \gdef\bbl@parsejalt{%
5339   \ifx\addfontfeature\undefined\else
5340     \bbl@xin@{/e}{/\bbl@c1{lnbrk}}%
5341     \ifin@
5342       \directlua{%
5343         if Babel.arabic.elong_map[\the\localeid][\fontid\font] == nil then
5344           Babel.arabic.elong_map[\the\localeid][\fontid\font] = {}
5345           tex.print([[string\curname\space bbl@parsejalti\endcurname]])
5346         end
5347       }%
5348     \fi
5349   \fi}
5350 \gdef\bbl@parsejalti{%
5351   \begingroup
5352     \let\bbl@parsejalt\relax % To avoid infinite loop
5353     \edef\bbl@tempb{\fontid\font}%
5354     \bblar@nofswarn
5355     \bblar@fetchjalt\bblar@elongated{}{from}{}%
5356     \bblar@fetchjalt\bblar@chars{^^^^064a}{from}{a}% Alef maksura
5357     \bblar@fetchjalt\bblar@chars{^^^^0649}{from}{y}% Yeh
5358     \addfontfeature{RawFeature+=jalt}%
5359     % \@namedef{bblar@JE@0643}{06AA}% todo: catch medial kaf
5360     \bblar@fetchjalt\bblar@elongated{}{dest}{}%
5361     \bblar@fetchjalt\bblar@chars{^^^^064a}{dest}{a}%
5362     \bblar@fetchjalt\bblar@chars{^^^^0649}{dest}{y}%
5363     \directlua{%
5364       for k, v in pairs(Babel.arabic.from) do
5365         if Babel.arabic.dest[k] and
5366           not (Babel.arabic.from[k] == Babel.arabic.dest[k]) then
5367           Babel.arabic.elong_map[\the\localeid][\bbl@tempb]
5368             [Babel.arabic.from[k]] = Babel.arabic.dest[k]
5369         end
5370       end
5371     }%
5372   \endgroup}
5373 %

```

```

5374 \begingroup
5375 \catcode`#=11
5376 \catcode`~=11
5377 \directlua{
5378
5379 Babel.arabic = Babel.arabic or {}
5380 Babel.arabic.from = {}
5381 Babel.arabic.dest = {}
5382 Babel.arabic.justify_factor = 0.95
5383 Babel.arabic.justify_enabled = true
5384
5385 function Babel.arabic.justify(head)
5386   if not Babel.arabic.justify_enabled then return head end
5387   for line in node.traverse_id(node.id'hlist', head) do
5388     Babel.arabic.justify_hlist(head, line)
5389   end
5390   return head
5391 end
5392
5393 function Babel.arabic.justify_hbox(head, gc, size, pack)
5394   local has_inf = false
5395   if Babel.arabic.justify_enabled and pack == 'exactly' then
5396     for n in node.traverse_id(12, head) do
5397       if n.stretch_order > 0 then has_inf = true end
5398     end
5399     if not has_inf then
5400       Babel.arabic.justify_hlist(head, nil, gc, size, pack)
5401     end
5402   end
5403   return head
5404 end
5405
5406 function Babel.arabic.justify_hlist(head, line, gc, size, pack)
5407   local d, new
5408   local k_list, k_item, pos_inline
5409   local width, width_new, full, k_curr, wt_pos, goal, shift
5410   local subst_done = false
5411   local elong_map = Babel.arabic.elong_map
5412   local last_line
5413   local GLYPH = node.id'glyph'
5414   local KASHIDA = Babel.attr_kashida
5415   local LOCALE = Babel.attr_locale
5416
5417   if line == nil then
5418     line = {}
5419     line.glue_sign = 1
5420     line.glue_order = 0
5421     line.head = head
5422     line.shift = 0
5423     line.width = size
5424   end
5425
5426   % Exclude last line. todo. But-- it discards one-word lines, too!
5427   % ? Look for glue = 12:15
5428   if (line.glue_sign == 1 and line.glue_order == 0) then
5429     elongs = {} % Stores elongated candidates of each line
5430     k_list = {} % And all letters with kashida
5431     pos_inline = 0 % Not yet used
5432
5433     for n in node.traverse_id(GLYPH, line.head) do
5434       pos_inline = pos_inline + 1 % To find where it is. Not used.
5435
5436       % Elongated glyphs

```

```

5437     if elong_map then
5438         local locale = node.get_attribute(n, LOCALE)
5439         if elong_map[locale] and elong_map[locale][n.font] and
5440             elong_map[locale][n.font][n.char] then
5441             table.insert(elongs, {node = n, locale = locale} )
5442             node.set_attribute(n.prev, KASHIDA, 0)
5443         end
5444     end
5445
5446     % Tatwil
5447     if Babel.kashida_wts then
5448         local k_wt = node.get_attribute(n, KASHIDA)
5449         if k_wt > 0 then % todo. parameter for multi inserts
5450             table.insert(k_list, {node = n, weight = k_wt, pos = pos_inline})
5451         end
5452     end
5453
5454     end % of node.traverse_id
5455
5456     if #elongs == 0 and #k_list == 0 then goto next_line end
5457     full = line.width
5458     shift = line.shift
5459     goal = full * Babel.arabic.justify_factor % A bit crude
5460     width = node.dimensions(line.head) % The 'natural' width
5461
5462     % == Elongated ==
5463     % Original idea taken from 'chickenize'
5464     while (#elongs > 0 and width < goal) do
5465         subst_done = true
5466         local x = #elongs
5467         local curr = elongs[x].node
5468         local oldchar = curr.char
5469         curr.char = elong_map[elongs[x].locale][curr.font][curr.char]
5470         width = node.dimensions(line.head) % Check if the line is too wide
5471         % Substitute back if the line would be too wide and break:
5472         if width > goal then
5473             curr.char = oldchar
5474             break
5475         end
5476         % If continue, pop the just substituted node from the list:
5477         table.remove(elongs, x)
5478     end
5479
5480     % == Tatwil ==
5481     if #k_list == 0 then goto next_line end
5482
5483     width = node.dimensions(line.head) % The 'natural' width
5484     k_curr = #k_list
5485     wt_pos = 1
5486
5487     while width < goal do
5488         subst_done = true
5489         k_item = k_list[k_curr].node
5490         if k_list[k_curr].weight == Babel.kashida_wts[wt_pos] then
5491             d = node.copy(k_item)
5492             d.char = 0x0640
5493             line.head, new = node.insert_after(line.head, k_item, d)
5494             width_new = node.dimensions(line.head)
5495             if width > goal or width == width_new then
5496                 node.remove(line.head, new) % Better compute before
5497                 break
5498             end
5499             width = width_new

```

```

5500     end
5501     if k_curr == 1 then
5502         k_curr = #k_list
5503         wt_pos = (wt_pos >= table.getn(Babel.kashida_wts)) and 1 or wt_pos+1
5504     else
5505         k_curr = k_curr - 1
5506     end
5507 end
5508
5509 ::next_line::
5510
5511 % Must take into account marks and ins, see luatex manual.
5512 % Have to be executed only if there are changes. Investigate
5513 % what's going on exactly.
5514 if subst_done and not gc then
5515     d = node.hpack(line.head, full, 'exactly')
5516     d.shift = shift
5517     node.insert_before(head, line, d)
5518     node.remove(head, line)
5519 end
5520 end % if process line
5521 end
5522 }
5523 \endgroup
5524 \fi\fi % Arabic just block

```

12.7 Common stuff

```

5525 \AddBabelHook{babel-fontspec}{afterextras}{\bbl@switchfont}
5526 \AddBabelHook{babel-fontspec}{beforestart}{\bbl@ckeckstdfonts}
5527 \DisableBabelHook{babel-fontspec}
5528 <<Font selection>>

```

12.8 Automatic fonts and ids switching

After defining the blocks for a number of scripts (must be extended and very likely fine tuned), we define a short function which just traverse the node list to carry out the replacements. The table `loc_to_scr` gets the locale form a script range (note the locale is the key, and that there is an intermediate table built on the fly for optimization). This locale is then used to get the `\language` and the `\localeid` as stored in `locale_props`, as well as the font (as requested). In the latter table a key starting with `/` maps the font from the global one (the key) to the local one (the value). Maths are skipped and discretionaries are handled in a special way.

```

5529 % TODO - to a lua file
5530 \directlua{
5531 Babel.script_blocks = {
5532   ['dflt'] = {},
5533   ['Arab'] = {{0x0600, 0x06FF}, {0x08A0, 0x08FF}, {0x0750, 0x077F},
5534               {0xFE70, 0xFEFF}, {0xFB50, 0xFDFF}, {0x1EE00, 0x1EEFF}},
5535   ['Armn'] = {{0x0530, 0x058F}},
5536   ['Beng'] = {{0x0980, 0x09FF}},
5537   ['Cher'] = {{0x13A0, 0x13FF}, {0xAB70, 0xABBF}},
5538   ['Copt'] = {{0x03E2, 0x03EF}, {0x2C80, 0x2CFF}, {0x102E0, 0x102FF}},
5539   ['Cyr1'] = {{0x0400, 0x04FF}, {0x0500, 0x052F}, {0x1C80, 0x1C8F},
5540               {0x2DE0, 0x2DFF}, {0xA640, 0xA69F}},
5541   ['Deva'] = {{0x0900, 0x097F}, {0xA8E0, 0xA8FF}},
5542   ['Ethi'] = {{0x1200, 0x137F}, {0x1380, 0x139F}, {0x2D80, 0x2DDF},
5543               {0xAB00, 0xAB2F}},
5544   ['Geor'] = {{0x10A0, 0x10FF}, {0x2D00, 0x2D2F}},
5545   % Don't follow strictly Unicode, which places some Coptic letters in
5546   % the 'Greek and Coptic' block
5547   ['Grek'] = {{0x0370, 0x03E1}, {0x03F0, 0x03FF}, {0x1F00, 0x1FFF}},
5548   ['Hans'] = {{0x2E80, 0x2EFF}, {0x3000, 0x303F}, {0x31C0, 0x31EF},
5549               {0x3300, 0x33FF}, {0x3400, 0x4DBF}, {0x4E00, 0x9FFF},
5550               {0xF900, 0xFAFF}, {0xFE30, 0xFE4F}, {0xFF00, 0xFFEF}},

```

```

5551             {0x20000, 0x2A6DF}, {0x2A700, 0x2B73F},
5552             {0x2B740, 0x2B81F}, {0x2B820, 0x2CEAF},
5553             {0x2CEB0, 0x2EBEF}, {0x2F800, 0x2FA1F}},
5554     ['Hebr'] = {{0x0590, 0x05FF}},
5555     ['Jpan'] = {{0x3000, 0x303F}, {0x3040, 0x309F}, {0x30A0, 0x30FF},
5556               {0x4E00, 0x9FAF}, {0xFF00, 0xFFEF}},
5557     ['Khmr'] = {{0x1780, 0x17FF}, {0x19E0, 0x19FF}},
5558     ['Knda'] = {{0x0C80, 0x0CFF}},
5559     ['Kore'] = {{0x1100, 0x11FF}, {0x3000, 0x303F}, {0x3130, 0x318F},
5560               {0x4E00, 0x9FAF}, {0xA960, 0xA97F}, {0xAC00, 0xD7AF},
5561               {0xD7B0, 0xD7FF}, {0xFF00, 0xFFEF}},
5562     ['Lao'] = {{0x0E80, 0x0EFF}},
5563     ['Latn'] = {{0x0000, 0x007F}, {0x0080, 0x00FF}, {0x0100, 0x017F},
5564               {0x0180, 0x024F}, {0x1E00, 0x1EFF}, {0x2C60, 0x2C7F},
5565               {0xA720, 0xA7FF}, {0xAB30, 0xAB6F}},
5566     ['Mahj'] = {{0x11150, 0x1117F}},
5567     ['Mlym'] = {{0x0D00, 0x0D7F}},
5568     ['Mymr'] = {{0x1000, 0x109F}, {0xAA60, 0xAA7F}, {0xA9E0, 0xA9FF}},
5569     ['Orya'] = {{0x0B00, 0x0B7F}},
5570     ['Sinh'] = {{0x0D80, 0x0DFF}, {0x111E0, 0x111FF}},
5571     ['Syr'] = {{0x0700, 0x074F}, {0x0860, 0x086F}},
5572     ['Taml'] = {{0x0B80, 0x0BFF}},
5573     ['Telu'] = {{0x0C00, 0x0C7F}},
5574     ['Tfng'] = {{0x2D30, 0x2D7F}},
5575     ['Thai'] = {{0x0E00, 0x0E7F}},
5576     ['Tibt'] = {{0x0F00, 0x0FFF}},
5577     ['Vaii'] = {{0xA500, 0xA63F}},
5578     ['Yiii'] = {{0xA000, 0xA48F}, {0xA490, 0xA4CF}}
5579 }
5580
5581 Babel.script_blocks.Cyrs = Babel.script_blocks.Cyrl
5582 Babel.script_blocks.Hant = Babel.script_blocks.Hans
5583 Babel.script_blocks.Kana = Babel.script_blocks.Jpan
5584
5585 function Babel.locale_map(head)
5586   if not Babel.locale_mapped then return head end
5587
5588   local LOCALE = Babel.attr_locale
5589   local GLYPH = node.id('glyph')
5590   local inmath = false
5591   local toloc_save
5592   for item in node.traverse(head) do
5593     local toloc
5594     if not inmath and item.id == GLYPH then
5595       % Optimization: build a table with the chars found
5596       if Babel.chr_to_loc[item.char] then
5597         toloc = Babel.chr_to_loc[item.char]
5598       else
5599         for lc, maps in pairs(Babel.loc_to_scr) do
5600           for _, rg in pairs(maps) do
5601             if item.char >= rg[1] and item.char <= rg[2] then
5602               Babel.chr_to_loc[item.char] = lc
5603               toloc = lc
5604               break
5605             end
5606           end
5607         end
5608       end
5609       % Now, take action, but treat composite chars in a different
5610       % fashion, because they 'inherit' the previous locale. Not yet
5611       % optimized.
5612       if not toloc and
5613         (item.char >= 0x0300 and item.char <= 0x036F) or

```

```

5614         (item.char >= 0x1AB0 and item.char <= 0x1AFF) or
5615         (item.char >= 0x1DC0 and item.char <= 0x1DFF) then
5616             toloc = toloc_save
5617         end
5618         if toloc and toloc > -1 then
5619             if Babel.locale_props[toloc].lg then
5620                 item.lang = Babel.locale_props[toloc].lg
5621                 node.set_attribute(item, LOCALE, toloc)
5622             end
5623             if Babel.locale_props[toloc]['/'..item.font] then
5624                 item.font = Babel.locale_props[toloc]['/'..item.font]
5625             end
5626             toloc_save = toloc
5627         end
5628         elseif not inmath and item.id == 7 then
5629             item.replace = item.replace and Babel.locale_map(item.replace)
5630             item.pre = item.pre and Babel.locale_map(item.pre)
5631             item.post = item.post and Babel.locale_map(item.post)
5632         elseif item.id == node.id'math' then
5633             inmath = (item.subtype == 0)
5634         end
5635     end
5636     return head
5637 end
5638 }

```

The code for `\babelcharproperty` is straightforward. Just note the modified lua table can be different.

```

5639 \newcommand\babelcharproperty[1]{%
5640   \count@=#1\relax
5641   \ifvmode
5642     \expandafter\babel@chprop
5643   \else
5644     \babel@error{\string\babelcharproperty\space can be used only in\%
5645       vertical mode (preamble or between paragraphs)}%
5646     {See the manual for futher info}%
5647   \fi}
5648 \newcommand\babel@chprop[3][\the\count@]{%
5649   \@tempcnta=#1\relax
5650   \babel@ifunset{babel@chprop@#2}%
5651   {\babel@error{No property named '#2'. Allowed values are\%
5652     direction (bc), mirror (bmg), and linebreak (lb)}%
5653     {See the manual for futher info}}%
5654   }%
5655   \loop
5656     \babel@cs{chprop@#2}{#3}%
5657   \ifnum\count@<\@tempcnta
5658     \advance\count@\@ne
5659   \repeat}
5660 \def\babel@chprop@direction#1{%
5661   \directlua{
5662     Babel.characters[\the\count@] = Babel.characters[\the\count@] or {}
5663     Babel.characters[\the\count@]['d'] = '#1'
5664   }}
5665 \let\babel@chprop@bc\babel@chprop@direction
5666 \def\babel@chprop@mirror#1{%
5667   \directlua{
5668     Babel.characters[\the\count@] = Babel.characters[\the\count@] or {}
5669     Babel.characters[\the\count@]['m'] = '\number#1'
5670   }}
5671 \let\babel@chprop@bmg\babel@chprop@mirror
5672 \def\babel@chprop@linebreak#1{%
5673   \directlua{

```

```

5674 Babel.cjk_characters[\the\count@] = Babel.cjk_characters[\the\count@] or {}
5675 Babel.cjk_characters[\the\count@]['c'] = '#1'
5676 }}
5677 \let\bbl@chprop@lb\bbl@chprop@linebreak
5678 \def\bbl@chprop@locale#1{%
5679   \directlua{
5680     Babel.chr_to_loc = Babel.chr_to_loc or {}
5681     Babel.chr_to_loc[\the\count@] =
5682       \bbl@ifblank{#1}{-1000}{\the\bbl@cs{id@#1}}\space
5683   }}

```

Post-handling hyphenation patterns for non-standard rules, like ff to ff-f. There are still some issues with speed (not very slow, but still slow). The Lua code is below.

```

5684 \directlua{
5685   Babel.nohyphenation = \the\l@nohyphenation
5686 }

```

Now the T_EX high level interface, which requires the function defined above for converting strings to functions returning a string. These functions handle the {*n*} syntax. For example, pre={1}{1}- becomes function(*m*) return *m*[1]..*m*[1]..'-' end, where *m* are the matches returned after applying the pattern. With a mapped capture the functions are similar to function(*m*) return Babel.capt_map(*m*[1],1) end, where the last argument identifies the mapping to be applied to *m*[1]. The way it is carried out is somewhat tricky, but the effect is not dissimilar to lua load – save the code as string in a TeX macro, and expand this macro at the appropriate place. As \directlua does not take into account the current catcode of @, we just avoid this character in macro names (which explains the internal group, too).

```

5687 \begingroup
5688 \catcode`\~ = 12
5689 \catcode`\% = 12
5690 \catcode`\& = 14
5691 \catcode`\| = 12
5692 \gdef\babelprehyphenation{%&
5693   \@ifnextchar[{\bbl@settransform{0}}{\bbl@settransform{0}}[]]}
5694 \gdef\babelposthyphenation{%&
5695   \@ifnextchar[{\bbl@settransform{1}}{\bbl@settransform{1}}[]]}
5696 \gdef\bbl@settransform#1[#2]#3#4#5{%&
5697   \ifcase#1
5698     \bbl@activateprehyphen
5699   \else
5700     \bbl@activateposthyphen
5701   \fi
5702   \begingroup
5703     \def\babeltempa{\bbl@add@list\babeltempb}%&
5704     \let\babeltempb\@empty
5705     \def\bbl@tempa{#5}%&
5706     \bbl@replace\bbl@tempa{,}{ ,}%& TODO. Ugly trick to preserve {}
5707     \expandafter\bbl@foreach\expandafter{\bbl@tempa}{%&
5708       \bbl@ifsamestring{##1}{remove}%&
5709       {\bbl@add@list\babeltempb{nil}}}%&
5710     {\directlua{
5711       local rep = {[#1]}
5712       rep = rep:gsub('^%s*(remove)%s*$', 'remove = true')
5713       rep = rep:gsub('^%s*(insert)%s*', 'insert = true, ')
5714       rep = rep:gsub('(string)%s*=%s*([^\s,]*)', Babel.capture_func)
5715       if #1 == 0 then
5716         rep = rep:gsub('(space)%s*=%s*([%d%.]+)%s+([%d%.]+)%s+([%d%.]+)',
5717           'space = {' .. '%2, %3, %4' .. '}')
5718         rep = rep:gsub('(spacefactor)%s*=%s*([%d%.]+)%s+([%d%.]+)%s+([%d%.]+)',
5719           'spacefactor = {' .. '%2, %3, %4' .. '}')
5720         rep = rep:gsub('(kashida)%s*=%s*([^\s,]*)', Babel.capture_kashida)
5721       else
5722         rep = rep:gsub('(no)%s*=%s*([^\s,]*)', Babel.capture_func)
5723         rep = rep:gsub('(pre)%s*=%s*([^\s,]*)', Babel.capture_func)
5724         rep = rep:gsub('(post)%s*=%s*([^\s,]*)', Babel.capture_func)

```



```

5725         end
5726         tex.print([[string\babeltempa{[]] .. rep .. [[]]])
5727     }&%
5728     \let\bbl@kv@attribute\relax
5729     \let\bbl@kv@label\relax
5730     \bbl@forkv{#2}{\bbl@csarg\edef{kv@##1}{##2}}&%
5731     \ifx\bbl@kv@attribute\relax\else
5732         \edef\bbl@kv@attribute{\expandafter\bbl@stripslash\bbl@kv@attribute}&%
5733     \fi
5734     \directlua{
5735         local lbkr = Babel.linebreaking.replacements[#1]
5736         local u = unicode.utf8
5737         local id, attr, label
5738         if #1 == 0 then
5739             id = \the\csname bbl@id@#3\endcsname\space
5740         else
5741             id = \the\csname l@#3\endcsname\space
5742         end
5743         \ifx\bbl@kv@attribute\relax
5744             attr = -1
5745         \else
5746             attr = luatexbase.registernumber'\bbl@kv@attribute'
5747         \fi
5748         \ifx\bbl@kv@label\relax\else &% Same refs:
5749             label = [==[\bbl@kv@label]==]
5750         \fi
5751         &% Convert pattern:
5752         local patt = string.gsub([==[#4]==], '%s', '')
5753         if #1 == 0 then
5754             patt = string.gsub(patt, '|', ' ')
5755         end
5756         if not u.find(patt, '()', nil, true) then
5757             patt = '()' .. patt .. '()'
5758         end
5759         if #1 == 1 then
5760             patt = string.gsub(patt, '%(%)%^', '^()')
5761             patt = string.gsub(patt, '%$(%)', '()$')
5762         end
5763         patt = u.gsub(patt, '{(.)}',
5764             function (n)
5765                 return '%' .. (tonumber(n) and (tonumber(n)+1) or n)
5766             end)
5767         patt = u.gsub(patt, '{(%x%x%x%x+)}',
5768             function (n)
5769                 return u.gsub(u.char(tonumber(n, 16)), '(%p)', '%%%1')
5770             end)
5771         lbkr[id] = lbkr[id] or {}
5772         table.insert(lbkr[id],
5773             { label=label, attr=attr, pattern=patt, replace={\babeltempb} })
5774     }&%
5775 \endgroup}
5776 \endgroup
5777 \def\bbl@activateposthyphen{%
5778     \let\bbl@activateposthyphen\relax
5779     \directlua{
5780         require('babel-transforms.lua')
5781         Babel.linebreaking.add_after(Babel.post_hyphenate_replace)
5782     }}
5783 \def\bbl@activateprehyphen{%
5784     \let\bbl@activateprehyphen\relax
5785     \directlua{
5786         require('babel-transforms.lua')
5787         Babel.linebreaking.add_before(Babel.pre_hyphenate_replace)

```

```
5788 }}
```

12.9 Bidi

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

```
5789 \def\bbl@activate@preotf{%
5790   \let\bbl@activate@preotf\relax % only once
5791   \directlua{
5792     Babel = Babel or {}
5793     %
5794     function Babel.pre_otfload_v(head)
5795       if Babel.numbers and Babel.digits_mapped then
5796         head = Babel.numbers(head)
5797       end
5798       if Babel.bidi_enabled then
5799         head = Babel.bidi(head, false, dir)
5800       end
5801       return head
5802     end
5803     %
5804     function Babel.pre_otfload_h(head, gc, sz, pt, dir)
5805       if Babel.numbers and Babel.digits_mapped then
5806         head = Babel.numbers(head)
5807       end
5808       if Babel.bidi_enabled then
5809         head = Babel.bidi(head, false, dir)
5810       end
5811       return head
5812     end
5813     %
5814     luatexbase.add_to_callback('pre_linebreak_filter',
5815       Babel.pre_otfload_v,
5816       'Babel.pre_otfload_v',
5817     luatexbase.priority_in_callback('pre_linebreak_filter',
5818       'luaotfload.node_processor') or nil)
5819     %
5820     luatexbase.add_to_callback('hpack_filter',
5821       Babel.pre_otfload_h,
5822       'Babel.pre_otfload_h',
5823     luatexbase.priority_in_callback('hpack_filter',
5824       'luaotfload.node_processor') or nil)
5825   }}
```

The basic setup. The output is modified at a very low level to set the `\bodydir` to the `\pagedir`. Sadly, we have to deal with boxes in math with basic, so the `\bbl@mathboxdir` hack is activated every math with the package option `bidi=`.

```
5826 \ifnum\bbl@bidimode>100 \ifnum\bbl@bidimode<200
5827   \let\bbl@beforeforeign\leavevmode
5828   \AtEndOfPackage{\EnableBabelHook{babel-bidi}}
5829   \RequirePackage{luatexbase}
5830   \bbl@activate@preotf
5831   \directlua{
5832     require('babel-data-bidi.lua')
5833     \ifcase\expandafter\@gobbletwo\the\bbl@bidimode\or
5834       require('babel-bidi-basic.lua')
5835     \or
5836       require('babel-bidi-basic-r.lua')
5837     \fi}
5838   % TODO - to locale_props, not as separate attribute
5839   \newattribute\bbl@attr@dir
5840   \directlua{ Babel.attr_dir = luatexbase.registernumber'bbl@attr@dir' }
```

```

5841 % TODO. I don't like it, hackish:
5842 \bbl@exp{\output{\bodydir\pagedir\the\output}}
5843 \AtEndOfPackage{\EnableBabelHook{babel-bidi}}
5844 \fi\fi
5845 \chardef\bbl@thetextdir\z@
5846 \chardef\bbl@thepardir\z@
5847 \def\bbl@getluadir#1{%
5848   \directlua{
5849     if tex.#1dir == 'TLT' then
5850       tex.sprint('0')
5851     elseif tex.#1dir == 'TRT' then
5852       tex.sprint('1')
5853     end}}
5854 \def\bbl@setluadir#1#2#3{% 1=text/par.. 2=\textdir.. 3=0 lr/1 rl
5855   \ifcase#3\relax
5856     \ifcase\bbl@getluadir{#1}\relax\else
5857       #2 TLT\relax
5858     \fi
5859   \else
5860     \ifcase\bbl@getluadir{#1}\relax
5861       #2 TRT\relax
5862     \fi
5863   \fi}
5864 \def\bbl@thedir{0}
5865 \def\bbl@textdir#1{%
5866   \bbl@setluadir{text}\textdir{#1}%
5867   \chardef\bbl@thetextdir#1\relax
5868   \edef\bbl@thedir{\the\numexpr\bbl@thepardir*3+#1}%
5869   \setattribute\bbl@attr@dir{\numexpr\bbl@thepardir*3+#1}}
5870 \def\bbl@pardir#1{%
5871   \bbl@setluadir{par}\pardir{#1}%
5872   \chardef\bbl@thepardir#1\relax}
5873 \def\bbl@bodydir{\bbl@setluadir{body}\bodydir}
5874 \def\bbl@pagedir{\bbl@setluadir{page}\pagedir}
5875 \def\bbl@dirparastext{\pardir\the\textdir\relax}%   %%%
5876 %
5877 \ifnum\bbl@bidimode>\z@
5878   \def\bbl@insidemath{0}%
5879   \def\bbl@everymath{\def\bbl@insidemath{1}}
5880   \def\bbl@everydisplay{\def\bbl@insidemath{2}}
5881   \frozen@everymath\expandafter{%
5882     \expandafter\bbl@everymath\the\frozen@everymath}
5883   \frozen@everydisplay\expandafter{%
5884     \expandafter\bbl@everydisplay\the\frozen@everydisplay}
5885   \AtBeginDocument{
5886     \directlua{
5887       function Babel.math_box_dir(head)
5888         if not (token.get_macro('bbl@insidemath') == '0') then
5889           if Babel.hlist_has_bidi(head) then
5890             local d = node.new(node.id'dir')
5891             d.dir = '+TRT'
5892             node.insert_before(head, node.has_glyph(head), d)
5893             for item in node.traverse(head) do
5894               node.set_attribute(item,
5895                 Babel.attr_dir, token.get_macro('bbl@thedir'))
5896             end
5897           end
5898         end
5899         return head
5900       end
5901       luatexbase.add_to_callback("hpack_filter", Babel.math_box_dir,
5902         "Babel.math_box_dir", 0)
5903     }}%

```

12.10 Layout

Unlike xetex, luatex requires only minimal changes for right-to-left layouts, particularly in monolingual documents (the engine itself reverses boxes – including column order or headings –, margins, etc.) with `bidi=basic`, without having to patch almost any macro where text direction is relevant.

`\@hangfrom` is useful in many contexts and it is redefined always with the `layout` option.

There are, however, a number of issues when the text direction is not the same as the box direction (as set by `\bodydir`), and when `\parbox` and `\hangindent` are involved. Fortunately, latest releases of luatex simplify a lot the solution with `\shapemode`.

With the issue #15 I realized commands are best patched, instead of redefined. With a few lines, a modification could be applied to several classes and packages. Now, `tabular` seems to work (at least in simple cases) with `array`, `tabularx`, `hhline`, `colortbl`, `longtable`, `booktabs`, etc. However, `dcolum` still fails.

```

5905 \bbl@trace{Redefinitions for bidi layout}
5906 %
5907 <(*More package options)> ≡
5908 \chardef\bbl@eqnpos\z@
5909 \DeclareOption{leqno}{\chardef\bbl@eqnpos\@ne}
5910 \DeclareOption{fleqn}{\chardef\bbl@eqnpos\tw@}
5911 <(/More package options)>
5912 %
5913 \def\BabelNoAMSMath{\let\bbl@noamsmath\relax}
5914 \ifnum\bbl@bidimode>\z@
5915   \ifx\matheqdirmode\undefined\else
5916     \matheqdirmode\@ne
5917   \fi
5918   \let\bbl@eqnodir\relax
5919   \def\bbl@eqdel{()}
5920   \def\bbl@eqnum{%
5921     {\normalfont\normalcolor
5922       \expandafter\@firstoftwo\bbl@eqdel
5923       \theequation
5924       \expandafter\@secondoftwo\bbl@eqdel}}
5925   \def\bbl@puteqno#1{\eqno\hbox{#1}}
5926   \def\bbl@putleqno#1{\leqno\hbox{#1}}
5927   \def\bbl@eqno@flip#1{%
5928     \ifdim\predisplaysize=-\maxdimen
5929       \eqno
5930       \hb@xt@.01pt{\hb@xt@\displaywidth{\hss{#1}}\hss}%
5931     \else
5932       \leqno\hbox{#1}%
5933     \fi}
5934   \def\bbl@leqno@flip#1{%
5935     \ifdim\predisplaysize=-\maxdimen
5936       \leqno
5937       \hb@xt@.01pt{\hss\hb@xt@\displaywidth{#1}\hss}}%
5938   \else
5939     \eqno\hbox{#1}%
5940   \fi}
5941 \AtBeginDocument{%
5942   \ifx\maketag@@@\undefined % Normal equation, eqnarray
5943     \AddToHook{env/equation/begin}{%
5944       \ifnum\bbl@thetextdir>\z@
5945         \let\@eqnnum\bbl@eqnum
5946         \edef\bbl@eqnodir{\noexpand\bbl@textdir\the\bbl@thetextdir}}%
5947       \chardef\bbl@thetextdir\z@
5948       \bbl@add\normalfont{\bbl@eqnodir}%
5949       \ifcase\bbl@eqnpos
5950         \let\bbl@puteqno\bbl@eqno@flip
5951         \or

```

```

5952         \let\bb1@puteqno\bb1@leqno@flip
5953     \fi
5954 \fi}%
5955 \ifnum\bb1@eqnpos=\tw@\else
5956     \def\endequation{\bb1@puteqno{\@eqnnum}$$\@ignoretrue}%
5957 \fi
5958 \AddToHook{env/eqnarray/begin}{%
5959     \ifnum\bb1@thetextdir>\z@
5960         \edef\bb1@eqnodir{\noexpand\bb1@textdir{\the\bb1@thetextdir}}%
5961         \chardef\bb1@thetextdir\z@
5962         \bb1@add\normalfont{\bb1@eqnodir}%
5963         \ifnum\bb1@eqnpos=\@ne
5964             \def\@eqnnum{%
5965                 \setbox\z@\hbox{\bb1@eqnum}%
5966                 \hbox to 0.01pt{\hss\hbox to\displaywidth{\box\z@\hss}}}%
5967             \else
5968                 \let\@eqnnum\bb1@eqnum
5969             \fi
5970     \fi}
5971 % Hack. YA luatex bug?:
5972 \expandafter\bb1@sreplace\csname] \endcsname{${$}\eqno\kern.001pt${$}%
5973 \else % amstex
5974     \ifx\bb1@noamsmath\@undefined
5975         \ifnum\bb1@eqnpos=\@ne
5976             \let\bb1@ams@lap\hbox
5977         \else
5978             \let\bb1@ams@lap\llap
5979         \fi
5980     \ExplSyntaxOn
5981     \bb1@sreplace\intertext@{\normalbaselines}%
5982     {\normalbaselines
5983     \ifx\bb1@eqnodir\relax\else\bb1@pardir\@ne\bb1@eqnodir\fi}%
5984     \ExplSyntaxOff
5985     \def\bb1@ams@tagbox#1#2{\#1{\bb1@eqnodir#2}}% #1=hbox|lap|flip
5986     \ifx\bb1@ams@lap\hbox % leqno
5987         \def\bb1@ams@flip#1{%
5988             \hbox to 0.01pt{\hss\hbox to\displaywidth{\#1\hss}}}%
5989     \else % eqno
5990         \def\bb1@ams@flip#1{%
5991             \hbox to 0.01pt{\hbox to\displaywidth{\hss\#1}\hss}}%
5992     \fi
5993     \def\bb1@ams@preset#1{%
5994         \ifnum\bb1@thetextdir>\z@
5995             \edef\bb1@eqnodir{\noexpand\bb1@textdir{\the\bb1@thetextdir}}%
5996             \bb1@sreplace\textdef@{\hbox}{\bb1@ams@tagbox\hbox}%
5997             \bb1@sreplace\maketag@@@{\hbox}{\bb1@ams@tagbox#1}%
5998             \fi}%
5999     \ifnum\bb1@eqnpos=\tw@\else
6000         \def\bb1@ams@equation{%
6001             \ifnum\bb1@thetextdir>\z@
6002                 \edef\bb1@eqnodir{\noexpand\bb1@textdir{\the\bb1@thetextdir}}%
6003                 \chardef\bb1@thetextdir\z@
6004                 \bb1@add\normalfont{\bb1@eqnodir}%
6005                 \ifcase\bb1@eqnpos
6006                     \def\veqno##1##2{\bb1@eqno@flip{##1##2}}%
6007                 \or
6008                     \def\veqno##1##2{\bb1@leqno@flip{##1##2}}%
6009                 \fi
6010             \fi}%
6011         \AddToHook{env/equation/begin}{\bb1@ams@equation}%
6012         \AddToHook{env/equation*/begin}{\bb1@ams@equation}%
6013     \fi
6014     \AddToHook{env/cases/begin}{\bb1@ams@preset\bb1@ams@lap}%

```

```

6015 \AddToHook{env/multline/begin}{\bbl@ams@preset\hbox}%
6016 \AddToHook{env/gather/begin}{\bbl@ams@preset\bbl@ams@lap}%
6017 \AddToHook{env/gather*/begin}{\bbl@ams@preset\bbl@ams@lap}%
6018 \AddToHook{env/align/begin}{\bbl@ams@preset\bbl@ams@lap}%
6019 \AddToHook{env/align*/begin}{\bbl@ams@preset\bbl@ams@lap}%
6020 \AddToHook{env/eqnalign/begin}{\bbl@ams@preset\hbox}%
6021 % Hackish, for proper alignment. Don't ask me why it works!:
6022 \bbl@exp{% Avoid a 'visible' conditional
6023   \\\AddToHook{env/align*/end}{\<iftag>\<else>\\tag*{\<fi>}}%
6024 \AddToHook{env/flalign/begin}{\bbl@ams@preset\hbox}%
6025 \AddToHook{env/split/before}{%
6026   \ifnum\bbl@thetextdir>\z@
6027     \bbl@ifsamestring\@currentvir{equation}%
6028     {\ifx\bbl@ams@lap\hbox % leqno
6029       \def\bbl@ams@flip#1{%
6030         \hbox to 0.01pt{\hbox to\displaywidth{#{1}\hss}\hss}}%
6031       \else
6032         \def\bbl@ams@flip#1{%
6033           \hbox to 0.01pt{\hss\hbox to\displaywidth{\hss{#{1}}}}%
6034         \fi}%
6035     }%
6036   \fi}%
6037 \fi
6038 \fi}
6039 \fi
6040 \ifx\bbl@opt@layout\@nnil\endinput\fi % if no layout
6041 \ifnum\bbl@bidimode>\z@
6042   \def\bbl@nextfake#1{% non-local changes, use always inside a group!
6043     \bbl@exp{%
6044       \def\\bbl@insidemath{0}%
6045       \mathdir\the\bodydir
6046       #1% Once entered in math, set boxes to restore values
6047       \<ifmmode>%
6048         \everyvbox{%
6049           \the\everyvbox
6050           \bodydir\the\bodydir
6051           \mathdir\the\mathdir
6052           \everyhbox{\the\everyhbox}%
6053           \everyvbox{\the\everyvbox}}%
6054         \everyhbox{%
6055           \the\everyhbox
6056           \bodydir\the\bodydir
6057           \mathdir\the\mathdir
6058           \everyhbox{\the\everyhbox}%
6059           \everyvbox{\the\everyvbox}}%
6060       \<fi>}}%
6061   \def\@hangfrom#1{%
6062     \setbox\@tempboxa\hbox{#{1}}%
6063     \hangindent\wd\@tempboxa
6064     \ifnum\bbl@getluadir{page}=\bbl@getluadir{par}\else
6065       \shapemode\@ne
6066     \fi
6067     \noindent\box\@tempboxa}
6068 \fi
6069 \IfBabelLayout{tabular}
6070 {\let\bbl@OL@tabular\@tabular
6071   \bbl@replace\@tabular{$$}{\bbl@nextfake$}%
6072   \let\bbl@NL@tabular\@tabular
6073   \AtBeginDocument{%
6074     \ifx\bbl@NL@tabular\@tabular\else
6075       \bbl@replace\@tabular{$$}{\bbl@nextfake$}%
6076     \let\bbl@NL@tabular\@tabular
6077   \fi}}

```

```

6078 {}
6079 \IfBabelLayout{lists}
6080 {\let\bbl@OL@list\list
6081 \bbl@sreplace\list{\parshape}{\bbl@listparshape}%
6082 \let\bbl@NL@list\list
6083 \def\bbl@listparshape#1#2#3{%
6084 \parshape #1 #2 #3 %
6085 \ifnum\bbl@getluadir{page}=\bbl@getluadir{par}\else
6086 \shapemode\tw@
6087 \fi}}
6088 {}
6089 \IfBabelLayout{graphics}
6090 {\let\bbl@pictresetdir\relax
6091 \def\bbl@pictsetdir#1{%
6092 \ifcase\bbl@thetextdir
6093 \let\bbl@pictresetdir\relax
6094 \else
6095 \ifcase#1\bodydir TLT % Remember this sets the inner boxes
6096 \or\textdir TLT
6097 \else\bodydir TLT \textdir TLT
6098 \fi
6099 % \(\text|par)dir required in pgf:
6100 \def\bbl@pictresetdir{\bodydir TRT\pardir TRT\textdir TRT\relax}%
6101 \fi}%
6102 \ifx\AddToHook\@undefined\else
6103 \AddToHook{env/picture/begin}{\bbl@pictsetdir\tw@}%
6104 \directlua{
6105 Babel.get_picture_dir = true
6106 Babel.picture_has_bidi = 0
6107 %
6108 function Babel.picture_dir (head)
6109 if not Babel.get_picture_dir then return head end
6110 if Babel.hlist_has_bidi(head) then
6111 Babel.picture_has_bidi = 1
6112 end
6113 return head
6114 end
6115 luatexbase.add_to_callback("hpack_filter", Babel.picture_dir,
6116 "Babel.picture_dir")
6117 }%
6118 \AtBeginDocument{%
6119 \long\def\put(#1,#2)#3{%
6120 \@killglue
6121 % Try:
6122 \ifx\bbl@pictresetdir\relax
6123 \def\bbl@tempc{0}%
6124 \else
6125 \directlua{
6126 Babel.get_picture_dir = true
6127 Babel.picture_has_bidi = 0
6128 }%
6129 \setbox\z@\hb@xt@\z@{%
6130 \@defaultunitsset\@tempdimc{#1}\unitlength
6131 \kern\@tempdimc
6132 #3\hss}%
6133 \edef\bbl@tempc{\directlua{tex.print(Babel.picture_has_bidi)}}}%
6134 \fi
6135 % Do:
6136 \@defaultunitsset\@tempdimc{#2}\unitlength
6137 \raise\@tempdimc\hb@xt@\z@{%
6138 \@defaultunitsset\@tempdimc{#1}\unitlength
6139 \kern\@tempdimc
6140 {\ifnum\bbl@tempc>\z@\bbl@pictresetdir\fi#3}\hss}%

```


common and are grouped here, as a single option.

```

6199 \IfBabelLayout{extras}%
6200   {\let\bbl@OL@underline\underline
6201    \bbl@sreplace\underline{$\@@underline}{\bbl@nextfake$\@@underline}%
6202    \let\bbl@OL@LaTeX2e\LaTeX2e
6203    \DeclareRobustCommand{\LaTeXe}{\mbox{\m@th
6204      \if b\expandafter\@car\f@series\@nil\boldmath\fi
6205      \babelsublr}%
6206      \LaTeX\kern.15em2\bbl@nextfake$_{\textstyle\varepsilon}}}}}
6207   {}
6208 \end{luatex}

```

12.11 Lua: transforms

After declaring the table containing the patterns with their replacements, we define some auxiliary functions: `str_to_nodes` converts the string returned by a function to a node list, taking the node at base as a model (font, language, etc.); `fetch_word` fetches a series of glyphs and discretionaries, which pattern is matched against (if there is a match, it is called again before trying other patterns, and this is very likely the main bottleneck).

`post_hyphenate_replace` is the callback applied after `lang.hyphenate`. This means the automatic hyphenation points are known. As empty captures return a byte position (as explained in the `luatex` manual), we must convert it to a utf8 position. With `first`, the last byte can be the leading byte in a utf8 sequence, so we just remove it and add 1 to the resulting length. With `last` we must take into account the capture position points to the next character. Here `word_head` points to the starting node of the text to be matched.

```

6209 (*transforms)
6210 Babel.linebreaking.replacements = {}
6211 Babel.linebreaking.replacements[0] = {} -- pre
6212 Babel.linebreaking.replacements[1] = {} -- post
6213
6214 -- Discretionaries contain strings as nodes
6215 function Babel.str_to_nodes(fn, matches, base)
6216   local n, head, last
6217   if fn == nil then return nil end
6218   for s in string.utfvalues(fn(matches)) do
6219     if base.id == 7 then
6220       base = base.replace
6221     end
6222     n = node.copy(base)
6223     n.char = s
6224     if not head then
6225       head = n
6226     else
6227       last.next = n
6228     end
6229     last = n
6230   end
6231   return head
6232 end
6233
6234 Babel.fetch_subtext = {}
6235
6236 Babel.ignore_pre_char = function(node)
6237   return (node.lang == Babel.nohyphenation)
6238 end
6239
6240 -- Merging both functions doesn't seem feasible, because there are too
6241 -- many differences.
6242 Babel.fetch_subtext[0] = function(head)
6243   local word_string = ''
6244   local word_nodes = {}
6245   local lang

```

```

6246 local item = head
6247 local inmath = false
6248
6249 while item do
6250     if item.id == 11 then
6251         inmath = (item.subtype == 0)
6252     end
6253
6254     if inmath then
6255         -- pass
6256
6257     elseif item.id == 29 then
6258         local locale = node.get_attribute(item, Babel.attr_locale)
6259
6260         if lang == locale or lang == nil then
6261             lang = lang or locale
6262             if Babel.ignore_pre_char(item) then
6263                 word_string = word_string .. Babel.us_char
6264             else
6265                 word_string = word_string .. unicode.utf8.char(item.char)
6266             end
6267             word_nodes[#word_nodes+1] = item
6268         else
6269             break
6270         end
6271     end
6272
6273     elseif item.id == 12 and item.subtype == 13 then
6274         word_string = word_string .. ' '
6275         word_nodes[#word_nodes+1] = item
6276
6277         -- Ignore leading unrecognized nodes, too.
6278         elseif word_string ~= '' then
6279             word_string = word_string .. Babel.us_char
6280             word_nodes[#word_nodes+1] = item -- Will be ignored
6281         end
6282
6283     item = item.next
6284 end
6285
6286 -- Here and above we remove some trailing chars but not the
6287 -- corresponding nodes. But they aren't accessed.
6288 if word_string:sub(-1) == ' ' then
6289     word_string = word_string:sub(1,-2)
6290 end
6291 word_string = unicode.utf8.gsub(word_string, Babel.us_char .. '+$', '')
6292 return word_string, word_nodes, item, lang
6293 end
6294
6295 Babel.fetch_subtext[1] = function(head)
6296     local word_string = ''
6297     local word_nodes = {}
6298     local lang
6299     local item = head
6300     local inmath = false
6301
6302     while item do
6303
6304         if item.id == 11 then
6305             inmath = (item.subtype == 0)
6306         end
6307
6308         if inmath then

```

```

6309     -- pass
6310
6311     elseif item.id == 29 then
6312         if item.lang == lang or lang == nil then
6313             if (item.char ~= 124) and (item.char ~= 61) then -- not =, not |
6314                 lang = lang or item.lang
6315                 word_string = word_string .. unicode.utf8.char(item.char)
6316                 word_nodes[#word_nodes+1] = item
6317             end
6318         else
6319             break
6320         end
6321
6322     elseif item.id == 7 and item.subtype == 2 then
6323         word_string = word_string .. '='
6324         word_nodes[#word_nodes+1] = item
6325
6326     elseif item.id == 7 and item.subtype == 3 then
6327         word_string = word_string .. '|'
6328         word_nodes[#word_nodes+1] = item
6329
6330     -- (1) Go to next word if nothing was found, and (2) implicitly
6331     -- remove leading USs.
6332     elseif word_string == '' then
6333         -- pass
6334
6335     -- This is the responsible for splitting by words.
6336     elseif (item.id == 12 and item.subtype == 13) then
6337         break
6338
6339     else
6340         word_string = word_string .. Babel.us_char
6341         word_nodes[#word_nodes+1] = item -- Will be ignored
6342     end
6343
6344     item = item.next
6345 end
6346
6347 word_string = unicode.utf8.gsub(word_string, Babel.us_char .. '+$', '')
6348 return word_string, word_nodes, item, lang
6349 end
6350
6351 function Babel.pre_hyphenate_replace(head)
6352     Babel.hyphenate_replace(head, 0)
6353 end
6354
6355 function Babel.post_hyphenate_replace(head)
6356     Babel.hyphenate_replace(head, 1)
6357 end
6358
6359 Babel.us_char = string.char(31)
6360
6361 function Babel.hyphenate_replace(head, mode)
6362     local u = unicode.utf8
6363     local lbkr = Babel.linebreaking.replacements[mode]
6364
6365     local word_head = head
6366
6367     while true do -- for each subtext block
6368
6369         local w, w_nodes, nw, lang = Babel.fetch_subtext[mode](word_head)
6370
6371         if Babel.debug then

```

```

6372     print()
6373     print((mode == 0) and '@@@<' or '@@@>', w)
6374 end
6375
6376 if nw == nil and w == '' then break end
6377
6378 if not lang then goto next end
6379 if not lbkr[lang] then goto next end
6380
6381 -- For each saved (pre|post)hyphenation. TODO. Reconsider how
6382 -- loops are nested.
6383 for k=1, #lbkr[lang] do
6384     local p = lbkr[lang][k].pattern
6385     local r = lbkr[lang][k].replace
6386     local attr = lbkr[lang][k].attr or -1
6387
6388     if Babel.debug then
6389         print('*****', p, mode)
6390     end
6391
6392     -- This variable is set in some cases below to the first *byte*
6393     -- after the match, either as found by u.match (faster) or the
6394     -- computed position based on sc if w has changed.
6395     local last_match = 0
6396     local step = 0
6397
6398     -- For every match.
6399     while true do
6400         if Babel.debug then
6401             print('====')
6402         end
6403         local new -- used when inserting and removing nodes
6404
6405         local matches = { u.match(w, p, last_match) }
6406
6407         if #matches < 2 then break end
6408
6409         -- Get and remove empty captures (with ()'s, which return a
6410         -- number with the position), and keep actual captures
6411         -- (from (...)), if any, in matches.
6412         local first = table.remove(matches, 1)
6413         local last = table.remove(matches, #matches)
6414         -- Non re-fetched substrings may contain \31, which separates
6415         -- subsubstrings.
6416         if string.find(w:sub(first, last-1), Babel.us_char) then break end
6417
6418         local save_last = last -- with A()BC()D, points to D
6419
6420         -- Fix offsets, from bytes to unicode. Explained above.
6421         first = u.len(w:sub(1, first-1)) + 1
6422         last = u.len(w:sub(1, last-1)) -- now last points to C
6423
6424         -- This loop stores in a small table the nodes
6425         -- corresponding to the pattern. Used by 'data' to provide a
6426         -- predictable behavior with 'insert' (w_nodes is modified on
6427         -- the fly), and also access to 'remove'd nodes.
6428         local sc = first-1 -- Used below, too
6429         local data_nodes = {}
6430
6431         local enabled = true
6432         for q = 1, last-first+1 do
6433             data_nodes[q] = w_nodes[sc+q]
6434             if enabled

```

```

6435         and attr > -1
6436         and not node.has_attribute(data_nodes[q], attr)
6437     then
6438         enabled = false
6439     end
6440 end
6441
6442 -- This loop traverses the matched substring and takes the
6443 -- corresponding action stored in the replacement list.
6444 -- sc = the position in substr nodes / string
6445 -- rc = the replacement table index
6446 local rc = 0
6447
6448 while rc < last-first+1 do -- for each replacement
6449     if Babel.debug then
6450         print('.....', rc + 1)
6451     end
6452     sc = sc + 1
6453     rc = rc + 1
6454
6455     if Babel.debug then
6456         Babel.debug_hyph(w, w_nodes, sc, first, last, last_match)
6457         local ss = ''
6458         for itt in node.traverse(head) do
6459             if itt.id == 29 then
6460                 ss = ss .. unicode.utf8.char(itt.char)
6461             else
6462                 ss = ss .. '{' .. itt.id .. '}'
6463             end
6464         end
6465         print('*****', ss)
6466     end
6467
6468     local crep = r[rc]
6469     local item = w_nodes[sc]
6470     local item_base = item
6471     local placeholder = Babel.us_char
6472     local d
6473
6474     if crep and crep.data then
6475         item_base = data_nodes[crep.data]
6476     end
6477
6478     if crep then
6479         step = crep.step or 0
6480     end
6481
6482     if (not enabled) or (crep and next(crep) == nil) then -- = {}
6483         last_match = save_last -- Optimization
6484         goto next
6485     end
6486
6487     elseif crep == nil or crep.remove then
6488         node.remove(head, item)
6489         table.remove(w_nodes, sc)
6490         w = u.sub(w, 1, sc-1) .. u.sub(w, sc+1)
6491         sc = sc - 1 -- Nothing has been inserted.
6492         last_match = utf8.offset(w, sc+1+step)
6493         goto next
6494
6495     elseif crep and crep.kashida then -- Experimental
6496         node.set_attribute(item,
6497             Babel.attr_kashida,

```

```

6498         crep.kashida)
6499         last_match = utf8.offset(w, sc+1+step)
6500         goto next
6501
6502     elseif crep and crep.string then
6503         local str = crep.string(matches)
6504         if str == '' then -- Gather with nil
6505             node.remove(head, item)
6506             table.remove(w_nodes, sc)
6507             w = u.sub(w, 1, sc-1) .. u.sub(w, sc+1)
6508             sc = sc - 1 -- Nothing has been inserted.
6509         else
6510             local loop_first = true
6511             for s in string.utfvalues(str) do
6512                 d = node.copy(item_base)
6513                 d.char = s
6514                 if loop_first then
6515                     loop_first = false
6516                     head, new = node.insert_before(head, item, d)
6517                     if sc == 1 then
6518                         word_head = head
6519                     end
6520                     w_nodes[sc] = d
6521                     w = u.sub(w, 1, sc-1) .. u.char(s) .. u.sub(w, sc+1)
6522                 else
6523                     sc = sc + 1
6524                     head, new = node.insert_before(head, item, d)
6525                     table.insert(w_nodes, sc, new)
6526                     w = u.sub(w, 1, sc-1) .. u.char(s) .. u.sub(w, sc)
6527                 end
6528                 if Babel.debug then
6529                     print('.....', 'str')
6530                     Babel.debug_hyph(w, w_nodes, sc, first, last, last_match)
6531                 end
6532             end -- for
6533             node.remove(head, item)
6534         end -- if ''
6535         last_match = utf8.offset(w, sc+1+step)
6536         goto next
6537
6538     elseif mode == 1 and crep and (crep.pre or crep.no or crep.post) then
6539         d = node.new(7, 0) -- (disc, discretionary)
6540         d.pre = Babel.str_to_nodes(crep.pre, matches, item_base)
6541         d.post = Babel.str_to_nodes(crep.post, matches, item_base)
6542         d.replace = Babel.str_to_nodes(crep.no, matches, item_base)
6543         d.attr = item_base.attr
6544         if crep.pre == nil then -- TeXbook p96
6545             d.penalty = crep.penalty or tex.hyphenpenalty
6546         else
6547             d.penalty = crep.penalty or tex.exhyphenpenalty
6548         end
6549         placeholder = '|'
6550         head, new = node.insert_before(head, item, d)
6551
6552     elseif mode == 0 and crep and (crep.pre or crep.no or crep.post) then
6553         -- ERROR
6554
6555     elseif crep and crep.penalty then
6556         d = node.new(14, 0) -- (penalty, userpenalty)
6557         d.attr = item_base.attr
6558         d.penalty = crep.penalty
6559         head, new = node.insert_before(head, item, d)
6560

```

```

6561         elseif crep and crep.space then
6562             -- 655360 = 10 pt = 10 * 65536 sp
6563             d = node.new(12, 13)      -- (glue, spaceskip)
6564             local quad = font.getfont(item_base.font).size or 655360
6565             node.setglue(d, crep.space[1] * quad,
6566                           crep.space[2] * quad,
6567                           crep.space[3] * quad)
6568             if mode == 0 then
6569                 placeholder = ' '
6570             end
6571             head, new = node.insert_before(head, item, d)
6572
6573         elseif crep and crep.spacefactor then
6574             d = node.new(12, 13)      -- (glue, spaceskip)
6575             local base_font = font.getfont(item_base.font)
6576             node.setglue(d,
6577                           crep.spacefactor[1] * base_font.parameters['space'],
6578                           crep.spacefactor[2] * base_font.parameters['space_stretch'],
6579                           crep.spacefactor[3] * base_font.parameters['space_shrink'])
6580             if mode == 0 then
6581                 placeholder = ' '
6582             end
6583             head, new = node.insert_before(head, item, d)
6584
6585         elseif mode == 0 and crep and crep.space then
6586             -- ERROR
6587
6588         end -- ie replacement cases
6589
6590         -- Shared by disc, space and penalty.
6591         if sc == 1 then
6592             word_head = head
6593         end
6594         if crep.insert then
6595             w = u.sub(w, 1, sc-1) .. placeholder .. u.sub(w, sc)
6596             table.insert(w_nodes, sc, new)
6597             last = last + 1
6598         else
6599             w_nodes[sc] = d
6600             node.remove(head, item)
6601             w = u.sub(w, 1, sc-1) .. placeholder .. u.sub(w, sc+1)
6602         end
6603
6604         last_match = utf8.offset(w, sc+1+step)
6605
6606         ::next::
6607
6608     end -- for each replacement
6609
6610     if Babel.debug then
6611         print('.....', '/')
6612         Babel.debug_hyph(w, w_nodes, sc, first, last, last_match)
6613     end
6614
6615     end -- for match
6616
6617 end -- for patterns
6618
6619 ::next::
6620 word_head = nw
6621 end -- for substring
6622 return head
6623 end

```

```

6624
6625 -- This table stores capture maps, numbered consecutively
6626 Babel.capture_maps = {}
6627
6628 -- The following functions belong to the next macro
6629 function Babel.capture_func(key, cap)
6630   local ret = "[" .. cap:gsub('{{[0-9]}}', "]]..m[%1]..[" .. "]"
6631   local cnt
6632   local u = unicode.utf8
6633   ret, cnt = ret:gsub('{{[0-9]}|([^\]|+)|(.-)}', Babel.capture_func_map)
6634   if cnt == 0 then
6635     ret = u.gsub(ret, '{{(%x%x%x%x+)}',
6636       function (n)
6637         return u.char(tonumber(n, 16))
6638       end)
6639   end
6640   ret = ret:gsub("%[%[%]]%[%].%", '')
6641   ret = ret:gsub("%[%].%[%[%]]%", '')
6642   return key .. "[[=function(m) return ]] .. ret .. [[ end]]
6643 end
6644
6645 function Babel.capt_map(from, mapno)
6646   return Babel.capture_maps[mapno][from] or from
6647 end
6648
6649 -- Handle the {n|abc|ABC} syntax in captures
6650 function Babel.capture_func_map(capno, from, to)
6651   local u = unicode.utf8
6652   from = u.gsub(from, '{{(%x%x%x%x+)}',
6653     function (n)
6654       return u.char(tonumber(n, 16))
6655     end)
6656   to = u.gsub(to, '{{(%x%x%x%x+)}',
6657     function (n)
6658       return u.char(tonumber(n, 16))
6659     end)
6660   local froms = {}
6661   for s in string.utfcharacters(from) do
6662     table.insert(froms, s)
6663   end
6664   local cnt = 1
6665   table.insert(Babel.capture_maps, {})
6666   local mlen = table.getn(Babel.capture_maps)
6667   for s in string.utfcharacters(to) do
6668     Babel.capture_maps[mlen][froms[cnt]] = s
6669     cnt = cnt + 1
6670   end
6671   return "]]..Babel.capt_map(m[" .. capno .. "], " ..
6672     (mlen) .. " ).." .. "["
6673 end
6674
6675 -- Create/Extend reversed sorted list of kashida weights:
6676 function Babel.capture_kashida(key, wt)
6677   wt = tonumber(wt)
6678   if Babel.kashida_wts then
6679     for p, q in ipairs(Babel.kashida_wts) do
6680       if wt == q then
6681         break
6682       elseif wt > q then
6683         table.insert(Babel.kashida_wts, p, wt)
6684         break
6685       elseif table.getn(Babel.kashida_wts) == p then
6686         table.insert(Babel.kashida_wts, wt)

```



```

6687     end
6688     end
6689     else
6690         Babel.kashida_wts = { wt }
6691     end
6692     return 'kashida = ' .. wt
6693 end
6694 </transforms>

```

12.12 Lua: Auto bidi with basic and basic-r

The file `babel-data-bidi.lua` currently only contains data. It is a large and boring file and it is not shown here (see the generated file), but here is a sample:

```

[0x25]={d='et'},
[0x26]={d='on'},
[0x27]={d='on'},
[0x28]={d='on', m=0x29},
[0x29]={d='on', m=0x28},
[0x2A]={d='on'},
[0x2B]={d='es'},
[0x2C]={d='cs'},

```

For the meaning of these codes, see the Unicode standard.

Now the `basic-r` bidi mode. One of the aims is to implement a fast and simple bidi algorithm, with a single loop. I managed to do it for R texts, with a second smaller loop for a special case. The code is still somewhat chaotic, but its behavior is essentially correct. I cannot resist copying the following text from Emacs `bidi.c` (which also attempts to implement the bidi algorithm with a single loop):

Arrrrgh!! The UAX#9 algorithm is too deeply entrenched in the assumption of batch-style processing [...]. May the fleas of a thousand camels infest the armpits of those who design supposedly general-purpose algorithms by looking at their own implementations, and fail to consider other possible implementations!

Well, it took me some time to guess what the batch rules in UAX#9 actually mean (in other word, *what* they do and *why*, and not only *how*), but I think (or I hope) I've managed to understand them. In some sense, there are two bidi modes, one for numbers, and the other for text. Furthermore, setting just the direction in R text is not enough, because there are actually *two* R modes (set explicitly in Unicode with RLM and ALM). In babel the `dir` is set by a higher protocol based on the language/script, which in turn sets the correct `dir` (<l>, <r> or <al>).

From UAX#9: “Where available, markup should be used instead of the explicit formatting characters”. So, this simple version just ignores formatting characters. Actually, most of that annex is devoted to how to handle them.

BD14-BD16 are not implemented. Unicode (and the W3C) are making a great effort to deal with some special problematic cases in “streamed” plain text. I don’t think this is the way to go – particular issues should be fixed by a high level interface taking into account the needs of the document. And here is where `luatex` excels, because everything related to bidi writing is under our control.

```

6695 <*basic-r>
6696 Babel = Babel or {}
6697
6698 Babel.bidi_enabled = true
6699
6700 require('babel-data-bidi.lua')
6701
6702 local characters = Babel.characters
6703 local ranges = Babel.ranges
6704
6705 local DIR = node.id("dir")
6706
6707 local function dir_mark(head, from, to, outer)
6708     dir = (outer == 'r') and 'TLT' or 'TRT' -- ie, reverse
6709     local d = node.new(DIR)
6710     d.dir = '+' .. dir

```

```

6711 node.insert_before(head, from, d)
6712 d = node.new(DIR)
6713 d.dir = '-' .. dir
6714 node.insert_after(head, to, d)
6715 end
6716
6717 function Babel.bidi(head, ispar)
6718   local first_n, last_n          -- first and last char with nums
6719   local last_es                  -- an auxiliary 'last' used with nums
6720   local first_d, last_d          -- first and last char in L/R block
6721   local dir, dir_real

```

Next also depends on script/lang (<al>/<r>). To be set by babel. tex.pardir is dangerous, could be (re)set but it should be changed only in vmode. There are two strong's – strong = l/al/r and strong_lr = l/r (there must be a better way):

```

6722   local strong = ('TRT' == tex.pardir) and 'r' or 'l'
6723   local strong_lr = (strong == 'l') and 'l' or 'r'
6724   local outer = strong
6725
6726   local new_dir = false
6727   local first_dir = false
6728   local inmath = false
6729
6730   local last_lr
6731
6732   local type_n = ''
6733
6734   for item in node.traverse(head) do
6735
6736     -- three cases: glyph, dir, otherwise
6737     if item.id == node.id'glyph'
6738       or (item.id == 7 and item.subtype == 2) then
6739
6740       local itemchar
6741       if item.id == 7 and item.subtype == 2 then
6742         itemchar = item.replace.char
6743       else
6744         itemchar = item.char
6745       end
6746       local chardata = characters[itemchar]
6747       dir = chardata and chardata.d or nil
6748       if not dir then
6749         for nn, et in ipairs(ranges) do
6750           if itemchar < et[1] then
6751             break
6752           elseif itemchar <= et[2] then
6753             dir = et[3]
6754             break
6755           end
6756         end
6757       end
6758       dir = dir or 'l'
6759       if inmath then dir = ('TRT' == tex.mathdir) and 'r' or 'l' end

```

Next is based on the assumption babel sets the language AND switches the script with its dir. We treat a language block as a separate Unicode sequence. The following piece of code is executed at the first glyph after a 'dir' node. We don't know the current language until then. This is not exactly true, as the math mode may insert explicit dirs in the node list, so, for the moment there is a hack by brute force (just above).

```

6760   if new_dir then
6761     attr_dir = 0
6762     for at in node.traverse(item.attr) do
6763       if at.number == Babel.attr_dir then
6764         attr_dir = at.value % 3

```

```

6765         end
6766     end
6767     if attr_dir == 1 then
6768         strong = 'r'
6769     elseif attr_dir == 2 then
6770         strong = 'al'
6771     else
6772         strong = 'l'
6773     end
6774     strong_lr = (strong == 'l') and 'l' or 'r'
6775     outer = strong_lr
6776     new_dir = false
6777 end
6778
6779 if dir == 'nsm' then dir = strong end          -- W1

```

Numbers. The dual <al>/<r> system for R is somewhat cumbersome.

```

6780     dir_real = dir          -- We need dir_real to set strong below
6781     if dir == 'al' then dir = 'r' end -- W3

```

By W2, there are no <en> <et> <es> if strong == <al>, only <an>. Therefore, there are not <et en> nor <en et>, W5 can be ignored, and W6 applied:

```

6782     if strong == 'al' then
6783         if dir == 'en' then dir = 'an' end          -- W2
6784         if dir == 'et' or dir == 'es' then dir = 'on' end -- W6
6785         strong_lr = 'r'          -- W3
6786     end

```

Once finished the basic setup for glyphs, consider the two other cases: dir node and the rest.

```

6787     elseif item.id == node.id'dir' and not inmath then
6788         new_dir = true
6789         dir = nil
6790     elseif item.id == node.id'math' then
6791         inmath = (item.subtype == 0)
6792     else
6793         dir = nil          -- Not a char
6794     end

```

Numbers in R mode. A sequence of <en>, <et>, <an>, <es> and <cs> is typeset (with some rules) in L mode. We store the starting and ending points, and only when anything different is found (including nil, ie, a non-char), the textdir is set. This means you cannot insert, say, a whatsit, but this is what I would expect (with luacolor you may colorize some digits). Anyway, this behavior could be changed with a switch in the future. Note in the first branch only <an> is relevant if <al>.

```

6795     if dir == 'en' or dir == 'an' or dir == 'et' then
6796         if dir ~= 'et' then
6797             type_n = dir
6798         end
6799         first_n = first_n or item
6800         last_n = last_es or item
6801         last_es = nil
6802     elseif dir == 'es' and last_n then -- W3+W6
6803         last_es = item
6804     elseif dir == 'cs' then          -- it's right - do nothing
6805     elseif first_n then -- & if dir = any but en, et, an, es, cs, inc nil
6806         if strong_lr == 'r' and type_n ~= '' then
6807             dir_mark(head, first_n, last_n, 'r')
6808         elseif strong_lr == 'l' and first_d and type_n == 'an' then
6809             dir_mark(head, first_n, last_n, 'r')
6810             dir_mark(head, first_d, last_d, outer)
6811             first_d, last_d = nil, nil
6812         elseif strong_lr == 'l' and type_n ~= '' then
6813             last_d = last_n
6814         end
6815         type_n = ''

```

```

6816     first_n, last_n = nil, nil
6817 end

```

R text in L, or L text in R. Order of dir_ mark's are relevant: d goes outside n, and therefore it's emitted after. See dir_mark to understand why (but is the nesting actually necessary or is a flat dir structure enough?). Only L, R (and AL) chars are taken into account – everything else, including spaces, whatsits, etc., are ignored:

```

6818 if dir == 'l' or dir == 'r' then
6819   if dir ~= outer then
6820     first_d = first_d or item
6821     last_d = item
6822   elseif first_d and dir ~= strong_lr then
6823     dir_mark(head, first_d, last_d, outer)
6824     first_d, last_d = nil, nil
6825   end
6826 end

```

Mirroring. Each chunk of text in a certain language is considered a “closed” sequence. If <r on r> and <l on l>, it's clearly <r> and <l>, resp'tly, but with other combinations depends on outer. From all these, we select only those resolving <on> → <r>. At the beginning (when last_lr is nil) of an R text, they are mirrored directly.

TODO - numbers in R mode are processed. It doesn't hurt, but should not be done.

```

6827 if dir and not last_lr and dir ~= 'l' and outer == 'r' then
6828   item.char = characters[item.char] and
6829     characters[item.char].m or item.char
6830 elseif (dir or new_dir) and last_lr ~= item then
6831   local mir = outer .. strong_lr .. (dir or outer)
6832   if mir == 'rrr' or mir == 'lrr' or mir == 'rrl' or mir == 'rlr' then
6833     for ch in node.traverse(node.next(last_lr)) do
6834       if ch == item then break end
6835       if ch.id == node.id'glyph' and characters[ch.char] then
6836         ch.char = characters[ch.char].m or ch.char
6837       end
6838     end
6839   end
6840 end

```

Save some values for the next iteration. If the current node is 'dir', open a new sequence. Since dir could be changed, strong is set with its real value (dir_real).

```

6841 if dir == 'l' or dir == 'r' then
6842   last_lr = item
6843   strong = dir_real          -- Don't search back - best save now
6844   strong_lr = (strong == 'l') and 'l' or 'r'
6845 elseif new_dir then
6846   last_lr = nil
6847 end
6848 end

```

Mirror the last chars if they are no directed. And make sure any open block is closed, too.

```

6849 if last_lr and outer == 'r' then
6850   for ch in node.traverse_id(node.id'glyph', node.next(last_lr)) do
6851     if characters[ch.char] then
6852       ch.char = characters[ch.char].m or ch.char
6853     end
6854   end
6855 end
6856 if first_n then
6857   dir_mark(head, first_n, last_n, outer)
6858 end
6859 if first_d then
6860   dir_mark(head, first_d, last_d, outer)
6861 end

```

In boxes, the dir node could be added before the original head, so the actual head is the previous node.

```
6862 return node.prev(head) or head
6863 end
6864 </basic-r>
```

And here the Lua code for bidi=basic:

```
6865 <*basic>
6866 Babel = Babel or {}
6867
6868 -- eg, Babel.fontmap[1][<prefontid>]=<dirfontid>
6869
6870 Babel.fontmap = Babel.fontmap or {}
6871 Babel.fontmap[0] = {} -- l
6872 Babel.fontmap[1] = {} -- r
6873 Babel.fontmap[2] = {} -- al/an
6874
6875 Babel.bidi_enabled = true
6876 Babel.mirroring_enabled = true
6877
6878 require('babel-data-bidi.lua')
6879
6880 local characters = Babel.characters
6881 local ranges = Babel.ranges
6882
6883 local DIR = node.id('dir')
6884 local GLYPH = node.id('glyph')
6885
6886 local function insert_implicit(head, state, outer)
6887   local new_state = state
6888   if state.sim and state.eim and state.sim ~= state.eim then
6889     dir = ((outer == 'r') and 'TLT' or 'TRT') -- ie, reverse
6890     local d = node.new(DIR)
6891     d.dir = '+' .. dir
6892     node.insert_before(head, state.sim, d)
6893     local d = node.new(DIR)
6894     d.dir = '-' .. dir
6895     node.insert_after(head, state.eim, d)
6896   end
6897   new_state.sim, new_state.eim = nil, nil
6898   return head, new_state
6899 end
6900
6901 local function insert_numeric(head, state)
6902   local new
6903   local new_state = state
6904   if state.san and state.ean and state.san ~= state.ean then
6905     local d = node.new(DIR)
6906     d.dir = '+TLT'
6907     _, new = node.insert_before(head, state.san, d)
6908     if state.san == state.sim then state.sim = new end
6909     local d = node.new(DIR)
6910     d.dir = '-TLT'
6911     _, new = node.insert_after(head, state.ean, d)
6912     if state.ean == state.eim then state.eim = new end
6913   end
6914   new_state.san, new_state.ean = nil, nil
6915   return head, new_state
6916 end
6917
6918 -- TODO - \hbox with an explicit dir can lead to wrong results
6919 -- <R \hbox dir TLT{<R>}> and <L \hbox dir TRT{<L>}>. A small attempt
6920 -- was s made to improve the situation, but the problem is the 3-dir
```

```

6921 -- model in babel/Unicode and the 2-dir model in LuaTeX don't fit
6922 -- well.
6923
6924 function Babel.bidi(head, ispar, hdir)
6925   local d -- d is used mainly for computations in a loop
6926   local prev_d = ''
6927   local new_d = false
6928
6929   local nodes = {}
6930   local outer_first = nil
6931   local inmath = false
6932
6933   local glue_d = nil
6934   local glue_i = nil
6935
6936   local has_en = false
6937   local first_et = nil
6938
6939   local ATDIR = Babel.attr_dir
6940
6941   local save_outer
6942   local temp = node.get_attribute(head, ATDIR)
6943   if temp then
6944     temp = temp % 3
6945     save_outer = (temp == 0 and 'l') or
6946                  (temp == 1 and 'r') or
6947                  (temp == 2 and 'al')
6948   elseif ispar then -- Or error? Shouldn't happen
6949     save_outer = ('TRT' == tex.pardir) and 'r' or 'l'
6950   else -- Or error? Shouldn't happen
6951     save_outer = ('TRT' == hdir) and 'r' or 'l'
6952   end
6953   -- when the callback is called, we are just _after_ the box,
6954   -- and the textdir is that of the surrounding text
6955   -- if not ispar and hdir ~= tex.textdir then
6956   --   save_outer = ('TRT' == hdir) and 'r' or 'l'
6957   -- end
6958   local outer = save_outer
6959   local last = outer
6960   -- 'al' is only taken into account in the first, current loop
6961   if save_outer == 'al' then save_outer = 'r' end
6962
6963   local fontmap = Babel.fontmap
6964
6965   for item in node.traverse(head) do
6966
6967     -- In what follows, #node is the last (previous) node, because the
6968     -- current one is not added until we start processing the neutrals.
6969
6970     -- three cases: glyph, dir, otherwise
6971     if item.id == GLYPH
6972       or (item.id == 7 and item.subtype == 2) then
6973
6974       local d_font = nil
6975       local item_r
6976       if item.id == 7 and item.subtype == 2 then
6977         item_r = item.replace -- automatic discs have just 1 glyph
6978       else
6979         item_r = item
6980       end
6981       local chardata = characters[item_r.char]
6982       d = chardata and chardata.d or nil
6983       if not d or d == 'nsm' then

```

```

6984     for nn, et in ipairs(ranges) do
6985         if item_r.char < et[1] then
6986             break
6987         elseif item_r.char <= et[2] then
6988             if not d then d = et[3]
6989             elseif d == 'nsm' then d_font = et[3]
6990             end
6991             break
6992         end
6993     end
6994 end
6995 d = d or 'l'
6996
6997 -- A short 'pause' in bidi for mapfont
6998 d_font = d_font or d
6999 d_font = (d_font == 'l' and 0) or
7000           (d_font == 'nsm' and 0) or
7001           (d_font == 'r' and 1) or
7002           (d_font == 'al' and 2) or
7003           (d_font == 'an' and 2) or nil
7004 if d_font and fontmap and fontmap[d_font][item_r.font] then
7005     item_r.font = fontmap[d_font][item_r.font]
7006 end
7007
7008 if new_d then
7009     table.insert(nodes, {nil, (outer == 'l') and 'l' or 'r', nil})
7010     if inmath then
7011         attr_d = 0
7012     else
7013         attr_d = node.get_attribute(item, ATDIR)
7014         attr_d = attr_d % 3
7015     end
7016     if attr_d == 1 then
7017         outer_first = 'r'
7018         last = 'r'
7019     elseif attr_d == 2 then
7020         outer_first = 'r'
7021         last = 'al'
7022     else
7023         outer_first = 'l'
7024         last = 'l'
7025     end
7026     outer = last
7027     has_en = false
7028     first_et = nil
7029     new_d = false
7030 end
7031
7032 if glue_d then
7033     if (d == 'l' and 'l' or 'r') ~= glue_d then
7034         table.insert(nodes, {glue_i, 'on', nil})
7035     end
7036     glue_d = nil
7037     glue_i = nil
7038 end
7039
7040 elseif item.id == DIR then
7041     d = nil
7042     if head ~= item then new_d = true end
7043
7044 elseif item.id == node.id'glue' and item.subtype == 13 then
7045     glue_d = d
7046     glue_i = item

```

```

7047     d = nil
7048
7049     elseif item.id == node.id'math' then
7050         inmath = (item.subtype == 0)
7051
7052     else
7053         d = nil
7054     end
7055
7056     -- AL <= EN/ET/ES      -- W2 + W3 + W6
7057     if last == 'al' and d == 'en' then
7058         d = 'an'          -- W3
7059     elseif last == 'al' and (d == 'et' or d == 'es') then
7060         d = 'on'          -- W6
7061     end
7062
7063     -- EN + CS/ES + EN      -- W4
7064     if d == 'en' and #nodes >= 2 then
7065         if (nodes[#nodes][2] == 'es' or nodes[#nodes][2] == 'cs')
7066             and nodes[#nodes-1][2] == 'en' then
7067             nodes[#nodes][2] = 'en'
7068         end
7069     end
7070
7071     -- AN + CS + AN          -- W4 too, because uax9 mixes both cases
7072     if d == 'an' and #nodes >= 2 then
7073         if (nodes[#nodes][2] == 'cs')
7074             and nodes[#nodes-1][2] == 'an' then
7075             nodes[#nodes][2] = 'an'
7076         end
7077     end
7078
7079     -- ET/EN                  -- W5 + W7->l / W6->on
7080     if d == 'et' then
7081         first_et = first_et or (#nodes + 1)
7082     elseif d == 'en' then
7083         has_en = true
7084         first_et = first_et or (#nodes + 1)
7085     elseif first_et then      -- d may be nil here !
7086         if has_en then
7087             if last == 'l' then
7088                 temp = 'l'    -- W7
7089             else
7090                 temp = 'en'   -- W5
7091             end
7092         else
7093             temp = 'on'       -- W6
7094         end
7095         for e = first_et, #nodes do
7096             if nodes[e][1].id == GLYPH then nodes[e][2] = temp end
7097         end
7098         first_et = nil
7099         has_en = false
7100     end
7101
7102     -- Force mathdir in math if ON (currently works as expected only
7103     -- with 'l')
7104     if inmath and d == 'on' then
7105         d = ('TRT' == tex.mathdir) and 'r' or 'l'
7106     end
7107
7108     if d then
7109         if d == 'al' then

```



```

7110         d = 'r'
7111         last = 'al'
7112     elseif d == 'l' or d == 'r' then
7113         last = d
7114     end
7115     prev_d = d
7116     table.insert(nodes, {item, d, outer_first})
7117 end
7118
7119 outer_first = nil
7120
7121 end
7122
7123 -- TODO -- repeated here in case EN/ET is the last node. Find a
7124 -- better way of doing things:
7125 if first_et then      -- dir may be nil here !
7126     if has_en then
7127         if last == 'l' then
7128             temp = 'l'      -- W7
7129         else
7130             temp = 'en'     -- W5
7131         end
7132     else
7133         temp = 'on'        -- W6
7134     end
7135     for e = first_et, #nodes do
7136         if nodes[e][1].id == GLYPH then nodes[e][2] = temp end
7137     end
7138 end
7139
7140 -- dummy node, to close things
7141 table.insert(nodes, {nil, (outer == 'l') and 'l' or 'r', nil})
7142
7143 ----- NEUTRAL -----
7144
7145 outer = save_outer
7146 last = outer
7147
7148 local first_on = nil
7149
7150 for q = 1, #nodes do
7151     local item
7152
7153     local outer_first = nodes[q][3]
7154     outer = outer_first or outer
7155     last = outer_first or last
7156
7157     local d = nodes[q][2]
7158     if d == 'an' or d == 'en' then d = 'r' end
7159     if d == 'cs' or d == 'et' or d == 'es' then d = 'on' end --- W6
7160
7161     if d == 'on' then
7162         first_on = first_on or q
7163     elseif first_on then
7164         if last == d then
7165             temp = d
7166         else
7167             temp = outer
7168         end
7169         for r = first_on, q - 1 do
7170             nodes[r][2] = temp
7171             item = nodes[r][1]      -- MIRRORING
7172             if Babel.mirroring_enabled and item.id == GLYPH

```

```

7173         and temp == 'r' and characters[item.char] then
7174         local font_mode = ''
7175         if font.fonts[item.font].properties then
7176             font_mode = font.fonts[item.font].properties.mode
7177         end
7178         if font_mode ~= 'harf' and font_mode ~= 'plug' then
7179             item.char = characters[item.char].m or item.char
7180         end
7181     end
7182 end
7183 first_on = nil
7184 end
7185
7186 if d == 'r' or d == 'l' then last = d end
7187 end
7188
7189 ----- IMPLICIT, REORDER -----
7190
7191 outer = save_outer
7192 last = outer
7193
7194 local state = {}
7195 state.has_r = false
7196
7197 for q = 1, #nodes do
7198
7199     local item = nodes[q][1]
7200
7201     outer = nodes[q][3] or outer
7202
7203     local d = nodes[q][2]
7204
7205     if d == 'nsm' then d = last end           -- W1
7206     if d == 'en' then d = 'an' end
7207     local isdir = (d == 'r' or d == 'l')
7208
7209     if outer == 'l' and d == 'an' then
7210         state.san = state.san or item
7211         state.ean = item
7212     elseif state.san then
7213         head, state = insert_numeric(head, state)
7214     end
7215
7216     if outer == 'l' then
7217         if d == 'an' or d == 'r' then        -- im -> implicit
7218             if d == 'r' then state.has_r = true end
7219             state.sim = state.sim or item
7220             state.eim = item
7221         elseif d == 'l' and state.sim and state.has_r then
7222             head, state = insert_implicit(head, state, outer)
7223         elseif d == 'l' then
7224             state.sim, state.eim, state.has_r = nil, nil, false
7225         end
7226     else
7227         if d == 'an' or d == 'l' then
7228             if nodes[q][3] then -- nil except after an explicit dir
7229                 state.sim = item -- so we move sim 'inside' the group
7230             else
7231                 state.sim = state.sim or item
7232             end
7233             state.eim = item
7234         elseif d == 'r' and state.sim then
7235             head, state = insert_implicit(head, state, outer)

```

```

7236     elseif d == 'r' then
7237         state.sim, state.eim = nil, nil
7238     end
7239 end
7240
7241 if isdir then
7242     last = d          -- Don't search back - best save now
7243 elseif d == 'on' and state.san then
7244     state.san = state.san or item
7245     state.ean = item
7246 end
7247
7248 end
7249
7250 return node.prev(head) or head
7251 end
7252 </basic>

```

13 Data for CJK

It is a boring file and it is not shown here (see the generated file), but here is a sample:

```

[0x0021]={c='ex'},
[0x0024]={c='pr'},
[0x0025]={c='po'},
[0x0028]={c='op'},
[0x0029]={c='cp'},
[0x002B]={c='pr'},

```

For the meaning of these codes, see the Unicode standard.

14 The ‘nil’ language

This ‘language’ does nothing, except setting the hyphenation patterns to nohyphenation.

For this language currently no special definitions are needed or available.

The macro `\LdfInit` takes care of preventing that this file is loaded more than once, checking the category code of the `@` sign, etc.

```

7253 <*nil>
7254 \ProvidesLanguage{nil}[<<date>> <<version>> Nil language]
7255 \LdfInit{nil}{datenil}

```

When this file is read as an option, i.e. by the `\usepackage` command, `nil` could be an ‘unknown’ language in which case we have to make it known.

```

7256 \ifx\l@nil\undefined
7257   \newlanguage\l@nil
7258   \@namedef{bbl@hyphendata@the\l@nil}{\{}}{\{}}% Remove warning
7259   \let\bbl@elt\relax
7260   \edef\bbl@languages{% Add it to the list of languages
7261     \bbl@languages\bbl@elt{nil}{the\l@nil}{\{}}{\{}}
7262 \fi

```

This macro is used to store the values of the hyphenation parameters `\lefthyphenmin` and `\righthyphenmin`.

```

7263 \providehyphenmins{\CurrentOption}{\m@ne\m@ne}

```

The next step consists of defining commands to switch to (and from) the ‘nil’ language.

```

\captionnil
\datenil
7264 \let\captionnil\empty
7265 \let\datenil\empty

```

The macro `\ldf@finish` takes care of looking for a configuration file, setting the main language to be switched on at `\begin{document}` and resetting the category code of `@` to its original value.

```
7266 \ldf@finish{nil}
7267 \</nil>
```

15 Support for Plain T_EX (plain.def)

15.1 Not renaming hyphen.tex

As Don Knuth has declared that the filename `hyphen.tex` may only be used to designate *his* version of the american English hyphenation patterns, a new solution has to be found in order to be able to load hyphenation patterns for other languages in a plain-based T_EX-format. When asked he responded:

That file name is “sacred”, and if anybody changes it they will cause severe upward/downward compatibility headaches.

People can have a file `locallyhyphen.tex` or whatever they like, but they mustn’t diddle with `hyphen.tex` (or `plain.tex` except to preload additional fonts).

The files `bplain.tex` and `lplain.tex` can be used as replacement wrappers around `plain.tex` and `lplain.tex` to achieve the desired effect, based on the `babel` package. If you load each of them with `iniTEX`, you will get a file called either `bplain.fmt` or `lplain.fmt`, which you can use as replacements for `plain.fmt` and `lplain.fmt`.

As these files are going to be read as the first thing `iniTEX` sees, we need to set some category codes just to be able to change the definition of `\input`.

```
7268 <*bplain | bplain>
7269 \catcode`\{=1 % left brace is begin-group character
7270 \catcode`\}=2 % right brace is end-group character
7271 \catcode`\#=6 % hash mark is macro parameter character
```

If a file called `hyphen.cfg` can be found, we make sure that *it* will be read instead of the file `hyphen.tex`. We do this by first saving the original meaning of `\input` (and I use a one letter control sequence for that so as not to waste multi-letter control sequence on this in the format).

```
7272 \openin 0 hyphen.cfg
7273 \ifeof0
7274 \else
7275   \let\input
```

Then `\input` is defined to forget about its argument and load `hyphen.cfg` instead. Once that’s done the original meaning of `\input` can be restored and the definition of `\a` can be forgotten.

```
7276   \def\input #1 {%
7277     \let\input\input
7278     \a hyphen.cfg
7279     \let\input\undefined
7280   }
7281 \fi
7282 </bplain | bplain>
```

Now that we have made sure that `hyphen.cfg` will be loaded at the right moment it is time to load `plain.tex`.

```
7283 <bplain>\a plain.tex
7284 <bplain>\a lplain.tex
```

Finally we change the contents of `\fmtname` to indicate that this is *not* the plain format, but a format based on plain with the `babel` package preloaded.

```
7285 <bplain>\def\fmtname{babel-plain}
7286 <bplain>\def\fmtname{babel-lplain}
```

When you are using a different format, based on `plain.tex` you can make a copy of `bplain.tex`, rename it and replace `plain.tex` with the name of your format file.

15.2 Emulating some \LaTeX features

The file `babel.def` expects some definitions made in the $\text{\LaTeX} 2_{\epsilon}$ style file. So, in Plain we must provide at least some predefined values as well some tools to set them (even if not all options are available). There are no package options, and therefore an alternative mechanism is provided. For the moment, only `\babeloptionstrings` and `\babeloptionmath` are provided, which can be defined before loading `babel`. `\BabelModifiers` can be set too (but not sure it works).

```
7287 <(*Emulate LaTeX)> ≡
7288 \def\@empty{}
7289 \def\loadlocalcfg#1{%
7290   \openin0#1.cfg
7291   \ifeof0
7292     \closein0
7293   \else
7294     \closein0
7295     {\immediate\write16{*****}%
7296      \immediate\write16{* Local config file #1.cfg used}%
7297      \immediate\write16{*}%
7298     }
7299     \input #1.cfg\relax
7300 \fi
7301 \@endofldf}
```

15.3 General tools

A number of \LaTeX macro's that are needed later on.

```
7302 \long\def\@firstofone#1{#1}
7303 \long\def\@firstoftwo#1#2{#1}
7304 \long\def\@secondoftwo#1#2{#2}
7305 \def\@nnil{\@nil}
7306 \def\@gobbletwo#1#2{}
7307 \def\@ifstar#1{\@ifnextchar *{\@firstoftwo{#1}}}
7308 \def\@star@or@long#1{%
7309   \@ifstar
7310   {\let\l@ngrel@x\relax#1}%
7311   {\let\l@ngrel@x\long#1}}
7312 \let\l@ngrel@x\relax
7313 \def\@car#1#2\@nil{#1}
7314 \def\@cdr#1#2\@nil{#2}
7315 \let\@typeset@protect\relax
7316 \let\protected@edef\edef
7317 \long\def\@gobble#1{}
7318 \edef\@backslashchar{\expandafter\@gobble\string\}
7319 \def\strip@prefix#1>{}
7320 \def\g@addto@macro#1#2{{%
7321   \toks@\expandafter{#1#2}%
7322   \xdef#1{\the\toks@}}
7323 \def\@namedef#1{\expandafter\def\csname #1\endcsname}
7324 \def\@nameuse#1{\csname #1\endcsname}
7325 \def\@ifundefined#1{%
7326   \expandafter\ifx\csname#1\endcsname\relax
7327     \expandafter\@firstoftwo
7328   \else
7329     \expandafter\@secondoftwo
7330   \fi}
7331 \def\@expandtwoargs#1#2#3{%
7332   \edef\reserved@a{\noexpand#1{#2}{#3}}\reserved@a}
7333 \def\zap@space#1 #2{%
7334   #1%
7335   \ifx#2\@empty\else\expandafter\zap@space\fi
7336   #2}
7337 \let\bbl@trace\@gobble
7338 \def\bbl@error#1#2{%
```

```

7339 \begingroup
7340   \newlinechar=`^^J
7341   \def\{^^J(babel) }%
7342   \errhelp{#2}\errmessage{\#1}%
7343 \endgroup}
7344 \def\bbl@warning#1{%
7345   \begingroup
7346     \newlinechar=`^^J
7347     \def\{^^J(babel) }%
7348     \message{\#1}%
7349   \endgroup}
7350 \let\bbl@infowarn\bbl@warning
7351 \def\bbl@info#1{%
7352   \begingroup
7353     \newlinechar=`^^J
7354     \def\{^^J}%
7355     \wlog{#1}%
7356   \endgroup}

```

\TeX 2 ϵ has the command `\onlypreamble` which adds commands to a list of commands that are no longer needed after `\begin{document}`.

```

7357 \ifx\@preamblecmds\@undefined
7358   \def\@preamblecmds{}
7359 \fi
7360 \def\@onlypreamble#1{%
7361   \expandafter\gdef\expandafter\@preamblecmds\expandafter{%
7362     \@preamblecmds\do#1}}
7363 \@onlypreamble\@onlypreamble

```

Mimick \TeX 's `\AtBeginDocument`; for this to work the user needs to add `\begindocument` to his file.

```

7364 \def\begindocument{%
7365   \@begindocumenthook
7366   \global\let\@begindocumenthook\@undefined
7367   \def\do##1{\global\let##1\@undefined}%
7368   \@preamblecmds
7369   \global\let\do\noexpand}
7370 \ifx\@begindocumenthook\@undefined
7371   \def\@begindocumenthook{}
7372 \fi
7373 \@onlypreamble\@begindocumenthook
7374 \def\AtBeginDocument{\g@addto@macro\@begindocumenthook}

```

We also have to mimick \TeX 's `\AtEndOfPackage`. Our replacement macro is much simpler; it stores its argument in `\@endofldf`.

```

7375 \def\AtEndOfPackage#1{\g@addto@macro\@endofldf{#1}}
7376 \@onlypreamble\AtEndOfPackage
7377 \def\@endofldf{}
7378 \@onlypreamble\@endofldf
7379 \let\bbl@afterlang\@empty
7380 \chardef\bbl@opt@hyphenmap\z@

```

\TeX needs to be able to switch off writing to its auxiliary files; plain doesn't have them by default. There is a trick to hide some conditional commands from the outer `\ifx`. The same trick is applied below.

```

7381 \catcode`\&=\z@
7382 \ifx&\if@files\@undefined
7383   \expandafter\let\csname if@files\expandafter\endcsname
7384     \csname iffalse\endcsname
7385 \fi
7386 \catcode`\&=4

```

Mimick \TeX 's commands to define control sequences.

```

7387 \def\newcommand{\@star@or@long\newcommand}

```

```

7388 \def\new@command#1{%
7389   \@testopt{\@newcommand#1}0}
7390 \def\@newcommand#1[#2]{%
7391   \@ifnextchar [{\@xargdef#1[#2]}%
7392               {\@argdef#1[#2]}}
7393 \long\def\@argdef#1[#2]#3{%
7394   \@yargdef#1\@ne{#2}{#3}}
7395 \long\def\@xargdef#1[#2][#3]#4{%
7396   \expandafter\def\expandafter#1\expandafter{%
7397     \expandafter\@protected@testopt\expandafter #1%
7398     \csname\string#1\expandafter\endcsname{#3}}}%
7399   \expandafter\@yargdef \csname\string#1\endcsname
7400   \tw@{#2}{#4}}
7401 \long\def\@yargdef#1#2#3{%
7402   \@tempcnta#3\relax
7403   \advance \@tempcnta \@ne
7404   \let\@hash@\relax
7405   \edef\reserved@a{\ifx#2\tw@ [\@hash@1]\fi}%
7406   \@tempcntb #2%
7407   \@whilenum\@tempcntb <\@tempcnta
7408   \do{%
7409     \edef\reserved@a{\reserved@a\@hash@\the\@tempcntb}%
7410     \advance\@tempcntb \@ne}%
7411   \let\@hash@###
7412   \l@ngrel@\x\expandafter\def\expandafter#1\reserved@a}
7413 \def\providecommand{\@star@or@long\provide@command}
7414 \def\provide@command#1{%
7415   \begingroup
7416     \escapechar\m@ne\xdef\@gtempa{\string#1}%
7417   \endgroup
7418   \expandafter\@ifundefined\@gtempa
7419     {\def\reserved@a{\new@command#1}}%
7420     {\let\reserved@a\relax
7421     \def\reserved@a{\new@command\reserved@a}}%
7422   \reserved@a}%

7423 \def\DeclareRobustCommand{\@star@or@long\declare@robustcommand}
7424 \def\declare@robustcommand#1{%
7425   \edef\reserved@a{\string#1}%
7426   \def\reserved@b{#1}%
7427   \edef\reserved@b{\expandafter\strip@prefix\meaning\reserved@b}%
7428   \edef#1{%
7429     \ifx\reserved@a\reserved@b
7430       \noexpand\x@protect
7431       \noexpand#1%
7432     \fi
7433     \noexpand\protect
7434     \expandafter\noexpand\csname
7435       \expandafter\@gobble\string#1 \endcsname
7436   }%
7437   \expandafter\new@command\csname
7438     \expandafter\@gobble\string#1 \endcsname
7439 }
7440 \def\x@protect#1{%
7441   \ifx\protect\@typeset@protect\else
7442     \@x@protect#1%
7443   \fi
7444 }
7445 \catcode\&=\z@ % Trick to hide conditionals
7446 \def\@x@protect#1&\fi#2#3{&\fi\protect#1}

```

The following little macro `\in@` is taken from `latex.ltx`; it checks whether its first argument is part of its second argument. It uses the boolean `\in@`; allocating a new boolean inside conditionally executed code is not possible, hence the construct with the temporary definition of `\bbl@tempa`.

```

7447 \def\bbl@tempa{\csname newif\endcsname&ifin@}
7448 \catcode`\&=4
7449 \ifx\in@\undefined
7450 \def\in@#1#2{%
7451   \def\in@@##1##2###3\in@{%
7452     \ifx\in@@##2\in@false\else\in@true\fi}%
7453   \in@@##1\in@\in@@}
7454 \else
7455   \let\bbl@tempa\empty
7456 \fi
7457 \bbl@tempa

```

\LaTeX has a macro to check whether a certain package was loaded with specific options. The command has two extra arguments which are code to be executed in either the true or false case. This is used to detect whether the document needs one of the accents to be activated (activegrave and activeacute). For plain \TeX we assume that the user wants them to be active by default. Therefore the only thing we do is execute the third argument (the code for the true case).

```

7458 \def\@ifpackagewith#1#2#3#4{#3}

```

The \LaTeX macro `\@ifl@aded` checks whether a file was loaded. This functionality is not needed for plain \TeX but we need the macro to be defined as a no-op.

```

7459 \def\@ifl@aded#1#2#3#4{}

```

For the following code we need to make sure that the commands `\newcommand` and `\providecommand` exist with some sensible definition. They are not fully equivalent to their $\LaTeX 2_{\epsilon}$ versions; just enough to make things work in plain \TeX environments.

```

7460 \ifx\@tempcnta\undefined
7461   \csname newcount\endcsname\@tempcnta\relax
7462 \fi
7463 \ifx\@tempcntb\undefined
7464   \csname newcount\endcsname\@tempcntb\relax
7465 \fi

```

To prevent wasting two counters in \LaTeX (because counters with the same name are allocated later by it) we reset the counter that holds the next free counter (`\count10`).

```

7466 \ifx\bye\undefined
7467   \advance\count10 by -2\relax
7468 \fi
7469 \ifx\@ifnextchar\undefined
7470   \def\@ifnextchar#1#2#3{%
7471     \let\reserved@d=#1%
7472     \def\reserved@a{#2}\def\reserved@b{#3}%
7473     \futurelet\@let@token\@ifnch}
7474   \def\@ifnch{%
7475     \ifx\@let@token\sptoken
7476       \let\reserved@c\@xifnch
7477     \else
7478       \ifx\@let@token\reserved@d
7479         \let\reserved@c\reserved@a
7480       \else
7481         \let\reserved@c\reserved@b
7482       \fi
7483     \fi
7484     \reserved@c}
7485   \def\:\let\sptoken= } \: % this makes \@sptoken a space token
7486   \def\:\@xifnch\expandafter\def\:\{\futurelet\@let@token\@ifnch}
7487 \fi
7488 \def\@testopt#1#2{%
7489   \@ifnextchar[{\#1}{\#1[#2]}}
7490 \def\@protected@testopt#1{%
7491   \ifx\protect\@typeset@protect
7492     \expandafter\@testopt
7493   \else
7494     \@x@protect#1%

```



```

7495 \fi}
7496 \long\def\@whilenum#1\do #2{\ifnum #1\relax #2\relax\@iwhilenum{#1\relax
7497     #2\relax}\fi}
7498 \long\def\@iwhilenum#1{\ifnum #1\expandafter\@iwhilenum
7499     \else\expandafter\@gobble\fi{#1}}

```

15.4 Encoding related macros

Code from `ltoutenc.dtx`, adapted for use in the plain \TeX environment.

```

7500 \def\DeclareTextCommand{%
7501     \@dec@text@cmd\providecommand
7502 }
7503 \def\ProvideTextCommand{%
7504     \@dec@text@cmd\providecommand
7505 }
7506 \def\DeclareTextSymbol#1#2#3{%
7507     \@dec@text@cmd\chardef#1{#2}#3\relax
7508 }
7509 \def\@dec@text@cmd#1#2#3{%
7510     \expandafter\def\expandafter#2%
7511         \expandafter{%
7512             \csname#3-cmd\expandafter\endcsname
7513             \expandafter#2%
7514             \csname#3\string#2\endcsname
7515         }%
7516 % \let\@ifdefinable\rc@ifdefinable
7517 \expandafter#1\csname#3\string#2\endcsname
7518 }
7519 \def\@current@cmd#1{%
7520     \ifx\protect\@typeset@protect\else
7521         \noexpand#1\expandafter\@gobble
7522     \fi
7523 }
7524 \def\@changed@cmd#1#2{%
7525     \ifx\protect\@typeset@protect
7526         \expandafter\ifx\csname\cf@encoding\string#1\endcsname\relax
7527             \expandafter\ifx\csname ?\string#1\endcsname\relax
7528                 \expandafter\def\csname ?\string#1\endcsname{%
7529                     \@changed@x@err{#1}%
7530                 }%
7531             \fi
7532             \global\expandafter\let
7533                 \csname\cf@encoding\string#1\expandafter\endcsname
7534                 \csname ?\string#1\endcsname
7535             \fi
7536             \csname\cf@encoding\string#1%
7537                 \expandafter\endcsname
7538         \else
7539             \noexpand#1%
7540         \fi
7541 }
7542 \def\@changed@x@err#1{%
7543     \errhelp{Your command will be ignored, type <return> to proceed}%
7544     \errmessage{Command \protect#1 undefined in encoding \cf@encoding}}
7545 \def\DeclareTextCommandDefault#1{%
7546     \DeclareTextCommand#1?%
7547 }
7548 \def\ProvideTextCommandDefault#1{%
7549     \ProvideTextCommand#1?%
7550 }
7551 \expandafter\let\csname OT1-cmd\endcsname\@current@cmd
7552 \expandafter\let\csname?-cmd\endcsname\@changed@cmd
7553 \def\DeclareTextAccent#1#2#3{%

```

```

7554 \DeclareTextCommand#1{#2}[1]{\accent#3 ##1}
7555 }
7556 \def\DeclareTextCompositeCommand#1#2#3#4{%
7557   \expandafter\let\expandafter\reserved@a\csname#2\string#1\endcsname
7558   \edef\reserved@b{\string##1}%
7559   \edef\reserved@c{%
7560     \expandafter\@strip@args\meaning\reserved@a:-\@strip@args}%
7561   \ifx\reserved@b\reserved@c
7562     \expandafter\expandafter\expandafter\ifx
7563       \expandafter\@car\reserved@a\relax\relax\@nil
7564       \@text@composite
7565     \else
7566       \edef\reserved@b##1{%
7567         \def\expandafter\noexpand
7568           \csname#2\string#1\endcsname###1{%
7569           \noexpand\@text@composite
7570             \expandafter\noexpand\csname#2\string#1\endcsname
7571             ###1\noexpand\@empty\noexpand\@text@composite
7572             {##1}%
7573           }%
7574         }%
7575       \expandafter\reserved@b\expandafter{\reserved@a{##1}}%
7576     \fi
7577     \expandafter\def\csname\expandafter\string\csname
7578       #2\endcsname\string#1-\string#3\endcsname{#4}
7579   \else
7580     \errhelp{Your command will be ignored, type <return> to proceed}%
7581     \errmessage{\string\DeclareTextCompositeCommand\space used on
7582       inappropriate command \protect#1}
7583   \fi
7584 }
7585 \def\@text@composite#1#2#3\@text@composite{%
7586   \expandafter\@text@composite@x
7587     \csname\string#1-\string#2\endcsname
7588 }
7589 \def\@text@composite@x#1#2{%
7590   \ifx#1\relax
7591     #2%
7592   \else
7593     #1%
7594   \fi
7595 }
7596 %
7597 \def\@strip@args#1:#2-#3\@strip@args{#2}
7598 \def\DeclareTextComposite#1#2#3#4{%
7599   \def\reserved@a{\DeclareTextCompositeCommand#1{#2}{#3}}%
7600   \bgroup
7601     \lccode`\@=#4%
7602     \lowercase{%
7603       \egroup
7604       \reserved@a @%
7605     }%
7606 }
7607 %
7608 \def\UseTextSymbol#1#2{#2}
7609 \def\UseTextAccent#1#2#3{}
7610 \def\@use@text@encoding#1{}
7611 \def\DeclareTextSymbolDefault#1#2{%
7612   \DeclareTextCommandDefault#1{\UseTextSymbol{#2}#1}%
7613 }
7614 \def\DeclareTextAccentDefault#1#2{%
7615   \DeclareTextCommandDefault#1{\UseTextAccent{#2}#1}%
7616 }

```

```
7617 \def\cf@encoding{OT1}
```

Currently we only use the $\text{\LaTeX 2}_{\epsilon}$ method for accents for those that are known to be made active in *some* language definition file.

```
7618 \DeclareTextAccent{"}{OT1}{127}
```

```
7619 \DeclareTextAccent{'}{OT1}{19}
```

```
7620 \DeclareTextAccent{^}{OT1}{94}
```

```
7621 \DeclareTextAccent{`}{OT1}{18}
```

```
7622 \DeclareTextAccent{~}{OT1}{126}
```

The following control sequences are used in `babel.def` but are not defined for PLAIN \TeX .

```
7623 \DeclareTextSymbol{\textquotedblleft}{OT1}{92}
```

```
7624 \DeclareTextSymbol{\textquotedblright}{OT1}{`\"}}
```

```
7625 \DeclareTextSymbol{\textquoteleft}{OT1}{``}
```

```
7626 \DeclareTextSymbol{\textquoteright}{OT1}{``'}
```

```
7627 \DeclareTextSymbol{\i}{OT1}{16}
```

```
7628 \DeclareTextSymbol{\ss}{OT1}{25}
```

For a couple of languages we need the \LaTeX -control sequence `\scriptsize` to be available. Because plain \TeX doesn't have such a sophisticated font mechanism as \LaTeX has, we just `\let` it to `\sevenrm`.

```
7629 \ifx\scriptsize\undefined
```

```
7630   \let\scriptsize\sevenrm
```

```
7631 \fi
```

And a few more “dummy” definitions.

```
7632 \def\language{english}%
```

```
7633 \let\bbl@opt@shorthands\@nnil
```

```
7634 \def\bbl@ifshorthand#1#2#3#2}%
```

```
7635 \let\bbl@language@opts\@empty
```

```
7636 \ifx\babeloptionstrings\undefined
```

```
7637   \let\bbl@opt@strings\@nnil
```

```
7638 \else
```

```
7639   \let\bbl@opt@strings\babeloptionstrings
```

```
7640 \fi
```

```
7641 \def\BabelStringsDefault{generic}
```

```
7642 \def\bbl@tempa{normal}
```

```
7643 \ifx\babeloptionmath\bbl@tempa
```

```
7644   \def\bbl@mathnormal{\noexpand\textormath}
```

```
7645 \fi
```

```
7646 \def\AfterBabelLanguage#1#2{}
```

```
7647 \ifx\BabelModifiers\undefined\let\BabelModifiers\relax\fi
```

```
7648 \let\bbl@afterlang\relax
```

```
7649 \def\bbl@opt@safe{BR}
```

```
7650 \ifx\@uclclist\undefined\let\@uclclist\@empty\fi
```

```
7651 \ifx\bbl@trace\undefined\def\bbl@trace#1{}\fi
```

```
7652 \expandafter\newif\csname ifbbl@single\endcsname
```

```
7653 \chardef\bbl@bidimode\z@
```

```
7654 <</Emulate LaTeX>>
```

A proxy file:

```
7655 <*\plain>
```

```
7656 \input babel.def
```

```
7657 </\plain>
```

16 Acknowledgements

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