

# Meander

## User guide

### Abstract

Meander implements a content layout algorithm to provide text threading (when text from one box spills into a different box if it overflows), uneven columns, and image wrap-around.

### Feature requests

For as long as the feature doesn't exist natively in Typst (see issue: [github:typst/typst #5181](#)), feel free to submit test cases of layouts you would like to see supported by opening a new [issue](#).

### Versions

- [dev](#)
- [0.2.1 \(latest\)](#)
- [0.2.0](#)
- [0.1.0](#)

What's new since 0.2.1? [local font size control, hyphenation and language, placement options, overflow handlers](#)

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## I Quick start

The main function provided is `#meander.reflow`, which takes as input a sequence of “containers”, “obstacles”, and “flowing content”, created respectively by the functions `#container`, `#placed`, and `#content`. Obstacles are placed on the page with a fixed layout. After excluding the zones occupied by obstacles, the containers are segmented into boxes then filled by the flowing content.

## I.a A simple example

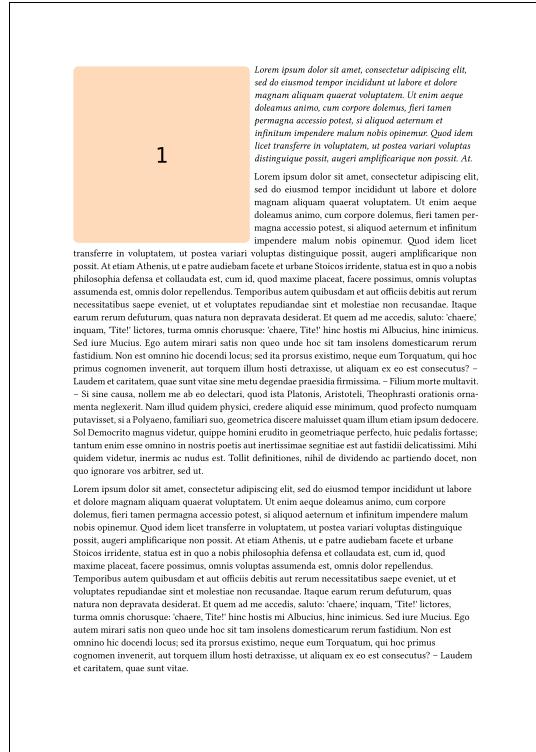
Below is a single page whose layout is fully determined by Meander. Multi-page setups are also possible, see Section IV.b.

```
#meander.reflow({
  import meander: *
  // Obstacle in the top left
  placed(top + left, my-img-1)

  // Full-page container
  container()

  // Flowing content
  content[
    _#lorem(60)_
    #[

      #set par(justify: true)
      #lorem(300)
    ]
    #lorem(200)
  ]
})
```



Meander is expected to respect the majority of styling options, including headings, paragraph justification, font size, etc. Notable exceptions are detailed in Section V. If you find a discrepancy make sure to file it as a [bug report](#) if it is not already part of the [known limitations](#).

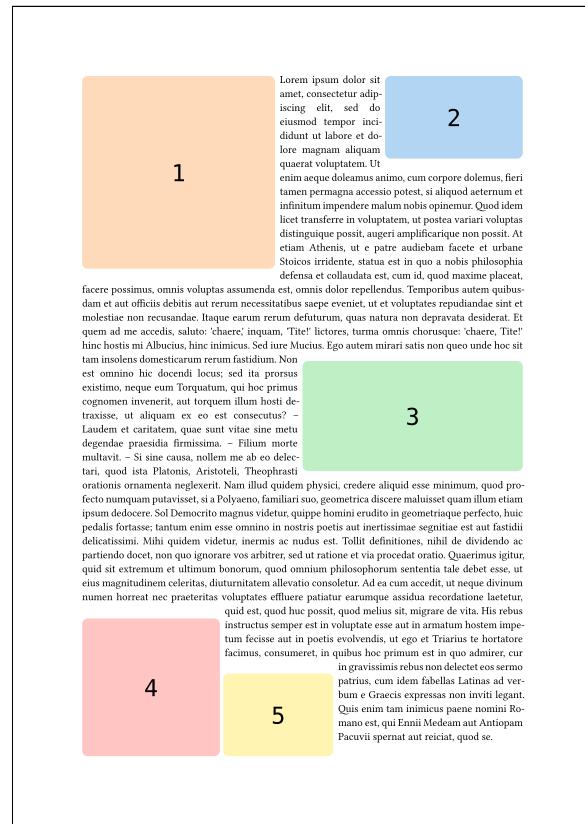
Note: paragraph breaks may behave incorrectly. You can insert vertical spaces if needed.

## I.b Multiple obstacles

`#meander.reflow` can handle as many obstacles as you provide (at the cost of potentially performance issues if there are too many, but experiments have shown that up to ~100 obstacles is no problem).

```
#meander.reflow({
  import meander: *
  // As many obstacles as you want
  placed(top + left, my-img-1)
  placed(top + right, my-img-2)
  placed(horizon + right, my-img-3)
  placed(bottom + left, my-img-4)
  placed(bottom + left, dx: 32%, my-img-5)

  // The container wraps around all
  container()
  content[
    #set par(justify: true)
    #lorem(430)
  ]
})
```

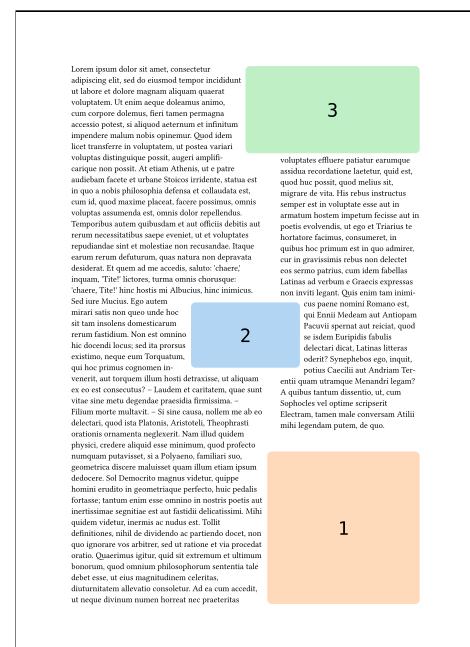


## I.c Columns

In order to simulate a multi-column layout, you can provide several `container` invocations. They will be filled in the order provided.

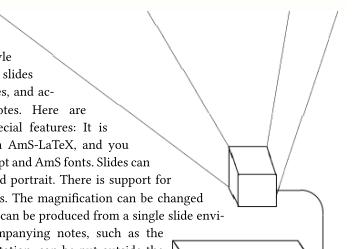
```
#meander.reflow({
  import meander: *
  placed(bottom + right, my-img-1)
  placed(center + horizon, my-img-2)
  placed(top + right, my-img-3)

  // With two containers we can
  // emulate two columns.
  container(width: 55%)
  container(align: right, width: 40%)
  content[#lorem(470)]
})
```



## II Showcase

A selection of nontrivial examples of what is feasible.

<p><code>seminar.sty</code> is a LaTeX style for typesetting slides or transparencies, and ac- companying notes. Here are some of its special features: It is compatible with AmS-LaTeX, and you can use PostScript and AmS fonts. Slides can be landscape and portrait. There is support for color and frames. The magnification can be changed easily. Overlays can be produced from a single slide envi- ronment. Accompanying notes, such as the text of a presentation, can be put outside the slide environments. The slides, notes or both together can then be typeset in a variety of for- mats.</p> 	<p><b>examples/5181-a/main.typ</b> Motivated by <a href="https://github.com/typst/typst">github:typst/typst #5181 (a)</a></p>	<p>lorem ipsum dolor sit amet, consectetur adipiscing elit, sed do eiusmod tempor incididunt ut labore et dolore magna aliqua. Quia volupatatem. Ut enim adeo dolamus animo, cum corpore dolens fieri tamen permagna accessio potest, si aliquod aeternum et infinitum impendere malum nobis opinemur. Quod item licet transferre in voluptatem, ut postea variant voluptas exponitur posse augeri amplificari non possit. At etiam Aethiops, ut e patre audiebam facete et urbane Stoicos irridente, status est in quo a nobis philosophia defensa et collaudata est, cum id, quod maxime placet, facere possumus, omnis voluntas assumenda est, omnis dolor repellendus. Temporibus autem quibusdam et aucti officitis debuit et ut voluntates necessitatibus saepius evenit, et ut voluptates repudiandas sint et molestias non recusandae. Itaque earum rerum deformans, quas natura non deprivata desiderat. Et quem ad me accidit, salutis: chare, inquit, "Ite!" factores, tunc omnis chorusque: chare, Ite! nunc hostis mihi Albuscun, hinc immitis. Igo autem mira satie non que unde hoc sit tam insolens domesticarum rerum fastidium. Non est omnino hic docendi locus sed ita prorsus existimo, neque enim Tropaeum, qui hoc primus cogitaverint, utique illius hosti distractio, at aliquam ex eo est consequatur? — Laudem et caritatem, quae non vobis sine mea metu degenerantur, praesertim fratres. — Filium morte misericordia. Non est causa, nolleme ab eis credere, q[ui]d sit vita nostra. Aristoteles, q[ui]d illud quidem physici credunt aliquid esse minimum, profecto minime negantur. Nam illud qui metu discernit mulierem quam ilium etiam ipsum deducere. Sol Dominicus non videtur, quippe homo eruditio in geometria perfecte, huic pedales fortasse, tantum enim esse omnino in nostris poëtis aut intermissione negliguntur et non festiñi deliciantur. Mihil quidem videtur immo se inducere. Tali deficit illo tempore, nihil de dividendo ac partiendo doceat, non quo ignorare vos arbitris, sed ut ratione et via procedam. Cetero oratio. Quasimodo igitur, qui sit extremum et ultimum bonorum, quod omnium philosophorum sententia tale debet esse, ut eius magnitudinem celestis, distinutissima alevata consoletur. Ad ea cum credit, ut neque diuinum munus horret nec praeferat voluptates effluere pustularum earumque assidua recordatione laetetur, quid est, quod huc possit, quod medius sit, migrare a vita. His rebus instructus semper est in voluptate esse aut in armatum hostem impetum fecisse aut in poetis evolvidis, ut ego et Triarius te hortatore facimus, consumerat, in quibus hoc primum est in quo admiretur, cur in gravissimis rebus non debet eos sermo patruus, cum idem fabellas Latinas ad verbum et Gracces expressas non invicit legant? Quis enim tam innimicis pone nomini Romano est, qui Ennius Medeum aut Antipromum Pacuvii spernit aut recitat, quod se isdem Euripidis fabulis decaliter dicat, Latinas litteras oderit? Synephebos ego, inquit, potius Caselli aut Andriam Terentium quam utramque Menandri legam? A quibus tantum dissentio, ut, cum Sophocles vel optime scripsisset Electram, tamen male conversam Attili mihil legendam putem,</p>
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## examples/5181-a/main.typ

Motivated by [github:typst/typst #5181](#) (a)

## examples/5181-b/main.typ

Motivated by [github:typst/typst #5181](#) (b)

## Talmudifier Test Page

Lorem ipsum dolor sit amet, consectetur adipiscing elit. Duis vehicula ligula at est bibendum, in elefend erat dictum. Etiam sit amet tellus id ex ullamcorper faecibus. Suspendsisse sed elit vel neque convallis iaculis id in urna. Sed tincidunt vanus ipsum at sclerisque. Phasellus lacus lectus, sodales sit amet orci in rutrum malesuada diam. Cras pretinier, elit, sit amet, Iacobus fringilla, in elementum mauris maximus. Phasellus euismod dolor sed pretium elementum. Nulla sagittis, elit eget semper porttitor, era nunc commodo turpis, et bibendum ex lorem laoreet ipsum. Morbi auctor dignissim velit, eget consequat. R: Seth: Blah blah blah blah. As it is written: "Accenas lacinia nisi diam, vel pulvinar metus aliquet ut. Sed non lorem quis dui ultrices volutpat quis at diam." Lorenkl:23 Quisque at nisi magna. Duis nec lacus arcu. Morbi vel fermentum leo. Pelleentesque hendrerit sagittis vulputate. Fusce laoreet malesuada odio, sit amet fringilla lectus ultrices porta. Aliquam feugiat finibus turpis id malesuada. Suspendisse hendrerit eros sit amet tempor pulvinar. Duis velit mauris, facilisis ut tincidunt sed, pharetra eu libero. Aenean lobortis tincidunt nisi. L2 Praesent metus lacus, tristique sed porta non, tempus id quam. L3 I use these red Hebrew letters in my own WIP project along with various other font changes... You might find this functionality useful. R: Alter: I strongly disagree with you, and future readers of this will have to comb through pages upon pages of what might as well be lorem ipsum to figure out why we're dorking on each other so much. As it is written: "Sed ut eros id arcu tincidunt accumsan. Vestibulum vitae nisl blandit, commodo odio vitae, dictum nunc. Suspendsisse pharetra lorem ex tincidunt ornare. Maecenas efficitur tristique libero, eget commodo urna. Pelleentesque libero sem, interdum ut nibh interdum, consequat elementum magna." lpsum&#9420 L2 Aliquam facilisis vel turpis id semper. Donec eget purus lectus. --> Check out how nice that little hand looks. Nice. --> Fusce porta pretium diam. Etiam venenatis nisl nec tempus fringilla. Vivamus vehicula nunc sed libero sclerisque viverra a quis libero. Integer ac urna ut lectus faucibus mattis ac id nunc. Morbi fermentum magna dui, at rhoncus nibh porttitor quis. Donec dui ante, semper non quam at, accumsan voitpit leo. Maeccens magna risus, finibus sit amet felis ut, vulputate euismod nunc.

Aenean sed dolor sucepit, dignissim nisl at, blandit eros. Pelleentesque ebdorsius viverra ligula, vel congue lorem semper non. Nulla nec convallis neque. Donec ut leo velit. Donec felis odio, tincidunt non vestibulum ut, consectetur eget lectus. Donec varius finibus sclerisque. Aliquam nisl odio, sollicitudin eget sem non, tincidunt tempor felis. Curabitur et ullamcorper lacus. Cras eu ante quis arcu dictum ultrices. Proin vel ante quis elit sollicitudin auctor. Nulla ultrices tempor neque, varius sclerisque neque. Nam et arcu odio maximus tempor et sit amet elit. Rs Morbi fermentum dapibus elementum. Proin il metus ipsum. Aenean posuere nunc quis lacus varius, eget molestie mauris accumsan. | Fusce sapien ipsum, cursus a tincidunt vel, dignissim eu nra. Morbi id velit ac turpis ullamcorper lacinia. | Cras bibendum telus vitus eros rutrum sclerisque. Vivamus sed pelleentesque elit, non imperdiet massa. Curabitur dictum nisi sollicitudin luctus malesuada.

Vestibulum id pulvinar risus, sit amet ornare libero. Etiam a nunc dolor. R2 In ac velit maximus, elementum ex et, blandit massa. Aliquam vehicula at neque sit amet ultrices. Integer id justo est. Quisque luctus erat eget aliquam faucibus. Etiam eu mi ac odio pretium dictum. Vestibulum viverra congue risus, ac egestas est dapibus eget. Aenean ut orci leo. Nulla dignissim erat pulvinar elit facilisis, ac venenatis leo tincidunt. Quisque eu lorem tortor. Quisque nec porttitor elit. Ut finibus ullamcorper odio, in porttitor lorem suscipit ut.

[examples/talmudifier/main.typ](#)

From [github:subalterngames/talmudifier](#)  
Motivated by [github:typst/typst #5181 \(c\)](#)

### III Understanding the algorithm

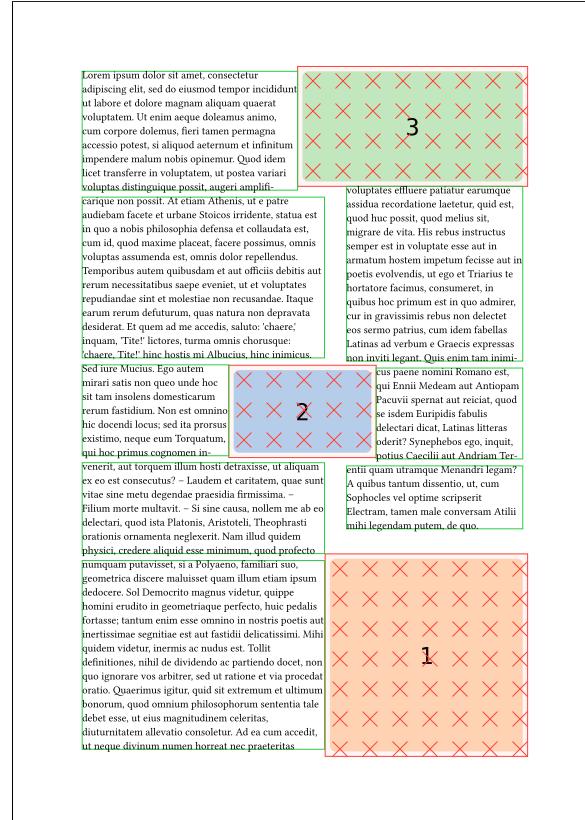
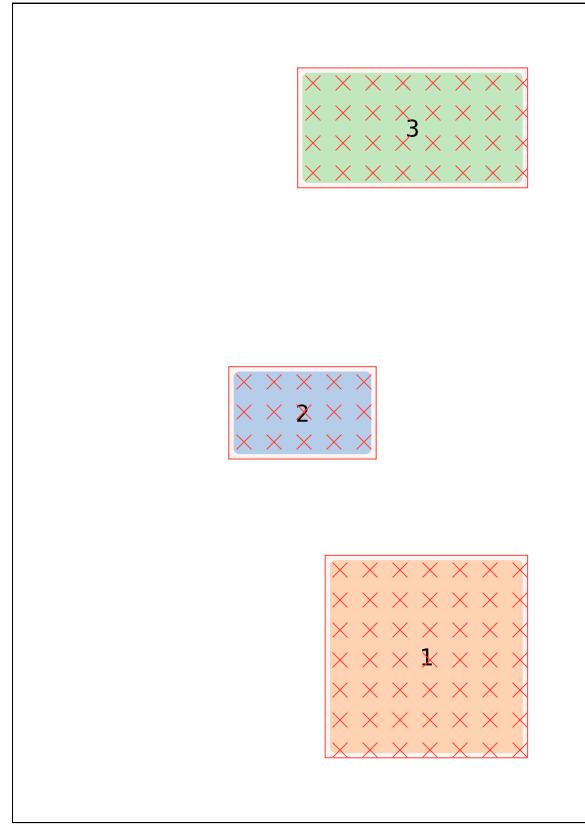
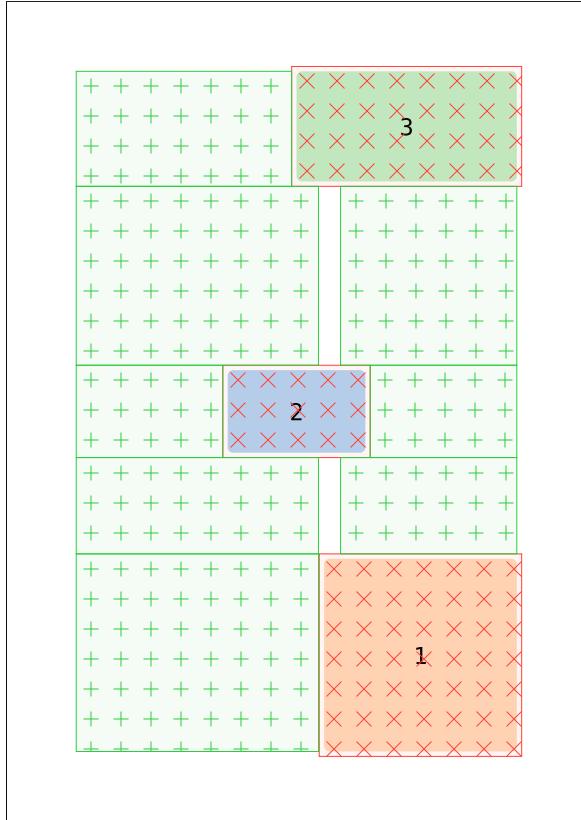
- The same page setup as the previous example I.c will internally be separated into
- obstacles `my-img-1`, `my-img-2`, and `my-img-3`.
  - containers `#(x: 0%, y: 0%, width: 55%, height: 100%)` and `#(x: 60%, y: 0%, width: 40%, height: 100%)`
  - flowing content `#lorem(470)`.

Initially obstacles are placed on the page (→). If they have a boundary parameter, it recomputes the exclusion zone.

Then the containers are placed on the page and segmented into rectangles to avoid the exclusion zones (↓).

Finally the flowing content is threaded through those boxes (↘), which may be resized vertically a bit compared to the initial segmentation.

The debug views on this page are accessible via  
`#meander.regions` and  
`#meander.reflow.with(debug: true)`



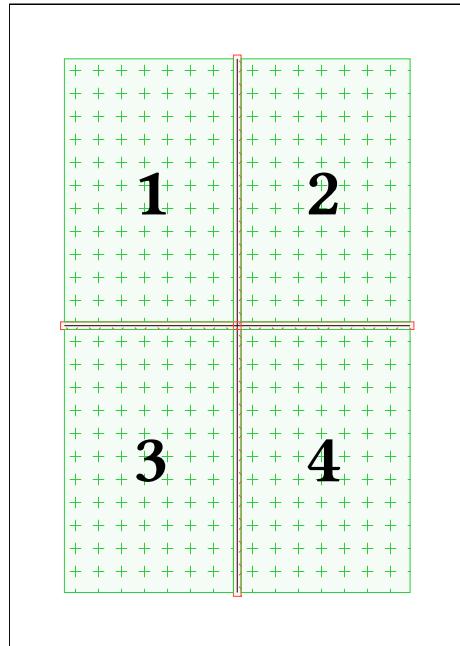
The order in which the boxes are filled is in the priority of

- container order
- top → bottom
- left → right

which has implications for how your text will be laid out. Indeed compare the following situations that result in the same boxes but in different orders:

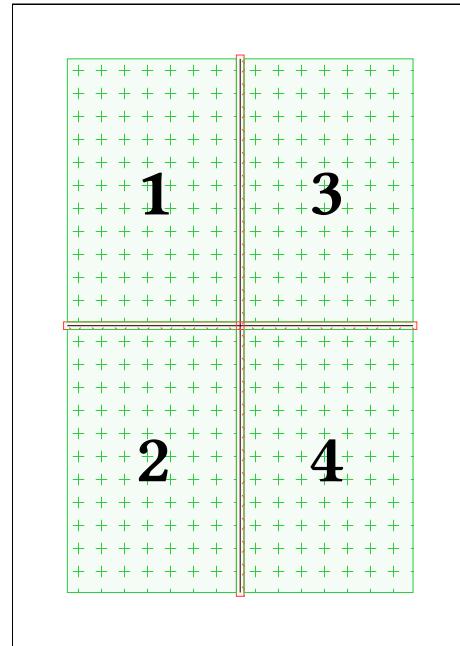
```
#meander.regions({
  import meander: *
  placed(center + horizon,
    line(end: (100%, 0%)))
  placed(center + horizon,
    line(end: (0%, 100%)))

  container(width: 100%)
})
```



```
#meander.regions({
  import meander: *
  placed(center + horizon,
    line(end: (100%, 0%)))
  placed(center + horizon,
    line(end: (0%, 100%)))

  container(width: 50%)
  container(align: right, width: 50%)
})
```



And even in the example above, the box **1** will be filled before the first line of **2** is used. In short, Meander **does not “guess” columns**. If you want columns rather than a top-bottom and left-right layout, you need to specify them.

# IV Advanced techniques

## IV.a Obstacle contouring

Although Meander started as only a text threading engine, the ability to place text in boxes of unequal width has direct applications in more advanced paragraph shapes. This has been a desired feature since at least [issue #5181](#).

Even though this is somewhat outside of the original feature roadmap, Meander makes an effort for this application to be more user-friendly, by providing functions to redraw the boundaries of an obstacle. Here we walk through these steps.

Basic contouring is simply the ability to customize the margin around obstacles by passing to `#placed` the argument `boundary`: `contour.margin(1cm).#contour.margin` also accepts parameters `x, y, top, bottom, left, right`, with the precedence you would expect, to customize the margins precisely.

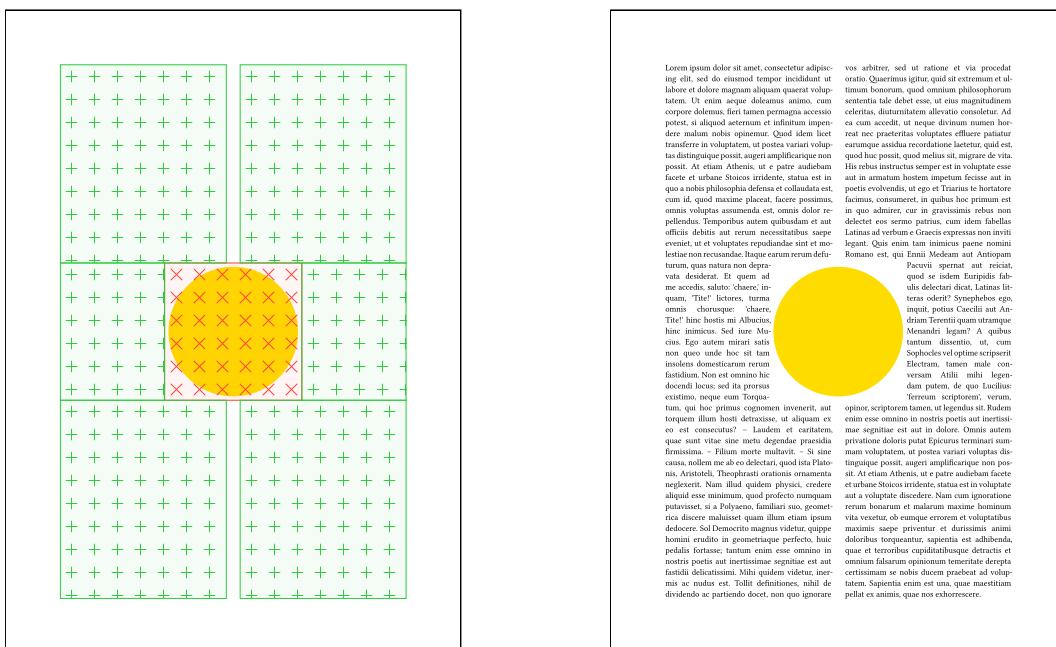
### As equations

Here is our starting point: a simple double-column page with a cutout in the middle for an image.

```
#meander.reflow({
  import meander: *
  placed(center + horizon)[#circle(radius: 3cm, fill: yellow)]

  container(width: 48%)
  container(align: right, width: 48%)

  content[
    #set par(justify: true)
    #lorem(590)
  ]
})
```



Meander sees all obstacles as rectangular, so the circle leaves a big ugly [square hole](#) in our page.

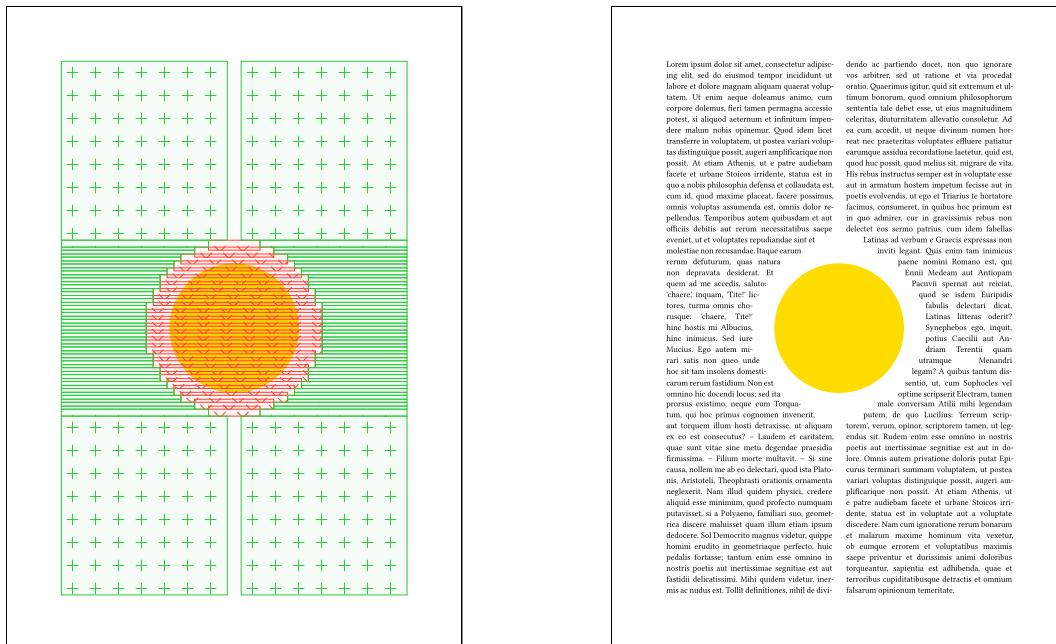
Fear not! We can redraw the boundaries. `#meander.placed` accepts as parameter boundary a sequence of box transformers to change the way the object affects the layout. These transformations are normalized to the interval  $[0, 1]$  for convenience. The default boundary value is `#contour.margin(5pt)`.

`#meander.contour.grid` is one such redrawing function, from  $[0, 1] \times [0, 1]$  to `bool`, returning for each normalized coordinate  $(x, y)$  whether it belongs to the obstacle.

So instead of placing directly the circle, we write:

```
#meander.reflow({
  import meander: *
  placed(
    center + horizon,
    boundary:
      // Override the default margin
      contour.margin(1cm) +
      // Then redraw the shape as a grid
      contour.grid(
        // 25 vertical and horizontal subdivisions (choose whatever looks good)
        div: 25,
        // Equation for a circle of center (0.5, 0.5) and radius 0.5
        (x, y) => calc.pow(2 * x - 1, 2) + calc.pow(2 * y - 1, 2) <= 1
      ),
    // Underlying object
    circle(radius: 3cm, fill: yellow),
  )
  // ...
})
```

This results in the new subdivisions of containers below.



This enables in theory drawing arbitrary paragraph shapes. Note the high density of obstacles on the debug view above: this works here but we are getting close to the resolution limit of meander, so don't try to draw obstacles with a resolution too much lower than the normal line height.

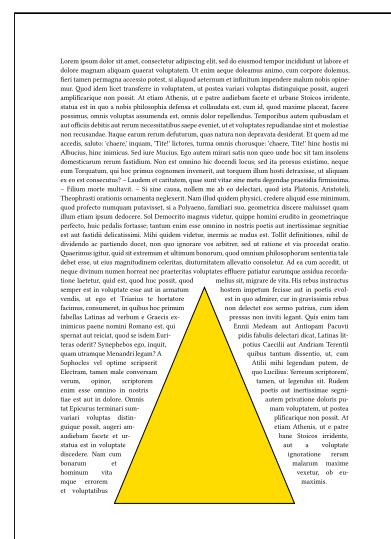
## As stacked rectangles

If your shape is not convenient to express through a grid function, but has some horizontal or vertical regularity, here are some other suggestions:



```
#meander.reflow({
  import meander: *
  placed(right + bottom,
  boundary:
    // The right aligned edge makes
    // this easy to specify using
    // `horiz`
    contour.horiz(
      div: 20,
      // (left, right)
      y => (1 - y, 1),
    ) +
    // Add a post-segmentation margin
    contour.margin(5mm)
  ) [...]
  // ...
})
```

```
#meander.reflow({
  import meander: *
  placed(center + bottom,
  boundary:
    // This time the vertical symmetry
    // makes `width` a good match.
    contour.width(
      div: 20,
      flush: center,
      // Centered in 0.5, of width y
      y => (0.5, y),
    ) +
    contour.margin(5mm)
  ) [...]
  // ...
})
```



```
#meander.reflow({
  import meander: *
  placed(left + horizon,
  boundary:
    contour.height(
      div: 20,
      flush: horizon,
      x => (0.5, 1 - x),
    ) +
    contour.margin(5mm)
  ) [...]
  // ...
})
```

```
#meander.reflow({  
  import meander: *  
  placed(left + horizon,  
         boundary:  
           contour.horiz(  
             div: 25,  
             y => if y <= 0.5 {  
               (0, 2 * (0.5 - y))  
             } else {  
               (0, 2 * (y - 0.5))  
             },  
             ) +  
             contour.margin(5mm)  
           )[...]  
         // ...  
})
```

To summarize,

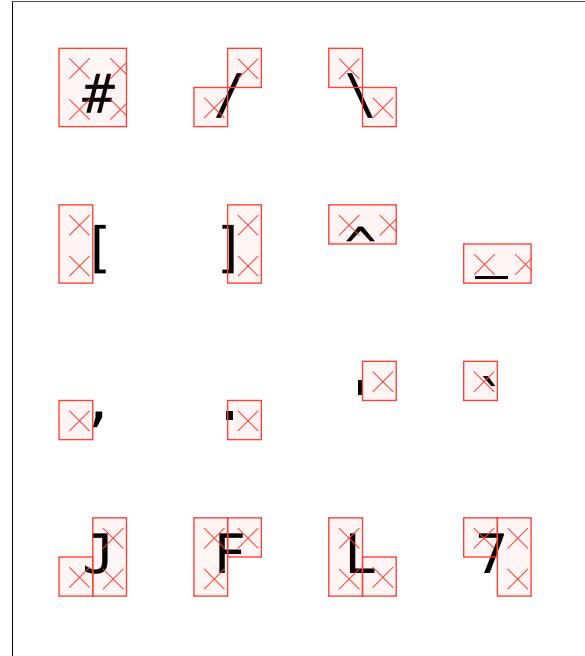
- `vert(div: _, fun)`: subdivide vertically in `div` sections, then `fun(x) = (top, bottom)` produces an obstacle between top and bottom.
  - `height(div: _, flush: _, fun)`: subdivide vertically in `div` sections, then `fun(x) = (anchor, height)` produces an obstacle of height `height`, with the interpretation of `anchor` depending on the value of `flush`:
    - ▶ if `flush = top` then `anchor` will be the top of the obstacle;
    - ▶ if `flush = bottom` then `anchor` will be the bottom of the obstacle;
    - ▶ if `flush = horizon` then `anchor` will be the center of the obstacle.
  - `horiz`: a horizontal version of `vert`.
  - `width`: a horizontal version of `height`.

All of these functions operate on values normalized to [0, 1].

## As ASCII art

Another method of specifying contours is by drawing a rough shape of the obstacle in ASCII art. Pass a code block made of the characters # /\[\]^\_,. ' ` JFL7 to the contouring function `#contour.ascii-art`, and you can easily draw the shape of your image.

```
#meander.reflow(debug: true, {
    import meander: *
    placed(
        top + left,
        boundary:
            contour.margin(6mm) +
            contour.ascii-art(
                ```
                # / \
                [ ] ^ _
                , . ' `
                J F L 7
                ```)
    )[#image]
})
```



See [examples/5181-b/main.typ](#) for a nontrivial use-case.

## Remarks

The contouring functions available should already cover a reasonable range of use-cases, but if you have other ideas you could always try to submit one as a new [issue](#).

There are of course limits to this technique, and in particular increasing the number of obstacles will in turn increase the number of boxes that the layout is segmented into. This means

- performance issues if you get too wild (though notice that having 20+ obstacles in the previous examples went completely fine, and I have test cases with up to ~100)
- text may not fit in the boxes, and the vertical stretching of boxes still needs improvements.

In the meantime it is highly discouraged to use a subdivision that results in obstacles much smaller than the font height.

## IV.b Multi-page setups

Meander can deal with text that spans multiple pages, you just need to place `#pagebreaks` appropriately. Note that `#pagebreak` only affects the obstacles and containers, while `#content` blocks ignore them entirely.

```
#meander.reflow({
    import meander: *

    placed(top + left, my-img-1)
    placed(bottom + right, my-img-2)
    container()

    pagebreak()

    placed(top + right, my-img-3)
    placed(bottom + left, my-img-4)
    container(width: 45%)
    container(align: right, width: 45%)

    content[#lorem(1000)]
})
```



If you run into performance issues, consider finding spots where you can break the `#reflow` invocation. As long as you don't insert a `#pagebreak` explicitly, several `#refflows` can coexist on the same page.

```
// First half-page
#meander.regions({
  import meander: *
  placed(top + left, my-img-1)
  container(height: 45%)

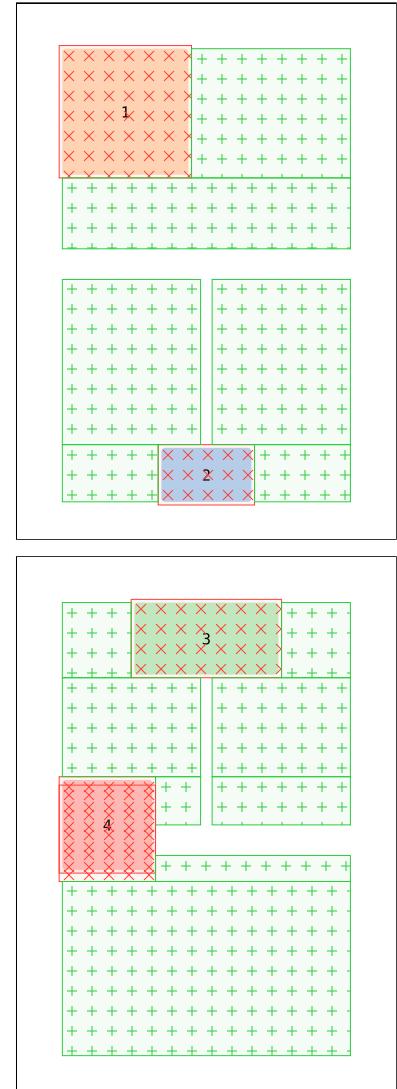
})

// Overflows on the second page
#meander.regions({
  import meander: *
  placed(bottom + center, my-img-2)
  container(align: bottom, height: 50%, width: 48%)
  container(align: bottom + right,
            height: 50%, width: 48%)
  pagebreak()

  placed(top + center, my-img-3)
  container(height: 50%, width: 48%)
  container(align: right, height: 50%, width: 48%)

  placed(horizon, my-img-4)
})

// Takes over for the last half-page
#meander.regions({
  import meander: *
  // This obstacle is already placed by the previous
  // invocation. We just restate it without displaying
  // it so that it appears only once yet still gets
  // counted as an obstacle for both invocations.
  placed(display: false, horizon, my-img-4)
  container(align: bottom, height: 45%)
})
```



**Note:** the default behavior if the content provided overflows the available containers is **not** to put it on the next page, but rather to show a warning. You can manually enable the overflow going to the next page by passing to `#reflow` the parameter `overflow: pagebreak`. Other options include `overflow: panic` if you want accidental overflows to trigger an immediate panic.

## V Style-sensitive layout

Meander respects most styling options through a dedicated content segmentation algorithm. Bold, italic, underlined, stroked, highlighted, colored, etc. text is preserved through threading, and easily so because those styling options do not affect layout much.

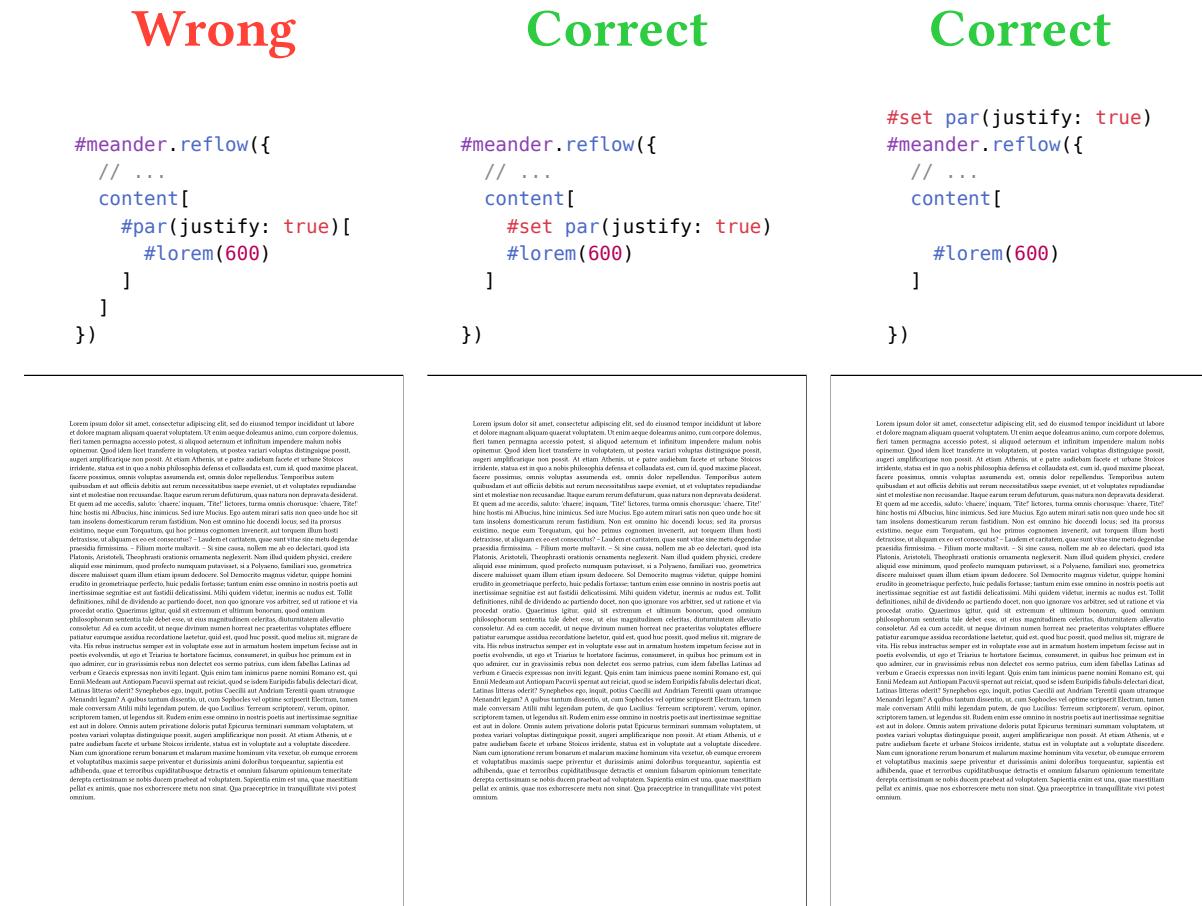
There are however styling parameters that have a consequence on layout, and some of them require special handling. Some of these restrictions may be relaxed or entirely lifted by future updates.

## V.a Paragraph justification

In order to properly justify text across boxes, Meander needs to have contextual access to `#par.justify`, which is only updated via a `#set` rule.

As such **do not** use `#par(justify: true)[...]`.

Instead prefer `#[#set par(justify: true); ...]`, or put the `#set` rule outside of the invocation of `#meander.reflow` altogether.



## V.b Font size

The font size indirectly affects layout because it determines the spacing between lines. When a linebreak occurs between containers, Meander needs to manually insert the appropriate spacing there. Since the spacing is affected by font size, make sure to update the font size outside of the `#meander.reflow` invocation if you want the correct line spacing. Alternatively, `size` can be passed as a parameter of `content` and it will be interpreted as the text size.

### Wrong

```
#meander.reflow({
  // ...
  content[
    #set text(size: 30pt)
    #lorem(80)
  ]
})
```

  Lorem ipsum dolor sit amet, consectetur adipiscing elit, sed do eiusmod tempor incididunt ut labore et dolore magna aliquam quaerat voluptatem. Ut enim aequo doleamus animo, cum corpore dolemus, fieri tamen permagna accessio potest, si aliquod aeternum et infinitum impendere malum nobis opinemur. Quod idem licet transferre in voluptatem, ut postea variari voluptas distingue possit, augeri amplificari non possit. At etiam Athenis, ut e patre audiebam facete et urbane Stoicos iridente, statua est in quo a nobis philosophia defensa et.

### Correct

```
#set text(size: 30pt)
#meander.reflow({
  // ...
  content[
    #lorem(80)
  ]
})
```

  Lorem ipsum dolor sit amet, consectetur adipiscing elit, sed do eiusmod tempor incididunt ut labore et dolore magna aliquam quaerat voluptatem. Ut enim aequo doleamus animo, cum corpore dolemus, fieri tamen permagna accessio potest, si aliquod aeternum et infinitum impendere malum nobis opinemur. Quod idem licet transferre in voluptatem, ut postea variari voluptas distingue possit, augeri amplificari non possit. At etiam Athenis, ut e patre audiebam facete et urbane Stoicos iridente, statua est in quo a nobis philosophia defensa et.

### Correct

```
#meander.reflow({
  // ...
  content(size: 30pt)[
    #lorem(80)
  ]
})
```

  Lorem ipsum dolor sit amet, consectetur adipiscing elit, sed do eiusmod tempor incididunt ut labore et dolore magna aliquam quaerat voluptatem. Ut enim aequo doleamus animo, cum corpore dolemus, fieri tamen permagna accessio potest, si aliquod aeternum et infinitum impendere malum nobis opinemur. Quod idem licet transferre in voluptatem, ut postea variari voluptas distingue possit, augeri amplificari non possit. At etiam Athenis, ut e patre audiebam facete et urbane Stoicos iridente, statua est in quo a nobis philosophia defensa et.

## V.c Hyphenation and language

Hyphenation can only be fetched contextually, and highly influences how text is split between boxes. Language indirectly influences layout because it determines hyphenation rules. To control the hyphenation and language, use the same approach as for the text size: either `#set` them outside of `#reflow`, or pass them as parameters to `#content`.

### Wrong

```
#meander.reflow({  
  // ...  
  content[  
    #set text(hyphenate: true)  
    #lorem(100)  
  ]  
})
```

Lorem ipsum dolor sit amet, consectetur adipiscing elit, sed do eiusmod tempor incididunt ut labore et dolore magna aliqua. Querat voluptatem. Ut enim aequa doleamus animo, cum corpore dolemus, fieri tamen permagna accessio potest, si aliquod aeternum et infinitum impendere malum nobis opinemur. Quod idem licet transferre in voluptatem, ut postea variari voluptas distinguique possit, augeri amplificarique non possit. At etiam Athenis, ut e patre audiebam facete et urbane Stoicos irridente, statua est in quo a nobis philosophia defensa et collaudata est, cum id, quod maxime placeat, facere possimus, omnis voluptas assumenda est, omnis dolor repellendus. Temporibus autem quibusdam et.

### Correct

```
#set text(hyphenate: true)  
#meander.reflow({  
  // ...  
  content[  
    #lorem(100)  
  ]  
})
```

Lorem ipsum dolor sit amet, consectetur adipiscing elit, sed do eiusmod tempor incididunt ut labore et dolore magna aliqua. Querat voluptatem. Ut enim aequa doleamus animo, cum corpore dolemus, fieri tamen permagna accessio potest, si aliquod aeternum et infinitum impendere malum nobis opinemur. Quod idem licet transferre in voluptatem, ut postea variari voluptas distinguique possit, augeri amplificarique non possit. At etiam Athenis, ut e patre audiebam facete et urbane Stoicos irridente, statua est in quo a nobis philosophia defensa et collaudata est, cum id, quod maxime placeat, facere possimus, omnis voluptas assumenda est, omnis dolor repellendus. Temporibus autem quibusdam et.

### Correct

```
#meander.reflow({  
  // ...  
  content(hyphenate: true)[  
    #lorem(100)  
  ]  
})
```

Lorem ipsum dolor sit amet, consectetur adipiscing elit, sed do eiusmod tempor incididunt ut labore et dolore magna aliqua. Querat voluptatem. Ut enim aequa doleamus animo, cum corpore dolemus, fieri tamen permagna accessio potest, si aliquod aeternum et infinitum impendere malum nobis opinemur. Quod idem licet transferre in voluptatem, ut postea variari voluptas distinguique possit, augeri amplificarique non possit. At etiam Athenis, ut e patre audiebam facete et urbane Stoicos irridente, statua est in quo a nobis philosophia defensa et collaudata est, cum id, quod maxime placeat, facere possimus, omnis voluptas assumenda est, omnis dolor repellendus. Temporibus autem quibusdam et.

## VI Interfacing with other content

This section explains the parameters that are available to make a `#reflow` invocation better integrate with surrounding content.

### VI.a Placement

Placement options control how a `#reflow` invocation is visible by and sees other content.

#### page

The default, and least opinionated, mode is `placement: page`.

- suitable for: one or more pages that `meander` has full control over.
- advantages: supports pagebreaks, several invocations can be superimposed, flexible.
- drawbacks: superimposed with content that follows.

#### box

The option `placement: box` will emit non-placed boxes to simulate the actual space taken by the `meander`-controlled layout.

- suitable for: an invocation that is part of a larger page.
- advantages: supports pagebreaks, content that follows is automatically placed after.
- drawbacks: cannot superimpose multiple invocations.

Here is a layout that is not (as easily) achievable in `page` as it is in `box`:

```
#lorem(100)

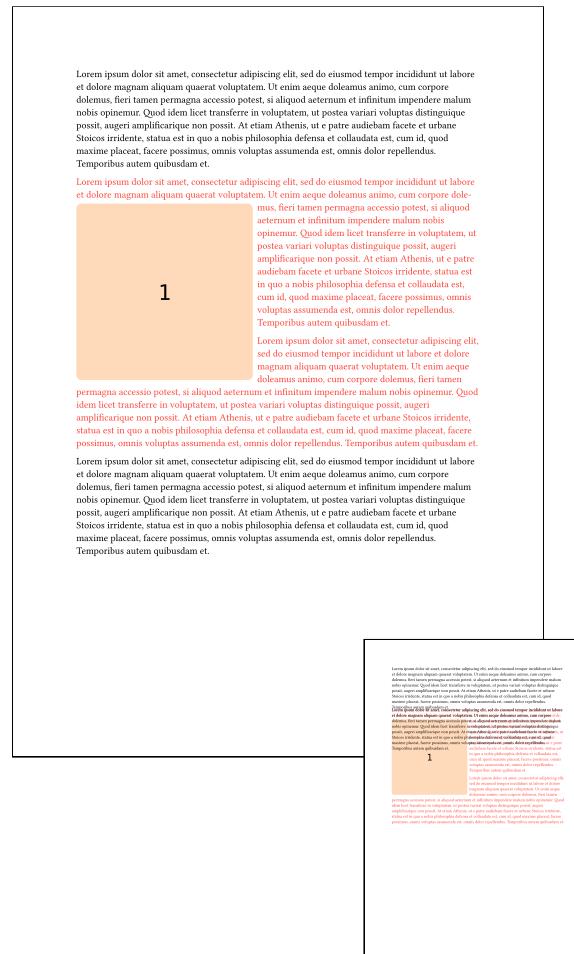
#meander.reflow(placement: box, {
    import meander: *
    placed(top + left, dy: 1cm,
        my-img-1)
    container()
    content[
        #set text(fill: red)
        #lorem(100)

        #lorem(100)
    ]
})
```

#lorem(100)

Only text in red is actually controlled by `meander`, the rest is naturally placed before and after. This makes it possible to hand over to `meander` only a few paragraphs where a complex layout is required, then fall back to the native Typst layout engine.

For reference, to the right is the same page if we omit `placement: box`, where we can see a glitchy superimposition of text.



## float

Finally, `placement: float` produces a layout that spans at most a page, but in exchange it can take the whole page even if some content has already been placed.

- suitable for: single page layouts.
- advantages: gets the whole page even if some content has already been written.
- drawbacks: does not support pagebreaks, does not consider other content.

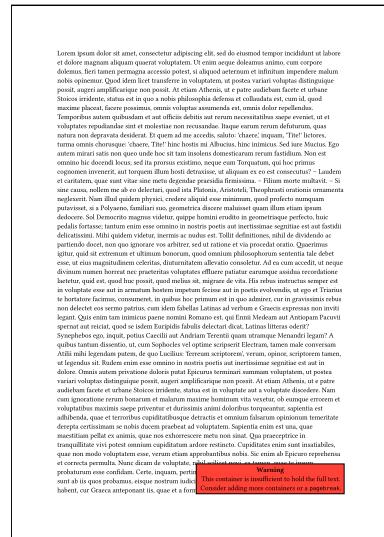
## VI.b Overflow

When the content overflows the current container, you may specify how you want that to be handled. There are essentially 3 ways of doing that: prevent overflow, overflow to a predefined layout, or overflow to a custom layout.

### No overflow

The default behavior is `overflow: false` because it avoids panics while still alerting that something is wrong. The red warning box suggests adding more containers or a pagebreak to fit the remaining text. Setting `overflow: true` will silently ignore the overflow, while `overflow: panic` will immediately abort compilation.

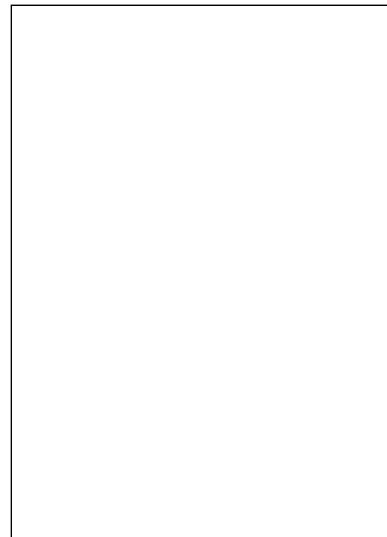
`overflow: false`



`overflow: true`



`overflow: panic`



```
#meander.reflow(  
  overflow: false, {  
    import meander: *  
    container()  
    content[#lorem(1000)]  
  })
```

```
#meander.reflow(  
  overflow: true, {  
    import meander: *  
    container()  
    content[#lorem(1000)]  
  })
```

```
#meander.reflow(  
  overflow: panic, {  
    import meander: *  
    container()  
    content[#lorem(1000)]  
  })
```

## Predefined layouts

The above options are more useful if you absolutely want the content to fit in the defined layout. A commonly desired behavior is for the overflow to simply integrate with the layout as gracefully as possible. That is the purpose of the two options that follow.

With `overflow: pagebreak`, any content that overflows is placed on the next page. This is typically most useful in conjunction with `placement: page`, and is outright incompatible with `placement: float` (see Section VI.a).

```

#meander.reflow(
  overflow: pagebreak,
  import meander: *
  container(
    width: 48%,
    style:
      (text-fill: blue),
  )
  container(
    align: right,
    width: 48%,
    style:
      (text-fill: blue),
  )
  content[#lorem(1000)]
) \
#text(fill: red)[
  #lorem(100)
]

```

As shown above from the fact that it does not receive the `text-fill: blue` styling, the text that overflows to the second page is not controlled by `meander`.

As for `overflow: text`, it is similarly best suited in conjunction with `placement: box`, and simply writes the text after the end of the layout.

```

#meander.reflow(
  placement: box,
  overflow: text,
  import meander: *
  container(
    width: 48%,
    height: 50%,
    style:
      (text-fill: blue),
  )
  container(
    width: 48%,
    height: 50%,
    align: right,
    style:
      (text-fill: blue))
  content[#lorem(1000)]
)

#text(fill: red)[
  #lorem(100)
]

```

In both cases, any content that follows the `#reflow` invocation will more or less gracefully follow after the overflowing text, possibly with the need to slightly adjust paragraph breaks if needed.

## Custom layouts

If your desired output does not fit in the above predefined behaviors, you can fall back to writing a custom overflow handler. Any function that returns `content` can serve as handler, including another invocation of `#reflow`. This function will be given as input a dictionary with fields:

- `styled` has all styling options applied and is generally what you should use,
- `structured` is suitable for placing in another `#reflow` invocation,
- `raw` uses an internal representation that you can iterate over, but that is not guaranteed to be stable. Use as last resort only.

For example here is a handler that adds a header and some styling options to the text that overflows:

```
#meander.reflow(  
  placement: box,  
  overflow: tt => [  
    #set text(fill: red, size: 25pt)  
    *The following content overflows:  
    _#{tt.styled}_  
  ], {  
  import meander: *  
  container(height: 50%)  
  content[#lorem(400)]  
})
```

Lorem ipsum dolor sit amet, consectetur adipiscing elit, sed do eiusmod tempor incididunt ut labore et dolore magna aliqua. Quia volupatatem. Ut enim aequo doleamus animo, cum corpore dolamus, fieri tamen permagna accessio potest, si aliquod aeternum et infinitum impendere malum nobis opinemur. Quod idem licet transference in volupatatem, ut postea variari voluntas distinguique possit, augeri amplificarique non possit. At etiam Athenis, ut e patre audiebam facete et urbane Stoicos irridente, status est in quo a nobis philosophia defensa et collaudata est, cum id, quod maxime placeat, facere possimus, omnia voluntas assumenda est, omnis dolor repellendus. Temporibus autem quibusdam et aut officiis debitis aut rerum necessitatibus saepe eveniet, ut et voluptates repudandae sint et molestiae non recusanda. Itaque earum rerum definitur, quas natura non depravata desiderat. Et quem ad me accedit, saluto; 'chaere' inquam, 'Tit!' lictores, turma omnis chorusque: 'chaere, Tit!' hinc hostis mi Albicus, hinc inimicus. Sed iure Mucius. Ego autem mirari sat non quoque unde hoc sit tam insolens domesticarum rerum fastidium. Non est omnino hic docendi locus; sed ita prorsus existimo, neque eum Torquatum, qui hoc primus cognomen invenierit, aut torquem illum hosti detraheisse, ut aliquam ex eo est consecutus? – Laudem et caritatem, quae sunt vitae sine metu degendae praesidia firmissima. – Filium morte multavit. – Si sine causa, nollem me ab eo dilectari, quod ista Platonis, Aristotelii, Theophrasti orationis ornamenta neglexerit. Nam illud quidem physici, credere aliquid esse minimum, quod profecto numquam putavisset, si a Polyphemis familiari suo, geometrica discere maluerit quam illum etiam ipsum dedocere. Sol Democritio magnus videtur, quippe homini eruditio in geometriae perfecto, huic pedalis fortasse; tantum enim esse omnino in nostris poetis aut inertiissima segnitiae est aut fastidii delicatissimi. Mihi quidem videtur, inermis ac nudus est. Tollit definitions, nihil de dividendo ac partiendo docet, non quo ignorare vos arbitris, sed ut ratione et via procedat oratio. Quærimus igitur, quid sit extremum et ultimum bonorum, quod omnium philosophorum sententia tale debet esse, ut eius magnitudinem celestis, diuturnitatem allevatio consoletur. Ad ea cum accedit, ut neque

**The following content overflows:**  
*divinum numen horreat nec praeteritas  
voluptates effluere patiatur earumque assidua  
recordatione laetetur, quid est, quod hoc  
possit, quod melius sit, migrare de vita. His  
rebus instructus semper est in voluptate esse  
aut in armatum hostem impetum fecisse aut  
in poetis evolvendis, ut ego et Triarius te  
hortatore facimus, consumeret, in quibus hoc  
primum est in quo admirer, cur in gravissimis  
rebus non delectet eos sermo patrius, cum.*

See also an answer I gave to [issue #1](#) which demonstrates how passing a `#reflow` layout as overflow handler can achieve layouts not otherwise supported. These applications should remain last-resort measures, and if you find that a layout you would want to achieve is only possible by chaining together several `#reflow` handlers, consider instead [reaching out](#) to see if there is a way to make this layout better supported.

## **VII Modularity (WIP)**

Because meander is cleanly split into three algorithms (content segmentation, page segmentation, text threading), there are plans to provide

- configuration options for each of those steps
- the ability to replace entirely an algorithm by either a variant, or a user-provided alternative that follows the same signature.

## VIII Module details

### VIII.a Geometry (geometry.typ)

Generalist functions for 1D and 2D geometry.

- `clamp()`
- `between()`
- `intersects()`
- `resolve()`
- `align()`

#### **clamp**

Bound a value between `min` and `max`. No constraints on types as long as they support inequality testing.

#### Parameters

```
clamp(  
    val: any,  
    min: any | none,  
    max: any | none  
) -> any
```

**val**    any

Base value.

**min**    any or none

Lower bound.

Default: none

**max**    any or none

Upper bound.

Default: none

#### **between**

Testing `a <= b <= c`, helps only computing `b` once.

#### Parameters

```
between(  
    a: length,  
    b: length,  
    c: length  
) -> bool
```

**a** `length`

Lower bound.

**b** `length`

Tested value.

**c** `length`

Upper bound. Asserted to be  $\geq c$ .

## intersects

Tests if two intervals intersect.

### Parameters

```
intersects(  
    i1: (length, length),  
    i2: (length, length),  
    tolerance: length  
)
```

**i1** `(length, length)`

First interval as a tuple of (low, high) in absolute lengths.

**i2** `(length, length)`

Second interval.

**tolerance** `length`

Set to nonzero to ignore small intersections.

Default: `opt`

## resolve

Converts relative and contextual lengths to absolute. The return value will contain each of the arguments once converted, with arguments that contain 'x' or start with 'w' being interpreted as horizontal, and arguments that contain 'y' or start with 'h' being interpreted as vertical.

```
#context resolve(  
    width: 100pt, height: 200pt),  
    x: 10%, y: 50% + 1pt,  
    width: 50%, height: 5pt,  
)
```

```
(x: 10pt, y: 101pt, width: 50pt, height: 5pt)
```

## Parameters

```
resolve(  
    size: (width: length, height: length),  
    ...args: dictionary  
) -> dictionary
```

**size** (width: length, height: length)

Size of the container as given by the layout function.

## align

Compute the position of the upper left corner, taking into account the alignment and displacement.

## Parameters

```
align(  
    alignment: alignment,  
    dx: relative,  
    dy: relative,  
    width: relative,  
    height: relative  
) -> (x: relative, y: relative)
```

**alignment** alignment

Absolute alignment.

**dx** relative

Horizontal displacement.

Default: 0pt

**dy** relative

Vertical displacement.

Default: 0pt

**width** relative

Object width.

Default: 0pt

## **height** `relative`

Object height.

Default: `0pt`

## **VIII.b Tiling (`tiling.typ`)**

Page splitting algorithm.

- `placed()`
- `container()`
- `content()`
- `separate()`
- `pat-forbidden()`
- `pat-allowed()`
- `forbidden-rectangles()`
- `tolerable-rectangles()`
- `regions()`

### **placed**

Core function to create an obstacle.

#### **Parameters**

```
placed(  
    align: alignment,  
    dx: relative,  
    dy: relative,  
    boundary: (..function,),  
    display: bool,  
    content: content  
) -> obstacle
```

## **align** `alignment`

Reference position on the page (or in the parent container).

## **dx** `relative`

Horizontal displacement.

Default: `0% + 0pt`

## **dy** `relative`

Vertical displacement.

Default: `0% + 0pt`

**boundary** (..function,)

An array of functions to transform the bounding box of the content. By default, a 5pt margin.  
See `contour.typ` for a list of available functions.

Default: (`auto`,)

**display** bool

Whether the obstacle is shown. Useful for only showing once an obstacle that intersects several invocations. Contrast the following:

- `boundary: contour.phantom` will display the object without using it as an obstacle,
- `display: false` will use the object as an obstacle but not display it.

Default: `true`

**content** content

Inner content.

**container**

Core function to create a container.

**Parameters**

```
container(  
    align: alignment,  
    dx: relative,  
    dy: relative,  
    width: relative,  
    height: relative,  
    style: dictionnary  
) -> container
```

**align** alignment

Location on the page.

Default: `top + left`

**dx** relative

Horizontal displacement.

Default: `0% + 0pt`

**dy** relative

Vertical displacement.

Default: `0%` + `0pt`

**width** relative

Width of the container.

Default: `100%`

**height** relative

Height of the container.

Default: `100%`

**style** dictionary

Styling options for the content that ends up inside this container. If you don't find the option you want here, check if it might be in the `style` parameter of `content` instead.

- `align`: flush text `left`/`center`/`right`
- `text-fill`: color of text

Default: `(:)`

## content

Core function to add flowing content.

### Parameters

```
content(  
  data: content,  
  size: length,  
  lang: string,  
  hyphenate: bool  
) -> flowing
```

**data** content

Inner content.

**size** length

Equivalent to `#set text(size: ...)`, but also correctly updates other layout parameters.

Default: `auto`

**lang** `string`

Equivalent to `#set text(lang: ...)`, but correct even across boxes.

Default: `auto`

**hyphenate** `bool`

Equivalent to `#set text(hyphenate: ...)`, but correct even across boxes.

Default: `auto`

**separate**

Splits the input sequence into obstacles, containers, and flowing content.

An “obstacle” is data produced by the `placed` function. It can contain arbitrary content, and defines a zone where flowing content cannot be placed.

A “container” is produced by the function `container`. It defines a region where (once the obstacles are subtracted) is allowed to contain flowing content.

Lastly flowing content is produced by the function `content`. It will be threaded through every available container in order.

```
#separate({
  // This is an obstacle
  placed(top + left, box(width: 50pt, height: 50pt))
  // This is a container
  container(height: 50%)
  // This is flowing content
  content[#lorem(50)]
})
```

**Parameters**

```
separate(seq: content) -> (containers: ..box,), obstacles: ..box,), flow: ..content,))
```

**pat-forbidden**

Pattern with red crosses to display forbidden zones.

**Parameters**

```
pat-forbidden(sz: length) -> pattern
```

**sz** `length`

Size of the tiling.

## **pat-allowed**

Pattern with green pluses to display allowed zones.

### **Parameters**

```
pat-allowed(sz: length) -> pattern
```

**sz**    `length`

Size of the tiling.

## **forbidden-rectangles**

From a set of obstacles (see `separate`: an obstacle is any placed content) construct the blocks (`x: length, y: length, width: length, height: length`) that surround the obstacles.

The return value is as follows:

- `rects`, a list of blocks (`x: length, y: length, width: length, height: length`)
- `display`, show this to include the placed content in the final output
- `debug`, show this to include helper boxes to visualize the layout

### **Parameters**

```
forbidden-rectangles(  
    obstacles: (...box,),  
    size: (width: length, height: length)  
) -> (rects: (...box,), display: content, debug: content)
```

**obstacles**    `(...box,)`

Array of all the obstacles that are placed on this document.

**size**    `(width: length, height: length)`

Dimensions of the parent container, as provided by `layout`.

Default: `none`

## **tolerable-rectangles**

Partition the complement of `avoid` into containers as a series of rectangles.

The algorithm is roughly as follows:

```
for container in containers {  
    horizontal-cuts = sorted(top and bottom of zone for zone in avoid)  
    for (top, bottom) in horizontal-cuts.windows(2) {  
        vertical-cuts = sorted(  
            left and right of zone for zone in avoid  
            if zone intersects (top, bottom)  
        )  
        new zone (top, bottom, left, right)
```

```
    }  
}
```

The main difficulty is in bookkeeping and handling edge cases (weird intersections, margins of error, containers that overflow the page, etc.) There are no heuristics to exclude zones that are too small, and no worries about zones that intersect vertically. That would be the threading algorithm's job.

Blocks are given an additional field `bounds` that dictate the upper limit of how much this block is allowed to stretch vertically, set to the dimensions of the container that produced this block.

#### Parameters

```
tolerable-rectangles(  
  containers: ..box,,  
  avoid: ..box,,  
  size: (width: length, height: length)  
) -> (rects: ..box,, debug: content)
```

##### **containers** (..box,)

Array of the containers in which content can be placed.

##### **avoid** (..box,)

Array of all the obstacles that are placed on this document. Will be subtracted from `containers`.

Default: ()

##### **size** (width: length, height: length)

Dimensions of the parent container, as provided by `layout`.

Default: `none`

#### regions

Debug version of the toplevel `reflow`, that only displays the partitioned layout.

#### Parameters

```
regions(  
  ct: content,  
  display: bool  
) -> content
```

##### **ct** content

Content to be segmented and have its layout displayed.

## display bool

Whether to show the placed objects.

Default: `true`

## VIII.c Contouring (`contour.typ`)

Image boundary transformers.

- `margin()`
- `frac-rect()`
- `horiz()`
- `vert()`
- `width()`
- `height()`
- `grid()`
- `ascii-art()`

### Variables

- `phantom`

#### margin

Contouring function that pads the inner image.

##### Parameters

```
margin(..args) -> function
```

##### ..args

May contain the following parameters, ordered here by decreasing generality and increasing precedence

- `length` for all sides, the only possible positional argument
- `x,y`: `length` for horizontal and vertical margins respectively
- `top,bottom,left,right`: `length` for single-sided margins

#### frac-rect

Helper function to turn a fractional box into an absolute one.

##### Parameters

```
frac-rect(  
    frac: (x: fraction, y: fraction, width: fraction, height: fraction),  
    abs: (x: length, y: length, width: length, height: length),  
    ..style  
) -> (x: length, y: length, width: length, height: length)
```

## frac (x: fraction, y: fraction, width: fraction, height: fraction)

Child dimensions as fractions.

```
abs    (x: length, y: length, width: length, height: length)
```

Parent dimensions as absolute lengths.

```
.style
```

Currently ignored.

## **horiz**

Horizontal segmentation as (left, right)

### Parameters

```
horiz(  
  div: int,  
  fun: function(fraction) => (fraction, fraction)  
) -> function
```

```
div    int
```

Number of subdivisions.

Default: 5

```
fun    function(fraction) => (fraction, fraction)
```

For each location, returns the left and right bounds.

## **vert**

Vertical segmentation as (top, bottom)

### Parameters

```
vert(  
  div: int,  
  fun: function(fraction) => (fraction, fraction)  
) -> function
```

```
div    int
```

Number of subdivisions.

Default: 5

```
fun    function(fraction) => (fraction, fraction)
```

For each location, returns the top and bottom bounds.

## width

Horizontal segmentation as (anchor, width).

### Parameters

```
width(  
  div: int,  
  flush: alignment,  
  fun: function(fraction) => (fraction, fraction)  
) -> function
```

**div** int

Number of subdivisions.

Default: 5

**flush** alignment

Relative horizontal alignment of the anchor.

Default: center

**fun** function(fraction) => (fraction, fraction)

For each location, returns the position of the anchor and the width.

## height

Vertical segmentation as (anchor, height).

### Parameters

```
height(  
  div: int,  
  flush: alignment.,  
  fun: function(fraction) => (fraction, fraction)  
) -> function
```

**div** int

Number of subdivisions.

Default: 5

**flush** alignment.

Relative vertical alignment of the anchor.

Default: horizon

```
fun    function(fraction) => (fraction, fraction)
```

For each location, returns the position of the anchor and the height.

## grid

Cuts the image into a rectangular grid then checks for each cell if it should be included. The resulting cells are automatically grouped horizontally.

### Parameters

```
grid(
  div: int (x: int, y: int) ,
  fun: function(fraction, fraction) => bool
) -> function
```

**div** **int** or (**x: int, y: int**)

Number of subdivisions.

Default: 5

```
fun    function(fraction, fraction) => bool
```

Returns for each cell whether it satisfies the 2D equations of the image's boundary.

## ascii-art

Allows drawing the shape of the image as ascii art.

Blocks

- #: full
- : empty

Half blocks

- [: left
- ]: right
- ^: top
- \_: bottom

Quarter blocks

- `: top left
- ': top right
- ,: bottom left
- .: bottom right

Anti-quarter blocks

- J: top left
- L: top right
- 7: bottom left

- F: bottom right

Diagonals

- /: positive
- \: negative

## Parameters

`ascii-art(ascii: code)`

`ascii`    `code`

Draw the shape of the image in ascii art.

## phantom    function

Drops all boundaries. Using boundary: `phantom` will let other content flow over this object.

## VIII.d Bisection (`bisect.typ`)

Content splitting algorithm.

- `fits-inside()`
- `default-rebuild()`
- `take-it-or-leave-it()`
- `has-text()`
- `has-child()`
- `has-children()`
- `is-list-item()`
- `is-enum-item()`
- `has-body()`
- `dispatch()`
- `fill-box()`

### `fits-inside`

Tests if content fits inside a box.

WARNING: horizontal fit is not very strictly checked A single word may be said to fit in a box that is less wide than the word. This is an inherent limitation of `measure(box(...))` and I will try to develop workarounds for future versions.

The closure of this function constitutes the basis of the entire content splitting algorithm: iteratively add content until it no longer `fits-inside`, with what “iteratively add content” means being defined by the content structure. Essentially all remaining functions in this file are about defining content that can be split and the correct way to invoke `fits-inside` on them.

```
#let dims = (width: 100%, height: 50%)
#box(width: 7cm, height: 3cm)[#layout(size
=> context {
  let words = [#lorem(12)]
  [#fits-inside(dims, words, size: size)]
  linebreak()
  box(..dims, stroke: 0.1pt, words)
```

```
})]
```

true

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

```
#let dims = (width: 100%, height: 50%)  
#box(width: 7cm, height: 3cm)[#layout(size  
=> context {  
  let words = [#lorem(15)]  
  [#fits-inside(dims, words, size: size)]  
  linebreak()  
  box(..dims, stroke: 0.1pt, words)  
})]
```

false

```
  Lorem ipsum dolor sit amet,  
  consectetur adipiscing elit,  
  sed do eiusmod tempor  
  incididunt ut labore.
```

## Parameters

```
fits-inside(  
  dims: (width: relative, height: relative),  
  ct: content,  
  size: (width: length, height: length)  
) -> bool
```

**dims** (width: relative, height: relative)

Maximum container dimensions. Relative lengths are allowed.

**ct** content

Content to fit in.

**size** (width: length, height: length)

Dimensions of the parent container to resolve relative sizes. These must be absolute sizes.

Default: none

## default-rebuild

Destructure and rebuild content, separating the outer content builder from the rest to allow substituting the inner contents. In practice what we will usually do is recursively split the inner contents and rebuild the left and right halves separately.

Inspired by wrap-it's implementation (see: `_rewrap` in [github:ntjess/wrap-it](https://github.com/ntjess/wrap-it))

```
#let content = box(stroke: red)[Initial]  
#let (inner, rebuild) = default-rebuild(  
  content, "body",
```

```
)  
Content: #content \  
Inner: #inner \  
Rebuild: #rebuild("foo")
```

Content: **Initial**  
Inner: Initial  
Rebuild: **foo**

```
#let content = [*_Initial_*]  
#let (inner, rebuild) = default-rebuild(  
    content, "body",  
)  
  
Content: #content \  
Inner: #inner \  
Rebuild: #rebuild("foo")
```

Content: **Initial**  
Inner: *Initial*  
Rebuild: **foo**

```
#let content = [a:b]  
#let (inner, rebuild) = default-rebuild(  
    content, "children",  
)  
  
Content: #content \  
Inner: #inner \  
Rebuild: #rebuild(([x], [y]))
```

Content: **a:b**  
Inner: ([a], [:], [b])  
Rebuild: **xy**

## Parameters

```
default-rebuild(  
    ct: content,  
    inner-field: string  
) -> (dictionnary, function)
```

**inner-field**    string

What “inner” field to fetch (e.g. “body”, “text”, “children”, etc.)

## take-it-or-leave-it

“Split” opaque content.

## Parameters

```
take-it-or-leave-it(  
    ct: content,  
    fits-inside: function  
) -> (content?, content?)
```

**ct**    content

This content cannot be split. If it fits take it, otherwise keep it for later.

**fits-inside**    `function`

Closure to determine if the content fits (see `fits-inside` above).

**has-text**

Split content with a "text" main field. Strategy: split by " " and take all words that fit. Then if hyphenation is enabled, split by syllables and take all syllables that fit. End the block with a linebreak that has the justification of the paragraph.

**Parameters**

```
has-text(  
  ct: content,  
  split-dispatch: function,  
  fits-inside: function,  
  cfg: dictionary  
)
```

**ct**    `content`

Content to split.

**split-dispatch**    `function`

Recursively passed around (see `split-dispatch` below).

**fits-inside**    `function`

Closure to determine if the content fits (see `fits-inside` above).

**cfg**    `dictionary`

Extra configuration options.

**has-child**

Split content with a "child" main field. Strategy: recursively split the child.

**Parameters**

```
has-child(  
  ct: content,  
  split-dispatch: function,  
  fits-inside: function,  
  cfg: dictionary  
)
```

**ct** `content`

Content to split.

**split-dispatch** `function`

Recursively passed around (see `split-dispatch` below).

**fits-inside** `function`

Closure to determine if the content fits (see `fits-inside` above).

**cfg** `dictionary`

Extra configuration options.

## **has-children**

Split content with a "children" main field. Strategy: take all children that fit.

### Parameters

```
has-children(  
    ct: content,  
    split-dispatch: function,  
    fits-inside: function,  
    cfg: dictionary  
)
```

**ct** `content`

Content to split.

**split-dispatch** `function`

Recursively passed around (see `split-dispatch` below).

**fits-inside** `function`

Closure to determine if the content fits (see `fits-inside` above).

**cfg** `dictionary`

Extra configuration options.

### **is-list-item**

Split a `list.item`. Strategy: recursively split the body, and do some magic to simulate a bullet point indent.

#### **Parameters**

```
is-list-item(  
    ct: content,  
    split-dispatch: function,  
    fits-inside: function,  
    cfg: dictionary  
)
```

##### **ct content**

Content to split.

##### **split-dispatch function**

Recursively passed around (see `split-dispatch` below).

##### **fits-inside function**

Closure to determine if the content fits (see `fits-inside` above).

##### **cfg dictionary**

Extra configuration options.

### **is-enum-item**

Split an `enum.item`. Strategy: recursively split the body, and do some magic to simulate a numbering indent.

#### **Parameters**

```
is-enum-item(  
    ct: content,  
    split-dispatch: function,  
    fits-inside: function,  
    cfg: dictionary  
)
```

##### **ct content**

Content to split.

##### **split-dispatch function**

Recursively passed around (see `split-dispatch` below).

### **fits-inside** `function`

Closure to determine if the content fits (see `fits-inside` above).

### **cfg** `dictionary`

Extra configuration options.

## **has-body**

Split content with a "body" main field. There is a special strategy for `list.item` and `enum.item` which are handled separately. Elements `strong`, `emph`, `underline`, `stroke`, `overline`, `highlight` are splittable, the rest are treated as non-splittable.

### **Parameters**

```
has-body(  
  ct: content,  
  split-dispatch: function,  
  fits-inside: function,  
  cfg: dictionary  
)
```

### **ct** `content`

Content to split.

### **split-dispatch** `function`

Recursively passed around (see `split-dispatch` below).

### **fits-inside** `function`

Closure to determine if the content fits (see `fits-inside` above).

### **cfg** `dictionary`

Extra configuration options.

## **dispatch**

Based on the fields on the content, call the appropriate splitting function. This function is involved in a mutual recursion loop, which is why all other splitting functions take this one as a parameter.

## Parameters

```
dispatch(  
  ct: content,  
  fits-inside: function,  
  cfg: dictionary  
)
```

**ct** `content`

Content to split.

**fits-inside** `function`

Closure to determine if the content fits (see `fits-inside` above).

**cfg** `dictionary`

Extra configuration options.

## fill-box

Initialize default configuration options and take as much content as fits in a box of given size.  
Returns a tuple of the content that fits and the content that overflows separated.

## Parameters

```
fill-box(  
  dims: (width: length, height: length),  
  ct: content,  
  size: (width: length, height: length),  
  cfg: dictionary  
) -> (content, content)
```

**dims** `(width: length, height: length)`

Container size.

**ct** `content`

Content to split.

**size** `(width: length, height: length)`

Parent container size.

Default: `none`

## **cfg** dictionary

Configuration options.

- **list-markers**: `(..content,)`, default value `([•], [‣], [-], [•], [‣], [-])`. If you change the markers of list, put the new value in the parameters so that lists are correctly split.
- **enum-numbering**: `(..str,)`, default value `("1.", "1.", "1.", "1.", "1.", "1.")`. If you change the numbering style of enum, put the new style in the parameters so that enums are correctly split.

Default: `(:)`

## VIII.e Threading (`threading.typ`)

Filling and stretches boxes iteratively.

- [smart-fill-boxes\(\)](#)
- [reflow\(\)](#)

### **smart-fill-boxes**

Thread text through a list of boxes in order, allowing the boxes to stretch vertically to accomodate for uneven tiling.

#### Parameters

```
smart-fill-boxes(  
    body: content,  
    avoid:(..block,),  
    boxes:(..block,),  
    extend: length,  
    size: (width: length, height: length)  
) ->(..content,)
```

### **body** `content`

Flowing text.

### **avoid** `(..block,)`

Obstacles to avoid. A list of `(x: length, y: length, width: length, height: length)`.

Default: `()`

### **boxes** `(..block,)`

Boxes to fill. A list of `(x: length, y: length, width: length, height: length, bound: block)`.

`bound` is the upper limit of how much to stretch the container, i.e. also `(x: length, y: length, width: length, height: length)`.

Default: `()`

### **extend** `length`

How much the baseline can extend downwards (within the limits of bounds).

Default: `1em`

### **size** `(width: length, height: length)`

Dimensions of the container as given by layout.

Default: `none`

## **reflow**

Segment the input content according to the tiling algorithm, then thread the flowing text through it.

### **Parameters**

```
reflow(  
  ct: content,  
  debug: bool,  
  overflow: any,  
  placement  
) -> content
```

#### **ct** `content`

See module `tiling` for how to format this content.

### **debug** `bool`

Whether to show the boundaries of boxes.

Default: `false`

### **overflow** `any`

Controls the behavior in case the content overflows the provided containers.

- `false` -> adds a warning box to the document
- `true` -> ignores any overflow
- `pagebreak` -> the text that overflows is simply placed normally on the next page
- `panic` -> refuses to compile the document
- `any content` => `content` function -> uses that for formatting

Default: `false`

## **placement**

Relationship with the rest of the content on the page.

- **page**: content is not visible to the rest of the layout, and will be placed at the current location.  
Supports pagebreaks.
- **box**: meander will simulate a box of the same dimensions as its contents so that normal text can go before and after. Supports pagebreaks.
- **float**: similar to **page** in that it is invisible to the rest of the content, but always placed at the top left of the page. Does not support pagebreaks.

Default: **page**