1. Imported codes

For the following codes, consider a file with the relative path examples-listing-xyz.tex, and with the following contents.

```
% Just one demo.
$x y z = 1$
```

The \tdoclatexinput macro, shown below, expects the path of a file and offers the same options as the tdoclatex environment.

Example .1 (Side by side).

```
\label{localization} $$ \tdoclatexinput[sbs]{examples/listing/xyz.tex}$
```

This produces the following layout.

Example .2 (Following).

```
\ttdoclatexinput\{examples/listing/xyz.tex\}
```

This produces the following formatting where the default option is std.

```
\% Just one demo.  \$x \ y \ z = 1 \$   xyz = 1
```

Example .3 (Just the code).

```
\label{linear_code} $$ \ttoclatexinput[code]{examples/listing/xyz.tex}$$
```

This produces the following layout.

```
% Just one demo.
$x y z = 1$
```

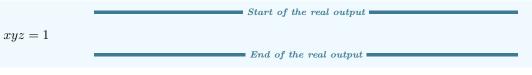
2. Imported codes put into practice

Example .4 (Showcase). The following comes from \tdoclatexshow{examples-listing-xyz.tex}.

Start of the rendering in this doc.

```
% Just one demo.
$x y z = 1$
```

This gives:



End of rendering in this doc.

i Note.

The default texts take into account the language detected by tutodoc.

Example .5 (Changing the explanatory text). Using the key explain, you can use custom text. Thus,

 $tdoclatexshow[explain = Here \ is \ the \ actual \ rendering.] \{examples-listing-xyz.tex\} \ will \ pro-listing-xyz.tex\}$ duce the following. ■ Start of the rendering in this doc. ■ % Just one demo. $\$x \ y \ z = 1\$$ Here is the actual rendering. Start of the real output xyz = 1■ End of the real output ■ ■ End of rendering in this doc. ■ Example .6 (The options available). In addition to the explanatory text, it is also possible to use all the options of tdocshowcase environment, see ?? page ??. Here is an example to illustrate this. \t tdoclatexshow[explain] = What comes next is colorful..., = Rendering below., before after= Finished rendering., colstripe = orange, coltext= blue!70!black] {examples/listing/xyz.tex} This will produce the following. Start of the rendering in this doc. % Just one demo. $\$x \ y \ z = 1\$$ What comes next is colorful... Rendering below. xyz = 1■ Finished rendering. ■

■ End of rendering in this doc. ■