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, is used in the same way as the \begin{tdoclatex} ... \end{tdoclatex} environment except that the path to a file is supplied.

Example 1 (Side by side).

```
[tdoclatexinput[sbs]{examples/listing/xyz.tex}]
```

This produces the following layout.

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

Example 2 (Following).

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

```
% Just one demo.  xyz = 1   xyz = 1
```

Example 3 (Just the code).

```
\tdoclatexinput[code]{examples/listing/xyz.tex}
```

This produces the following layout.

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

2. Imported codes put into practice

 $\textbf{Example 1} \ (\textbf{Showcase}). \ \textit{The following can be obtained via } \ \texttt{\t t doclatex show \{examples-listing-xyz.tex\}}.$

```
$x y z = 1$
```

■ Start of the rendering in this doc.

This gives:

```
xyz = 1

End of the real output

End of rendering in this doc.
```

Note. The default texts take into account the language chosen when loading the package tutodoc.

Example 2 (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 produce the following.

tace 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.
	vailable). In addition to the explanatory text, it is also possible to use all the wcase} \end{tdocshowcase}, see ?? page ??. Here is an example to
before	What comes next is colourful, Rendering below., Finished rendering., orange] /listing/xyz.tex}
This will produce the followi	Ing. Start of the rendering in this doc.
	Start of the rendering in this doc.
% Just one demo. \$x y z = 1\$	
What comes next is colourfu	$d\dots$
	Rendering below.
xyz = 1	Finished rendering.
	End of rendering in this doc.