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 \begin{tdoclatex} ...\end{tdoclatex} environment.

Example 1 (Side by side).

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

This produces the following layout.

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

Example 2 (Following).

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

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

Example 3 (Just the code).

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

This produces the following layout.

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

2. Imported codes put into practice

Example 1 (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:

```
xyz = 1

End of the real output

End of rendering in this doc.
```

i Note.

 $The\ default\ texts\ take\ into\ account\ the\ language\ chosen\ when\ loading\ the\ package\ {\it tutodoc}.$

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.

will produce the following. Start of the rendering in this doc.	
Here is the actual rendering.	
Start of the real output	
xyz = 1 End of the real output	
End of rendering in this doc.	
Example 3 (The options available). In addition to the explanatory text, it is also possible to use the options of \begin{tdocshowcase} \end{tdocshowcase}, see ?? page ??. Here is an example illustrate this.	
\tdoclatexshow[explain = What comes next is colourful, before = Rendering below., after = Finished rendering., color = orange] {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 colourful	
Rendering below.	
xyz = 1 Finished rendering.	
End of rendering in this doc	