

1 attributes backends bibtex blobs  
boolean buffers builders caches  
callback callbacks catcodes characters  
chemicals commands containers context  
converters coroutine debug dir  
directives document documentdata  
environment epdf experiments figures  
file floats font fontloader fonts  
global gzip img interactions interfaces  
io job lang languages layouts lfs  
libraries lmx logs lpdf lpeg ltn12  
lua luatex lxml math mathematics md5  
metapost mime moduledata modules mplib  
noads node nodes number os package  
parametersets pdf physics profiler  
regimes resolvers scripts set socket  
sorters statistics status storage  
streams string structures table tex  
texconfig texio token tokens tracers  
trackers typesetters unicode url  
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# ConT<sub>E</sub>Xt MkIV

# global (alias: \_G)

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<a href="#">arg</a>	table	<a href="#">ipairs</a>	function
<a href="#">assert</a>	function	<a href="#">job</a>	table
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<a href="#">beginpage</a>	function	<a href="#">layouts</a>	table
<a href="#">bibtex</a>	table	<a href="#">lfs</a>	table
<a href="#">blobs</a>	table	<a href="#">libraries</a>	table
<a href="#">boolean</a>	table	<a href="#">lmx</a>	table
<a href="#">buffers</a>	table	<a href="#">load</a>	function
<a href="#">builders</a>	table	<a href="#">loadfile</a>	function
<a href="#">caches</a>	table	<a href="#">loadstring</a>	function
<a href="#">callback</a>	table	<a href="#">logs</a>	table
<a href="#">callbacks</a>	table	<a href="#">lpdf</a>	table
<a href="#">catcodes</a>	table	<a href="#">lpeg</a>	table
<a href="#">characters</a>	table	<a href="#">ltn12</a>	table
<a href="#">chemicals</a>	table	<a href="#">lua</a>	table
<a href="#">collectgarbage</a>	function	<a href="#">luatex</a>	table
<a href="#">commands</a>	table	<a href="#">lxml</a>	table
<a href="#">containers</a>	table	<a href="#">math</a>	table
<a href="#">context</a>	function	<a href="#">mathematics</a>	table
<a href="#">converters</a>	table	<a href="#">md5</a>	table
<a href="#">coroutine</a>	table	<a href="#">metapost</a>	table
<a href="#">debug</a>	table	<a href="#">mime</a>	table
<a href="#">dimen</a>	function	<a href="#">module</a>	function
<a href="#">dir</a>	table	<a href="#">moduledata</a>	table
<a href="#">directives</a>	table	<a href="#">modules</a>	table
<a href="#">document</a>	table	<a href="#">mplib</a>	table
<a href="#">documentdata</a>	table	<a href="#">newline</a>	function
<a href="#">dofile</a>	function	<a href="#">newproxy</a>	function
<a href="#">endpage</a>	function	<a href="#">next</a>	function
<a href="#">environment</a>	table	<a href="#">noads</a>	table
<a href="#">epdf</a>	table	<a href="#">node</a>	table
<a href="#">error</a>	function	<a href="#">nodes</a>	table
<a href="#">experiments</a>	table	<a href="#">number</a>	table
<a href="#">figures</a>	table	<a href="#">os</a>	table
<a href="#">file</a>	table	<a href="#">outputpagestree</a>	function
<a href="#">floats</a>	table	<a href="#">package</a>	table
<a href="#">font</a>	table	<a href="#">pairs</a>	function
<a href="#">fontloader</a>	table	<a href="#">parametersets</a>	table
<a href="#">fonts</a>	table	<a href="#">pcall</a>	function
<a href="#">gcinfo</a>	function	<a href="#">pdf</a>	table
<a href="#">getfenv</a>	function	<a href="#">physics</a>	table
<a href="#">getmetatable</a>	function	<a href="#">print</a>	function
<a href="#">getreadfilename</a>	function	<a href="#">profiler</a>	table
<a href="#">global</a>	table	<a href="#">protect</a>	function
<a href="#">gzip</a>	table	<a href="#">rawequal</a>	function
<a href="#">img</a>	table	<a href="#">rawget</a>	function
<a href="#">inspect</a>	function	<a href="#">rawset</a>	function
<a href="#">interactions</a>	table	<a href="#">regimes</a>	table
<a href="#">interfaces</a>	table	<a href="#">report_characters</a>	function

<a href="#">require</a>	<a href="#">function</a>	<a href="#">toboolean</a>	<a href="#">function</a>
<a href="#">resolvers</a>	<a href="#">table</a>	<a href="#">tocontext</a>	<a href="#">function</a>
<a href="#">scripts</a>	<a href="#">table</a>	<a href="#">token</a>	<a href="#">table</a>
<a href="#">select</a>	<a href="#">function</a>	<a href="#">tokens</a>	<a href="#">table</a>
<a href="#">set</a>	<a href="#">table</a>	<a href="#">tonumber</a>	<a href="#">function</a>
<a href="#">setfenv</a>	<a href="#">function</a>	<a href="#">tostring</a>	<a href="#">function</a>
<a href="#">setmetatable</a>	<a href="#">function</a>	<a href="#">trace_characters</a>	<a href="#">boolean</a>
<a href="#">short_operators</a>	<a href="#">table</a>	<a href="#">traceback</a>	<a href="#">function</a>
<a href="#">short_prefixes</a>	<a href="#">table</a>	<a href="#">tracers</a>	<a href="#">table</a>
<a href="#">short_units</a>	<a href="#">table</a>	<a href="#">trackers</a>	<a href="#">table</a>
<a href="#">socket</a>	<a href="#">table</a>	<a href="#">type</a>	<a href="#">function</a>
<a href="#">sorters</a>	<a href="#">table</a>	<a href="#">typesetters</a>	<a href="#">table</a>
<a href="#">statistics</a>	<a href="#">table</a>	<a href="#">unicode</a>	<a href="#">table</a>
<a href="#">status</a>	<a href="#">table</a>	<a href="#">unpack</a>	<a href="#">function</a>
<a href="#">storage</a>	<a href="#">table</a>	<a href="#">url</a>	<a href="#">table</a>
<a href="#">streams</a>	<a href="#">table</a>	<a href="#">utf</a>	<a href="#">table</a>
<a href="#">string</a>	<a href="#">table</a>	<a href="#">utilities</a>	<a href="#">table</a>
<a href="#">stripmath</a>	<a href="#">function</a>	<a href="#">visualizers</a>	<a href="#">table</a>
<a href="#">structures</a>	<a href="#">table</a>	<a href="#">xml</a>	<a href="#">table</a>
<a href="#">table</a>	<a href="#">table</a>	<a href="#">xpcall</a>	<a href="#">function</a>
<a href="#">tex</a>	<a href="#">table</a>	<a href="#">zip</a>	<a href="#">table</a>
<a href="#">texconfig</a>	<a href="#">table</a>	<a href="#">zlib</a>	<a href="#">table</a>
<a href="#">texio</a>	<a href="#">table</a>		

# attributes (context)

**colorintents**      table

N attribute  
D data  
F enable  
F handler  
F register  
D registered

**colors**            table

N attribute  
F cmyk  
F cmyktogray  
F cmyktorgb  
F colorcomponents  
B couple  
D data  
N default  
F defineintermediatecolor  
F definemixcolor  
F definemultitonecolor  
F defineprocesscolor  
F definesimplegray  
F definespotcolor  
F definetransparency  
F enable  
F filter  
F forcedmodel  
F forcesupport  
F formatcolor  
F formatgray  
F gray  
F graytohsv  
F handler  
F hsvtorgb  
F hsvtorgb  
F iccprofile  
F isblack  
N main  
S model  
F mpcolor  
F mpoptions  
U none  
F register  
D registered  
F registerspotcolor  
F rgb  
F rgbtocmyk  
F rgbtorgb  
F rgbtohsv  
N selector  
F setmodel  
F spot

F spotcolorname  
F spotcolorparent  
F spotcolorvalue  
B supported  
F transparencycomponents  
B triggering  
F usecolors  
F value  
D values  
B weightgray

**define**            function

**effects**           table

N attribute  
D data  
F enable  
F handler  
F register  
D registered  
D values

**handlers**          table

**list**              data table

**names**             data table

**negatives**        table

N attribute  
D data  
F enable  
F handler  
F register  
D registered

**numbers**           data table

**ofnode**            function

**private**           function

**states**            table

F disabletriggering  
F enabletriggering  
F finalize  
F initialize  
F process  
F selective  
F stacked

**transparencies**   table

N attribute  
D data  
F enable  
F forcesupport  
F handler  
U none  
F register  
D registered  
B supported  
B triggering

F value		B hasorder
D values		D listwise
<b>unsetvalue</b>	number	F register
<b>viewerlayers</b>	table	D registered
N attribute		D scopes
D data		F setfeatures
F define		F start
F enable		F stop
F forcesupport		B supported
F handler		D values

# backends (context)

<b>codeinjections</b>	table	F setpagetransition
<b>current</b>	string	F setupcanvas
<b>defaults</b>	table	F setupidentity
T codeinjections		F setxmpfile
T nodeinjections		F startlayer
T registrations		F stoplayer
D tables		F supportedformats
<b>install</b>	function	F useviewerlayer
<b>nodeinjections</b>	table	F validfield
F restore		F validfieldcategory
F save		F validfieldset
F transform		S comment
<b>nothing</b>	function	T nodeinjections
<b>pdf</b>	table	F addtags
T codeinjections		F attachfile
F addbookmarks		F cmykcolor
F addtransparencygroup		F comment
F attachmentid		F destination
F clonefield		F effect
F definefield		F graycolor
F definefieldset		F injectbitmap
F defineviewerlayer		F insertmovie
F embedfile		F insertsound
F enabletags		F insertswf
F finalizepage		F insertu3d
F finishreference		F knockout
F getdefaultfieldvalue		F negative
F getfieldcategory		F overprint
F getfieldset		F positive
F getformatoption		F reference
F getoutputfilename		F rgbcolor
F getpreviewfigure		F spotcolor
F insertrenderingwindow		F startlayer
F mergereferences		F stoplayer
F mergeviewerlayers		F switchlayer
F prerollreference		F transparency
F presetsymbol		F typesetfield
F presetsymbollist		T registrations
F processrendering		F cmykindexcolor
F registerdocumentcloseaction		F cmykspotcolor
F registerdocumentopenaction		F getspotcolorreference
F registeredsymbol		F grayindexcolor
F registerpagecloseaction		F grayspotcolor
F registerpageopenaction		F rgbindexcolor
F registersymbol		F rgbspotcolor
F setfieldcalculationset		F spotcolorname
F setfigurealternative		F transparency
F setfigurecolorspace		T tables
F setfiguremask		T vfspecials
F setformat		T black
F setformsmethod		T blue

T green

T red

F startslant

T stopslant

**registrations**    table

**tables**            table

# bibtex (context)

<b>authorref</b>	function	<b>F flush</b>	
<b>authors</b>	table	<b>F nofregistered</b>	
<b>F concat</b>		<b>F process</b>	
<b>F inverted</b>		<b>F register</b>	
<b>F invertedshort</b>		<b>F registerplaced</b>	
<b>F normal</b>		<b>F reset</b>	
<b>F normalshort</b>		<b>F resolve</b>	
<b>F setsettings</b>		<b>load</b>	function
<b>F short</b>		<b>new</b>	function
<b>authoryearref</b>	function	<b>singularorplural</b>	function
<b>authoryearsref</b>	function	<b>statistics</b>	table
<b>convert</b>	function	<b>N nofbytes</b>	
<b>hacks</b>	table	<b>N nofdefinitions</b>	
<b>F add</b>		<b>N nofshortcuts</b>	
<b>F doifalreadyplaced</b>		<b>toxml</b>	function
<b>F filterall</b>			



# blobs (context)

<b>append</b>	function	<b>new</b>	function
<b>dimensions</b>	function	<b>pack</b>	function
<b>dispose</b>	function	<b>write</b>	function

# boolean (context)

`tocontext`    `function`  
`tonumber`    `function`

# buffers (context)

append	function	F define	
assign	function	F hassomecontent	
collectcontent	function	F next	
erase	function	F place	
exists	function	F reset	
getcontent	function	F save	
getlines	function	raw	function
parallel	table		

# builders (context)

**kernel**            **table**

  F hyphenation  
  F kerning  
  F ligaturing  
  F mlist\_to\_hlist

**paragraphs**    **table**

  T constructors  
    N attribute  
    F disable  
    F enable  
    F handler  
    T methods  
      F default  
      F oneline  
  D names  
  D numbers  
  F register  
  F set  
  T solutions  
    T splitters  
      F define  
      F disable

  F enable  
  F optimize  
  F setup  
  F split

  F tag

**vspacing**        **table**

  F analyze  
  D categories  
  F collapsevbox  
  T data  
    D map  
    D skip  
    D snapmethods  
  F definesnapmethod  
  B fixed  
  F pagehandler  
  F setmap  
  F setskip  
  F snapbox  
  F tocategories  
  F tocategory  
  F vboxhandler

## cache (context)

ask	boolean	is_writable	function
base	string	loadcontent	function
collapsecontent	function	loaddata	function
configfiles	function	more	string
contentstate	function	relocate	boolean
defaults	table	savecontent	function
define	function	savadata	function
direct	boolean	setfirstwritablefile	function
force	boolean	setluanames	function
getfirstreadablefile	function	tree	string
getreadablepaths	function	treehash	function
getwritablepath	function	usedpaths	function
hashed	function		

## callback (basic tex)

<code>find</code>	function
<code>list</code>	function
<code>register</code>	overloaded function

# callbacks (context)

<b>freeze</b>	function	<b>push</b>	function
<b>known</b>	function	<b>register</b>	function
<b>list</b>	data table	<b>report</b>	function
<b>pop</b>	function	<b>table</b>	function

## catcodes (context)

<code>names</code>	data table
<code>numbers</code>	data table
<code>register</code>	function



# characters (context)

<b>activeoffset</b>	number	<b>is_mark</b>	data table
<b>adobename</b>	function	<b>is_spacing</b>	data table
<b>bidirectional</b>	data table	<b>lcchars</b>	data table
<b>blocks</b>	data table	<b>lccode</b>	function
<b>casemap</b>	table	<b>lccodes</b>	data table
<b>categories</b>	data table	<b>lettered</b>	function
<b>category</b>	function	<b>lower</b>	function
<b>categorytags</b>	data table	<b>makeactive</b>	function
<b>combined</b>	data table	<b>math</b>	table
<b>contextname</b>	function	<b>mathpairs</b>	data table
<b>data</b>	data table	<b>ranges</b>	data table
<b>decomposed</b>	data table	<b>registerentities</b>	function
<b>define</b>	function	<b>remap_hangul_syllable</b>	function
<b>description</b>	function	<b>remapentity</b>	function
<b>descriptions</b>	data table	<b>setcodes</b>	function
<b>directions</b>	data table	<b>shape</b>	function
<b>encodes</b>	data table	<b>shaped</b>	function
<b>entities</b>	data table	<b>shchars</b>	data table
<b>fallbacks</b>	data table	<b>shcodes</b>	data table
<b>filters</b>	data table	<b>specialchars</b>	data table
<b>flush</b>	function	<b>specials</b>	data table
<b>fromnumber</b>	function	<b>subscripts</b>	table
<b>fschars</b>	data table	<b>superscripts</b>	table
<b>fscodes</b>	data table	<b>synonyms</b>	data table
<b>getrange</b>	function	<b>tex</b>	table
<b>graphemes</b>	data table		
<b>hangul</b>	table		
		D accentmapping	
		F defineaccents	
		F toutf	
		<b>tonumber</b>	function
		<b>ucchars</b>	data table
		<b>uccode</b>	function
		<b>uccodes</b>	data table
		<b>unicodechar</b>	function
		<b>upper</b>	function
<b>initialize</b>	function		
<b>is_character</b>	data table		
<b>is_command</b>	data table		
<b>is_letter</b>	data table		

## chemicals (context)

<b>component</b>	function	<b>moleculeparser</b>	userdata
<b>define</b>	function	<b>start</b>	function
<b>format</b>	string	<b>stop</b>	function
<b>inline</b>	function	<b>structures</b>	number
<b>instance</b>	string	<b>undefine</b>	function
<b>molecule</b>	function		

## commands (context)

Alphabetic	function	collecthelp	function
Character	function	colorcomponents	function
Characters	function	consultfloat	function
MPd	function	copyfileto	function
MPh	function	copyposition	function
MPll	function	counttwopassdata	function
MPlr	function	currentcomponent	function
MPp	function	currentdate	function
MPplus	function	currentenvironment	function
MPpos	function	currentproduct	function
MPrest	function	currentproject	function
MPul	function	currentregime	function
MPur	function	dayname	function
MPw	function	defineattribute	function
MPx	function	definebibtexsession	function
MPxy	function	defineconversion	function
MPy	function	definefield	function
Romannumerals	function	definefieldset	function
abjadnodotnumerals	function	definefilefallback	function
abjadnumerals	function	definefilesynonym	function
addff	function	definefont_one	function
addfs	function	definefont_two	function
addlinklistelement	function	definefontcollection	function
addstructurecounter	function	defineintermediatecolor	function
allinputpaths	function	definelinkedlist	function
alphabetic	function	definemarking	function
analysefloatmethod	function	definemultitonecolor	function
applytochars	function	defineparallel	function
applytowords	function	defineprocesscolor	function
assignbuffer	function	definespotcolor	function
autofinishstructurelevels	function	definestructureblock	function
autonextspace	function	definestructurecounter	function
autonextstructurelevel	function	definestructureset	function
auto setups	function	definetransparency	function
autostarttext	function	definetwopasslist	function
autostoptext	function	defineviewerlayer	function
boolcase	function	defrostrandomseed	function
character	function	digits	function
characters	function	disableregime	function
checkcharactersinfont	function	doanalyzeframedbox	function
checkedconversion	function	doif	function
checkedpagefloat	function	doifblackelse	function
checktwopassdata	function	doifcommonelse	function
chineseallnumerals	function	doifdimenstringelse	function
chinesecapnumerals	function	doifdrawingblackelse	function
chinesenumerals	function	doifelse	function
cleanfontname	function	doifelsebuffer	function
clonefield	function	doifelsecurrentfontasfeature	function
clonefontcollection_one	function	doifelseintwopassdata	function
clonefontcollection_two	function	doifelsemarking	function
collectfloat	function	doifelseparallel	function

doifelsesavedfloat	function	forcequitjob	function
doifelsespaces	function	format	function
doifelsestructurecounter	function	formatcolor	function
doifelsevisualizer	function	formatgray	function
doiffielddcategoryelse	function	freezerandomseed	function
doiffielddelse	function	getbuffer	function
doiffielddsetelse	function	getbufferctxlua	function
doiffiledefinedelse	function	getbuffermkvi	function
doiffileexistelse	function	getdefaultfieldvalue	function
doiffirstcharelse	function	getfieldcategory	function
doifinputfileelse	function	getfirstcharacter	function
doifinsetelse	function	getfirsttwopassdata	function
doifleapyearelse	function	getfloatvariable	function
doiflocfileelse	function	getlasttwopassdata	function
doifnot	function	getmarking	function
doifnotstructurecounter	function	getprivateattribute	function
doifolderversionelse	function	getrandomcounta	function
doifoverlappingelse	function	getrandomcountb	function
doifparentfileelse	function	getrandomseed	function
doifpositionelse	function	getreadfilename	function
doifpositionsonsamepageelse	function	gettwopassdata	function
doifpositionsonthispageelse	function	gettwopassdatalist	function
doifstructurecounter	function	grabbuffer	function
doifurldefinedelse	function	helpaction	function
doprocstypescriptfile	function	helpreference	function
doreshapeframedbox	function	hexstringtonumber	function
dostarttextfile	function	hour	function
dostoptextfile	function	hyphenatedlist	function
elapsedtime	function	hyphenatedurl	function
enablecolor	function	D characters	
enablecolorintents	function	N lefthyphenmin	
enablefontcolorschemas	function	D mapping	
enableregime	function	N righthyphenmin	
enabletransparency	function	F setcharacters	
enhancelinkedlist	function	incrementedstructurecounter	function
erasebuffer	function	insertattachment	function
featureattribute	function	insertcomment	function
feedback	function	insertfield	function
fetchallmarks	function	insertrenderingwindow	function
fetchonemark	function	insertsoundclip	function
fetchtwomarks	function	isleapyear	function
filterreference	function	languagenumber	function
findtwopassdata	function	laststructurecounter	function
firstinlist	function	lchexnumber	function
firststructurecounter	function	lchexnumbers	function
flushfloat	function	leapyear	function
flushpostponedblocks	function	loadctxpreplist	function
fontchar	function	loadexamodes	function
fontcollectionmessage	function	loadfontgoodies	function
fontlookupgetkey	function	loadvisualizer	function
fontlookupgetkeyofindex	function	locatefilepath	function
fontlookupinitialize	function	locfilename	function
fontlookupnoffound	function	maxitemwidth	function
forceendjob	function	minute	function

molecule	function	registersoundclip	function
month	function	registerstructureprocessor	function
monthmnm	function	registertransparency	function
monthname	function	relatemarking	function
mpcolor	function	removemissingcharacters	function
mpoptions	function	replacepospxywhd	function
namedstructureuservariable	function	resavefloat	function
namedstructurevariable	function	resetfontcollection	function
nbfs	function	resetfontfeature	function
nextparallel	function	resetmarking	function
nextstructurecounter	function	resetmathitalics	function
nofdays	function	resetnullfont	function
nofitems	function	resetparallel	function
nofstackedfloats	function	resetstructurecounter	function
number	function	resetstructureprocessor	function
octnumber	function	resettimer	function
octstringtonumber	function	restartstructurecounter	function
ordinal	function	restorecurrentattributes	function
overloadbookmark	function	restorestructurecounter	function
pdfrotation	function	romannumerals	function
percentageof	function	runbuffer	function
placeparallel	function	savebuffer	function
popfloat	function	savecurrentattributes	function
popitaliccorrection	function	savefloat	function
prepareMPvariable	function	saveparallel	function
preparebibtexsession	function	savestructureblock	function
preparedfile	function	savestructurecounter	function
preparefontcollection	function	savetaggedtwopassdata	function
presetsymbollist	function	savetwopassdata	function
presettabulate	function	second	function
prevstructurecounter	function	selectstructureblock	function
processbuffer	function	setcloseddocumentaction	function
processedfile	function	setclosepageaction	function
processedfiles	function	setcolormodel	function
processfile	function	setfontfeature	function
processfilemany	function	setfontofid	function
processfilenone	function	setformat	function
processfileonce	function	setformsmethod	function
pushfloat	function	setmarking	function
pushitaliccorrection	function	setmathalphabet	function
rawcharacter	function	setmathalternate	function
referencepagestate	function	setmathattribute	function
referencerealpage	function	setmathitalics	function
registerattachment	function	setmathstyle	function
registerbibtexentry	function	setopendocumentaction	function
registerbibtexfile	function	setopenpageaction	function
registerbookmark	function	setownstructurecounter	function
registerbuttons	function	setpagetransition	function
registercolor	function	setrandomseed	function
registercolorintent	function	setrastercolor	function
registerhelp	function	setrealign	function
registeritemgroup	function	setreferencearguments	function
registermaintextcolor	function	setreferenceoperation	function
registerpostponedblock	function	setstructureblockstate	function

setstructurecounter	function	structuregivencatcodedget	function
settagcombination	function	structurenumber	function
settagdescription	function	structuretitle	function
settagdescriptionsymbol	function	structureuservariable	function
settagfigure	function	structurevariable	function
settaghighlight	function	subff	function
settagitemgroup	function	subfs	function
settagproperty	function	synchronizemarking	function
settagsorting	function	taggedmathfunction	function
settagsynonym	function	testcase	function
settagtablecell	function	textime	function
settagtabulatecell	function	transparencycomponents	function
setupbookmarks	function	triggereffect	function
setupcanvas	function	triggernegative	function
setupexport	function	truefilename	function
setupfontexpansion	function	typebuffer	function
setupfontprotrusion	function	typefile	function
setupidentity	function	typestring	function
setupitaliccorrection	function	uchexnumber	function
setxmpfile	function	uchexnumbers	function
showchardata	function	unicodechar	function
showfontparameters	function	unit	function
showhyphenatedinlist	function	updatefilenames	function
showstructurecounter	function	useMPlibrary	function
splitfilename	function	useanyfile	function
spotcolorname	function	usecldfile	function
spotcolorparent	function	usecolors	function
spotcolorvalue	function	usecomponent	function
startcomponent	function	useenvironment	function
startenvironment	function	uselibrary	function
startproduct	function	useluafile	function
startproject	function	usemodules	function
startregime	function	usepath	function
starttag	function	useproduct	function
starttext	function	useproject	function
stopcomponent	function	usesubpath	function
stopenvironment	function	usesymbols	function
stopproduct	function	usetexfile	function
stopproject	function	usexmlfile	function
stopregime	function	usezipfile	function
stoptag	function	utfchar	function
stoptext	function	weekday	function
structureautocatcodedget	function	weekdayname	function
structurecatcodedget	function	widthofstring	function
structurecountersubs	function	writestatus	function
structurecountervalue	function	year	function

## containers (context)

<code>cleanname</code>	function
<code>content</code>	function
<code>define</code>	function
<code>is_usable</code>	function

<code>is_valid</code>	function
<code>read</code>	function
<code>usecache</code>	boolean
<code>write</code>	function

## converters (context)

Alphabetic	function	leapyear	function
Character	function	maxchrs	function
Characters	function	minute	function
Romannumerals	function	month	function
abjadnodotnumerals	function	nofdays	function
abjadnumerals	function	number	function
alphabetic	function	octnumber	function
character	function	octstringtonumber	function
characters	function	ordinal	function
chineseallnumerals	function	rawcharacter	function
chinesecapnumerals	function	romannumerals	function
chinesenumerals	function	second	function
chr	function	sequences	data table
chrs	function	textime	function
convert	function	toabjad	function
define	function	tochinese	function
hexstringtonumber	function	toroman	function
hour	function	uchexnumber	function
isleapyear	function	uchexnumbers	function
lchexnumber	function	weekday	function
lchexnumbers	function	year	function



## coroutine (basic lua)

<code>coco</code>	boolean	<code>running</code>	function
<code>create</code>	function	<code>status</code>	function
<code>cstacksize</code>	function	<code>wrap</code>	function
<code>resume</code>	function	<code>yield</code>	function

## debug (basic lua)

<code>debug</code>	function
<code>getfenv</code>	function
<code>gethook</code>	function
<code>getinfo</code>	function
<code>getlocal</code>	function
<code>getmetatable</code>	function
<code>getregistry</code>	function

<code>getupvalue</code>	function
<code>setfenv</code>	function
<code>sethook</code>	function
<code>setlocal</code>	function
<code>setmetatable</code>	function
<code>setupvalue</code>	function
<code>traceback</code>	function

## dir (context)

<code>collectpattern</code>	function
<code>current</code>	function
<code>expandname</code>	function
<code>glob</code>	function
<code>globfiles</code>	function
<code>globpattern</code>	function

<code>ls</code>	function
<code>makedirs</code>	function
<code>mkdirs</code>	function
<code>pop</code>	function
<code>push</code>	function

# directives (context)

<b>data</b>	data table	<b>name</b>	string
<b>disable</b>	function	<b>register</b>	function
<b>enable</b>	function	<b>report</b>	function
<b>list</b>	function	<b>show</b>	function

# document (context)

arguments	data table	setargument	function
files	table	setdefaultargument	function
getargument	function	setfilename	function
getfilename	function		

## environment (context)

<code>argument</code>	function	<code>luafile</code>	function
<code>arguments</code>	data table	<code>luafilechunk</code>	function
<code>engineflags</code>	data table	<code>originalarguments</code>	data table
<code>files</code>	table	<code>outputfilename</code>	string
<code>filesynonyms</code>	data table	<code>ownbin</code>	string
<code>homedir</code>	string	<code>ownname</code>	string
<code>initex</code>	boolean	<code>ownpath</code>	string
<code>initializearguments</code>	function	<code>rawarguments</code>	data table
<code>inputfilebarename</code>	string	<code>reconstructcommandline</code>	function
<code>inputfilename</code>	string	<code>setargument</code>	function
<code>inputfilesuffix</code>	string	<code>splitarguments</code>	function
<code>jobfilename</code>	string	<code>texfile</code>	function
<code>jobfilesuffix</code>	string	<code>texmfos</code>	string
<code>loadedluacode</code>	function	<code>texos</code>	string
<code>loadluafile</code>	function	<code>texroot</code>	string

# epdf (extra tex)

Annot	function	Object	function
Annots	function	PDFRectangle	function
Array	function	open	function
Dict	function	type	function

# experiments (context)

<b>data</b>	data table	<b>name</b>	string
<b>disable</b>	function	<b>register</b>	function
<b>enable</b>	function	<b>report</b>	function
<b>list</b>	function	<b>show</b>	function



# figures (context)

<b>applyratio</b>	function	<b>hash</b>	function
<b>bases</b>	table	<b>identifiers</b>	data table
B enabled		<b>identify</b>	function
F find		<b>include</b>	function
T found		<b>includers</b>	data table
T list		<b>initialize</b>	function
F locate		<b>loaded</b>	data table
F use		<b>localpaths</b>	data table
T used		<b>mergegoodies</b>	function
<b>bitmapimage</b>	function	<b>nofprocessed</b>	number
<b>boxnumber</b>	number	<b>order</b>	data table
<b>cachepaths</b>	data table	<b>paths</b>	data table
<b>check</b>	function	<b>patterns</b>	data table
<b>checkers</b>	data table	<b>pop</b>	function
<b>converters</b>	data table	<b>preferquality</b>	boolean
<b>current</b>	function	<b>programs</b>	data table
<b>defaultdepth</b>	number	<b>push</b>	function
<b>defaultheight</b>	number	<b>registerpattern</b>	function
<b>defaultsearch</b>	boolean	<b>registerresource</b>	function
<b>defaultwidth</b>	number	<b>registersuffix</b>	function
<b>done</b>	function	<b>resources</b>	data table
<b>dummy</b>	function	<b>scale</b>	function
<b>exists</b>	data table	<b>setlookups</b>	function
<b>exists</b>	function	<b>setpaths</b>	function
<b>formats</b>	data table	<b>suffixes</b>	data table
<b>found</b>	data table	<b>tprint</b>	function
<b>get</b>	function	<b>used</b>	data table

## file (basic lua)

<code>addsuffix</code>	function	<code>joinpath</code>	function
<code>basename</code>	function	<code>loadchecksum</code>	function
<code>checksum</code>	function	<code>nameonly</code>	function
<code>collapsepath</code>	function	<code>nametotable</code>	function
<code>copy</code>	function	<code>needs Updating</code>	function
<code>dirname</code>	function	<code>readdata</code>	function
<code>expandname</code>	function	<code>removesuffix</code>	function
<code>extname</code>	function	<code>replacesuffix</code>	function
<code>is_qualified_path</code>	function	<code>robustname</code>	function
<code>is_readable</code>	function	<code>savechecksum</code>	function
<code>is_rootbased_path</code>	function	<code>savedata</code>	function
<code>is_writable</code>	function	<code>splitname</code>	function
<code>isreadable</code>	function	<code>splitpath</code>	function
<code>iswritable</code>	function	<code>strip</code>	function
<code>join</code>	function	<code>suffix</code>	function

## floats (context)

<code>analysemethod</code>	<code>function</code>	<code>nofstacked</code>	<code>function</code>
<code>checkedpagefloat</code>	<code>function</code>	<code>pop</code>	<code>function</code>
<code>collect</code>	<code>function</code>	<code>push</code>	<code>function</code>
<code>consult</code>	<code>function</code>	<code>resave</code>	<code>function</code>
<code>flush</code>	<code>function</code>	<code>save</code>	<code>function</code>
<code>getvariable</code>	<code>function</code>	<code>stacked</code>	<code>function</code>

## font (basic tex)

<code>current</code>	function
<code>define</code>	function
<code>each</code>	function
<code>fonts</code>	table
<code>frozen</code>	function
<code>getfont</code>	function

<code>id</code>	function
<code>max</code>	function
<code>nextid</code>	function
<code>read_tfm</code>	function
<code>read_vf</code>	function
<code>setfont</code>	function

## fontloader (extra tex)

<code>apply_afmfile</code>	function
<code>apply_featurefile</code>	function
<code>close</code>	function
<code>fields</code>	function
<code>fullinfo</code>	function

<code>info</code>	function
<code>open</code>	function
<code>to_table</code>	function
<code>totable</code>	function

# fonts (context)

**analyzers**            table

  D initializers

  D methods

  F setstate

  B useunicodemarks

**checkers**            table

  F missing

**cid**                    table

  F getmap

  F loadfile

**collections**        table

  F clone\_one

  F clone\_two

  F define

  T definitions

  F message

  F prepare

  F process

  F reset

  T vectors

**constructors**        table

  F applymanipulators

  F assignmathparameters

  B autocleanup

  D cache

  F calculatescale

  F checkedfeatures

  F checkedfilename

  F cleanuptable

  F collectprocessors

  D designsizes

  D dontembed

  N factor

  F finalize

  F getfeatureaction

  F hashfeatures

  F hashinstance

  T hashmethods

    F normal

    F virtual

  F initializefeatures

  D loadedfonts

  T mathactions

  S namemode

  F newfeatures

  N privateoffset

  F readanddefine

  F registerfeature

  B resolvevirtualtoo

  F scale

  F scaled

  F setfactor

  F setname

  N version

**current**                function

**currentid**            function

**definers**            table

  F addlookup

  F analyze

  F applypostprocessors

  F current

  S defaultlookup

  F define

  F getspecification

  F loadfont

  F makespecification

  T methods

    F install

    D variants

  F read

  F register

  F registered

  F registersplit

  F resetnullfont

  F resolve

  T resolvers

    F file

    F name

    F spec

**definetypeface**    function

**encodings**            table

  T agl

  D cache

  F is\_known

  D known

  F load

  F make\_unicode\_vector

  D math

  N version

**expansions**          data table

**formats**             data table

**goodies**            table

  T colorschemes

    F coloring

    T data

    F enable

  F getcompositions

  T list

    F compositions

    F expansions

    F featureset

    F files

- F mathematics
- F protrusions
- F solutions
- F typefaces
- F load
- F prepare\_features
- F register
- F registerpostprocessor
- F report
- handlers**                    table
  - T afm
    - B addkerns
    - B addligatures
    - B addtexligatures
    - B autoprefixed
    - D cache
    - D features
    - F load
    - F setfeatures
    - B syncspace
    - N version
  - T otf
    - F addfeature
    - D cache
    - T chainhandlers
      - F normal
      - F verbose
    - F collectlookups
    - F dataset
    - D enhancers
    - D features
    - F getalternate
    - T glists
    - F load
    - F scriptandlanguage
    - F setcontextchain
    - F setdynamics
    - F setfeatures
    - T tables
      - D baselines
      - D features
      - D languages
      - D scripts
    - N version
  - T pfb
  - T tfm
    - D features
    - F setfeatures
  - T vf
    - T combinations
    - F combine
    - T combiner
      - D commands
    - F find

- D helpers
- D math
- D predefined
- D whatever
- hashes**                    table
  - D characters
  - D csnames
  - T dynamics
  - D identifiers
  - D italics
  - D marks
  - D parameters
  - T processes
  - D properties
  - D quads
  - T setdynamics
  - D xheights
- helpers**                    table
  - F dimenfactor
  - F getdigitwidth
  - F getparameters
  - F nametoslot
  - F setdigitwidth
- iterators**                    table
  - F characters
  - F descriptions
  - F glyphs
- loggers**                    table
  - F format
  - F onetimemessage
  - F register
  - F reportdefinedfonts
  - F reportusedfeatures
- mappings**                    table
  - F addtounicode
  - F fromunicode16
  - F loadfile
  - F loadline
  - F loadlumtable
  - F makenameparser
  - F reset
  - F tounicode16
  - F tounicode16sequence
- names**                    table
  - S basename
  - B be\_clever
  - D cache
  - F cleanfilename
  - F cleanname
  - F collect
  - F collectfiles
  - F collectspec
  - T data
  - B enabled

F exists  
 T filters  
   F afm  
   F dfont  
   T list  
   T names  
   F otf  
   T paths  
   F pfb  
   F ttc  
   F ttf  
 S fontconfigfile  
 F getfilename  
 F getlookupkey  
 F getlookups  
 F getpaths  
 F identify  
 F is\_permitted  
 F list  
 F load  
 B loaded  
 F lookup  
 F noflookups  
 S osfontdirvariable  
 F readdata  
 F register  
 F registered  
 F resolve  
 F resolvedspecification  
 F resolvespec  
 B saved  
 F specification  
 D specifications  
 F splitspec

N version  
 F writedata  
**protrusions**      data table  
**readers**            table  
   F afm  
   F check\_lua  
   F check\_tfm  
   F dfont  
   F lua  
   F opentype  
   F otf  
   F pfb  
   D sequence  
   F tfm  
   F ttc  
   F ttf  
**specifiers**        table  
   D contextmerged  
   F contextnumber  
   D contextnumbers  
   D contextsetups  
   F contexttstring  
   F mergecontext  
   F presetcontext  
   F registercontext  
   F showcontext  
   F splitcontext  
   D synonyms  
   D variants  
**symbols**            table  
   F uselibrary  
**tables**            table  
**tracers**            table  
**typefaces**        data table



## gzip (extra lua)

`close` function  
`lines` function  
`open` function

## img (basic tex)

<code>boxes</code>	<code>function</code>
<code>checksize</code>	<code>function</code>
<code>clone</code>	<code>function</code>
<code>copy</code>	<code>function</code>
<code>immediatwrite</code>	<code>function</code>
<code>keys</code>	<code>function</code>
<code>new</code>	<code>function</code>
<code>node</code>	<code>function</code>

<code>ofindex</code>	<code>function</code>
<code>package</code>	<code>function</code>
<code>print</code>	<code>function</code>
<code>scan</code>	<code>function</code>
<code>serialize</code>	<code>function</code>
<code>totable</code>	<code>function</code>
<code>types</code>	<code>function</code>
<code>write</code>	<code>function</code>

# interactions (context)

**attachments** table

F insert

F register

**fields** table

F clone

F define

F defineset

F insert

**general** table

F getidentity

F setupidentity

**help** table

F collect

F reference

F register

**javascripts** table

F addtopreamble

F code

D codes

F flushpreambles

D functions

D preambles

F setpreamble

F storecode

F storepreamble

F usepreamblenow

F usescripts

**linkedlists** table

**pages** table

F setpagetransition

F setupcanvas

**references** table

F setcloseddocument

F setclosepage

F setopendocument

F setopenpage

**renderings** table

F register

F rendering

F var

**soundclips** table

F insert

F register

# interfaces (context)

<b>addvalidkeys</b>	function	<b>F define</b>	
<b>cachedsetups</b>	data table	<b>F list</b>	
<b>cachesetup</b>	function	<b>setconstant</b>	function
<b>complete</b>	data table	<b>setelement</b>	function
<b>constants</b>	data table	<b>setformat</b>	function
<b>definecommand</b>	function	<b>setmessage</b>	function
<b>doifelsemessage</b>	function	<b>setmessages</b>	function
<b>elements</b>	data table	<b>settranslation</b>	function
<b>formats</b>	data table	<b>setuserinterface</b>	function
<b>getcheckedparameters</b>	function	<b>setvalidkeys</b>	function
<b>getmessage</b>	function	<b>setvariable</b>	function
<b>hashedsetups</b>	data table	<b>showmessage</b>	function
<b>interfacedcommand</b>	function	<b>syntax</b>	data table
<b>interfaces</b>	table	<b>tolist</b>	function
<b>invalidkey</b>	function	<b>translations</b>	data table
<b>is_command</b>	function	<b>variables</b>	data table
<b>namespaces</b>	table		

## io (basic lua)

ask	function	out	table
bytes	function	F inhibit	
characters	function	D modes	
checkopeners	function	F permit	
close	function	output	function
exists	function	pathseparator	string
fileseparator	string	popen	overloaded function
finalizeopeners	function	read	function
flush	function	readnumber	function
inp	table	readstring	function
F inhibit		registeropener	function
D modes		savedata	function
F permit		size	function
input	function	stderr	userdata
lines	function	stdin	userdata
loaddata	function	stdout	userdata
noflines	function	tmpfile	function
open	function	type	function
open_ro	function	write	function

# job (context)

**comment**        function  
**files**         table  
    D collected  
    F context  
    B forcerun  
    F run  
    D tobesaved  
**initialize**    function  
**load**          function  
**loadother**    function  
**objects**       table  
    D collected  
    F doifelse  
    F get  
    F number  
    F page  
    F save  
    F set  
    D tobesaved  
**pack**          boolean  
**passes**        table  
    F check  
    D collected  
    F count  
    F define  
    F find  
    F first  
    F get  
    F getcollected  
    F getdata  
    F getfield  
    F gettobesaved  
    F inlist  
    F last  
    F list  
    F save  
    F savetagged  
    D tobesaved

**positions**    table  
    D collected  
    F copy  
    F depth  
    F extra  
    F height  
    F lowerleft  
    F lowerright  
    F onsamepage  
    F overlapping  
    F page  
    F position  
    F replace  
    F setall  
    F setdim  
    F setraw  
    D tobesaved  
    F upperleft  
    F upperright  
    F v  
    F width  
    F x  
    F xy  
    F y  
**register**      function  
**save**         function  
**structure**    table  
    D collected  
    T tobesaved  
    T branches  
    S name  
    S type  
**variables**    table  
    D checksums  
    D collected  
    F save  
    D tobesaved  
**version**      number

# lang (basic tex)

<code>clean</code>	function
<code>clear_hyphenation</code>	function
<code>clear_patterns</code>	function
<code>exceptions</code>	function
<code>hyphenate</code>	function
<code>hyphenation</code>	function
<code>id</code>	function

<code>new</code>	function
<code>patterns</code>	function
<code>postexhyphenchar</code>	function
<code>posthyphenchar</code>	function
<code>preexhyphenchar</code>	function
<code>prehyphenchar</code>	function

# languages (context)

associate	function	numbers	data table
associated	data table	posthyphenchar	function
association	function	prehyphenchar	function
counters	data table	registered	data table
current	function	righthyphenmin	function
data	data table	setdirty	function
define	function	synonym	function
exceptions	function	version	number
getnumber	function	words	table
hyphenate	function		
installed	function	F check	
labels	table	T data	
F define		F disable	
F split		F enable	
lefthyphenmin	function	T enablers	
loadable	function	B enables	
loadwords	function	F found	
logger	table	F load	
F report		T methods	
		N threshold	



# layouts (context)

```
status  table
      F isleftpage
      F leftorrightpagection
```

## lfs (extra lua)

<b>attributes</b>	function	<b>mkdir</b>	function
<b>chdir</b>	function	<b>readlink</b>	function
<b>currentdir</b>	function	<b>rmdir</b>	function
<b>dir</b>	function	<b>setmode</b>	function
<b>isdir</b>	overloaded function	<b>shortname</b>	function
<b>isfile</b>	function	<b>symlinkattributes</b>	function
<b>lock</b>	function	<b>touch</b>	function
<b>lock_dir</b>	function	<b>unlock</b>	function

# libraries (context)

`basiclua` data table  
`basictex` data table  
`builtin` data table

`extralua` data table  
`extratex` data table  
`globals` data table

## lmx (context)

<b>convert</b>	function	<b>pv</b>	function
<b>escape</b>	function	<b>reset</b>	function
<b>get</b>	function	<b>result</b>	function
<b>htmfile</b>	function	<b>set</b>	function
<b>include</b>	function	<b>show</b>	function
<b>lmxfile</b>	function	<b>showdebuginfo</b>	function
<b>loadedfile</b>	function	<b>showerror</b>	function
<b>make</b>	function	<b>tv</b>	function
<b>new</b>	function	<b>type</b>	function
<b>overloaderror</b>	function	<b>urlescape</b>	function
<b>popupfile</b>	function	<b>variable</b>	function
<b>print</b>	function	<b>variables</b>	data table

# logs (context)

<b>application</b>	function	<b>setmessenger</b>	function
<b>categories</b>	function	<b>setprogram</b>	function
<b>direct</b>	function	<b>settarget</b>	function
<b>disable</b>	function	<b>settranslations</b>	function
<b>enable</b>	function	<b>show</b>	function
<b>extendbanner</b>	function	<b>show_close</b>	function
<b>flush</b>	function	<b>show_load</b>	function
<b>help</b>	function	<b>show_open</b>	function
<b>messenger</b>	function	<b>simple</b>	function
<b>new</b>	function	<b>simpleline</b>	function
<b>newline</b>	function	<b>simplelines</b>	function
<b>poptarget</b>	function	<b>start_page_number</b>	function
<b>pushtarget</b>	function	<b>status</b>	function
<b>report</b>	function	<b>stop_page_number</b>	function
<b>report_job_stat</b>	function	<b>subdirect</b>	function
<b>reportbanner</b>	function	<b>subreport</b>	function
<b>reporter</b>	function	<b>system</b>	function
<b>reportline</b>	function	<b>texerrormessage</b>	function
<b>reportlines</b>	function	<b>writer</b>	function
<b>setformats</b>	function		

# lpdf (context)

action	function	id	function
adddocumentcolorspace	function	injectxmpinfo	function
adddocumenttextgstate	function	insertxmpinfo	function
adddocumentpattern	function	javascript	function
adddocumentshade	function	launch	function
addtocatalog	function	layerreference	function
addtoinfo	function	limited	function
addtonames	function	linearshade	function
addtopageattributes	function	link	function
addtopageresources	function	null	function
addtopagesattributes	function	number	function
addxmpinfo	function	pagedestination	function
array	function	pagereference	function
boolean	function	pdfcolor	function
checkedkey	function	pdftimestamp	function
checkedvalue	function	protectresources	boolean
circularshade	function	reference	function
cmykcode	function	registerannotation	function
collectedresources	function	registerdocumentfinalizer	function
color	function	registerpagefinalizer	function
colorspace	function	reserveannotation	function
colorspec	function	reserveobject	function
colorvalue	function	rgbcode	function
colorvalues	function	rotationcm	function
constant	function	shareobject	function
delayedobject	function	shareobjectreference	function
dictionary	function	spotcode	function
epdf	table	stream	function
F load		string	function
finalizedocument	function	timestamp	function
finalizepage	function	toeight	function
finishtransparencycode	function	tosixteen	function
flushobject	function	transparency	function
flushstreamfileobject	function	transparencycode	function
flushstreamobject	function	transparencyvalue	function
formats	data table	unicode	function
graycode	function	verbose	function

## lpeg (basic lua)

<b>C</b>	function	<b>counter</b>	function
<b>Carg</b>	function	<b>endstripper</b>	function
<b>Cb</b>	function	<b>firstofsplit</b>	function
<b>Cc</b>	function	<b>frontstripper</b>	function
<b>Cf</b>	function	<b>is_lpeg</b>	function
<b>Cg</b>	function	<b>keeper</b>	function
<b>Cmt</b>	function	<b>locale</b>	function
<b>Cp</b>	function	<b>match</b>	function
<b>Cs</b>	function	<b>oneof</b>	function
<b>Ct</b>	function	<b>patterns</b>	data table
<b>P</b>	function	<b>print</b>	function
<b>R</b>	function	<b>replacer</b>	function
<b>S</b>	function	<b>secondofsplit</b>	function
<b>UP</b>	function	<b>span</b>	function
<b>UR</b>	function	<b>split</b>	function
<b>US</b>	function	<b>splitat</b>	function
<b>V</b>	function	<b>splitter</b>	function
<b>anywhere</b>	function	<b>stripper</b>	function
<b>append</b>	function	<b>tsplitat</b>	function
<b>balancer</b>	function	<b>tsplitter</b>	function
<b>checkedsplit</b>	function	<b>type</b>	function
<b>count</b>	function	<b>version</b>	function

# ltn12 (extra lua)

<b>BLOCKSIZE</b>	number	F simplify
<b>filter</b>	table	F table
	F chain	<b>source</b> table
	F cycle	F cat
<b>pump</b>	table	F chain
	F all	F empty
	F step	F error
<b>sink</b>	table	F file
	F chain	F rewind
	F error	F simplify
	F file	F string
	F null	



## lua (basic tex)

<b>bytecode</b>	<b>table</b>	<b>messages</b>	data table
bytedata	data table	<b>name</b>	<b>table</b>
bytdone	table	<b>numbers</b>	data table
collectgarbage	function	<b>registercode</b>	function
delay	function	<b>registeredcodes</b>	function
finalize	function	<b>registerfinalizer</b>	function
firstbytecode	number	<b>registername</b>	function
flush	function	<b>setbytecode</b>	<b>function</b>
flushdelayed	function	<b>setluaname</b>	<b>function</b>
<b>getbytecode</b>	<b>function</b>	<b>startupfile</b>	string
<b>getluaname</b>	<b>function</b>	<b>version</b>	string
lastbytecode	number		

# luatex (context)

<code>cleanuptempfiles</code>	function	<code>showjobstat</code>	function
<code>registerstartactions</code>	function	<code>showtexstat</code>	function
<code>registerstopactions</code>	function	<code>starttime</code>	number
<code>registertempfile</code>	function		

# lxml (context)

<code>addindex</code>	function
<code>all</code>	function
<code>applyfunction</code>	function
<code>att</code>	function
<code>attribute</code>	function
<code>chainattribute</code>	function
<code>checkindex</code>	function
<code>collected</code>	function
<code>command</code>	function
<code>concat</code>	function
<code>concatrange</code>	function
<code>content</code>	function
<code>context</code>	function
<code>convert</code>	function
<code>count</code>	function
<code>delete</code>	function
<code>direct</code>	function
<code>directives</code>	table
F after	
F before	
F handle	
F load	
F setup	
<code>displayverbatim</code>	function
<code>doif</code>	function
<code>doifelse</code>	function
<code>doifelsetext</code>	function
<code>doifnot</code>	function
<code>doifnottext</code>	function
<code>doiftext</code>	function
<code>element</code>	function
<code>elements</code>	function
<code>entities</code>	data table
<code>filter</code>	function
<code>filterlist</code>	function
<code>first</code>	function
<code>flush</code>	function
<code>flushsetups</code>	function
<code>get_id</code>	<del>function</del>
<code>getid</code>	function
<code>getindex</code>	function
<code>id</code>	function
<code>idsplitter</code>	userdata
<code>include</code>	function
<code>index</code>	function
<code>info</code>	function
<code>inlineverbatim</code>	function
<code>installsetup</code>	function
<code>last</code>	function

<code>load</code>	function
<code>loadbuffer</code>	function
<code>loaddata</code>	function
<code>loaded</code>	table
<code>loadregistered</code>	function
<code>main</code>	function
<code>match</code>	function
<code>name</code>	function
<code>namespace</code>	function
<code>nonspace</code>	function
<code>pos</code>	function
<code>position</code>	function
<code>raw</code>	function
<code>rawroot</code>	function
<code>register</code>	function
<code>registerentity</code>	function
<code>removesetup</code>	function
<code>resetcdata</code>	function
<code>resetsetups</code>	function
<code>resolvedentity</code>	function
<code>root</code>	function
<code>serialize</code>	function
<code>setaction</code>	function
<code>setcdata</code>	function
<code>setcommandtonone</code>	function
<code>setcommandtotext</code>	function
<code>setsetup</code>	function
<code>snippet</code>	function
<code>sorters</code>	table
F add	
F compare	
F flush	
F reset	
F show	
F sort	
<code>splitid</code>	function
<code>startraw</code>	function
<code>stopraw</code>	function
<code>store</code>	function
<code>strip</code>	function
<code>stripped</code>	function
<code>tag</code>	function
<code>text</code>	function
<code>tofile</code>	function
<code>toparameters</code>	function
<code>toverbatim</code>	function
<code>verbatim</code>	function
<code>withindex</code>	function
<code>xmltexhandler</code>	data table

## math (basic lua)

<b>abs</b>	function	<b>max</b>	function
<b>acos</b>	function	<b>min</b>	function
<b>asin</b>	function	<b>mod</b>	function
<b>atan</b>	function	<b>modf</b>	function
<b>atan2</b>	function	<b>odd</b>	function
<b>ceil</b>	function	<b>pi</b>	number
<b>cos</b>	function	<b>pow</b>	function
<b>cosd</b>	function	<b>rad</b>	function
<b>cosh</b>	function	<b>random</b>	function
<b>deg</b>	function	<b>randomseed</b>	function
<b>div</b>	function	<b>round</b>	function
<b>even</b>	function	<b>setrandomseedi</b>	function
<b>exp</b>	function	<b>sin</b>	function
<b>floor</b>	function	<b>sind</b>	function
<b>fmod</b>	function	<b>sinh</b>	function
<b>frexp</b>	function	<b>sqrt</b>	function
<b>huge</b>	number	<b>tan</b>	function
<b>ldexp</b>	function	<b>tand</b>	function
<b>log</b>	function	<b>tanh</b>	function
<b>log10</b>	function		

# mathematics (context)

<b>addfallbacks</b>	function	<b>overloadparameters</b>	function
<b>alphabets</b>	data table	<b>privatebase</b>	number
<b>big</b>	function	<b>remapalphabets</b>	function
<b>boldmap</b>	table	<b>renderings</b>	table
<b>categories</b>	table	D mappings	
D functions		D numbers	
<b>checkaccentbaseheight</b>	function	D sets	
<b>checkprivateparameters</b>	function	<b>renderset</b>	function
<b>classes</b>	data table	<b>resetitalics</b>	function
<b>codes</b>	data table	<b>scaleparameters</b>	function
<b>define</b>	function	<b>setalternate</b>	function
<b>dimensions</b>	function	<b>setitalics</b>	function
<b>extrabase</b>	number	<b>syncboth</b>	function
<b>extras</b>	table	<b>syncname</b>	function
F add		<b>syncstyle</b>	function
F copy		<b>toname</b>	function
<b>families</b>	data table	<b>tostyle</b>	function
<b>gaps</b>	table	<b>utfmathclass</b>	function
<b>getboth</b>	function	<b>utfmathcommand</b>	function
<b>getstyle</b>	function	<b>utfmathfiller</b>	function
<b>initializeparameters</b>	function	<b>utfmathstretch</b>	function
<b>makefont</b>	function		

# md5 (extra lua)

HEX	function	exor	function
crypt	function	hex	function
dec	function	sum	function
decrypt	function	sumhexa	function

# metapost (context)

<b>analyzeplugins</b>	function	<b>makempy</b>	table
<b>checkformat</b>	function	N nofconverted	
<b>checktexts</b>	function	F processgraphics	
<b>colorinitializer</b>	function	<b>metafun</b>	table
<b>convert</b>	function	F interpolate	
<b>defaultformat</b>	string	F topath	
<b>directrun</b>	function	<b>method</b>	number
<b>edefsxsy</b>	function	<b>mptopdf</b>	table
<b>escaped</b>	function	F convertmpstopdf	
<b>exectime</b>	table	N nofconverted	
<b>filterclippath</b>	function	<b>multipass</b>	boolean
<b>finder</b>	function	<b>n</b>	number
<b>flush</b>	function	<b>optimize</b>	boolean
<b>flushers</b>	table	<b>parse</b>	function
T pdf		<b>pdfliterals</b>	function
F comment		<b>pluginactions</b>	function
F flushfigure		<b>process</b>	function
F startfigure		<b>processplugins</b>	function
F stopfigure		<b>reducetogray</b>	boolean
F textfigure		<b>reporterror</b>	function
<b>flushliteral</b>	function	<b>reset</b>	function
<b>flushnormalpath</b>	function	<b>resetlastlog</b>	function
<b>flushreset</b>	function	<b>resetplugins</b>	function
<b>format</b>	function	<b>resettexttexts</b>	function
<b>formatnumber</b>	function	<b>setoutercolor</b>	function
<b>getclippath</b>	function	<b>settext</b>	function
<b>gettext</b>	function	<b>showlog</b>	boolean
<b>graphic</b>	function	<b>tex</b>	table
<b>graphic_base_pass</b>	function	F get	
<b>graphic_extra_pass</b>	function	F reset	
<b>intermediate</b>	table	F set	
T actions		<b>texerrors</b>	boolean
F makempy		<b>texttextsdata</b>	function
B needed		<b>theclippath</b>	function
<b>lastlog</b>	string	<b>totable</b>	function
<b>load</b>	function	<b>unload</b>	function

## mime (extra lua)

**b64**           function  
**decode**       function  
**decodet**      table  
    F base64  
    F quoted-printable  
**dot**           function  
**encode**       function  
**encodet**      table  
    F base64  
    F quoted-printable  
**eol**           function  
**normalize**    function

**qp**           function  
**qpwrp**       function  
**stuff**       function  
**unb64**       function  
**unqp**        function  
**wrap**        function  
**wrapt**       table  
    F base64  
    F default  
    F quoted-printable  
    F text  
**wrp**          function



# mplib (extra tex)

fields	function	pen_info	function
new	function	version	function

# noads (context)

handlers	table
F check	
F collapse	
F families	
F italics	
F relocate	
F render	
F resize	
F respace	
F tags	
F unscript	

F variants
process function
processors table
T collapse
F mlist_to_hlist
T relocate
T render
T resize
T respace
T unscript

## node (basic tex)

<code>copy</code>	<code>function</code>	<code>ligaturing</code>	<code>function</code>
<code>copy_list</code>	<code>function</code>	<code>mlist_to_hlist</code>	<code>function</code>
<code>count</code>	<code>function</code>	<code>new</code>	<code>function</code>
<code>current_attr</code>	<code>function</code>	<code>next</code>	<code>function</code>
<code>dimensions</code>	<code>function</code>	<code>prev</code>	<code>function</code>
<code>do_ligature_n</code>	<code>function</code>	<code>protect_glyphs</code>	<code>function</code>
<code>family_font</code>	<code>function</code>	<code>protrusion_skippable</code>	<code>function</code>
<code>fields</code>	<code>function</code>	<code>remove</code>	<code>function</code>
<code>first_character</code>	<code>function</code>	<code>set_attribute</code>	<code>function</code>
<code>first_glyph</code>	<code>function</code>	<code>slide</code>	<code>function</code>
<code>flush_list</code>	<code>function</code>	<code>subtype</code>	<code>function</code>
<code>free</code>	<code>function</code>	<code>tail</code>	<code>function</code>
<code>has_attribute</code>	<code>function</code>	<code>traverse</code>	<code>function</code>
<code>has_field</code>	<code>function</code>	<code>traverse_id</code>	<code>function</code>
<code>hpack</code>	<code>function</code>	<code>type</code>	<code>function</code>
<code>id</code>	<code>function</code>	<code>types</code>	<code>function</code>
<code>insert_after</code>	<code>function</code>	<code>unprotect_glyphs</code>	<code>function</code>
<code>insert_before</code>	<code>function</code>	<code>unset_attribute</code>	<code>function</code>
<code>is_node</code>	<code>function</code>	<code>usedlist</code>	<code>function</code>
<code>kerning</code>	<code>function</code>	<code>vpack</code>	<code>function</code>
<code>last_node</code>	<code>function</code>	<code>whatsits</code>	<code>function</code>
<code>length</code>	<code>function</code>	<code>write</code>	<code>function</code>

# nodes (context)

<b>after</b>	function	F setpair	
<b>aligned</b>	function	<b>installattributehandler</b>	function
<b>astable</b>	function	<b>is_display_math</b>	function
<b>before</b>	function	<b>is_mirrored</b>	data table
<b>builders</b>	table	<b>is_rotated</b>	data table
F buildpage_filter		<b>kerncodes</b>	data table
F vpack_filter		<b>leftmarginwidth</b>	function
<b>codes</b>	data table	<b>lines</b>	table
<b>count</b>	function	T boxed	
<b>delete</b>	function	F register	
<b>destinations</b>	table	F setup	
N attribute		F stage_one	
T done		F stage_two	
F handler		F stage_zero	
T stack		D data	
<b>dimensionfields</b>	data table	F finalize	
<b>dir_is_pop</b>	data table	F number	
<b>dir_negation</b>	data table	N scratchbox	
<b>fasthpack</b>	function	<b>link</b>	function
<b>fields</b>	function	<b>list</b>	function
<b>fillcodes</b>	data table	<b>listablefields</b>	data table
<b>firstcharacter</b>	function	<b>listcodes</b>	data table
<b>firstcharinbox</b>	function	<b>listtoutf</b>	function
<b>firstglyph</b>	function	<b>load</b>	function
<b>getattribute</b>	function	<b>locate</b>	function
<b>gluecodes</b>	data table	<b>mathcodes</b>	data table
<b>glyphcodes</b>	data table	<b>noadcodes</b>	data table
<b>glyphdir_is_equal</b>	data table	<b>nodecodes</b>	data table
<b>glyphdir_is_opposite</b>	data table	<b>packlist</b>	function
<b>glyphdir_is_orthogonal</b>	data table	<b>pardir_is_equal</b>	data table
<b>handlers</b>	table	<b>pardir_is_opposite</b>	data table
F backgrounds		<b>pardir_is_parallel</b>	data table
F characters		<b>partextdir_is_equal</b>	data table
F checkforleaks		<b>pool</b>	table
F checkglyphs		F baselineskip	
F cleanuppage		F cleanup	
F export		F disc	
F finalize		F fontkern	
F graphicvadjust		F glue	
F migrate		F gluespec	
F protectglyphs		F glyph	
F stripping		F kern	
F unprotectglyphs		F latelua	
<b>has_attribute</b>	function	F leftmarginkern	
<b>idstousing</b>	function	F leftskip	
<b>ignorablefields</b>	data table	F lineskip	
<b>injections</b>	table	F noad	
F handler		F pdfannotation	
F setcursive		F pdfdestination	
F setkern		F pdfdirect	
F setmark		F pdfliteral	

F pdfrestore		F define	
F pdfsave		F enable	
F pdfsetmatrix		F handler	
F penalty		show	function
F register		showboxes	function
F rightmarginkern		showcodes	function
F rightskip		showlist	function
F rule		showsimplelist	function
F shrink		skipcodes	data table
F stretch		somepenalty	function
F temp		somespace	function
F textdir		stripping	table
F usage		F enable	
T userids		T glyphs	
N margins.inline		striprange	function
N splitters.one		tasks	table
N splitters.two		F actions	
F userlist		F appendaction	
F usernumber		F disableaction	
F userstring		F disablegroup	
F usertokens		F enableaction	
F zeroglue		F enablegroup	
print	function	F freeze	
processors	table	F freezegroup	
B enabled		F new	
F hpack_filter		F prependaction	
F post_linebreak_filter		F removeaction	
F pre_linebreak_filter		F restart	
F tracer		F showactions	
processwords	function	F table	
reference	function	textdir_is_equal	data table
references	table	textdir_is_is	data table
N attribute		textdir_is_opposite	data table
T done		textdir_is_parallel	data table
F handler		tonodes	function
T stack		tosequence	function
remove	function	totable	function
repackhlist	function	toutf	function
replace	function	tracers	table
report	function	T characters	
rightmarginwidth	function	F collect	
rules	table	F equal	
D data		F indices	
F define		F start	
F enable		F string	
F handler		F unicides	
save	function	T colors	
serialize	function	F reset	
serializebox	function	F set	
setattribute	function	F fontchar	
setattributes	function	F start	
setunsetattributes	function	T steppers	
shifts	table	F check	
D data		F codes	

F features	F stop	
F glyphs	F stop	
F message	<b>unsetattribute</b>	function
F messages	<b>unsetattributes</b>	function
F nofsteps	<b>visualizebox</b>	function
F register	<b>whatcodes</b>	data table
F reset	<b>whatsitcodes</b>	data table
F start	<b>writable_spec</b>	function

## number (context)

	function		
basepoints	function	tociceros	function
bit	function	todidots	function
bits	function	todimen	function
clearbit	function	toevenhex	function
dimenfactors	data table	toinches	function
hasbit	function	tomillimeters	function
maxdimen	number	tonewciceros	function
nopts	function	tonewdidots	function
percent	function	tonumberf	function
points	function	tonumberg	function
pts	function	topicas	function
setbit	function	topoints	function
tobasepoints	function	toscaled	function
tobitstring	function	toscaledpoints	function
tocentimeters	function	toset	function

## os (basic lua)

<code>__getenv__</code>	function	<code>rename</code>	function
<code>__setenv__</code>	function	<code>resolvers</code>	table
<code>binsuffix</code>	string	<code>resultof</code>	function
<code>clock</code>	function	<code>runtime</code>	function
<code>date</code>	function	<code>selfdir</code>	string
<code>difftime</code>	function	<code>setenv</code>	overloaded function
<code>env</code>	data table	<code>setlocale</code>	overloaded function
<code>exec</code>	overloaded function	<code>sleep</code>	function
<code>execute</code>	overloaded function	<code>spawn</code>	overloaded function
<code>exit</code>	function	<code>time</code>	function
<code>getenv</code>	overloaded function	<code>times</code>	function
<code>gettimeofday</code>	function	<code>timezone</code>	function
<code>launch</code>	function	<code>tmpdir</code>	function
<code>libsuffix</code>	string	<code>tmpname</code>	function
<code>name</code>	string	<code>type</code>	string
<code>platform</code>	string	<code>uname</code>	function
<code>remove</code>	function	<code>uuid</code>	function



## package (basic lua)

<code>appendtolibpath</code>	function	<code>loaders</code>	table
<code>clibpaths</code>	function	<code>loadlib</code>	function
<code>config</code>	string	<code>path</code>	string
<code>cpath</code>	string	<code>preload</code>	table
<code>libpaths</code>	function	<code>prependtolibpath</code>	function
<code>loaded</code>	table	<code>seeall</code>	function

## pdf (basic tex)

<code>immediateobj</code>	<code>function</code>	<code>pageresources</code>	<code>string</code>
<code>mapfile</code>	<code>function</code>	<code>pagesattributes</code>	<code>string</code>
<code>mapline</code>	<code>function</code>	<code>pdfmapfile</code>	<code>function</code>
<code>maxobjnum</code>	<code>function</code>	<code>pdfmapline</code>	<code>function</code>
<code>obj</code>	<code>function</code>	<code>print</code>	<code>function</code>
<code>objtype</code>	<code>function</code>	<code>refobj</code>	<code>function</code>
<code>pageattributes</code>	<code>string</code>	<code>registerannot</code>	<code>function</code>
<code>pageref</code>	<code>function</code>	<code>reserveobj</code>	<code>function</code>

physics (context)

patterns table

# profiler (extra lua)

`pause`    `function`  
`resume`   `function`

`start`    `function`  
`stop`     `function`

# regimes (context)

<b>disable</b>	function	<b>process</b>	function
<b>enable</b>	function	<b>push</b>	function
<b>pop</b>	function	<b>translate</b>	function

# resolvers (context)

<b>allprefixes</b>	function	<b>getownpath</b>	function
<b>appendhash</b>	function	<b>getreadfilename</b>	function
<b>automount</b>	function	<b>hashers</b>	data table
<b>automounted</b>	table	<b>homedir</b>	string
<b>booleanvariable</b>	function	<b>installinputfilehandler</b>	function
<b>cacheversion</b>	string	<b>installinputlinehandler</b>	function
<b>checkedvariable</b>	function	<b>instance</b>	table
<b>cleanpath</b>	function	D data	
<b>cleanpathlist</b>	function	B diskcache	
<b>concatinators</b>	data table	D environment	
<b>configbanner</b>	string	D expansions	
<b>criticalvars</b>	data table	D fakepaths	
<b>dangerous</b>	data table	D files	
<b>datastate</b>	function	B force_suffices	
<b>defaultsuffixes</b>	table	D found	
<b>dowithfilesandreport</b>	function	D foundintrees	
<b>dowithfilesintree</b>	function	D hashed	
<b>dowithpath</b>	function	D hashes	
<b>dowithvariable</b>	function	D lists	
<b>env</b>	function	B loadererror	
<b>executers</b>	table	D order	
F check		B remember	
F execute		B renewcache	
F finalize		B savelists	
F register		D setups	
<b>expandbraces</b>	function	D specification	
<b>expandedpathfromlist</b>	function	D variables	
<b>expandedpathlist</b>	function	<b>jobs</b>	table
<b>expandedpathlistfromvariable</b>	function	F currentcomponent	
<b>expandpath</b>	function	F justacomponent	
<b>expandpathfromvariable</b>	function	D processors	
<b>expansion</b>	function	F usefile	
<b>extendtexmfvariable</b>	function	<b>joinpath</b>	function
<b>find_file</b>	function	<b>load</b>	function
<b>find_files</b>	function	<b>loadbinfile</b>	function
<b>findbinfile</b>	function	<b>loaders</b>	data table
<b>findctxfile</b>	function	<b>loadlualib</b>	function
<b>finders</b>	data table	<b>loadtexfile</b>	function
<b>findfile</b>	function	<b>loadtime</b>	function
<b>findfiles</b>	function	<b>locateformat</b>	function
<b>findgivenfile</b>	function	<b>locators</b>	data table
<b>findgivenfiles</b>	function	<b>luacnfname</b>	string
<b>findpath</b>	function	<b>luacnfspec</b>	string
<b>findtexfile</b>	function	<b>luacnfstate</b>	string
<b>findwildcardfile</b>	function	<b>macros</b>	table
<b>findwildcardfiles</b>	function	F convertfile	
<b>formatofsuffix</b>	function	F decodecomment	
<b>formatofvariable</b>	function	F enablecomment	
<b>formats</b>	data table	F encodecomment	
<b>generators</b>	data table	F preprocessed	
<b>getenv</b>	function	F processmkvi	

F version		F none	
maxreadlevel	number	F strip	
methodhandler	function	F cleannname	
newinstance	function	F install	
openbinfile	function	N threshold	
openers	data table	setenv	function
openfile	function	setinstance	function
opentexfile	function	settrace	function
ownpath	string	showpath	function
prefixes	data table	simplescanfiles	function
prependhash	function	splitconfigurationpath	function
registerextrapath	function	splitexpansions	function
registerfile	function	splitmethod	function
registerfilehash	function	splitpath	function
registerintrees	function	suffixes	data table
registermethod	function	suffixmap	data table
registerzipfile	function	suffixofformat	function
relations	data table	texdatablob	function
repath	function	unexpandedpath	function
reset	function	unexpandedpathlist	function
resetextrapath	function	unresolve	function
resetresolve	function	updaterelations	function
resolve	function	updatescript	function
savers	data table	usezipfile	function
scandata	function	validatedpath	function
scanfiles	function	variable	function
schemes	table	variableofformat	function
		variableofformatorsuffix	function
		wildcardpattern	function
T cleaners			
F md5			

# scripts (context)

<b>categorytonumber</b>	data table	<b>numbertocategory</b>	data table
<b>colors</b>	data table	<b>numbertodataset</b>	data table
<b>handlers</b>	data table	<b>preprocess</b>	function
<b>hash</b>	table	<b>reset</b>	function
<b>installdataset</b>	function	<b>set</b>	function
<b>installmethod</b>	function		



# set (context)

contains	function	tonumber	function
create	function	totable	function
tolist	function		

## short\_operators (context)

<code>* string</code>	<code>/ string</code>
<code>. string</code>	<code>: string</code>

# short\_prefixes (context)

E	string	da	string
G	string	f	string
M	string	h	string
P	string	k	string
T	string	m	string
Y	string	n	string
Z	string	p	string
a	string	u	string
c	string	y	string
d	string		

# short\_units (context)

Litre	string	m	string
Metre	string	n	string
g	string	s	string
h	string	u	string
hz	string	v	string

# socket (extra lua)

<b>BLOCKSIZE</b>	number		F keep-open
<b>_DEBUG</b>	boolean		<b>skip</b> function
<b>bind</b>	function		<b>sleep</b> function
<b>choose</b>	function		<b>smtp</b> table
<b>connect</b>	function		S DOMAIN
<b>dns</b>	table		N PORT
	F gethostname		S SERVER
	F tohostname		N TIMEOUT
	F toip		S ZONE
<b>ftp</b>	table		F message
	S PASSWORD		F open
	N PORT		F send
	N TIMEOUT		<b>source</b> function
	S USER		<b>sourcet</b> table
	F command		F by-length
	F get		F default
	F open		F http-chunked
	F put		F until-closed
<b>gettime</b>	function		<b>tcp</b> function
<b>http</b>	table		<b>tp</b> table
	N PORT		N TIMEOUT
	N TIMEOUT		F connect
	S USERAGENT		<b>try</b> function
	F open		<b>udp</b> function
	F request		<b>url</b> table
<b>newtry</b>	function		F absolute
<b>protect</b>	function		F build
<b>select</b>	function		F build_path
<b>sink</b>	function		F escape
<b>sinkt</b>	table		F parse
	F close-when-done		F parse_path
	F default		F unescape
	F http-chunked		

# sorters (context)

<b>comparers</b>	table	<b>definitions</b>	data table
F basic		<b>firstofsplit</b>	function
<b>constants</b>	table	<b>setlanguage</b>	function
S defaultdigits		<b>sort</b>	function
S defaultlanguage		<b>splitters</b>	table
S defaultmethod		F utf	
N digitmaximum		<b>strip</b>	function
N digitsoffset		<b>tracers</b>	data table
N ignoredoffset		<b>update</b>	function
N replacementoffset			

## statistics (context)

<code>checkfmtstatus</code>	function
<code>elapsedindeed</code>	function
<code>elapsedseconds</code>	function
<code>elapsedtime</code>	function
<code>enable</code>	boolean
<code>formatruntime</code>	function
<code>hastiming</code>	function
<code>memused</code>	function
<code>register</code>	function
<code>reportstorage</code>	function

<code>resettiming</code>	function
<code>runtime</code>	function
<code>savefmtstatus</code>	function
<code>show</code>	function
<code>showjobstat</code>	function
<code>starttiming</code>	function
<code>stoptiming</code>	function
<code>threshold</code>	number
<code>timed</code>	function

status (basic tex)

list function



# storage (context)

allocate	function	min	number
data	table	nofmodules	number
evaluators	table	noftables	number
mark	function	register	function
marked	function	shared	data table
max	number		

## streams (context)

<code>collect</code>	function
<code>disable</code>	function
<code>enable</code>	function
<code>flush</code>	function
<code>initialize</code>	function

<code>push</code>	function
<code>start</code>	function
<code>stop</code>	function
<code>synchronize</code>	function

## string (basic lua)

<b>byte</b>	function	<b>match</b>	function
<b>bytepairs</b>	function	<b>quote</b>	function
<b>bytes</b>	function	<b>quoted</b>	function
<b>char</b>	function	<b>rep</b>	function
<b>characterpairs</b>	function	<b>reverse</b>	function
<b>characters</b>	function	<b>split</b>	function
<b>checkedsplit</b>	function	<b>splitlines</b>	function
<b>count</b>	function	<b>splitup</b>	function
<b>dump</b>	function	<b>strip</b>	function
<b>escapedpattern</b>	function	<b>sub</b>	function
<b>explode</b>	function	<b>toboolean</b>	function
<b>find</b>	function	<b>tocontext</b>	function
<b>format</b>	function	<b>todimen</b>	function
<b>gfind</b>	function	<b>topattern</b>	function
<b>gmatch</b>	function	<b>toutf</b>	function
<b>gsub</b>	function	<b>unquote</b>	function
<b>is_boolean</b>	function	<b>unquoted</b>	function
<b>is_empty</b>	function	<b>upper</b>	function
<b>len</b>	function	<b>utfcharacters</b>	function
<b>limit</b>	function	<b>utfsplitlines</b>	function
<b>lower</b>	function	<b>utfvalues</b>	function

# structures (context)

<b>atlocation</b>	function	F value	
<b>blocks</b>	table	<b>currentsectionnumber</b>	function
D collected		<b>descriptions</b>	table
F define		<b>documents</b>	table
F print		T data	
F save		S block	
F select		T blocks	
F setstate		T checkers	
D states		N depth	
D tobesaved		T forced	
<b>bookmarks</b>	table	T numbers	
F finalize		T ownnumbers	
F flatten		T status	
S method		F initialize	
F overload		F preset	
F place		F reset	
F register		<b>floats</b>	table
F setup		<b>formulas</b>	table
<b>counters</b>	table	F current	
F add		F simplify	
F analyze		F store	
F check		<b>helpers</b>	table
D collected		F analyze	
F compact		F formulanumber	
F converted		F merged	
F current		F page	
D data		F prefix	
F define		F prefixlastpage	
F first		F prefixpage	
F get		F simplify	
F last		F title	
F next		F touserdata	
F prev		<b>itemgroups</b>	table
F previous		F maxwidth	
F raw		F nofitems	
F record		F register	
F reset		<b>lists</b>	table
F restart		F analyze	
F restore		D cached	
F save		D collected	
F set		F doifstoredelse	
F setlevel		F enhance	
F setoffset		T enhancers	
F setown		F filter	
F setstate		F filtercollected	
F setvalue		F formulanumber	
F show		D internals	
T specials		F label	
F userpage		F location	
F subs		F number	
D tobesaved		D ordered	

F page		F listindex	
F popnesting		F number	
F prefix		F ordered	
F prefixednumber		F postpone	
F prefixedpage		F resetpostponed	
F process		F restore	
F push		F save	
D pushed		F setstate	
F pushnesting		F setsymbolpage	
F realpage		D states	
T result		F store	
F savednumber		F title	
F savedprefixednumber		<b>pages</b>	table
F savedtitle		F analyze	
F sectionnumber		D collected	
F size		F is_odd	
F title		F number	
D tobesaved		F save	
F userdata		D tobesaved	
F uservalue		<b>processors</b>	table
<b>marks</b>	table	F apply	
D data		F register	
F define		F reset	
F exists		F split	
F fetch		F startapply	
F fetchallmarks		F stopapply	
F fetched		F stripped	
F fetchonemark		F tostring	
F fetchtwomarks		<b>references</b>	table
F get		F analyze	
F number		F checkedfile	
F relate		F checkedfileorurl	
F reset		F checkedprogram	
F set		F checkedrealpage	
F show		F checkedurl	
F synchronize		D collected	
F title		U componentsplitter	
T tracers		F currentmetadata	
F showtable		F currentorder	
<b>notes</b>	table	D currentset	
F checkpagechange		F define	
F define		D defined	
F deltapage		D derived	
F doifcontent		F doifelse	
F doifonsamepageasprevious		F enableinteraction	
F flush		F enhance	
F flushpostponed		D executers	
F get		F expandcurrent	
F getn		F export	
F getnumberpage		T files	
F getstate		T data	
F getsymbolpage		F define	
F internal		F get	
F internalid		F filter	

D filters	T testrunners	
F from	F inner	
F get	F special	
F getcurrentmetadata	F special operation	
F getcurrentprefixspec	F special operation with arguments	
F getinnermethod	T testspecials	
F getinternalreference	F deltapage	
D handlers	F i	
F identify	F internal	
F import	F page	
F inject	F realpage	
F injectcurrentset	F section	
D internals	F userpage	
F load	D tobereferred	
F loadpresets	D tobesaved	
F mark	T urls	
D pages	T data	
U prefixsplitter	F define	
T productdata	F get	
T componentreferences	F whatfrom	
T components	<b>registers</b>	table
T productreferences	F analyze	
T programs	F analyzed	
T data	D collected	
F define	F compare	
F get	F define	
F realpageofpage	F enhance	
U referencesplitter	F extend	
D referred	F filter	
F referredpage	F filtercollected	
F registerfinalizer	F finalize	
F registerinitializer	F flush	
F registerpage	F prepare	
F reportproblems	F process	
F reset	F sort	
T resolvers	F store	
F description	D tobesaved	
F float	F unique	
F formula	F userdata	
F note	<b>sections</b>	table
F reference	F autodepth	
F section	F cct	
D runners	T collected	
F set	F current	
F setandgetattribute	F currentblock	
F setcomponent	F currentid	
F setinnermethod	F currentlevel	
F setinternalreference	F defineautolevels	
F setnextinternal	F depthnumber	
F setnextorder	F finddata	
D specials	F findnumber	
F splitcomponent	F fullnumber	
F splitprefix	F getcurrentlevel	
F splitreference	F getlevel	

F getnumber		F compare	
F internalreference		F define	
D levelmap		F filter	
D levels		F finalize	
F load		F flush	
F matchingtilldepth		F meaning	
F numberatdepth		F prepare	
F numbers		F process	
F popblock		F register	
F prefixedconverted		F registerused	
F pushblock		F sort	
F register		F synonym	
D registered		D tobesaved	
F reportstructure		<b>tags</b>	<b>table</b>
F save		T data	
F set		F detailedtag	
F setblock		F getid	
F setchecker		F handler	
F setlevel		D labels	
F setnumber		F last	
F somelevel		F lastinchain	
F startautolevel		T metadata	
F stopautolevel		D properties	
F structuredata		F registerdata	
F title		F registermetadata	
D tobesaved		F restart	
F typesetnumber		F setattributehash	
F userdata		F setcombination	
B verbose		F setdescription	
F way		F setdescriptionsymbol	
<b>sets</b>	<b>table</b>	F setfigure	
F define		F sethighlight	
F get		F setitemgroup	
F getall		F setproperty	
D setlist		F setsorting	
<b>specials</b>	<b>table</b>	F setsynonym	
D collected		F settablecell	
F retrieve		F settabulatecell	
F store		F start	
D tobesaved		F stop	
<b>synonyms</b>	<b>table</b>	D taglist	
F analyzed		T userdata	
D collected			

## table (basic lua)

append	function	print	function
are_equal	function	remove	function
compact	function	reversed	function
concat	function	sequenced	function
contains	function	serialize	function
copy	function	setmetatablecall	function
count	function	setmetatableindex	function
derive	function	setmetatablekey	function
fastcopy	function	setmetatablenewindex	function
flattened	function	setn	function
foreach	function	sort	function
foreachi	function	sortedhash	function
fromhash	function	sortedhashkeys	function
getmetatablekey	function	sortedkeys	function
getn	function	sortedpairs	function
has_one_entry	function	strip	function
identical	function	sub	function
imerge	function	swapped	function
imerged	function	tocontext	function
insert	function	tofile	function
is_empty	function	tohandle	function
keys	function	tohash	function
loweredkeys	function	toxml	function
maxn	function	unique	function
merge	function	unnest	function
merged	function	unpack	function
prepend	function		



## tex (basic tex)

<b>attribute</b>	table	<b>pdffontname</b>	function
<b>badness</b>	function	<b>pdffontobjnum</b>	function
<b>box</b>	table	<b>pdffontsize</b>	function
<b>catcode</b>	table	<b>pdfpageref</b>	function
<b>conditionals</b>	data table	<b>pdfxformname</b>	function
<b>constants</b>	data table	<b>primitives</b>	function
<b>count</b>	table	<b>print</b>	function
<b>ctxcatcodes</b>	number	<b>printlist</b>	function
<b>definefont</b>	function	<b>prtcacodes</b>	number
<b>delcode</b>	table	<b>romannumeral</b>	function
<b>dimen</b>	table	<b>round</b>	function
<b>dummyscatcodes</b>	number	<b>run</b>	function
<b>enableprimitives</b>	function	<b>scale</b>	function
<b>error</b>	function	<b>scratchcatcodes</b>	number
<b>extraprimitives</b>	function	<b>set</b>	function
<b>finish</b>	function	<b>setAttribute</b>	function
<b>fontidentifier</b>	function	<b>setbox</b>	function
<b>fontname</b>	function	<b>setcatcode</b>	function
<b>fprint</b>	function	<b>setcount</b>	function
<b>get</b>	function	<b>setdelcode</b>	function
<b>getAttribute</b>	function	<b>setdimen</b>	function
<b>getbox</b>	function	<b>setfalse</b>	function
<b>getcatcode</b>	function	<b>setlccode</b>	function
<b>getcount</b>	function	<b>setlist</b>	function
<b>getdelcode</b>	function	<b>setmath</b>	function
<b>getdimen</b>	function	<b>setmathcode</b>	function
<b>getlccode</b>	function	<b>setnest</b>	function
<b>getlist</b>	function	<b>setsfcode</b>	function
<b>getmath</b>	function	<b>setskip</b>	function
<b>getmathcode</b>	function	<b>settoks</b>	function
<b>getnest</b>	function	<b>settrue</b>	function
<b>getsfcode</b>	function	<b>setuccode</b>	function
<b>getskip</b>	function	<b>sfcode</b>	table
<b>gettoks</b>	function	<b>shipout</b>	function
<b>getuccode</b>	function	<b>skip</b>	table
<b>hashtokens</b>	function	<b>sp</b>	function
<b>ifs</b>	data table	<b>sprint</b>	function
<b>iscount</b>	function	<b>systemmodes</b>	data table
<b>isdimen</b>	function	<b>texcatcodes</b>	number
<b>isskip</b>	function	<b>toks</b>	table
<b>istoken</b>	function	<b>tpacatcodes</b>	number
<b>lccode</b>	table	<b>tpbcatcodes</b>	number
<b>linebreak</b>	function	<b>tprint</b>	function
<b>lists</b>	table	<b>txtcatcodes</b>	number
<b>luacatcodes</b>	number	<b>type</b>	function
<b>mathcode</b>	table	<b>uccode</b>	table
<b>modes</b>	data table	<b>uniformdeviate</b>	function
<b>nest</b>	table	<b>uprint</b>	function
<b>nilcatcodes</b>	number	<b>vrbcacodes</b>	number
<b>notcatcodes</b>	number	<b>write</b>	function
<b>number</b>	function		

## texconfig (basic tex)

<code>error_line</code>	number	<code>max_print_line</code>	number
<code>expand_depth</code>	number	<code>max_strings</code>	number
<code>formatname</code>	string	<code>nest_size</code>	number
<code>half_error_line</code>	number	<code>param_size</code>	number
<code>hash_extra</code>	number	<code>save_size</code>	number
<code>init</code>	function	<code>shell_escape</code>	string
<code>kpse_init</code>	boolean	<code>stack_size</code>	number
<code>max_in_open</code>	number		

## texio (basic tex)

```
write      function  
write_nl   function
```

# token (basic tex)

<code>command_id</code>	function	<code>get_next</code>	function
<code>command_name</code>	function	<code>is_activechar</code>	function
<code>create</code>	function	<code>is_expandable</code>	function
<code>csname_id</code>	function	<code>is_protected</code>	function
<code>csname_name</code>	function	<code>lookup</code>	function
<code>expand</code>	function		

# tokens (context)

bgroup	table	T show_methods	
collectors	table	F a	
T data		F b	
F defaultwords		F c	
F dowithwords		F showtoken	
F flush		F test	
F handle		F trace	
F install		egroup	table
F register		hbox	table
T registered		letter	function
T remapper		letters	function
F convert		other	function
T data		vbox	table
F store		vtop	table
F show			

# tracers (context)

count	function	name	function
cs	function	primitive	function
dimen	function	printerror	function
knownlist	function	showlines	function
lists	table	strings	table
T context		S undefined	
T internals		toks	function
T scratch		type	function

# trackers (context)

data	data table	name	string
disable	function	register	function
dumphashtofile	function	report	function
enable	function	savehash	function
list	function	show	function

# typesetters (context)

<b>alignments</b>	table		
	F handler		
	F set		
<b>breakpoints</b>	table		
	N attribute		
	F enable		
	F handler		
	D mapping		
	T methods		
	F set		
	F setreplacement		
<b>cases</b>	table		
	T actions		
	F handler		
	F set		
<b>characters</b>	table		
	F handler		
<b>cleaners</b>	table		
	F handler		
	F set		
<b>digits</b>	table		
	T actions		
	N attribute		
	F handler		
	F set		
<b>directions</b>	table		
	F handler		
	F process		
		F set	
	<b>hpack</b>	function	
	<b>italics</b>	table	
		F forcevariant	
		F handler	
		F reset	
		F set	
	<b>kerns</b>	table	
		D factors	
		F handler	
		B keepligature	
		B keptogether	
		D mapping	
		F set	
	<b>margins</b>	table	
		F finalhandler	
		F globalhandler	
		F localhandler	
		F save	
	<b>spacings</b>	table	
		N attribute	
		F handler	
		D mapping	
		F set	
		F setup	
	<b>tonodes</b>	function	
	<b>vpack</b>	function	



# unicode (extra lua)

<b>ascii</b>	<b>table</b>		
F byte		F gmatch	
F char		F gsub	
F dump		F len	
F find		F lower	
F format		F match	
F gfind		F rep	
F gmatch		F reverse	
F gsub		F sub	
F len		F upper	
F lower		<b>ustring</b>	function
F match		utf16_to_utf8	function
F rep		utf16_to_utf8_be	function
F reverse		utf16_to_utf8_le	function
F sub		utf32_to_utf8	function
F upper		utf32_to_utf8_be	function
<b>filetype</b>	function	utf32_to_utf8_le	function
<b>grapheme</b>	<b>table</b>	<b>utf8</b>	<b>table</b>
F byte		F byte	
F char		F char	
F dump		F dump	
F find		F find	
F format		F format	
F gfind		F gfind	
F gmatch		F gmatch	
F gsub		F gsub	
F len		F len	
F lower		F lower	
F match		F match	
F rep		F rep	
F reverse		F reverse	
F sub		F string	
F upper		F sub	
<b>latin1</b>	<b>table</b>	F toentities	
F byte		F upper	
F char		utf8_to_utf16	function
F dump		utf8_to_utf8	function
F find		utfcodes	function
F format		utfname	table
F gfind		utftype	function
		xstring	function

# url (context)

<code>addscheme</code>	function	<code>hasscheme</code>	function
<code>construct</code>	function	<code>query</code>	function
<code>filename</code>	function	<code>split</code>	function
<code>hashed</code>	function		

# utilities (context)

<b>debugger</b>	table		F appendgroup
F disable			F autocompile
F enable			F compile
F savestats			F disableaction
F showstats			F disablegroup
<b>formatters</b>	table		F enableaction
F formatcolumns			F enablegroup
F list			D functions
F stripzeros			F localize
<b>garbagecollector</b>	table		F nodeprocessor
F check			F prependaction
N criterium			F prependgroup
B enabled			F removeaction
<b>lua</b>	table		F reset
F compile			F setkind
<b>packers</b>	table		F tostring
F hashed		<b>setters</b>	table
F new		F disable	
F pack		F enable	
F simplehashed		F initialize	
F strip		F list	
F unpack		F new	
N version		F register	
<b>parsers</b>	table	F reset	
F add_settings_to_array		F show	
F arguments_to_table		<b>storage</b>	table
F array_to_string		F allocate	
F getparameters		F checked	
F hash_to_string		F mark	
F listitem		F marked	
F make_settings_to_hash_pattern		F setinitializer	
T patterns		F sparse	
U settings_to_array		<b>strings</b>	table
U settings_to_hash_a		F collapseCrLf	
U settings_to_hash_b		F newrepeater	
U settings_to_hash_c		F striplong	
F settings_to_array		F tabtospace	
F settings_to_hash		<b>tables</b>	table
F settings_to_hash_strict		F accesstable	
F settings_to_hash_tolerant		F definetable	
F settings_to_set		F encapsulate	
F simple_hash_to_string		F insertaftervalue	
<b>report</b>	function	F insertbeforevalue	
<b>sequencers</b>	table	F migratetable	
F appendaction		F removevalue	

# visualizers (context)

escapepatterns	data table	signal	string
getvisualizer	function	signalpattern	userdata
load	function	specifications	data table
makenested	function	visualize	function
makepattern	function	visualizebuffer	function
newgrammar	function	visualizefile	function
newhandler	function	visualizestring	function
parsedxml	function	write	function
pattern	function	writeargument	function
register	function	writedefault	function
registerescapecommand	function	writeemptyline	function
registerescapeline	function	writenewline	function
registerescapepattern	function	writespace	function

## xml (context)

after	function	F name	
all	function	F number	
applylpath	function	F oneof	
assign	function	F print	
attribute	function	F quit	
before	function	F tag	
body	function	F text	
checkbom	function	F undefined	
checkerror	function	F upper	
checknamespace	function	fillin	function
checkns	function	filter	function
cleansed	function	finalizers	table
collect	function	T tex	
collect_elements	function	F all	
collect_tags	function	F attribute	
collect_texts	function	F bibtexconcat	
collected	function	F bibtexshort	
collecttexts	function	F chainattribute	
content	function	F command	
convert	function	F concat	
copy	function	F concatrange	
count	function	F context	
cprint	function	F count	
css	table	F ctxttext	
F colorspecification		F default	
F fontspecification		F first	
F padding		F function	
defaulthandlers	table	F index	
D file		F last	
D parsedxml		F lettered	
D string		F lower	
D tex		F match	
D verbose		F name	
defaultprotocol	string	F position	
delete	function	F reverse	
delete_element	function	F stripped	
each	function	F tag	
each_element	function	F tags	
elements	function	F text	
empty	function	F upper	
entities	data table	T xml	
erase	function	F all	
escaped	function	F att	
expressions	table	F attribute	
F boolean		F attributes	
F child		F chainattribute	
F contains		F count	
F count		F default	
F error		F elements	
F find		F empty	
F lower		F first	

F function		F unknown_dec_entity	
F index		F unknown_hex_entity	
F last		position	function
F match		privatecodes	table
F name		privatetoken	function
F position		process	function
F reverse		process_attributes	function
F table		process_elements	function
F tag		processattributes	function
F tags		profiled	table
F text		raw	function
F texts		registerentity	function
first	function	registers	function
found	function	remap_name	function
functions	table	remap_namespace	function
getbuffer	function	remap_tag	function
gethandlers	function	remapname	function
gethandlersfunction	function	remapnamespace	function
include	function	remaptag	function
index	function	renamespace	function
inheritedconvert	function	replace	function
inject	function	replace_element	function
inject_element	function	resolvens	function
inject_element_after	function	root	function
inject_element_before	function	save	function
injectafter	function	selection	function
injectbefore	function	serialize	function
insert	function	sethandlersfunction	function
insert_element	function	setproperty	function
insert_element_after	function	settings	function
insert_element_before	function	specialhandler	table
insertafter	function	sprint	function
insertbefore	function	string	function
inspect	function	strip	function
is_valid	function	strip_whitespace	function
last	function	stripelement	function
load	function	stripleadingspaces	function
lpath	function	table	function
lpathcached	function	text	function
lpathcalls	function	textonly	function
lshow	function	tocdata	function
makestandalone	function	toelement	function
match	function	tostring	function
name	function	toxml	function
newhandlers	function	tprint	function
nodesettostring	function	traverse	function
originalload	function	unescaped	function
package	function	unprivatized	function
parent	function	withelement	function
parsedentitylpeg	userdata	withelements	function
pihandlers	table	wrap	function
placeholders	table	xmlns	table
F unknown_any_entity			

## zip (extra lua)

<code>archives</code>	<code>table</code>	<code>openarchive</code>	<code>function</code>
<code>close</code>	<code>function</code>	<code>openfile</code>	<code>function</code>
<code>closearchive</code>	<code>function</code>	<code>registeredfiles</code>	<code>table</code>
<code>open</code>	<code>function</code>	<code>type</code>	<code>function</code>

# zlib (extra lua)

<code>adler32</code>	<code>function</code>	<code>decompress</code>	<code>function</code>
<code>compress</code>	<code>function</code>	<code>decompressobj</code>	<code>function</code>
<code>compressobj</code>	<code>function</code>	<code>version</code>	<code>function</code>
<code>crc32</code>	<code>function</code>		