1

```
\label{eq:control} $\operatorname{countdef} \ \langle \operatorname{control} \ \operatorname{sequence} \rangle = \langle \operatorname{register} \rangle $$ \ \operatorname{sequence} \ = \langle \operatorname{register} \rangle $$ \ \operatorname{sequence} \ = \langle \operatorname{register} \rangle $$ \ \operatorname{sequence} \ = \langle \operatorname{register} \rangle $$ \ \operatorname{control} \ \operatorname{sequence} \rangle = \langle \operatorname{register} \rangle $$ \ \operatorname{control} \ \operatorname{sequence} \rangle = \langle \operatorname{register} \rangle $$ \ \operatorname{control} \ \operatorname{sequence} \rangle = \langle \operatorname{register} \rangle $$
```

These commands define $\langle control\ sequence \rangle$ to refer to the register of the indicated category whose number is $\langle register \rangle$. Normally you should use the commands in the previous group (\newcount, etc.) in preference to these commands in order to avoid numbering conflicts. The commands in the previous group are defined in terms of the commands in this group.

Example:

\countdef\hatters = 19 % \hatters now refers to \count19
\toksdef\hares = 200 % \hares now refers to \toks200