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A utility package for typst package authors

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N.1. Module `is`

- `neg()`
- `eq()`
- `neq()`
- `n()`
- `non()`
- `not-none()`
- `not-n()`
- `one-not-none()`
- `a()`
- `aut()`
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- `not-a()`
- `empty()`
- `not-empty()`
- `any()`
- `not-any()`
- `has()`
- `type()`
- `dict()`
- `arr()`
- `content()`
- `label()`
- `color()`
- `stroke()`
- `loc()`
- `bool()`
- `any-type()`
- `same-type()`
- `all-of-type()`
- `none-of-type()`

`#neg(test)`

Creates a new test function, that is true, when test is false.

Can be used to create negations of tests like:

```
#let not-row = is.neg(is.raw)
```

Argument

test

none

test to negate.

`#eq(compare, value)`

Tests if values compare and value are equal.

Argument

compare

none

first value

Argument

value

none

second value

`#neq(compare, value)`

Tests if values compare and value are not equal.

Argument

compare

none

first value

Argument

value

none

second value

#n(..values)

Tests if any one of values is equal to none.

Argument

`..values`

none

values to test

#non()

Alias for n().

#not-none(..values)

Tests if none of values is equal to none.

Argument

`..values`

none

values to test

#not-n()

Alias for not-none()

#one-not-none(..values)

Tests, if at least one value in values is not equal to none.

Useful for checking mutiple optoinal arguments for a valid value:

```
#if is.one-not-none(..args.pos()) [
  #args.pos().find(is.not-none)
]
```

Argument

`..values`

none

values to test

#a(..values)

Tests if any one of values is equal to auto.

Argument	
..values	none
values to test	

#aut()

Alias for a()

#not-auto(..values)

Tests if none of values is equal to auto.

Argument	
..values	none
values to test	

#not-a()

Alias for not-auto()

#empty(value)

Tests, if value is *empty*.

A value is considered *empty* if it is an empty array, dictionary or string, or the value none.

Argument	
value	none
value to test	

#not-empty(value)

Tests, if value is not *empty*.

See empty() for an explanation what *empty* means.

Argument	
value	none
value to test	

#any(..compare, value)

Tests, if value is not *empty*.

See empty() for an explanation what *empty* means.

Argument	
value	none
value to test	

#not-any(..compare, value)

Tests if value is not equals to any one of the other passed in values.

Argument	
..compare	none
values to compare to	

Argument	
value	none
value to test	

#has(..keys, value)

Tests if value contains all the passed keys.

Either as keys in a dictionary or elements in an array. If value is neither of those types, false is returned.

Argument	
..keys	none
keys or values to look for	

Argument	
value	none
value to test	

#type(t, value)

Tests if value is of type t.

Argument	
t	none
name of the type	

Argument	
----------	--

value

none

value to test

#dict(value)

Tests if value is of type dictionary.

Argument

value

none

value to test

#arr(value)

Tests if value is of type array.

Argument

value

none

value to test

#content(value)

Tests if value is of type content.

Argument

value

none

value to test

#label(value)

Tests if value is of type label.

Argument

value

none

value to test

#color(value)

Tests if value is of type color.

Argument

value

none

value to test

#stroke(value)

Tests if value is of type stroke.

Argument

value

none

value to test

#loc(value)

Tests if value is of type location.

Argument

value

none

value to test

#bool(value)

Tests if value is of type boolean.

Argument

value

none

value to test

#any-type(..types, value)

Tests if types value is any one of types.

Argument

..types

none

type names to check against

Argument

value

none

value to test

#same-type(..values)

Tests if all passed in values have the same type.

Argument	
<code>..values</code>	none
values to test	

`#all-of-type(t, ..values)`

Tests if all of the passed in values have the type t.

Argument	
t	none
type to test against	

Argument	
<code>..values</code>	none
values to test	

`#none-of-type(t, ..values)`

Tests if none of the passed in values has the type t.

Argument	
t	none
type to test against	

Argument	
<code>..values</code>	none
values to test	

`#elem(func, value)`

Tests if value is a content element with `value.func() == func`.

If func is a string, value will be compared to `repr(value.func())`, instead. Both of these effectively do the same:

```
#is.elem(raw, some_content)
#is.elem("raw", some_content)
```

Argument	
func	none
element function	

Argument	
----------	--

value	none
value to test	

#sequence(value)

Tests if value is a sequence of content.

N.2. Module def

- if-true()
- if-false()
- if-none()
- if-auto()
- if-any()
- if-not-any()
- if-empty()
- if-arg()
- as-arr()

#if-true(test, default, do: none, value)

Returns default if test is true, value otherwise.

If test is false and do is set to a function, value is passed to do, before being returned.

Argument	
test	none
a test result	

Argument	
default	none
default value to return	

Argument	
do: none	none
postprocessor for value	

Argument	
value	none
the value to test	

#if-false(test, default, do: none, value)

Returns default if test is false, value otherwise.

If test is true and do is set to a function, value is passed to do, before being returned.

Argument	
test	none
a test result	

Argument	
----------	--

default	none
default value to return	

Argument	
do: none	none
postprocessor for value	

Argument	
value	none
the valu eto test	

#if-none(default, do: none, value)

Returns default if value is none, value otherwise.

If value is not none and do is set to a function, value is passed to do, before being returned.

Argument	
default	none
default value to return	

Argument	
do: none	none
postprocessor for value	

Argument	
value	none
the valu eto test	

#if-auto(default, do: none, value)

Returns default if value is auto, value otherwise.

If value is not auto and do is set to a function, value is passed to do, before being returned.

Argument	
default	none
default value to return	

Argument	
do: none	none
postprocessor for value	

Argument	
----------	--

value

none

the valu eto test

#if-any(..compare, default, do: none, value)

Returns default if value is equal to any value in compare, value otherwise.

```
#def.if-any(
  none, auto,    // ..compare
  1pt,          // default
  thickness     // value
)
```

If value is in compare and do is set to a function, value is passed to do, before being returned.

Argument

..compare

none

list of values to compare value to

Argument

default

none

default value to return

Argument

do: none

none

postprocessor for value

Argument

value

none

value to test

#if-not-any(..compare, default, do: none, value)

Returns default if value is not equal to any value in compare, value otherwise.

```
#def.if-not-any(
  left, right, top, bottom, // ..compare
  left,                  // default
  position               // value
)
```

If value is in compare and do is set to a function, value is passed to do, before being returned.

Argument

..compare

none

list of values to compare value to

Argument

default	none
default value to return	

Argument	
do: none	none
postprocessor for value	

Argument	
value	none
value to test	

#if-empty(default, do: none, value)

Returns default if value is empty, value otherwise.

If value is not empty and do is set to a function, value is passed to do, before being returned.

Depends on `is.empty()`. See there for an explanation of *empty*.

Argument	
default	none
default value to return	

Argument	
do: none	none
postprocessor for value	

Argument	
value	none
value to test	

#if-arg(default, do: none, args, key)

Returns default if key is not an existing key in `args.named()`, `args.named().at(key)` otherwise.

If value is not in args and do is set to a function, the value is passed to do, before being returned.

Argument	
default	none
default value to return	

Argument	
----------	--

do: none

none

postprocessor for value

—Argument—

args

none

arguments to test

—Argument—

key

none

key to look for

#as-arr(..values)

Always returns an array containing all values.

Any arrays in values will be flattened into the result. This is useful for arguments, that can have one element or an array of elements:

```
#def.as-arr(author).join(", ")
```

N.3. Module alias**N.4. Module assert**

- that()
- that-not()
- eq()

#that()

Asserts that the passed test is true.

#that-not(test, message: "")

Asserts that the passed test is false.

#eq()

Asserts that the passed values are equal.

#ne()

Asserts that the passed values are not equal.

#neq()

Alias for ne()

N.5. Module get

- dict()
- dict-merge()
- args()
- text()
- stroke-paint()
- stroke-thickness()

#dict(..dicts)

Create a new dictionary from the passed values.

All named arguments are stored in the new dictionary as is. All positional arguments are grouped in key/value-pairs and inserted into the dictionary:

```
#get.dict("a", 1, "b", 2, "c", d:4, e:5)
// gives {a:1, b:2, c:none, d:4, e:5}
```

#dict-merge(..dicts)

Recursivley merges the passed in dictionaries.

```
#get.dict-merge(
  (a: 1),
  (a: {one: 1, two:2}),
  (a: {two: 4, three:3})
)
// gives {a:{one:1, two:4, three:3}}
```

Based on work by @johannes-wolf for johannes-wolf/typst-canvas.

#args(args, prefix: "")

Creates a function to extract values from an argument sink args.

The resulting function takes any number of positional and named arguments and creates a dictionary with values from args.named(). Positional arguments to the function are present in the result, if they are present in args.named(). Named arguments are always present, either with their value from args.named() or with the provided value.

A prefix can be specified, to extract only specific arguments. The resulting dictionary will have all keys with the prefix removed, though.

```
#let my-func( ..options, title ) = block(
  ..get.args(options)(
    "spacing", "above", "below",
    width:100%
  )
)[
  #text(..get.args(options, prefix:"text-")(
    fill:black, size:0.8em
  ), title)
]
```

```
#my-func(  
  width: 50%,  
  text-fill: red, text-size: 1.2em  
)[#lorem(5)]
```

#text(*element*, *sep*: "")

Recursively extracts the text content of a content element.

If present, all child elements are converted to text and joined with *sep*.

#stroke-paint(*stroke*, *default*: **rgb("#000000")**)

Returns the color of stroke. If no thickness information is available, *default* is used. **Deprecated since Typst 0.7.0:** use *stroke.thickness* instead.

Based on work by @PgBiel for PgBiel/typst-tablex.

#stroke-thickness(*stroke*, *default*: **1pt**)

Returns the thickness of stroke. If no thickness information is available, *default* is used.

Deprecated since Typst 0.7.0: use *stroke.thickness* instead.

N.6. Module `math`

Part I.

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