The shellesc Package*

LaTeX3 project 2015/12/05

1 Introduction

For many yeas web2c based TEX implementations have used the syntax of the \write command to access system commands by using a special stream 18 (streams above 15 can not be allocated to files in classical TEX so stream 18 would otherwise just print to the terminal).

This is a useful extension that did not break the strict rules on extensions in classical TEX. This package provides a simple macro level interface hiding the write18 implementation so a command to remove a file on a unix-like system could be specified using \ShellEscape{rm file.txt} (or del in windows). Note that by default system access is not allowed and latex will typically need to be called with the --shell-escape command line option.

The package may be used with standard latex or pdflatex or xetex, however it is mostly motivated by lualatex as from LuaTeX 0.87 onwards LuaTeX does not support the \write18 syntax to access system commands: it has 256 write streams and stream 18 can be associated to a file and (without this package) has no special significance. This package defines the same \ShellEscape syntax in LualateX, but the implementation is via Lua and the os.execute function.

\ShellEscape in fact corresponds to \immediate\write18 (or \directlua). Very rarely you may need to delay a system command until the current page is output (when page numbers are known) for this classically you could use \write18 (or (\latelua). This package provides \DelayedShellEscape as a common syntax for this use.

To aid porting existing documents to LuaTEX 0.87 this package does overload the \write command so that \write18{rm file.txt} will work with LuaTEX. Note that the redefinition of \write can not detect whether \immediate has been used, \immediate will work as normal when writing to file streams or the terminal but the specal case of stream 18 which is defined to use os.execute always uses \directlua (so corresponds to \immediate\write18. In the rare situations that you need non-immedate \write18 in a document being ported to current LuaTEX, you will need to change to use the DelayedShellescape command.

2 Implementation

^{*}This file has version number v0.01, last revised 2015/12/05. Please report any issues at https://github.com/josephwright/luatex85/issues

```
1 (*package)
```

2.1 Status Check

```
2 \ifcase
    \ifx\pdfshellescape\@undefined
3
       \ifx\shellescape\@undefined
4
         \ifx\directlua\@undefined
5
 6
           \z@
 7
         \else
8
           \directlua{%
              tex.sprint((status.shell_escape or os.execute()) .. " ")}
9
         \fi
10
11
       \else
         \shellescape
12
       \fi
13
    \else
14
       \pdfshellescape
15
16
    \PackageWarning{shellesc}{Shell escape disabled}
17
18 \or
19
    \PackageInfo
                     {shellesc}{Unrestricted shell escape ensabled}
20 \ensuremath{\setminus} \texttt{else}
21
     \PackageInfo
                     {shellesc}{Restricted shell escape ensabled}
22 \fi
```

2.2 The shellesc package interface

\ShellEscape

Execute the supplied tokens as a system dependent command, assuming such execution is allowed.

```
23 \ifx\lastsavedimageresourcepages\Qundefined
24 \protected\def\ShellEscape{\immediate\write18 }
25 \else
26 \protected\def\ShellEscape#1{%
27 \directlua{os.execute("\luaescapestring{#1}")}}
28 \fi
```

\DelayedShellEscape

Execute the supplied tokens as a system dependent command, when this node is shipped out with the completed page, assuming such execution is allowed.

```
29 \ifx\lastsavedimageresourcepages\@undefined
30 \protected\def\ShellEscape{\relax\write18 }
31 \else
32 \protected\def\DelayedShellEscape#1{%
33 \latelua{os.execute("\luaescapestring{#1}")}}
34 \fi
```

2.3 The write18 package interface

In web2c based engines other than LuaT_EX, \write18 may be used directly. The same was true in older LuaTeX, but from version 0.85 onwards that is not available.

The above shellesc package interface is recommended for new code, however for ease of porting existing documents and packages to newer LuaTEX releases, a \write18 interface is provided here via a call to Lua's os.execute.

Note that as currently written this always does an *immediate* call to the system. \immediate is supported but ignored, \immediate\write18 and \write18 both execute immediately. To use a delayed execution at the next shipout, use the \DelayedShellEscape command defined above.

Note that it would be easy to make \wriete18 defined here use delayed execution, just use \DelayedShellEscape instead of ShellEscape in the definition below. However detecting \immediate is tricky so the choice here is to always use the immediate form, which is overwhelmingly more commonly used with \write18. stop at this point if not a recent LuaTFX.

35 \ifx\lastsavedimageresourcepages\@undefined\expandafter\endinput\fi
36 \directlua{%
37 shellesc = shellesc or {}

Lua function to use the token scanner to grab the following TEX number, and then test if stream 18 is being used, and then insert an appropriate TEX command to handle the following brace group in each case.

```
38 local function write_or_execute()
   local s = token.scan_int()
    if (s==18) then
40
       tex.sprint(\the\numexpr\catcodetable@atletter\relax,
41
                   "\string\\ShellEscape ")
42
43
       tex.sprint(\the\numexpr\catcodetable@atletter\relax,
44
45
                   "\string\\shellesc@write " .. s)
46
   end
47 end
48 shellesc.write_or_execute=write_or_execute
50 \let\shellesc@write\write
51 \protected\def\write{\directlua{shellesc.write_or_execute()}}
52 (/package)
```