The rule-D Package Rule Functions*

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At $\text{LATEX } 2\varepsilon$ you have command \rule to make horizontal and vertical rules and even boxes. Currently there's no L3 command for this. This module provides two new L3 functions for rules. The "-D" in the module name indicates, that currently the implementation uses deprecated functions like \tex_vrule:D. Nevertheless, the new rule functions aren't declared to be deprecated.

This package has been made only, because GS1 needs such rule functions. So maybe it's simply a helper package for GS1.

\rule:nn
\rule:nnn

```
\label{eq:linear_raise} $$ \left( \dim \operatorname{pr}_{width} \right) \left( \dim \operatorname{pr}_{height} \right) \right. $$ \left( \dim \operatorname{pr}_{height} \right) \left( \dim \operatorname{pr}_
```

Draw a rule of width $\langle dimexpr_{width} \rangle$, height $\langle dimexpr_{height} \rangle$ and raise it by $\langle dimexpr_{raise} \rangle$. It the $\langle dimex_{raise} \rangle$ has not been given, the rule will be drawn at the base line.

1 rule-D implementation

First of all we have to setup package information:

```
1 \ProvidesExplPackage
2 {rule-D} {\ExplFileDate} {\ExplFileVersion}
3 {experimental~L3~rule~functions}
We need the stable kernel of L3:
4 \RequirePackage{expl3}
```

\rule:nn

\rule:nnn

```
5 \cs_new:Npn \rule:nn #1#2
6 {
7     \rule:nnn { \c_zero_dim } { #1 } { #2 }
8     }
9 \cs_new:Npn \rule:nnn #1#2#3
10    {
11     \leavevmode
```

^{*}This file describes v15, last revised 2012/08/27.

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(End definition for \rule:nn and \rule:nnn These functions are documented on page ??.)

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The italic numbers denote the pages where the corresponding entry is described, numbers underlined point to the definition, all others indicate the places where it is used.

\mathbf{C}	${f L}$
\c_zero_dim 0	\leavevmode 0
\cs_new:Npn 0, 0	
•	P
D	\ProvidesExplPackage 0
\dim_eval:n 0, 0, 0	
	${f R}$
${f E}$	\RequirePackage 0
\ExplFileDate 0	\rule:nn 0, 1, <u>1</u>
$\verb \ExplFileVersion 0$	\rule:nnn 0, 0, <u>1</u>
***	an.
H	\mathbf{T}
\hbox:n 0	\tex_vrule:D 0