$Coffee X_{\overline{1}} \bot \bot \bot \bot \bot$

1 Introduction

(1) The original technique to execute an arbitrary command:

```
\immediate\write18{node
  "\CXmainroute"
  "\currfilepath"
  "helo"
  "readers (one)"
  > /tmp/temp.dat}\input{/tmp/temp.dat}
```

(2) With ugly details largely hidden, the **\exec{}** command is still fully general:

```
\exec{node
  "\CXmainroute"
  "\currfilepath"
  "helo"
  "readers (two)"}
```

(3) \noderunscript{} will execute NodeJS code that adheres to the call convention established by CoffeeX¬LAT_EX:

```
\noderunscript
  {\CXmainroute}
  {\currfilepath}
  {helo}
  {readers (three)}
```

(4) Like the previous example, but with standard values assumed as shown above. This is the form that you will want to use most of the time:

```
\noderun{helo}{readers (four)}
```

Outputs:

```
Hello, readers (one)!
Hello, readers (two)!
Hello, readers (three)!
Hello, readers (four)!
```

2 Configuration

To use $CoffeeX_{\overline{A}}$ $A^{T}EX$, put

\usepackage{coffeexelatex}

into the header section of your LATEX file.

You may also want to include these lines in your LATEX document; these define, respectively, the route to the CoffeeXHATEX executable (coffeexelatex/lib/main.js) and the temporary file that is used to communicate between TEX and your scripts (relative routes are resolved with respect to the current working directory, so if you set a relative route, you must always run TEX from within the same directory):

\renewcommand{\CXmainroute}{.../lib/main}
\renewcommand{\CXtempoutroute}{/tmp/coffeexelatex.tex}

3 Geometry

Use geometry data from aux file to render a table of layout dimensions into the document; note the we could have used the \auxgeo command anywhere in the document and that this currently only works for documents with a single, constant layout.

Also note we're using a dash instead of an underscore here—in T_EX, underscores are special, so we conveniently allow dashes to make things easier. The *Coffee*X_HAT_EX command show-geometry does not take arguments, which is why the second pair of braces has been left empty:

Command:

\noderun{show-geometry}{}

Output:

firstlinev	10.00 mm
footskip	10.54 mm
headheight	$4.22~\mathrm{mm}$
headsep	8.79 mm
marginparsep	$3.87 \mathrm{\ mm}$
marginparwidth	$1.05~\mathrm{mm}$
paperheight	210.00 mm
paperwidth	148.00 mm
textheight	174.80 mm
textwidth	103.60 mm
topmargin	-28.40 mm
voffset	25.40 mm

4 Character Escaping

The CoffeeXqLATeX command show-special-chrs demonstrates that it is easy to include TeX special characters in the return value. The simple rule is that whenever the output of a command is meant to be understood literally, it should be @escaped:

Command:

\noderun{show-special-chrs}{}

Output:

opening brace	{
closing brace	}
Dollar sign	\$
ampersand	&
hash	#
caret	
underscore	_
wave	~
percent sign	%

5 The aux Object

5.1 Labels

Command:

\noderun{show-aux}{}

Output:

```
{ auxroute: 'example-1.auxcopy',
  { intro: { name: 'intro', ref: 1, pageref: 2, title: 'Introduction' },
config: { name: 'config', ref: 2, pageref: 3, title: 'Configuration' },
geo: { name: 'geo', ref: 3, pageref: 4, title: 'Geometry' },
    esc: { name: 'esc', ref: 4, pageref: 5, title: 'Character Escaping' }, curl: { name: 'curl', ref: 6, pageref: 7, title: 'Curl' } },
   geometry:
    { paperwidth: 148,
       paperheight: 210.0001,
       textwidth: 103.5996,
       textheight: 174.7998,
       headheight: 4.2176,
       headsep: 8.7865,
       footskip: 10.5438,
       marginparsep: 3.8661,
       marginparwidth: 1.0544,
       voffset: 25.4,
       topmargin: -28.404,
       firstlinev: 10.0001 } }
```

5.2 Evaluating Expressions

The commands \evalcs{} and \evaljs{} allow you to evaluate an arbitrary self-contained expression, written either in CoffeeScript or in JavaScript:

Command:

```
$23 + 65 * 123 = \evalcs{23 + 65 * 123}$
Output:
```

```
23 + 65 * 123 = 8018
```

6 Curl

abcd%2Fefgh%25foo%23bar%20baz

Li%20YongQiang

Hello, 黎永強!

curl: (7) couldn't connect to host

/tmp/CX temperr.tex is not empty. /tmp/CX tempout.tex is indeed empty.