

# The luashipout package\*

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Overwrite `\shipout` and `\saveboxresource` with a Lua wrapper to add callbacks directly before and after shipout.

TODO: Documentation

## 1 The implementation

### 1.1 Lua module

Now we can define our main Lua module:

```
local functions = lua.get_functions_table()
local char_given = token.command_id'char_given'
local token_new = token.new
local make_box_token = token.new(0, token.command_id'make_box')

local orig_shipout = tex.shipout
local orig_saveboxresource = tex.saveboxresource
local setbox = tex.setbox
local put_next = token.put_next
local scan_keyword = token.scan_keyword

local begin_group, end_group do
  local runtoks = tex.runtoks
  local begin_group_t = token.new(0, token.command_id'begin_group')
  local function begin_group_f() return put_next(begin_group_t) end
  function begin_group() return runtoks(begin_group_f) end
  local end_group_t = token.new(0, token.command_id'end_group')
  local function end_group_f() return put_next(end_group_t) end
  function end_group() return runtoks(end_group_f) end
end

local function getclearedbox(b)
  put_next(make_box_token, token_new(b, char_given))
  return token.scan_list()
end
```

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\*This document corresponds to luashipout v0.0.1, dated 2020/04/09.

```

luatexbase.create_callback('pre_shipout_filter', 'list')
luatexbase.create_callback('post_shipout', 'simple')
luatexbase.create_callback('shipout', 'exclusive', function(n, k, ...)
  if k == 'page' then
    begin_group()
    setbox(0, n)
    orig_shipout(0)
    end_group()
  elseif k == 'box' then
    return orig_saveboxresource(n, ...)
  else
    error[[Unsupported shipout type]]
  end
end)

```

```

local function generic_shipout(n, ...)
  n = node.direct.is_node(n) or getclearedbox(n)
  local new_n = luatexbase.call_callback('pre_shipout_filter', n, ...)
  if new_n == true then
    new_n = n
  elseif new_n == false then
    node.flush_list(n)
    return
  end
  local index = luatexbase.call_callback('shipout', new_n, ...)

```

In the common case of kind == 'page', index will be nil. It is only relevant for the saveboxresource case.

```

  luatexbase.call_callback('post_shipout', index, ...)
  return index
end

```

```

local function shipout(n)
  generic_shipout(n, 'page')
end
tex.shipout = shipout

```

```

local function saveboxresource(n, attr, res, imm, t, margin)
  return generic_shipout(n, 'box', attr, res, imm, t, margin)
end
tex.saveboxresource = saveboxresource

```

```

local shipout_func =
  luatexbase.new_luafunction'shipout'
local saveboxresource_func =
  luatexbase.new_luafunction'saveboxresource'

```

```

functions[shipout_func] = function()
  return shipout(token.scan_list())

```

```

end

functions[saveboxresource_func] = function(imm)
    local t = scan_keyword'type' and token.scan_int()
    local attr = scan_keyword'attr' and token.scan_string()
    local resources = scan_keyword'resources' and token.scan_string()
    local margin = scan_keyword'margin' and token.scan_int()
    local box = token.scan_int()
    saveboxresource(box, attr, res, imm == "immediate", t, margin)
end

token.set_lua('shipout', shipout_func, 'global', 'protected')
token.set_lua('saveboxresource', saveboxresource_func,
    'global', 'protected')
require'luaimmediate'(saveboxresource_func, true)

```

## 1.2 T<sub>E</sub>X support package

Most of the time this T<sub>E</sub>X helper is not needed, but sometimes it can be useful to ensure `\shipout` and `\saveboxresource` are redefined early enough. Especially this has to be loaded *before* `atbegshi`. (Otherwise we effectively disable `atbegshi`)

```

(*package)
\NeedsTeXFormat{LaTeX2e}
\ProvidesPackage
{luashipout}
[2020/04/09 v0.0.1 Lua callbacks for shipout]
</package>

```

Only Lua<sup>A</sup>T<sub>E</sub>X is supported. For other engines we show an error.

```

\ifx\directlua\undefined

(*tex-package)
\begingroup
\ifx\PackageError\undefined
\def\PackageError#1#2#3{\errhelp{#3}\errmessage{#1: #2}}
\fi
</tex-package>

\PackageError{luashipout}{LuaLaTeX required}%
{luashipout requires LuaLaTeX.
Maybe you forgot to switch the engine in your editor?}

(*tex-package)
\endgroup
</tex-package>

\fi

```

Load `luaimmediate`. This would normally be loaded by the Lua code directly, but going through T<sub>E</sub>X allows it to work even if only a `sty` and no `lua` file exists. Of course, the `sty` file would then have to preload the Lua module too.

```
\RequirePackage{luaimmediate}
Make sure that ltluatex is loaded.
\ifx\newluafunction\@undefined
  \input ltluatex
\fi
```

The actual functionality is not that interesting: We just load the Lua module.

```
\directlua{require'luashipout'}
\endinput
```