

Contents

1	argument sepcification	2
1.1	basic intro	2
1.2	special case Example	2
2	Argument Processor	4
2.1	SplitArgument Processor	4
2.2	SplitList Processor	5
2.3	ProcessList Processor	5
2.4	TrimSpaces Processor	5
2.5	ProcessedArgument Processor	5
3	Expandable command and environment	6
4	Access to the argument specification	6

1 argument sepcification

Three more characters have a special meaning when creating an argument specifier:

- First, + is used to make an argument **long** (to accept paragraph tokens-\par).
- Secondly, > is used to declare so-called “argument processors”, see below.
- Thirdly, ! is used to stress the **space(s)**, such that \NewDocumentCommand\foobar{ m!o } {...} and \foobar{arg1} [arg2] will raise error.

Recommendation: A very common syntax is to have one optional argument o treated as a key-value list (using for instance **l3keys**) followed by some mandatory arguments m (or +m).

Other argument type: l, u (mandatory), and the corresponding g, G(optional) is not recommended to use.

1.1 basic intro

The mandatory types are: m, r, R, v, b; The types which define optional arguments are: o, d, D, s, t, e, E, The first three types are **corresponding**.

<pre>\NewDocumentCommand{\foobar}{R(){DEFAULT-ARG}} { \#1~ is:~ #1 } \foobar()\par \foobar(a)\par % \foobar % > raise error and leave: "DEFAULT-ARG" into the stream.</pre>	<pre>#1 is: #1 is: a</pre>
--	----------------------------

To avoid the “argument missing error”, you should use “The types which define optional arguments”, the corresponding types for R is D.

<pre>\NewDocumentCommand{\foobar}{D(){DEFAULT-ARG}} { \#1~ is:~ #1 } \foobar()\par \foobar(a)\par \foobar</pre>	<pre>#1 is: #1 is: a #1 is: DEFAULT-ARG</pre>
---	---

1.2 special case Example

- v-type:

<pre>\NewDocumentCommand\foo{v} { BEFORE-(#1)-AFTER } \foo \hello #1 \par \foo{\hello #1}</pre>	<pre>BEFORE-(\hello #1)-AFTER BEFORE-(\hello #1)-AFTER</pre>
---	--

- b-type:

```
% The prefix '+' is used to allow
multiple paragraphs in the environment's
body.
\NewDocumentEnvironment { twice }
{ 0{\ttfamily} +b }
{#2#1#2} {}

\begin{twice}[\itshape]
Hello world!
\end{twice}
```

Hello world!*Hello world!*

- s-type:

```
% 's' must be the first argument type.
\NewDocumentCommand\foo{sm}
{
  \IfBooleanTF{#1}{TRUE--#2}{FALSE--#2}
}

\foo{ARG}\par
\foo*{ARG}
```

FALSE-ARG
TRUE-ARG

- t-type;; corresponding to optional type s:

```
% 't' must be the first argument type.
% \NewDocumentCommand\foo{t|m}{
% or
\NewDocumentCommand\foo{t|m}
{
  \IfBooleanTF{#1}{TRUE--#2}{FALSE--#2}
}

\foo{ARG}\par
\foo|{ARG}
```

FALSE-ARG
TRUE-ARG

- !-type;; Providing a simple example:

```
% amsmath package signature:
% \DeclareDocumentCommand \l {!s !o}{...}
% When display breaks are enabled with
% \allowdisplaybreaks, the \l* command can
% be used to prohibit a pagebreak after a
% given line, as usual.

\begin{align}
a = 1 \ll[1em]
b = 2
\end{align}

\begin{align}
a = 1 \ll*[1em]
b = 2
\end{align}

\begin{align}
a = 1 \ll* [1em]
b = 2
\end{align}

\begin{align}
a = 1 \ll * [1em]
b = 2
\end{align}
```

$$a = 1 \tag{1}$$

$$b = 2 \tag{2}$$

$$a = 1 \tag{3}$$

$$b = 2 \tag{4}$$

$$a = 1 \tag{5}$$

$$[1em]b = 2 \tag{6}$$

$$a = 1 \tag{7}$$

$$*[1em]b = 2 \tag{8}$$

- e-type:

<code>\NewDocumentCommand\foo{e:e }</code>	#1 is: ARG-A
<code>{</code>	#2 is: ARG-B
<code> \#1~ is:~ \#1\par</code>	
<code> \#2~ is:~ \#2\par</code>	
<code>}</code>	
<code>\NewDocumentCommand\foobar{e{: }}</code>	#1 is: -NoValue-
<code>{</code>	#2 is: ARG-B
<code> \#1~ is:~ \#1\par</code>	:ARG-A
<code> \#2~ is:~ \#2\par</code>
<code>}</code>	#1 is: ARG-A
<code>\foo:{ARG-A} {ARG-B}\vskip2em</code>	#2 is: ARG-B
<code>\foo {ARG-B}:{ARG-A}</code>	
<code>\dotfill\par</code>	
<code>\foobar:{ARG-A} {ARG-B}\vskip2em</code>	#1 is: ARG-A
<code>\foobar {ARG-B}:{ARG-A}</code>	#2 is: ARG-B

- E-type:

<code>\NewDocumentCommand\foo{E{: /}{ARG-1}{ARG-2}{ARG-3}}</code>	
<code>{</code>	#1 is: ARG-A
<code> \#1~ is:~ \#1\par</code>	#2 is: ARG-2
<code> \#2~ is:~ \#2\par</code>	#3 is: ARG-C
<code> \#3~ is:~ \#3\par</code>	
<code>}</code>	
<code>\foo:{ARG-A}/{ARG-C}</code>	

2 Argument Processor

Syntax: `>{<processor>}` in the specification, `>{\ProcessorB} >{\ProcessorA} m` would apply `\ProcessorA` followed by `\ProcessorB` to the tokens grabbed by the `m` argument.

2.1 SplitArgument Processor

Split the argument by the separator:

<code>\ExplSyntaxOn</code>	
<code>\NewDocumentCommand\foo{>{\SplitArgument{</code>	
<code>2}{,}}m}</code>	
<code>{</code>	
<code> \tl_set:Nn \l_tmpa_tl {#1}</code>	
<code> % \tl_show:N \l_tmpa_tl</code>	
<code> % > \l_tmpa_tl={a}{b}{c}.</code>	
<code> \argsRead #1</code>	#1-(1) is: a
<code>}</code>	#1-(2) is: b
<code>\NewDocumentCommand\argsRead{mmm}</code>	#1-(3) is: c
<code>{</code>	
<code> \#1-(1)~ is:~ { #1 }\par</code>	
<code> \#1-(2)~ is:~ { #2 }\par</code>	
<code> \#1-(3)~ is:~ { #3 }\par</code>	
<code>}</code>	
<code>\ExplSyntaxOff</code>	
<code>\foo{a, b, c}</code>	

Before `#1` passed to command `\argsRead`, it has been splitted into 3 parts, and passed to `\argsRead` as 3 arguments.(something like `{#1.1}{#1.2}{#1.3}` inside of `#1`). Thus we can use L^AT_EX3 based functions `\use_i:nn {}{} , \use_ii:nn {}{} to get each part.`

<pre> \ExplSyntaxOn \NewDocumentCommand\foo{>\SplitArgument{ 1}{,}}m} { \#1-(1)~ is:~ \use_i:nn #1\par \#1-(2)~ is:~ \use_ii:nn #1 } \ExplSyntaxOff \foo{a, b} </pre>	<pre> #1-(1) is: a #1-(2) is: b </pre>
---	--

2.2 SplitList Processor

<pre> \ExplSyntaxOn \NewDocumentCommand\foo{>\SplitList{}}m } { \tl_set:Nn \l_tmpa_tl {#1} % \tl_show:N \l_tmpa_tl % > \l_tmpa_tl={a}{b}{c}{d}. \use_iii:nnnn #1 } \ExplSyntaxOff \foo{a b c d} </pre>	<pre> c </pre>
---	----------------

2.3 ProcessList Processor

<pre> \ExplSyntaxOn \NewDocumentCommand\foo{ >\SplitList{;}m } { \ProcessList {#1} { \addBrace } } \NewDocumentCommand\addBrace{m}{ (#1)\par } \ExplSyntaxOff \foo{a ; b ; c ; d} </pre>	<pre> (a) (b) (c) (d) </pre>
--	------------------------------

2.4 TrimSpaces Processor

Use command: `>\TrimSpaces}m`

2.5 ProcessedArgument Processor

This processor provide a way to process the argument using our own function.

<pre> \ExplSyntaxOn \NewDocumentCommand\foo{ >_eq_and_braket:n}m } { \#1~ is:~ #1 } \cs_set:Npn _eq_and_braket:n #1 { \tl_set:Nn \ProcessedArgument {[=~#1~=]} % or in this way % \def\ProcessedArgument{[=~#1~=]} } \ExplSyntaxOff \foo{a} </pre>	<pre> #1 is: [= a =] </pre>
--	-----------------------------

3 Expandable command and environment

Parsing arguments expandably imposes a number of restrictions on both the type of arguments that can be read and the error checking available:

- The last argument (if any are present) must be one of the mandatory types `m`, `r`, `R`, `l`, `u`.
- All short arguments appear before long arguments.
- The mandatory argument types `l` and `u` may not be used after optional arguments.
- The optional argument types `g` and `G` are not available.
- The “verbatim” argument type `v` is not available.
- Argument processors (using `>`) are not available.
- ..., checking for optional arguments is less robust than in the standard version.

4 Access to the argument specification

<pre> \ExplSyntaxOn \NewDocumentCommand\foo{oO{DEFAULT}R()}me{ : }m}{ } \GetDocumentCommandArgSpec \foo \tl_to_str:N \ArgumentSpecification % \tl_show:N \ArgumentSpecification % > \ArgumentSpecification=oO{DEFAULT}R() me{: }m. \ExplSyntaxOff </pre>	<pre> oO{DEFAULT}R()me{: }m </pre>
---	------------------------------------