# 1 WARN

The commands are only meaningful inside the **output routine**(such as in a running header declaration), in other places their result is (while not random) unpredictable due to the way LATEX cuts text material into pages.

Using any of the these commands is useful only when your code is **executed** while LATEX is building a page. At other times they still return values from the **last page-build**, so their result is not random, but it is essentially meaningless because you do not know on which page the current point in the text galley ends up.

#### REFERENCE

- [1]. The LaTeX Companion, 3nd Edition, Page 391.
- [2]. ltmarks-doc The new LaTeX marks mechanism.

Mark-A 2.1 I-1

# 2 I

Basic marks:

- $\bullet$  2e-left: Main-Mark "section" in article (or "chapter" in book class)
- 2e-right: Sub-Mark "subsection" in article (or "section" in book class)
- 2e-right-nonempty: if you have a section at the start of a page.

#### 2.1 I-1

#### 2.2 I-2

PAGE I: top mark – last mark on the previous page. These marks only avaliable after shipout (a page has been created).

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Mark-Z1 2.3 II-1

# 2.3 II-1

# 2.4 II-2

PAGE II: Insert a new mark "Mark-Z1", "Mark-Z2"

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- Mark-A
- Mark-C

Mark-C

3

Mark-Z2 2.4 II-2

# PAGE III

- $\bullet$  Mark-C
- $\bullet$  Mark-Z1
- Mark-Z2

Mark-Z2 4

Mark-A2 2.4 II-2

# PAGE IV

- $\bullet$  Mark-Z2
- Mark-Z2
- Mark-Z2

Mark-Z2

5

Mark-C2 2.4 II-2

PAGE V: The "first" and "last" marks are those seen first and last in the current region/page, respectively.

- Mark-Z2
- Mark-A2
- Mark-C2

# 3 An Example

```
\newenvironment{story}[1]
{\InsertMark{story}{#1}%
  \InsertMark{story}%
  {\ldots continued}%
  \InsertMark{storyend}%
  {turn page to continue}}
{\InsertMark{storyend}{}}
```

\begin{story}{A story}
\section{Lorem}
\lipsum[1][1]
\subsection{Ipsum}
\lipsum[1][2-7]\newpage
\lipsum[1][2-7]
\end{story}