

# The **l3cctab** package

## Experimental category code tables

The L<sup>A</sup>T<sub>E</sub>X3 Project\*

Released 2019-08-25

### 1 **l3cctab** documentation

A category code table enables rapid switching of all category codes in one operation. For LuaT<sub>E</sub>X, this is possible over the entire Unicode range. For other engines, only the 8-bit range (0-255) is covered by such tables.

<hr/> <hr/> <code>\cctab_new:N</code>	<code>\cctab_new:N &lt;category code table&gt;</code> Creates a new category code table, initially with the codes as used by iniT <sub>E</sub> X.
<hr/> <hr/> <code>\cctab_const:Nn</code>	<code>\cctab_const:Nn &lt;category code table&gt; {&lt;category code set up&gt;}</code> Creates a new category code table and applies the <i>&lt;category code set up&gt;</i> on top of prevailing settings, then saves as a constant table.
<hr/> <hr/> <code>\cctab_gset:Nn</code>	<code>\cctab_gset:Nn &lt;category code table&gt; {&lt;category code set up&gt;}</code> Sets the <i>&lt;category code table&gt;</i> to apply the category codes which apply when the prevailing régime is modified by the <i>&lt;category code set up&gt;</i> . Thus within a standard code block the starting point will be the code applied by <code>\c_code_cctab</code> . The assignment of the table is global: the underlying primitive does not respect grouping.
<hr/> <hr/> <code>\cctab_begin:N</code>	<code>\cctab_begin:N &lt;category code table&gt;</code> Switches the category codes in force to those stored in the <i>&lt;category code table&gt;</i> . The prevailing codes before the function is called are added to a stack, for use with <code>\cctab_end:</code> .
<hr/> <hr/> <code>\cctab_end:</code>	<code>\cctab_end:</code> Ends the scope of a <i>&lt;category code table&gt;</i> started using <code>\cctab_begin:N</code> , retuning the codes to those in force before the matching <code>\cctab_begin:N</code> was used.
<hr/> <hr/> <code>\c_code_cctab</code>	Category code table for the code environment. This does not include setting the behaviour of the line-end character, which is only altered by <code>\ExplSyntaxOn</code> .

---

\*E-mail: [latex-team@latex-project.org](mailto:latex-team@latex-project.org)

<u><u><code>\c_document_cctab</code></u></u>	Category code table for a standard L <sup>A</sup> T <sub>E</sub> X document. This does not include setting the behaviour of the line-end character, which is only altered by <code>\ExplSyntaxOff</code> .
<u><u><code>\c_initex_cctab</code></u></u>	Category code table as set up by <code>iniT<sub>E</sub>X</code> .
<u><u><code>\c_other_cctab</code></u></u>	Category code table where all characters have category code 12 (other).
<u><u><code>\c_str_cctab</code></u></u>	Category code table where all characters have category code 12 (other) with the exception of spaces, which have category code 10 (space).

## Index

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.

C			
cctab commands:	<code>\cctab_begin:N</code>	.....	<i>1, 1</i>
	<code>\cctab_const:Nn</code>	.....	<i>1</i>
	<code>\cctab_end:</code>	.....	<i>1, 1</i>
	<code>\cctab_gset:Nn</code>	.....	<i>1</i>
	<code>\cctab_new:N</code>	.....	<i>1</i>
	<code>\c_code_cctab</code>	.....	<i>1, 1</i>
	<code>\c_document_cctab</code>	.....	<i>2</i>
	<code>\c_initex_cctab</code>	.....	<i>2</i>
	<code>\c_other_cctab</code>	.....	<i>2</i>
	<code>\c_str_cctab</code>	.....	<i>2</i>
		E	
	<code>\ExplSyntaxOff</code>	.....	<i>2</i>
	<code>\ExplSyntaxOn</code>	.....	<i>1</i>