

luatbls

Create, modify, and use Lua tables from within LaTeX

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Introduction

This package provides a Lua-table interface based on the `luakeys` package:
<https://mirror.quantum5.ca/CTAN/macros/luatex/generic/luakeys/luakeys.pdf>

A global table called `luatbls` is created by loading this package. This table contains all user-defined tables as well as internal package functions and settings. User tables are stored directly under the module's table, so you can access a table within Lua by using: `luatbls['mytable']` or `luatbls.mytable`. Further, `luatbls` can be called directly to obtain a table item by `luatbls'i'`, where `i` is a “flexible” indexing system discussed in the next paragraphs.

If you want to change the `luakeys` global parser options, you can adjust them by:

```
\directlua {luatbls._luakeys.opts.OPTION = VALUE}
For debugging, set \directlua {luatbls._debug = true}
```

In this documentation, arguments are represented as follows:

`t` : table name. If none provided, the most recent is used.

`k` : a string key.

`n` : an integer index.

`v` : a value.

`i` : the flexible indexer to get a single item.

`I` : the flexible indexer to get a single or multiple items.

`keyval` : a key-value string for the table. Standalone values are set to boolean.

`csv` : a key-value string where standalone values are parsed as array-like.

`opts` : options for `luakeys.parse()`.

`cstemp` : a template for command-sequences, lengths, or toggles. By default is `ltbl<t><k>`.

There are a few ways to use the index (placeholder `i`).

`t.k` where `t` is the table name and `k` is a string key (i.e. uses `luatbls.t.k`),

`t/n` where `n` is an integer index (i.e. uses `t.k[n]`); note that negative indexes are allowed where `-1` is the last element. Alternatively, `t` and the symbol can be omitted, and simply pass the element without the table name as a prefix, where the assumed table is the last one that was created or changed to (i.e. the most 'recent' table). In this case, passing a number will assume an integer index.

To use a `I`, you can select tables and groups of keys by `t|seq`, or `t.k`, or `t/n`. If no `|./` is provided, the recent table is used and the argument is assumed to be a sequence of keys. `penlightplus`'s command `penlight.seq.tbltrain()` syntax is used for `seq` sequences. To summarize what `seq` can be, a comma-separated list of numbers or keys are used to specify which elements are iterated over. NumPy-like

slicing is possibly with `:` to choose integer ranges. If `*` is provided, all string keys are iterated. If `I` is entirely blank, all elements of the recent table are used, which is equivalent to `t|*,:`.

The `cstemp` default can be changed with: `\luadirect {luatbls._cstemp = 'ltbl<t><k>'}`, where `<t>` and `<k>` are the table and key names. Numerical keys are converted to capital letters: 1->A, 2->B. It is recommended that tables and keys contain letters only for predictable behaviour when using this feature. If the value of a tbl's key is a table, every element in that table is defined, and the keys of that nested table is appended to the cs: `ltbl<t><k1><k2>` (noting that numbers are converted to letters).

Note: nested tables are currently not fully supported. Some variations of commands have an `E` suffix which indicates that nested elements can be explicitly indexed. The table name must be specified, and the validity of table names and keys are not checked.

The `tbl` commands fully expand the `t`, `k`, `n`, `i`, and `I` arguments. However a variation with an `N`-appended is usually provided which will not expand the `v`, `keyval`, or `csv` args.

Creating Tables

`\tblnew {t}` declares a new table with name `t`

`\tblchg {t}` changes the 'recent' table

`\tblfrkv {t}{keyval}[opts]` new table from key-vals using `luakeys`

`\tblfrkvN {t}{keyval}[opts]` does not expand key-val string `luakeys`

`\tblkvundefcheck` will throw an error if you use define a table from key-values and use a key that was not specified in the `luakeys` parse options via `opts.defaults` or `opts.defs`.

`\tblfrcsv {t}{csv}[opts]` a shorthand `\tblfrkv {t}{csv}[naked_as_value=true,opts]`, a good way to convert a comma-separated list to an array

`\tblfrcsvN {t}{csv}[opts]` same as above, but the `csv` is not expanded.

Setting, getting, and modifying

`\tblset {i}{v}` sets a value of the table/index `i` to `v`

`\tblsetN {i}{v}` same as above, but the value is not expanded.

`\tblget {i}` gets the value and `tex.sprint()`s it

`\tblgetE {t.k}` An 'explicit' version of `tbl get`. Use this for nested tables. The `tbl` name must be specified. The validity of table names and keys are not checked.

`\tblsetE {i}{v}` the explicit version of `\tblset` . Quotes must be used for strings in the `v`, and arbitrary lua code can be entered.

```

1 \tblfrkv{ex}{a,b,c,first=john,last=←
    smith}%
2 [defaults={x=0,1=one,n=false,y=yes←
    }]
3 \tblget{ex.a}\\ true
4 \tblset{a}{tRuE!!} tRuE!!
5 \tblget{a}\\ 0
6 \tblget{ex.x}\\ 0
7 \tblget{.x}\\ val
8 \tbladd{ex.newkey}{val}\tblget{newkey← VAL
    }\\ 1
9 \tbladd{nk}{VAL}\tblget{nk}\\
10 \tblsetE{ex.d}{math.mod2(3)}
11 \tblget{d}

1 \tblfrcsv{EX}{x={1,2,{1,2,3}},name=me} 1
2 \tblgetE{EX.x[1]}\\
3 \tblsetE{EX.x[3][3]}{99}\\ 99
4 \tblgetE{EX.x[3][3]}\\ me
5 \tblgetE{EX.name}\\

```

`\tbladd {i}{v}` add a new value to a table using index method
`\tbladdN {i}{v}` above, but don't expand the value argument

`\tblapp {t}{v}` append a value (integer-wise) to a table
`\tblappN {t}{v}`

`\tblupd {t}{keyval}` update a table with more keyvals
`\tblupdN {t}{keyval}`

`\tblcon {t}{csv}` concatenate array-style csv at the end of t
`\tblconN {t}{csv}`

Conditionals

`\tblif {i}{tr}[fa]` runs code `tr` if the item is true else `fa`
`\tblifv {i}{tr}[fa]` runs code `tr` if the item is truth-y (using `pl.hasval`) else `fa`
`\tblifeq {i}{v}{tr}[fa]` checks the equivalency of to a user-specified value. Quotes must be used to indicate strings.

```

1 \tblfrcsv{x}{n=false,y=true,          FA
2   k0="",kv=val,k2=6}                 TR
3 \tblif{n}{tr}[FA]\\                   FA
4 \tblif{k0}{TR}[fa]\\                   TR
5 \tblifv{k0}{tr}[FA]\\                  TR
6 \tblifeq{kv}{'val'}{TR}[fa]\\         TR
7 \tblifeq{k2}{6}{TR}[fa]\\

```

Iterating

`\tblfor {I}{template}` and `\tblforN` By default, iterates over all elements (`seq = *,:`), but arbitrary indices/keys can be iterated over as per `penlight.seq.tbltrain` syntax. `<k>` and `<v>` are

placeholders in the template that are replaced by the keys and vals and can be changed by:

```
\luadirect {luatbls._tblv = '<v>'}
```

If you want to iterate over a second-level table, you must use:

`\tblforE` and `\tblforEN`, and explicitly provide the table and element.

```

1 \tblfrcsv{x}{n1,k1=v1,n2,n3,n4,          1> 1 = n1; 2 = n2; 3 = n3; 4 = n4; 5 = n5; 6 = n6;
2     k2=v2,k3=v3,n5,n6}                  2> k3 = v3; k1 = v1; k2 = v2;
3 1> \tblfor{:}{<k> = <v>; }\\             3> 1 = n1; k3 = v3; k1 = v1; k2 = v2; 2 = n2; 4 = n4;
4 2> \tblfor{*}{<k> = <v>; }\\             6 = n6;
5 3> \tblfor{1,*,2::2}{<k> = <v>; }\\      4> 1 = n1; k3 = v3; k1 = v1; k2 = v2; 2 = n2; 4 = n4;
6 4> \tblfor{ x | 1,*,2::2}{<k> = <v>; }\\ 6 = n6;
7 \tblfrcsv{x}{a,{a,b,c}}                 5> 1 = a; 2 = b; 3 = c;
8 5> \tblforE{x[2]}{<k> = <v>; }
```

Definitions

`\tbldef {i}[cstemp]` pushes the value to macro `cstemp`.

`\tblgdef {i}[cstemp]` like above but global definition is used.

`\tbldefs {I}[cstemp]` and `\tblgdefs {I}[cstemp]` defines items in table `t` (use recent if blank).

```

1 \tblfrcsv{EX}{n1,kA=v1,n2,n3,n4,          1>v1v1
2     kB=v2,kC=v3,n5,n6}                  2> n1
3 1>\tbldef{kA}[mycs]\mycs\tbldef{kA}\↔
   \tblEXkA\\
4 2> \tbldef{EX/1}\tblEXA

1 \tblfrcsv{EX}{x={1,2,3}}                 1>1, 2
2 1>\tbldef{x}[mycs]\mycsA, \mycsB \\      2>1, 2
3 2>\tbldefs{}\tblEXxA, \tblEXxB
```

`\tbldefxy {i}[cstemp]` splits the value of item by space, and creates two definitions `<cstemp>x` and `<cstemp>y`. This might be useful for passing and using tikz coordinates, for example `xy=0 5`. An error is thrown if the values are non-numeric.

```

1 \tblfrkv{EX}{coords=12 34,other}          12, 34
2 \tbldefxy{coords}[d]\dx, \dy \\           12, 34
3 \tbldefxy{coords}\tblEXcoordsx, \↔
   \tblEXcoordsy \\
```

`\tblmaketoggle {i}[cstemp]` will create and set a toggle (see etoolbox) for a truth-y value (see `pl.hasval`)

`\tblmaketoggles {I}[cstemp]` will iterate over `I` and create and set global toggles (see etoolbox) for boolean values

```

1 \tblfrkv{ex}{atog=true,!btog}             True
2 \tblmakegtoggles{}                        False
3 \iftoggle{tbllexatog}{True}{}\\
4 \iftoggle{tbllexbtog}{}{False} \\
```

`\tblmakelength {i}[cstemp]` will 'forcefully' create a length for an element. Glue expressions are permitted. See `etoolbox`'s `\deflength {}`

`\tblmakelengths {I}[cstemp]` will iterate over `I` and create global lengths for elements that are tex dimensions. If plain numbers are found, `sp` units are used (in case the `convert_dimensions=true` luakeys option is used, which converts to `sp`)

```

1  \tblfrkv{ex}{alen=1cm,blen=2cm,↵
    clen=10mm*2+2cm}[convert_↵
    dimensions]
2  \tblmakelengths{I}[<k>]          I      I
3  I\hspace{\alen}I\                I
4  I\hspace{\blen}I\                I
5  \tblmakelength{clen}[LEN]
6  I\hspace{\LEN}I

```

Utilities

`\tblapply {I}{func1(<v>,x,y)|:func2}[newtable]` apply a Lua function(s).

If `newtable` is provided, a new table is created (and made the recent table) and the original table is preserved.

The `.`, `/` or `|` indexer may be used to apply a function to a single value or group of keys. Multiple functions can be applied sequentially, separated by `|`.

An arbitrary global function (including additional arguments) can be used, but if a function is prefixed with a `:`, the class method will be called. The `stringx` and `tablex` methods from `penlight` are used depending on the value's type. See:

<https://lunarmodules.github.io/Penlight/>

Arguments can be specified with round brackets, where `<v>` and `<k>` are used as a placeholder for the values and keys. If no arguments are passed, it is assumed that the value is the only argument. Note that `luakeys` parses the args, so quotes are not needed around strings for the args.

```

1  \tblfrcsv{ex}{{a, b, c}}
2  \tblapply{}{:concat(<v>,-) | :upper}[↵
    new]
3  1> \tblgetE{ex[1][1]}\           1> a
4  2> \tblget{new/1}\              2> A-B-C
5  \tblfrcsv{ex}{HelloWorld}      3> elloW
6  \tblapply{}{string.sub(<v>,2,-5)}[new]
7  3> \tblget{new/1}

```

`\tblprt {t}` pretty-print the table in console. Using `\tblprt *{}` will terminate the LaTeX program immediately after and issue an error, which could be useful for debugging.

An Example

```
1 \NewDocumentCommand{\Exampletbl}{m}{
2   \tblfrcsv{ex}{#1}[defaults={sal=
   Hello}]
3   %\tblkvundefcheck
4   \tblapply{ex.auth}{:list2comma}
5   \tblget{sal}, \tblget{auth}! Thank
   you for writing such a great
   novel.
6   My favorite parts were:
7   \begin{description}
8     \tblforEN{ex.chaps}{\item[<k>]
       <v> }
9   \end{description}
10  It was also very cool to learn
   that
11  \tblgetE{ex.num[1]}*\tblgetE{ex.
   num[2]}=
12  \luadirect{tex.sprint(tostring(
   luatbls.ex.num[1]*luatbls.ex.
   num[2]))}
13 }
14 \Exampletbl{auth={You,Me,Dupree},
15   chaps={intro=very enticing, climax
   =thrilling, finale=what a
   twist!}
16   num={12,13}
17 }
```

Hello, You, Me, and Dupree! Thank you for writing such a great novel. My favorite parts were:

intro very enticing

finale what a twist!

climax thrilling

It was also very cool to learn that $12*13= 156$