Abstract

Marks are used to communicate information about the content of a page to the output routine. For example, in order to construct running headers, the output routine needs information about which section names are present on a page, and this information is passed to it through the mark system. However, marks may also be used for other purposes. This module provides a generalized mechanism for marks of independent classes.

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*This file has version v1.0d dated 2022/06/01, © \LaTeX\ Project.
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1 Introduction

The TeX engines offer a low-level mark mechanism to communicate information about
the content of the current page to the asynchronous operating output routine. It works
by placing \mark\ commands into the source document. When the material for the current
page is assembled in box 255, TeX scans for such marks and sets the commands \topmark,
\firstmark\ and \botmark. The \firstmark\ receives the content of the first \mark\ seen
in box 255 and \botmark\ the content of the last mark seen. The \topmark\ holds the
content of the last mark seen on the previous page or more exactly the value of \botmark
from the previous page. If there are no marks on the current page then all three are
made equal to the \botmark\ from the previous page.

This mechanism works well for simple formats (such as plain TeX) whose output
routines are only called to generate pages. It fails, however, in LaTeX (and other more
complex formats), because here the output routine is sometimes called without producing
a page, e.g., when encountering a float and placing it into one of the float regions. In that
case the output routine is called, determines where to place the float, alters the goal for
assembling text material (if the float was added to the top or bottom region) and then
it resumes collecting textual material.

As a result the \botmark\ gets updated and so \topmark\ no longer reflects the situa-
tion at the top of the next page when that page is finally boxed.

Another problem for LaTeX was that it wanted to use several “independent” marks
and in the early implementations of TeX there was only a single \mark\ command available.
For that reason LaTeX implemented its own mark mechanism where the marks always
contained two parts with their own interfaces: \markboth\ and \markright\ to set marks
and \leftmark\ and \rightmark\ to retrieve them.

However, this extended mechanism (while supporting scenarios such as chapter/section marks) was far from general. The mark situation at the top of a page (i.e.,
\topmark) remained unusable and the two marks offered were not really independent of
each other because \markboth\ (as the name indicates) was always setting both.

The new mechanism overcomes both issues:

• It provides arbitrarily many, fully independent named marks, that can be allocated
  and, from that point onwards, used.

• It offers access for each such marks to retrieve its top, first, and bottom values
  separately.

• Furthermore, the mechanism is augmented to give access to marks in different
  “regions” which may not be just full pages.

2 Design-level and code-level interfaces

The interfaces are mainly meant for package developers, but they are usable (with appro-
priate care) also in the document preamble, for example, when setting up special running
headers with fancyhdr, etc. They are therefore available both as CamelCase commands
as well as commands for use in the L3 programming layer. Both are described together
below.
Declares a new \langle class \rangle of marks to be tracked by \LaTeX. Each \langle class \rangle must be declared before it is used.

Mark classes can only be declared before \begin{document}.

\begin{itemize}
  \item \NewMarkClass \mark_new_class:n \InsertMark \mark_insert:nn
  \item \AddToHook \insertmark
\end{itemize}

These functions expand to the appropriate mark \langle text \rangle for the given \langle class \rangle in the specified \langle region \rangle. The default \langle region \rangle in the design-level commands is page. Note that with the \LaTeX{} layer commands there are no optional arguments, i.e., both arguments have to be provided.

\TeX{} hackers note: The result is returned within the \unexpanded primitive (\exp_not:n), which means that the \langle text \rangle does not expand further when appearing in an x-type or e-type argument expansion.

Important!

The “first” and “last” marks are those seen first and last in the current region/page, respectively. The “top” mark is the last mark of the \langle class \rangle seen in an earlier region, i.e., the \langle text \rangle what would be “current” at the very top of the region.

The commands are only meaningful inside the output routine, in other places their result is (while not random) unpredictable due to the way \LaTeX{} cuts text material into pages.

Currently, \langle region \rangle is one of page, previous-page, column, and previous-column. If a page has just been finished then the region page refers to the current page and previous-page, as the name indicates, to the page that has been finished previously. This means you are able to access mark information for the current page as well as for
the page before if you are inside the output routine, without the need to explicitly save
that information beforehand.

In single column documents the column is the same as the page region, but in
two-column documents, column refers to the current column that just got finished and
previous-column to the one previously finished. Code for running headers are (in standard
L3pX) only evaluated when both columns are assembled, which is another way of saying
that in that case previous-column refers to the left column and column to the right
column. However, to make this a bit nicer to access, there are also alias regions named
first-column and last-column\footnote{This is called “last” not “second” in anticipation of extending the mechanism to multiple columns, where first and last would still make sense.} to access these regions.\footnote{At the moment there aren’t any previous-…-column regions to access the columns from the previous page. If necessary, the mechanism could be easily augmented to cover them too, though.}

Note that you can only look backwards at already processed regions, e.g., in a
twoside document finishing a recto (odd, right-hand) page you can access the data
from the facing verso (left-hand) page, but if you are finishing a left-hand page you can’t
integrate data from the upcoming right-hand page. If such a scenario needs to be realized
then it is necessary to save the left-hand page temporarily instead of finalizing it, process
material for the right-hand page and once both are ready, attach running headers and
footers and shipout out both in one go.\footnote{As of now that scenario is not yet officially supported.}

These conditionals allow you to compare the content of two marks and act based on the
result. The commands work in an expansion context, if necessary.

It is quite common when programming with marks to need to interrogate conditions
such as whether marks have appeared on a previous page, or if there are multiple marks
present on the current page, and so on. The tests above allow for the construction of a
variety of typical test scenarios, with three examples presented below.

The first two conditionals cover only the common scenarios. Both marks are picked
up from the same \texttt{(region)} (by default page) and they have to be of the same \texttt{(class)}.\footnote{If an undeclared mark class is used the tests return \texttt{true} (not an error).}
The \texttt{(pos)} argument can be either top, first, or last.

If you wish to compare marks across different regions or across different classes, you
have to do it using the generic test only available in the L3 programming layer or do it
manually, i.e., get the marks and then compare the values yourself.\footnote{If two undeclared mark classes are compared the result is always \texttt{true}; if a declared and an undeclared
mark class is used it is always \texttt{false}.}

However, the basic version is enough for the following typical use cases:

\begin{verbatim}
\IfMarksEqualTF \mark_if_eq:nnnn TF \mark_if_eq:nnnnnn TF
\end{verbatim}

\textbf{Test for at most one mark of class myclass on current page:} If the first and last
mark in a region are the same then either there was no mark at all, or there was
at most one. To test this on the current page:

\begin{verbatim}
\NewMarkClass{myclass}
\IfMarksEqualTF{myclass}{first}{last}
  { <zero or one mark> }{ <two or more marks> }
\end{verbatim}
Test for no mark of class myclass in the previous page: If the top mark is the same as the first mark, there is no mark in the region at all. If we wanted to do this test for the previous page:

\IfMarksEqualTF{previous-page}{myclass}{top}{first}
  { <no marks> }{ <at least one mark> }

Comparing top and last would give you the same result.

Test for zero, one, or more than one: Combining the two tests from above you can test for zero, one or more than one mark.

\IfMarksEqualTF{myclass}{top}{first}
  { <no marks> }
  {\IfMarksEqualTF{myclass}{first}{last}
    { <exactly one mark> }{ <more than one mark> }}

If you need one of such tests more often (or if you want a separate command for it for readability), then consider defining:

\providecommand{\IfNoMarkTF}[2][page]{{\IfMarksEqualTF[#1]{#2}{first}{last}}}

2.1 Debugging mark code

\DebugMarksOn ... \DebugMarksOff
\mark_debug_on:
\mark_debug_off:

Commands to turn the debugging of mark code on or off. The debugging output is rather coarse and not really intended for normal use at this point in time.

3 Application examples

If you want to figure out if a break was taken at a specific point, e.g., whether a heading appears at the top of the page, you can do something like this:

\newcounter{breakcounter}
\NewMarkClass{break}
\newcommand{\markedbreak}[1]{\stepcounter{breakcounter}\
  \InsertMark{break}{\arabic{breakcounter}}\
  \penalty #1\relax
  \InsertMark{break}{-\arabic{breakcounter}}}

To test if the break was taken you can test if \TopMark{break} is positive (taken) or negative (not taken) or zero (there was never any marked break so far). The absolute value can be used to keep track of which break it was (with some further coding).

\textit{to be extended with additional application examples}

4 Legacy \LaTeX{} 2\epsilon interface

Here we describe the interfaces that \LaTeX{} 2\epsilon offered since the early nineties and some minor extensions.
4.1 Legacy design-level and document-level interfaces

\texttt{\textbackslash markboth} \{\{left\}\} \{\{right\}\}

\texttt{\textbackslash markright} \{(right)\}

\LaTeX$\_2$ uses two marks which aren’t fully independent. A “left” mark generated by
the first argument of \texttt{\markboth} and a “right” mark generated by the second
argument of \texttt{\markboth} or by the only argument of \texttt{\markright}. The command \texttt{\markboth}
and \texttt{\markright} are in turn called from heading commands such as \texttt{\chaptermark} or
\texttt{\sectionmark} and their behavior is controlled by the document class.

For example, in the \texttt{article} class with \texttt{twoside} in force the \texttt{\sectionmark} will issue
\texttt{\markboth} with an empty second argument and \texttt{\subsectionmark} will issue \texttt{\markright}.
As a result the left mark will contain chapter titles and the right mark subsection titles.

Note, however, that in one-sided documents the standard behavior is that only
\texttt{\markright} is used, i.e., there will only be right-marks but no left marks!

\texttt{\leftmark} \star \texttt{\rightmark} \star

These functions return the appropriate mark value from the current page and work as
before, that is \texttt{\leftmark} will get the last (!) left mark from the page and \texttt{\rightmark}
the first (!) right mark.

In other words they work reasonably well if you want to show the section title that
is current when you are about to turn the page and also show the first subsection title
on the current page (or the last from the previous page if there wasn’t one). Other
combinations can’t be shown using this interface.

The commands are fully expandable, because this is how they have been always
defined in \LaTeX$. However, this is of course only true if the content of the mark they
return is itself expandable and does not contain any fragile material. Given that this
can’t be guaranteed for arbitrary content, a programmer using them in this way should
use \texttt{\protected@edef} and \texttt{\edef} to avoid bad surprises as far as this is possible, or
use the new interfaces (\texttt{\TopMark}, \texttt{\FirstMark}, and \texttt{\LastMark}) which return the \langle\text{text}\rangle
in \texttt{\exp_not:n} to prevent uncontrolled expansion.

4.2 Legacy interface extensions

The new implementation adds three mark classes: \texttt{2e-left}, \texttt{2e-right} and \texttt{2e-right-nonempty}
and patches \texttt{\markboth} and \texttt{\markright} slightly so that they also update these new mark
classes, so that the new classes work with existing document classes.

As a result you can use \texttt{\LastMark{2e-left}} and \texttt{\FirstMark{2e-right}} instead of
\texttt{\leftmark} and \texttt{\rightmark}. But more importantly, you can use any of the other retrieval
commands to get a different status value from those marks, e.g., \texttt{\LastMark{2e-right}}
would return the last subsection on the page (instead of the first as returned by
\texttt{\rightmark}).

The difference between \texttt{2e-right} and \texttt{2e-right-nonempty} is that the latter will
only be updated if the material for the mark is not empty. Thus \texttt{\markboth{title}{}}
as issued by, say, \texttt{\sectionmark}, sets a \texttt{2e-left} mark with \texttt{title} and a \texttt{2e-right} mark
with the empty string but does not add a \texttt{2e-right-nonempty} mark.

Thus, if you have a section at the start of a page and you would ask for
\texttt{\FirstMark{2e-right}} you would get an empty string even if there are subsections
on that page. But \texttt{2e-right-nonempty} would then give you the first or last subsection
on that page. Of course, nothing is simple. If there are no subsections it would tell you
the last subsection from an earlier page. We therefore need comparison tools, e.g., if top
and first are identical you know that the value is bogus, i.e., a suitable implementation
would be

\IfMarksEqualTF{2e-right-nonempty}{top}{first}
{ <appropriate action if there was no real mark> }
\FirstMark{2e-right-nonempty}

\section{Notes on the mechanism}

In contrast to vanilla \TeX, \varepsilon-\TeX{} extends the mark system to allow multiple independent
marks. However, it does not solve the \texttt{\topmark} problem which means that \LaTeX{} still
needs to manage marks almost independently of \TeX{}. The reason for this is that the
more complex output routine used by \LaTeX{} to handle floats (and related structures)
means that \texttt{\topmark(s)} remain unreliable. Each time the output routine is fired up,
\TeX{} moves \texttt{\botmark} to \texttt{\topmark}, and while \varepsilon-\TeX{} extends this to multiple registers the
fundamental concept remains the same. That means that the state of marks needs to be
tracked by \LaTeX{} itself. An early implementation of this package used \TeX{}'s \texttt{\botmark}
only to ensure the correct interaction with the output routine (this was before the \varepsilon-\TeX{}
mechanism was even available). However, other than in a prototype implementation for
\LaTeX{}3, this package was never made public.

The new implementation now uses \varepsilon-\TeX{}’s marks as they have some advantages,
because with them we can leave the mark text within the galley and only extract the
marks during the output routine when we are finally shipping out a page or storing away
a column for use in the next page. That means we do not have to maintain a global data
structure that we have to keep in sync with informational marks in the galley but can
rely on everything being in one place and thus manipulations (e.g. reordering of material)
will take the marks with them without a need for updating a fragile linkage.

To allow for completely independent marks we use the following procedure:

\begin{itemize}
  \item For every type of marks we allocate a mark class so that in the output routine \TeX{}
can calculate for each class the current top, first, and bottom mark independently.
  For this we use \texttt{\newmarks}, i.e., one marks register per class.

  \item As already mentioned firing up an output routine without shipping out a page
  means that \TeX{}’s top marks get wrong so it is impossible to rely on \TeX{}’s approach
directly. What we do instead is to keep track of the real marks (for the last page
or more generally last region) in some global variables.

  \item These variables are updated in the output routine at defined places, i.e., when we
do real output processing but not if we use special output routines to do internal
housekeeping.

  \item The trick we use to get correctly updated variables is the following: the material
that contains new marks (for example the page to be shipped out) is stored in a
box. We then use \TeX{} primitive box splitting functions by splitting off the largest
amount possible (which should be the whole box if nothing goes really wrong).
While that seems a rather pointless thing to do, it has one important side effect:
\TeX{} sets up first and bottom marks for each mark class from the material it has
split off. This way we get the first and last marks (if there have been any) from the
material in the box.
\end{itemize}
The top marks are simply the last marks from the previous page or region. And if there hasn’t been a first or bottom mark in the box then the new top mark also becomes new first and last mark for that class.

- That mark data is then stored in global token lists for use during the output routine and legacy commands such as \texttt{\textbackslash leftmark} or new commands such as \texttt{\textbackslash TopMark} simply access the data stored in these token lists.

That’s about it in a nutshell. Of course, there are some details to be taken care of—those are discussed in the implementation sections.

## 6 Internal output routine functions

The functions in this section are tied to the output routine and used in the interface to \TeX{} and perhaps at some later time within a new output routine for \LaTeX{}. They are not meant for general use and are therefore made internal. Internal means that \texttt{\$} automatically gets replaced in the code (and in the documentation) so we have to give it a suitable value.

\begin{verbatim}
\__mark_update_singlecol_structures:
\__mark_update_dblcol_structures:
\__mark_update_structure:nn
\end{verbatim}

\texttt{\textbackslash \textbackslash mark} function in case we are doing single column layouts. It assumes that the page content is already stored in \texttt{\$outputbox} and processes the marks inside that box. It is called as part of \texttt{\$opcol}.

\texttt{\textbackslash \textbackslash mark} function mark used when we are doing double column documents. It assumes that the page content is already stored in \texttt{\$outputbox} and processes the marks inside that box. It then does different post-processing depending on the start of the switch \texttt{\if@firstcolumn}. If we are in the second column it also has to update page marks, otherwise it only updates column marks. It too is called as part of \texttt{\$opcol}.

\texttt{\textbackslash \textbackslash mark} function that inspects the marks inside the second argument and assigns new mark values based on that to the \langle region \rangle given in the first argument. For this it first copies the mark structure from \langle region \rangle to \texttt{\textbackslash previous-\langle region \rangle} and then takes all last mark values currently in the region and makes them the new top mark values. Finally it assigns new first and last values for all mark classes based on what was found in the second argument.

As a consequence, the allowed values for \langle region \rangle are \texttt{page} and \texttt{column} because only they have \texttt{previous-...} counterparts.

Another important part to keep in mind is that marks are only recognized if they appear on top-level, e.g., if we want to process material stored in boxes we need to put it unboxed (using \texttt{\unvcopy} etc.) into the second argument.
__mark_update_structure_alias:nn {⟨alias⟩} {⟨source⟩}

Helper function that copies all mark values in the ⟨source⟩ region to ⟨alias⟩, i.e., make the structures identical. Used to update the previous−...−structures inside __mark_update_structure:nn and first-column and last-column structures inside __mark_update_singlecol_structures: or __mark_update_dblcol_structures:.

__mark_update_structure_to_err:n {⟨region⟩}

Helper function that sets all mark values in the ⟨region⟩ to an error message. This is currently used for last-column at times where using marks from it would be questionable/wrong, i.e., when we have just processed the first column in a two-column document.

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