The luamplib package

Hans Hagen, Taco Hoekwater, Elie Roux, Philipp Gesang and Kim Dohyun
Current Maintainer: Kim Dohyun
Support: https://github.com/lualatex/luamplib

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Abstract

Package to have METAPOST code typeset directly in a document with LuaTEX

Contents

1 Documentation

This package aims at providing a simple way to typeset directly METAPOST code in a document with LuaTEX. LuaTEX is built with the Lua mplib library, that runs METAPOST code. This package is basically a wrapper for the Lua mplib functions and some TEX functions to have the output of the mplib functions in the PDF.

Using this package is easy: in Plain, type your METAPOST code between the macros \mplibcode and \endmplibcode, and in LATEX in the mplibcode environment.

The resulting METAPOST figures are put in a TEX hbox with dimensions adjusted to the METAPOST code.

The code of luamplib is basically from the luatex-mplib.lua and luatex-mplib.tex files from ConTEXt. They have been adapted to LATEX and Plain by Elie Roux and Philipp Gesang and new functionalities have been added by Kim Dohyun. The most notable changes are:

- Possibility to use btex ... etex to typeset TEX code. textext ⟨*string*⟩ is a more versatile macro equivalent to TEX ⟨*string*⟩ from TEX.mp. TEX is also allowed and is a synonym of textext. The argument of mplib's primitive maketext will also be processed by the same routine.

- Possibility to use verbatimtex ... etex to run a TEX code. VerbatimTeX ⟨*string*⟩ is a more versatile macro corresponding to verbatimtex command. Of course the behavior cannot be the same as the stand-alone **mpost**, so that you cannot include \documentclass, \usepackage etc. When these TEX commands are found in verbatimtex ... etex, the entire code will be ignored.

  The treatment of verbatimtex command has changed a lot since v2.20: see below § 1.1.6.

- In the past, the package required PDF mode in order to have some output. Starting with v2.7 it works in DVI mode as well, though DVIPDFMx is the only DVI tool currently supported.

It seems to be convenient to divide the explanations of some more changes and cautions into three parts: TEX, METAPOST, and Lua interfaces.

1.1 TEX

1.1.1 \mplibforcehmode

When this macro is declared, every METAPOST figure box will be typeset in horizontal mode, so that \centering, \raggedleft etc. will have effects. \mplibnoforcehmode, being default for backward compatibility, reverts this setting.[1]

1.1.2 \everymplib{...}, \everyendmplib{...}

\everymplib and \everyendmplib redefine the Lua table entry containing METAPOST code which will be automatically inserted at the beginning and ending of each METAPOST code chunk.

```
\everymplib{ beginfig(0); }
\everyendmplib{ endfig; }
\begin{mplibcode}
  % beginfig/endfig not needed
  draw fullcircle scaled 1cm;
\end{mplibcode}
```

1.1.3 \mplibsetformat{plain|metafun}

There are (basically) two formats for METAPOST: *plain* and *metafun*. By default, the *plain* format is used, but you can set the format to be used by future figures at any time using \mplibsetformat {⟨*format name*⟩}.

N.B. As *metafun* is such a complicated format, we cannot support all the special effects provided by *metafun*. At least, however, transparency (actually opacity), shading (gradient colors) and transparency group are fully supported, and outlinetext is supported by our own alternative mpliboutlinetext (see below § 1.2.11). You can try other effects as well, though we did not fully tested their proper functioning.

[1] Actually these commands redefine \prependtomplibbox. So you can redefine this macro with anything suitable before a box. But see § 1.1.18 on Tagged PDF.

transparency (texdoc metafun § 8.2) Transparency is so simple that you can apply it to an object, with *plain* format as well as *metafun*, just by appending `withprescript "tr_transparency=⟨numeric⟩"` to the sentence. ($0 \leq \langle numeric \rangle \leq 1$)

From v2.36, `withtransparency` is available with *plain* format as well. See below § 1.2.4.

shading (texdoc metafun § 8.3) One thing worth mentioning about shading is: when a color expression is given in string type, it is regarded by **luamplib** as a color expression of TEX side. For instance, when `withshadecolors("orange", 2/3red)` is given, the first color `"orange"` will be interpreted as a **color**, **xcolor** or **l3color**'s expression.

From v2.36, shading is available with *plain* format as well with extended functionality. See below § 1.2.6.

transparency group (texdoc metafun § 8.8) As for transparency group, the current *metafun* document is not correct. The true syntax is:

```
draw <picture>|<path> asgroup <string>
```

where ⟨*string*⟩ should be `""` (empty), `"isolated"`, `"knockout"`, or `"isolated,knockout"`. Beware that currently many of the PDF rendering applications, except Adobe Acrobat and Foxit Editor, cannot properly render the isolated or knockout effect.

Transparency group is available with *plain* format as well with extended functionality. See below § 1.2.13.

1.1.4 `\mplibnumbersystem{scaled|double|decimal}`

Users can choose `numbersystem` option. The default value is `scaled`, which can be changed by declaring `\mplibnumbersystem{double}` or `\mplibnumbersystem{decimal}`.

1.1.5 `\mplibshowlog{enable|disable}`

Default: `disable`. When `\mplibshowlog{enable}`[2] is declared, log messages returned by the METAPOST process will be printed to the `.log` file. This is the TEX side interface for `luamplib.showlog`.

1.1.6 `\mpliblegacybehavior{enable|disable}`

Legacy behavior By default, `\mpliblegacybehavior{enable}` is already declared for backward compatibility, in which case TEX code in `verbatimtex ... etex` that comes just before `beginfig()` will be inserted before the following METAPOST figure box. In this way, each figure box can be freely moved horizontally or vertically. Also, a box number can be assigned to a figure box, allowing it to be reused later.[3]

```
\mplibcode
  verbatimtex \moveright 3cm etex; beginfig(0); ... endfig;
```

[2] As for user's setting, `enable`, `true` and `yes` are identical; all others are identical to `disable`.

[3] But the recommended way to reuse a figure is using `\mplibgroup` command. See below § 1.2.14.

```
  verbatimtex \leavevmode etex; beginfig(1); ... endfig;
  verbatimtex \leavevmode\lower 1ex etex; beginfig(2); ... endfig;
  verbatimtex \endgraf\moveright 1cm etex; beginfig(3); ... endfig;
\endmplibcode
```

N.B. `\endgraf` should be used instead of `\par` inside mplibcode environment.

On the other hand, TEX code in `verbatimtex ... etex` between `beginfig()` and `endfig` will be inserted after flushing out the METAPOST figure. An example:[4]

```
\mplibcode
  D := sqrt(2)**9;
  beginfig(0);
    draw fullcircle scaled D;
    VerbatimTeX("\gdef\Dia{" & decimal D & "}");
  endfig;
\endmplibcode
diameter: \Dia bp.
```

diameter: 22.62764bp.

New and recommended way By contrast, when `\mpliblegacybehavior{disable}` is declared, any `verbatimtex ... etex`, along with `btex ... etex`, will be run sequentially one by one. So, some TEX code in `verbatimtex ... etex` will have effect on `btex ... etex` codes thereafter.

```
\begin{mplibcode}
  beginfig(0);
    draw btex ABC etex;
    verbatimtex \bfseries etex;
    draw btex DEF etex shifted (1cm,0);    % bold face
    draw btex GHI etex shifted (2cm,0);    % bold face
  endfig;
\end{mplibcode}
```

ABC **DEF** **GHI**

1.1.7 `\mplibtextextlabel{enable|disable}`

Default: `disable`. `\mplibtextextlabel{enable}` enables the labels typeset via `textext` instead of `infont` operator. So, `label("my text", origin)` thereafter is exactly the same as `label(textext "my text", origin)`.

N.B. In the background, **luamplib** redefines `infont` operator so that the right side argument (the font part) is totally ignored. Therefore the left side arguemnt (the text part) will be typeset with the current TEX font.

From v2.35, however, the redefinition of `infont` operator has been revised: when the character code of the text argument is less than 32 (control characters), or is equal to 35 (#), 36 ($), 37 (%), 38 (&), 92 (\), 94 (^), 95 (_), 123 ({), 125 (}), 126 (~) or 127 (DEL), the original `infont` operator will be used instead of `textext` operator so that the font part will be honored. Despite the revision, please take care of `char` operator in the text argument, as this might bring unpermitted characters into TEX.

[4] But the recommended way to access METAPOST variables from TEX (or Lua) side is to use Lua code via `luamplib.instances`. For details see below § 1.3.2.

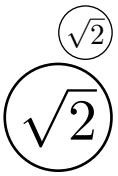
1.1.8 \mplibcodeinherit{enable|disable}

Default: disable. \mplibcodeinherit{enable} enables the inheritance of variables, constants, and macros defined by previous METAPOST code chunks. On the other hand, \mplibcodeinherit {disable} will make each code chunk being treated as an independent instance, never affected by previous code chunks.

1.1.9 \mplibglobaltextext{enable|disable}

Default: disable. Formerly, to inherit btex ... etex boxes as well as other METAPOST macros, variables and constants, it was necessary to declare \mplibglobaltextext{enable} in advance. But from v2.27, this is implicitly enabled when \mplibcodeinherit is enabled. The command still remains mostly for backward compatibility.

```
\mplibcodeinherit{enable}
%\mplibglobaltextext{enable}
\everymplib{ beginfig(0);} \everyendmplib{ endfig;}
\mplibcode
  label(btex $\sqrt{2}$ etex, origin);
  draw fullcircle scaled 20;
  picture pic; pic := currentpicture;
\endmplibcode
\mplibcode
  currentpicture := pic scaled 2;
\endmplibcode
```



1.1.10 Separate METAPOST instances

luamplib v2.22 has added the support for several named METAPOST instances in LaTeX environment mplibcode or Plain TeX commands \mplibcode ... \endmplibcode. The syntax for LaTeX is:

```
\begin{mplibcode}[instanceName]
  % some mp code
\end{mplibcode}
```

The behavior is as follows.

- All the variables and functions are shared only among all the environments belonging to the same instance.
- \mplibcodeinherit only affects the environments with no instance name set (since if a name is set, the code is intended to be reused at some point).
- btex ... etex boxes are also shared and do not require \mplibglobaltextext.
- When an instance names is set, respective \currentmpinstancename is set as well.

In parellel with this functionality, we support optional argument of instance name for \everymplib and \everyendmplib, affecting only those mplibcode environments of the same name.

Unnamed \everymplib affects not only those instances with no name, but also those with name but with no corresponding \everymplib. The syntax is:

```
\everymplib[instanceName]{...}
\everyendmplib[instanceName]{...}
```

1.1.11 \mplibverbatim{enable|disable}

Default: disable. Users can issue \mplibverbatim{enable}, after which the contents of mplibcode environment will be read verbatim. As a result, except for \mpdim and \mpcolor (see § 1.1.12 and § 1.1.13), all other TEX commands outside of the btex or verbatimtex ... etex are not expanded and will be fed literally to the **mplib** library.

1.1.12 \mpdim{...}

Besides other TEX commands, \mpdim is specially allowed in the mplibcode environment. This feature is inpired by **gmp** package authored by Enrico Gregorio. Please refer to the manual of **gmp** package for details.

```
draw origin--(.4\mpdim{\linewidth},0)
  withpen pencircle scaled 4 dashed evenly scaled 4
  withcolor \mpcolor{orange} ;
```


1.1.13 \mpcolor[...]{...}

With \mpcolor command, color names or expressions of **color**, **xcolor** and **l3color** module/packages can be used in the mplibcode environment (after withcolor command, in principle). See the example above at § 1.1.12. The optional [...] denotes the option of **xcolor**'s \color command. For spot colors, **l3color** module is well supported in PDF and DVI mode. Package **colorspace** is supported as well in PDF mode, but could conflict with **luamplib**'s special features such as shading when \DocumentMetadata, ie. PDF management code, is not loaded.

N.B. Formerly, only the first object would have been colored as intended among multiple graphical objects in a METAPOST image, because \mpcolor always produced withprescript command internally. Since v2.38.1, now that \mpcolor returns a METAPOST color expression if possible, users can issue the sentence as follows without worrying about the location of the color command:

```
draw image (drawarrow (left--right) scaled 5)
  scaled 8
  withcolor \mpcolor{red!50} ;
```

N.B. Be aware, however, that even after v2.38.1 \mpcolor still inserts withprescript command when the color specified is a spot color (or named color in DVI mode). Users therefore have to revise the code so that the color can have effect inside the image. For instance:

```
draw image (drawarrow (left--right) scaled 5)
  scaled 8
  withcolor \mpcolor{spotA}
  withoutcolor ;
```

or preferably,

```
draw image (drawarrow (left--right) scaled 5 withcolor \mpcolor{spotA})
  scaled 8 ;
```

1.1.14 \mpfig ... \endmpfig

Besides the mplibcode environment (for LaTeX) and \mplibcode ... \endmplibcode (for Plain), we also provide unexpandable TeX macros \mpfig ... \endmpfig and its starred version \mpfig* ... \endmpfig to save typing toil. The former is roughly the same as follows:

```
\begin{mplibcode}[@mpfig]
  beginfig(0)
    token list declared by \everymplib[@mpfig]
    ...
    token list declared by \everyendmplib[@mpfig]
  endfig;
\end{mplibcode}
```

and the starred version is roughly the same as follows:

```
\begin{mplibcode}[@mpfig]
  ...
\end{mplibcode}
```

In these macros \mpliblegacybehavior{disable} is forcibly declared. Again, as both share the same instance name, METAPOST codes are inherited among them. A simple example:

```
\everymplib[@mpfig]{ drawoptions(withcolor 1/3[red,white]); }
\mpfig* input boxes \endmpfig
\mpfig
  circleit.a(btex Box 1 etex); drawboxed(a);
\endmpfig
```

Users can change the instance name (default value: @mpfig) by redefining \mpfiginstancename, after which a new mplib instance will start and code inheritance too will begin anew. \let \mpfiginstancename\empty will prevent code inheritance if \mplibcodeinherit is not true.

1.1.15 About cache files

To support btex ... etex in external .mp files, luamplib inspects the content of each and every .mp file and makes caches if neceeccsary before returning their paths to the mplib library. This could waste the compilation time, as most .mp files do not contain btex ... etex commands. So luamplib provides macros as follows, so that users can give instructions about files that do not require this functionality.

- \mplibmakenocache{⟨*filename*⟩[,⟨*filename*⟩,...]}
- \mplibcancelnocache{⟨*filename*⟩[,⟨*filename*⟩,...]}

where ⟨*filename*⟩ is a filename without .mp extension. Note that .mp files under $TEXMFMAIN/metapost/base and $TEXMFMAIN/metapost/context/base are already registered by default.

N.B. \mplibmakenocache{*} will suppress making cache files. Use it at your own risk.

By default, cache files will be stored in $TEXMFVAR/luamplib_cache or, if it's not available (mostly not writable), in the directory where output files are saved: to be specific, $TEXMF_OUTPUT_DIRECTORY/luamplib_cache, ./luamplib_cache, $TEXMFOUTPUT/luamplib_cache, and ., in this order. $TEXMF_OUTPUT_DIRECTORY is normally the value of --output-directory command-line option.

Users can change this behavior by the command \mplibcachedir{⟨*directory path*⟩}, where tilde (~) is interpreted as the user's home directory (on a windows machine as well). As backslashes (\) should be escaped by users, it would be easier to use slashes (/) instead.

1.1.16 About figure box metric

Notice that, after each figure is processed, the macro \MPwidth stores the width value of the latest figure; \MPheight, the height value. Incidentally, also note that \MPllx, \MPlly, \MPurx, and \MPury store the bounding box information of the latest figure without the unit bp.

1.1.17 luamplib.cfg

At the end of package loading, **luamplib** searches luamplib.cfg and, if found, reads the file in automatically. Frequently used settings such as \everymplib, \mplibforcehmode or \mplibcodeinherit are suitable for going into this file.

1.1.18 Tagged PDF

When **tagpdf** package is loaded and activated, mplibcode environment accepts additional options for tagged PDF. The code related to this functionality is currently in experimental stage, not guaranteeing backward compatibility. Available optional keys are similar to those of the LaTeX's picture environment (texdoc latex-lab-graphic). The default tagging mode is the alt key with Figure structure.

alt=⟨*text*⟩ starts a Figure tag by default and sets an alternate text of the figure from the ⟨*text*⟩. BBox info will be added automatically to the PDF. This key is needed for ordinary METAPOST figures, for which, if no alt text is given, a default text will be used with a warning issued. You can change the alternate text within METAPOST code as well: VerbatimTeX "\mplibalttext{⟨*text*⟩}";

actualtext=⟨*text*⟩ starts a Span tag implicitly and sets a replacement text (a.k.a. actual text) from the ⟨*text*⟩. If in vertical mode, horizontal mode will be forced by \noindent command.[5] BBox info will not be added. This key is intended for figures which can be represented by a character or a small sequence of characters. You can change the actual text within METAPOST code as well: VerbatimTeX "\mplibactualtext{⟨*text*⟩}";

[5]It is not recommended to personally redefine \prependtomplibbox. Apart from using \mplibforcehmode or \mplibnoforcehmode, the redefinition might be incompatible with actualtext key. See § 1.1.1 on these commands.

artifact starts an `Artifact` MC (marked content). BBox info will not be added. This key is intended for decorative figures which have no semantic meaning.

text starts an `Artifact` MC but enables tagging on TEX-text boxes (such as `btex ... etex`, excluding pictures made by `infont` operator). If in vertical mode, horizontal mode will be forced by `\noindent` command.[6] BBox info will not be added. This key is intended for figures the meaning of which is the sequence of texts in the TEX-text boxes in the order they are drawn in the figure.

N.B. Inside `text`-mode figures, reusing TEX-text boxes is strongly discouraged.

Note that the text in a TEX-text box which starts with `[taggingoff]` will not be tagged at all, and of course `[taggingoff]` and its trailing spaces will be gobbled by **luamplib**. For example, the first and the third boxes in the following figure will not be tagged, and still remain in the `Artifact` MC-chunks.

```
\begin{mplibcode}[text]
  beginfig(1)
    draw btex [taggingoff] $\sqrt 2$ etex ;
    draw textext "$\sqrt 3$" shifted 12down ;
    draw TEX "[taggingoff] $\sqrt 5$" shifted 24down ;
    draw maketext "$\sqrt 7$" shifted 36down ;
    draw mplibgraphictext "$\sqrt x$" shifted 48down ;
  endfig;
\end{mplibcode}
```

$\sqrt{2}$
$\sqrt{3}$
$\sqrt{5}$
$\sqrt{7}$
$\sqrt{x}$

off Given this key, nothing will be tagged by **luamplib**.

tag=⟨*name*⟩ You can choose a tag name, default value being `Figure`.[7] For instance, you can set `tag=Formula, alt=`⟨*text*⟩ to get a `Formula` element with its alternate text.[8]

adjust-BBox=⟨*dimens*⟩ You can correct the BBox attribute of the figure by space-separated four dimensional values, which will be added to the automatically calculated BBox values. To draw the bounding box for checking with half-transparent red color, you can add `debug=BBox` to the argument of `\DocumentMetadata` command.

tagging-setup=⟨*key-val list*⟩ This key accepts as its value the list of key-value options mentioned so far.

You can set these options anywhere in the document by declaring `\SetKeys[luamplib/tagging]{`⟨*key-val list*⟩`}`, which will affect **mplib** figures thereafter in the scope. And the options listed above are provided for `\mpfig` and `\usemplibgroup` (see below § 1.2.13) commands as well.

```
\begin{mplibcode}[myInstanceName, alt=drawing of a circle]
  ...
```

[6] The key `text` also shares the limitation mentioned in the previous footnote.
[7] The option `tag=false`, however, is a synonym of the `off` key.
[8] Beware that this bypasses LATEX's regular math formula tagging, for which the `text` key is needed.

```
\end{mplibcode}

\mpfig[alt=drawing of a square box]
  ...
\endmpfig

\usemplibgroup[alt=drawing of a triangle]{...}

\mppattern{...}          % see below
  \mpfig[off]            % do not tag this figure
    ...
  \endmpfig
\endmppattern
```

As for the instance name of `mplibcode` environment, `instance=`⟨*name*⟩ or `instancename=`⟨*name*⟩ is also allowed in addition to the raw instance name as shown above.

1.2 MetaPost

1.2.1 `mplibdimen ..., mplibcolor ...`

`mplibdimen` ⟨*string*⟩ and `mplibcolor` ⟨*string*⟩ are METAPOST interfaces for the TEX commands `\mpdim` and `\mpcolor` (see above § 1.1.12 and § 1.1.13). For example, `mplibdimen "\linewidth"` is basically the same as `\mpdim{\linewidth}`, and `mplibcolor "red!50"` is basically the same as `\mpcolor{red!50}`. The difference is that these METAPOST operators can also be used in external `.mp` files, which cannot have TEX commands outside of the `btex` or `verbatimtex ... etex`.

1.2.2 `mplibtexcolor ..., mplibrgbtexcolor ...`

`mplibtexcolor` ⟨*string*⟩ is a METAPOST operator that converts a TEX color expression to a METAPOST color expression, that can be used anywhere color expression is expected as well as after the `withcolor` command.[9] For instance:

```
color col;
col := mplibtexcolor "olive!50";
```

But the result may vary in its color model (gray/rgb/cmyk) according to the given TEX color. Therefore the example shown above would raise a METAPOST error: `cmykcolor col;` should have been declared. By contrast, `mplibrgbtexcolor` ⟨*string*⟩ always returns rgb-model expressions.

N.B. Spot colors are forced to cmyk or rgb model, so these operators are not recommended for spot colors.

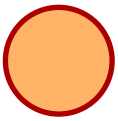
1.2.3 `withmplibcolors (..., ...)`

Unlike the `withcolor` command, users can specify one color for filling and another color for stroking using the macro `withmplibcolors` at the end of a sentence. The syntax is `withmplibcolors`

[9] Since v2.38.1, the operation of `mplibtexcolor` is the same as that of `mplibcolor` if the color specified is not a spot color or a named color in DVI mode.

(⟨*fill color expr*⟩, ⟨*stroke color expr*⟩). When the argument is in string type, it is regarded as the color expression of TEX side. A simple example (see also the example at § 1.2.10):

```
filldraw fullcircle scaled 40
  withpen pencircle scaled 2
  withmplibcolors ("orange!60", 2/3red) ;
```

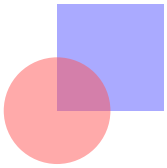


The PDF file size is much smaller than issueing two sentences with different colors, though the apparent effect is the same.

1.2.4 withtransparency (..., ...)

withtransparency(⟨*number*⟩ | ⟨*string*⟩, ⟨*numeric*⟩) is provided for *plain* format as well as *metafun*. The first argument accepts a number or a name among alternative transparency methods (see texdoc metafun § 8.2 Figure 8.1). The second argument accepts a numeric expression denoting opacity.

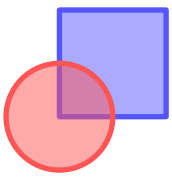
```
\mpfig
  fill unitsquare scaled 40
    withcolor 1/3[blue,white]
    withtransparency (1, 0.5)          % or ("normal", 0.5)
    ;
  fill fullcircle scaled 40
    withcolor 1/3[red,white]
    withtransparency (1, 0.5)
    ;
\endmpfig
```



1.2.5 withmplibopacities (..., ..., ...)

By analogy with the macro withmplibcolors (see above § 1.2.3), the macro withmplibopacities is also provided. The syntax is withmplibopacities (⟨*number*⟩ | ⟨*string*⟩, ⟨*numeric*⟩, ⟨*numeric*⟩). The first argument is the same as that of withtransparency command described above at § 1.2.4; the latter two arguments are numeric expressions denoting *fill opacity* and *stroke opacity* respectively. It is more efficient than issueing two sentences with different opacities.

```
\mpfig
  pickup pencircle scaled 2;
  filldraw unitsquare scaled 40
    withcolor 1/3[blue,white]
    withmplibopacities (1, 1/2, 1)      % or ("normal", 1/2, 1)
    ;
  filldraw fullcircle scaled 40
    withcolor 1/3[red,white]
    withmplibopacities (1, 1/2, 1)
    ;
\endmpfig
```



1.2.6 ... withshadingmethod ...

The syntax is exactly the same as *metafun*'s new shading method (texdoc metafun § 8.3.3), except that the 'shade' contained in each and every macro name has changed to 'shading' in luamplib: for instance, while withshademethod is a macro name which only works with *metafun* format, the equivalent provided by luamplib, withshadingmethod, works with *plain* as well. Other differences to the *metafun*'s and some cautions are:

- *Textual pictures* as well as paths can have shading effect. The term *textual picture* here means a picture generated by btex ... etex, textext, TEX, maketext, mplibgraphictext (see below § 1.2.8), or infont operator, though technically only the last one is a true textual picture. Note that the picture, including transparency group, in which the objects are filled *without* color can also be regarded as a textual picture (e.g., see below § 1.2.10, particularly the first example of tiling pattern at § 1.2.12; see also § 1.2.13 and § 1.2.14).

```
draw btex \bfseries\TeX etex rotated 15 scaled 6
  withshadingmethod "linear"
  withshadingvector (0,3)
  withshadingstep (
    withshadingfraction 1/2
    withshadingcolors (red,green)
  )
  withshadingstep (
    withshadingfraction 1
    withshadingcolors (green,blue)
  ) ;
```

- When shading a picture generated by 'infont' operator or that has multiple components, the effect of withshadingvector and that of withshadingdirection will be the same, as luamplib considers only the bounding box of the picture.
- Optional macro withshadingstroke is available (see below).

As shown, the syntax is ⟨*path*⟩ | ⟨*textual picture*⟩ withshadingmethod ⟨*string*⟩, where the latter shall be either "linear" or "circular". Other macros for optional values are:

withshadingvector ⟨***pair***⟩ Starting and ending points (as time value) on the path.

withshadingdirection ⟨***pair***⟩ Starting and ending points (as time value) on the bounding box. Default value: (0,2)

withshadingorigin ⟨***pair***⟩ The center of starting and ending circles. Default value: center p, where p is the operand of withshadingmethod.

withshadingradius ⟨***pair***⟩ Radii of starting and ending circles. This is no-op in linear mode. Default value: (0, abs(center p - urcorner p))

withshadingfactor ⟨***numeric***⟩ Multiplier of the radii. This is no-op in linear mode. Default value: 1.2

withshadingcenter ⟨***pair***⟩ Values for shifting starting center. For instance, `(0,0)` means that the center of starting circle is `center p`; `(1,1)` means `urcorner p`; `(-1,-1)` means `llcorner p`.

withshadingtransform ⟨***string***⟩ where ⟨*string*⟩ shall be `"yes"` (respect transform) or `"no"` (ignore transform). Default value: `"no"` for pictures made by `infont` operator or having multiple components; `"yes"` for all other cases.

withshadingdomain ⟨***pair***⟩ Limiting values of parametric variable that varies on the axis of color gradient. Default value is `(0,1)`. Of course the values can be negative or greater than 1.

withshadingstep (...) for combined shading of more than two colors.

withshadingfraction ⟨***numeric***⟩ Fractional number of each shading step. Only meaningful with `withshadingstep`.

withshadingcolors (⟨***color expr***⟩**,** ⟨***color expr***⟩**)** Starting and ending colors, default value being `(white, black)`. String-type argument is regarded as the color expression of TEX side.

withshadingstroke ⟨***string***⟩ where ⟨*string*⟩ shall be `"yes"` or `"no"`. Only meaningful when the shading object is a ⟨*path*⟩; if `"yes"`, we get the path stroked and *then* shaded. It is more efficient than issueing two sentences.

1.2.7 ... withfademethod ...

This is a METAPOST command which makes the color of an object gradiently transparent, a.k.a. *fading*. The syntax is ⟨*path*⟩ | ⟨*picture*⟩ `withfademethod` ⟨*string*⟩, the latter being either `"linear"` or `"circular"`. Though it is similar to the `withshademethod` from *metafun*, the differences are: (1) the object of fading can be a picture as well as a path; (2) you cannot make gradient colors, but can only make gradient opacity. Technically speaking, this command generates and applies a special kind of masking transparency group described below at § 1.2.15.

Related macros to control optional values are:

withfadeopacity (⟨***numeric***⟩**,** ⟨***numeric***⟩**)** sets the starting opacity and the ending opacity, default value being `(1,0)`. '`1`' denotes full color; '`0`' full transparency.

withfadevector (⟨***pair***⟩**,** ⟨***pair***⟩**)** sets the starting and ending points. Default value in the linear mode is `(llcorner p, lrcorner p)`, where `p` is the operand, meaning that fading starts from the left edge and ends at the right edge. Default value in the circular mode is `(center p, center p)`, which means centers of both starting and ending circles are the center of the bounding box.

withfadecenter is a synonym of `withfadevector`.

withfaderadius (⟨***numeric***⟩**,** ⟨***numeric***⟩**)** sets the radii of starting and ending circles. This is no-op in the linear mode. Default value is `(0, abs(center p - urcorner p))`, meaning that fading starts from the center and ends at the four corners of the bounding box.

withfadebbox (⟨*pair*⟩, ⟨*pair*⟩) sets the bounding box of the fading area, default value being `(llcorner p, urcorner p)`. Though this option is not needed in most cases, there could be cases when users want to explicitly control the bounding box. Particularly, see the description below at § 1.2.13 on the analogous macro `withgroupbbox`.

An example:

```
draw
  btex \includegraphics[width=100bp]{mill} etex
  withfademethod  "circular"
  withfaderadius  (20, 50)
  withfadeopacity (1, 0) ;
```

1.2.8 `mplibgraphictext ...`

`mplibgraphictext` ⟨*string*⟩ is a METAPOST operator, the effect of which is similar to that of ConTEXt's `graphictext` or our own `mpliboutlinetext` (see below § 1.2.11). However the syntax is somewhat different.

```
draw mplibgraphictext "$\sqrt{2+x}$"
  rotated 15 scaled 3
  fakebold 2.5                          % fontspec option
  fillcolor "red!50"                    % color expression
  drawcolor 2/3 red                     % or strokecolor 2/3 red
  ;
```

`fakebold`, `fillcolor` and `drawcolor` (or `strokecolor`) are optional; default values are `2`, `"white"` and `"black"` respectively.[10] When the color expression is given in string type, it is regarded as **color**, **xcolor** or **l3color**'s expression. All from `mplibgraphictext` to the end of sentence will compose an anonymous picture, which can be drawn or assigned to a variable. Incidentally, `withfillcolor` and `withdrawcolor` are synonyms of `fillcolor` and `drawcolor`, hopefully to be compatible with `graphictext`.

N.B. In some cases, especially when processing complicated TEX code, `mplibgraphictext` will produce better results than ConTEXt or even than our own `mpliboutlinetext`, not to mention the much smaller PDF file size. There are, however, some limitations such that you can't apply shading (gradient colors) to the text with *metafun*'s `withshademethod`.[11] Again, in DVI mode, **unicode-math** package is needed for math formulae, as we cannot embolden type1 fonts in DVI mode. But the most critical limitation is that, unlike `mpliboutlinetext`, you cannot manipulate the shape of outline paths, because the returned picture is basically a `btex ... etex` picture.

1.2.9 `mplibglyph ... of ...`

METAPOST operator `mplibglyph` ⟨*number*⟩ | ⟨*string*⟩ `of` ⟨*number*⟩ | ⟨*string*⟩ returns a METAPOST picture containing outline paths of a glyph in OpenType, TrueType or Type1 (`.pfb`) fonts. When a TFM font is specified, METAPOST primitive `glyph` will be called.

```
mplibglyph 50  of \fontid\font          % slot 50 of current font
```

[10] Users can use the `withmplibcolors` macro instead of `fillcolor` and `drawcolor` options. See § 1.2.3 on this macro.

[11] But this limitation is now lifted by the introduction of `withshadingmethod`. See above § 1.2.6.

```
mplibglyph "Q" of "TU/TeXGyrePagella(0)/m/n/10"      % font csname
mplibglyph "Q" of "texgyrepagella-regular.otf"       % raw filename
mplibglyph "R" of "utmr8a.pfb"                       % raw filename (type1 font)
mplibglyph "Q" of "Times.ttc(2)"                     % subfont number
mplibglyph "Q" of "SourceHanSansK-VF.otf[Regular]"   % instance name
mplibglyph "R" of "SourceHanSansK-VF.otf[wght=800]"  % axis names & values
```

Both arguments before and after 'of' can be either a number or a string. Number arguments are regarded as a glyph slot (GID) and a font id number, repectively. String argument at the left side is regarded as a glyph name in the font or a unicode character. String argument at the right side is regarded as a TEX font csname (without backslash) or the raw filename of a font. When it is a font filename, a number within parentheses after the filename denotes a subfont number (starting from zero) of a TTC font; a string within brackets denotes an instance name, or names and values for axis feature, of a variable font.

N.B. Regrettably we have some bug in processing not a few glyphs in cmr10.pfb and its family (or maybe other) Type1 fonts.[12] If that happens, consider using glyph operator instead of mplibglyph.

1.2.10 mplibdrawglyph ..., mplibstrokeglyph ..., mplibfillandstrokeglyph ...

As the structure of the picture returned by mplibglyph is quite similar to the result of glyph primitive, METAPOST's draw command will fill the inner path of the picture with the background color. In contrast, mplibdrawglyph ⟨*picture*⟩ command fills the paths according to the nonzero winding number rule. As a result, for instance, the area surrounded by inner path of "O" will remain transparent.

N.B. To apply the nonzero winding number rule to a picture containing paths, luamplib appends withpostscript "collect" to the paths except the last one in the picture. If you want the even-odd rule instead, you can additionally declare withpostscript "evenodd" to the last path.

N.B. By the way, when you want fill-and-stroke effect, issueing filldraw command to the last path will not always produce what you want: in such cases, you have to issue the command draw ⟨*the last path*⟩ withpostscript "both" (or "eoboth" to apply even-odd rule).[13]

As this could be somewhat annoying to users, luamplib v2.38.0 or later provides the following commands as well: mplibfillandstrokeglyph ⟨*picture*⟩, mplibstrokeglyph ⟨*picture*⟩, and mplibfillglyph ⟨*picture*⟩, the last one being a synonym of mplibdrawglyph command.

An example:

```
mplibfillandstrokeglyph
  mplibglyph "R" of \fontid\font scaled 1/12
  withpen pencircle scaled 1
  withmplibcolors ("orange", 2/3red) ;
```

[12] The bug seems to be fixed in font-cff.lmt contained in ConTEXt mkxl, but current luaotfload is based on font-cff.lua from ConTEXt mkiv. As you see, mplibglyph operator requires luaotfload package loaded, which however is done automatically by LATEX format.

[13] *metafun* provides macros nofill, eofill, fillup, eofillup etc. (see *metafun* manual § 2.11), which luamplib with *plain* format does not provide currently.

1.2.11 mpliboutlinetext (...)

As said before at § 1.1.3, luamplib provides the METAPOST operator mpliboutlinetext (⟨*string*⟩) which mimicks *metafun*'s outlinetext, but with some enhancements including the support for right-to-left writing direction. The syntax is the same as that of *metafun*: see the *metafun* documentation § 8.7 (texdoc metafun).

A simple example:

```
draw mpliboutlinetext.b ("$\sqrt{2+\alpha}$")
  (withcolor \mpcolor{red!50})
  (withpen pencircle scaled .25 withcolor 2/3red)
  scaled 3 ;
```

After the process, mpliboutlinepic[] and mpliboutlinenum will be preserved as global variables; mpliboutlinepic[1] ... mpliboutlinepic[mpliboutlinenum] will be an array of images, each of which containing outline paths of a glyph or a rule.

N.B. As Unicode grapheme cluster is not considered in the array, a unit that must be a single cluster might be separated apart.

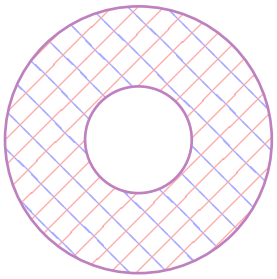
1.2.12 \mppattern{...} ... \endmppattern, ... withmppattern ...

TEX macros \mppattern{⟨*name*⟩} ... \endmppattern define a tiling pattern cell associated with the ⟨*name*⟩. METAPOST command withmppattern, the syntax being ⟨*cyclic path*⟩ | ⟨*textual picture*⟩ withmppattern ⟨*string*⟩, will fill the given path or text with the tiling pattern cell of the ⟨*name*⟩ by replicating it horizontally and vertically.[14] As said before at § 1.2.6, the *textual picture* here means any text typeset by TEX, mostly the result of the btex command (and its derivatives) or the infont operator.

An example:

```
\mppattern{mypatt}              % or \begin{mppattern}{mypatt}
  [                             % options: see below
    xstep = 10,
    ystep = 7,
    matrix = "rotated 45",      % or "0.7 0.7 -0.7 0.7" or {0.7, 0.7, -0.7, 0.7}
  ]
  \mpfig                        % or any other TeX code
    draw (up--down) scaled 5
      withcolor 2/3[blue,white] ;
    draw (left--right) scaled 5
      withcolor 2/3[red,white] ;
  \endmpfig
\endmppattern                   % or \end{mppattern}

\mpfig
  mplibdrawglyph image(
```



[14] withpattern is an operator virtually the same as withmppattern, but the former forces a METAPOST picture. Therefore you cannot but use draw command with withpattern operator. On the other hand, ⟨*cyclic path*⟩ withmppattern ⟨*string*⟩ works as intended only with fill or filldraw command.

Table 1: options for \mppattern

Key	Value Type	Explanation
xstep	*number*	horizontal spacing between pattern cells
ystep	*number*	vertical spacing between pattern cells
xshift	*number*	horizontal shifting of pattern cells
yshift	*number*	vertical shifting of pattern cells
bbox	*table* or *string*	llx, lly, urx, ury values*
matrix	*table* or *string*	xx, yx, xy, yy values* or MP transform code
resources	*string*	PDF resources if needed
colored or coloured	*boolean*	false for uncolored pattern. default: true

* in string type, numbers are separated by spaces

```
    draw fullcircle scaled 100;
    draw reverse fullcircle scaled 40;
  )
  withmppattern "mypatt"
  withpen pencircle scaled 1
  withcolor \mpcolor{red!50!blue!50} ;
\endmpfig
```

The available options, actually elements of a Lua *table*, are listed in Table 1. For the sake of convenience, the width and height values of the tiling pattern cell will be written down into the log file (depth is always zero). Users can refer to them for option setting.

As for matrix option, METAPOST code such as "rotated 30 slanted .2" is allowed as well as the string or table of four numbers. You can also set xshift and yshift values by using 'shifted' operator. But when xshift or yshift option is explicitly given, they have precedence over the effect of 'shifted' operator.

When you use special effect such as transparency in a pattern cell, resources option is needed: for instance, resources="/ExtGState 1 0 R". However, as luamplib automatically includes the resources of the current page, this option is not needed in most cases.

Option colored=false (or coloured=false) will generate an uncolored pattern cell which shall have no color at all (i.e. withoutcolor command is needed for METAPOST code).[15] Uncolored pattern will be painted later by the color of a METAPOST object. An example:

```
\begin{mppattern}{pattnocolor}
  [
    colored = false,
    matrix = "slanted .3 rotated 30",
  ]
  \tiny\TeX
\end{mppattern}

\begin{mplibcode}
```

[15] When using DVI mode, -c option might be needed to the dvipdfmx command.

```
  beginfig(1)
    picture tex;
    tex = mpliboutlinetext.p ("\bfseries \TeX");
    for i=1 upto mpliboutlinenum:
      mplibfillandstrokeglyph mpliboutlinepic[i]
        scaled 8
        withmppattern "pattnocolor"
        withpen pencircle scaled 1/2
        withcolor (i/4)[red,blue]      % paints the pattern
        ;
    endfor
  endfig;
\end{mplibcode}
```

A much simpler and efficient way to obtain a similar result (but without colorful characters in this example) is to give a *textual picture* as the operand of `withmppattern`:

```
\begin{mplibcode}
  beginfig(2)
    draw mplibgraphictext "\bfseries\TeX"
      fakebold 1/2
      rotated 15 scaled 8
      withmppattern "pattnocolor"
      withmplibcolors (
        2/3[red,white],                % paints the pattern
        2/3 red
      ) ;
  endfig;
\end{mplibcode}
```

1.2.13 ... asgroup ...

As said before at § 1.1.3, transparency group is available with *plain* as well as *metafun*. It is called *Transparency Group* because the objects contained in the group are composited to produce a single object, so that outer transparency effect, if any, will be applied to the group as a whole, not to the individual objects cumulatively.

The syntax is basically the same as *metafun*'s: ⟨*picture*⟩ | ⟨*path*⟩ `asgroup` ⟨*string*⟩, the latter being `""` | `"isolated"` | `"knockout"` | `"isolated,knockout"` | `"off"`, which will return a METAPOST picture. The additional features provided by **luamplib** are:

- As shown, in addition to those arguments mimicking *metafun*'s, we allow another argument at the right-hand side: `asgroup "off"` will produce an ordinary *Form XObject* rather than a transparency group XObject. On the contrary, `asgroup ""` (empty string) will produce a transparency group in which both of the PDF keys `/I` and `/K` are `false`.

- You can reuse the group as many times as you want in the TEX code or in other METAPOST code chunks, with infinitesimal increase in the size of PDF file. For this functionality we provide TEX and METAPOST macros as follows:

withgroupname ⟨***string***⟩ associates a transparency group with the given name. When this is not appended to the sentence with asgroup operator, the default group name '`lastmplibgroup`' will be used.

\usemplibgroup{⟨***name***⟩**}** is a TEX command to reuse a transparency group of the name once used. Note that the position of the group will be origin-based: in other words, lower-left corner of the bounding box will be shifted to the origin.

usemplibgroup ⟨***string***⟩ is a METAPOST command which will add a transparency group of the name to the currentpicture. Contrary to the TEX command just mentioned, the position of the group is the same as the original transparency group.

withgroupbbox (⟨***pair***⟩**,** ⟨***pair***⟩**)** sets the bounding box of the transparency group, default value being `(llcorner p, urcorner p)`. This option might be needed especially when you draw with a thick pen a path that touches the boundary; you would probably want to append to the sentence '`withgroupbbox (bot lft llcorner p, top rt urcorner p)`', supposing that the pen was selected by the `pickup` command.

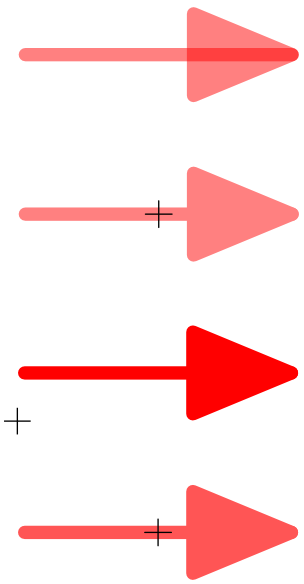
An example showing the effect of transparency group and the difference between the TEX and METAPOST commands:

```
\mpfig
  picture pic;
  pic = image(drawarrow (left--right) scaled 5 withcolor red) scaled 10 ;
  draw pic
    asgroup "off"
    withtransparency (1, 1/2) ;
\endmpfig

\mpfig
  draw pic
    asgroup ""
    withgroupname "mygroup"
    withtransparency (1, 1/2) ;
  draw (left--right) scaled 5 ;
  draw (up--down) scaled 5 ;
\endmpfig

\noindent
\clap{\vrule width 10bp height .25bp depth .25bp}%
\clap{\vrule width .5bp height 5bp depth 5bp}%
\usemplibgroup{mygroup}

\mpfig
  usemplibgroup "mygroup"
    withtransparency (1, 2/3) ;
  draw (left--right) scaled 5 ;
  draw (up--down) scaled 5 ;
\endmpfig
```



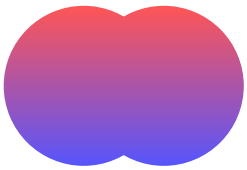
Also note that normally the transparency groups are not affected by outer color commands. However, if you have made the original transparency group using `withoutcolor` command, colors will have effects on the uncolored objects in the group.

N.B. When you give shading effect upon a *textual picture* (ie. non-path object) inside or outside a transparency group, many of the PDF renderers including Mac OS Preview do not interprete PDF coordinates properly. If that happens, consider using other PDF viewer such as Adobe Acrobat. An example:

```
\mpfig*
  picture pic[];
  pic1 = image(
      fill fullcircle scaled 60 withoutcolor;
      fill fullcircle scaled 60 shifted 30right withoutcolor;
    ) ;
  pic2 := image(                    % shading inside group
    draw pic1
      withshadingmethod "linear"
      withshadingvector (2, 1)
      withshadingcolors (red, blue)
  ) ;
\endmpfig
```

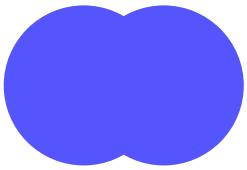
```
\mpfig
  draw pic2
    asgroup ""
    withtransparency (1, 2/3) ;
\endmpfig
```

```
\mplibgroup{mygrshpic}[asgroup=""]   % see next subsection
  \mpfig
    draw pic2 ;
  \endmpfig
\endmplibgroup
```



```
\usemplibgroup{mygrshpic}

\mpfig
  usemplibgroup "mygrshpic"
    withtransparency (1, 2/3) ;
\endmpfig
```



```
\mpfig                              % shading outside group
  draw pic1
    asgroup ""
    withshadingmethod "linear"
    withshadingvector (2, 1)
    withshadingcolors (red, blue)
    withtransparency (1, 2/3) ;
\endmpfig
```

Table 2: options for \mplibgroup

Key	Value Type	Explanation
asgroup	*string*	"", "isolated", "knockout", "isolated,knockout", "masking" or "off"
bbox	*table* or *string*	llx, lly, urx, ury values*
matrix	*table* or *string*	xx, yx, xy, yy values* or MP transform code
resources	*string*	PDF resources if needed

* in string type, numbers are separated by spaces

1.2.14 \mplibgroup{...} ... \endmplibgroup

These TEX macros are described here in this subsection, as they are deeply related to the asgroup operator described just above at § 1.2.13. Users can define a transparency group or an ordinary *form XObject* with these macros from TEX side. The syntax is similar to the \mppattern command (see above § 1.2.12).

An example:

```
\mplibgroup{mygrx}                  % or \begin{mplibgroup}{mygrx}
  [                                 % options: see below
    asgroup="",
  ]
  \mpfig                            % or any other TeX code
    pickup pencircle scaled 10;
    draw (left--right) scaled 20 rotated 45 ;
    draw (left--right) scaled 20 rotated -45 ;
  \endmpfig
\endmplibgroup                      % or \end{mplibgroup}

\usemplibgroup{mygrx}

\mpfig
  usemplibgroup "mygrx" scaled 1.5
    withtransparency (1, 0.5) ;
\endmpfig
```

Availabe options, much fewer than those for \mppattern, are listed in Table 2. Again, the width/height/depth values of the mplibgroup will be written down into the log file.

When asgroup option is not given or is given as "off", an ordinary form XObject will be generated rather than a transparency group. Thus the individual objects, not the XObject as a whole, will be affected by outer transparency command, just like the first figure in the example above at § 1.2.13.

As for the option asgroup="masking", see the next subsection § 1.2.15.

As shown, you can reuse the mplibgroup using the TEX command \usemplibgroup or the METAPOST command usemplibgroup. The behavior of these commands is the same as that described above at § 1.2.13, excepting that the mplibgroup made by TEX code (not by METAPOST code) respects original height and depth.

1.2.15 ... withmaskinggroup ...

Using this command, the mplibgroup (see above § 1.2.14) generated by the option `asgroup="masking"` (see Table 2) can be utilized as a masking transparency group upon a picture or a path object. The syntax is ⟨*picture*⟩ | ⟨*path*⟩ `withmaskinggroup` ⟨*string*⟩, the latter being the name of a pre-defined masking group.

The masking group should be prepared in *grayscale* color model: the area painted with `1` (white) will preserve the full color of the object; the area painted with `0` (black) will force full transparency, making it invisible.[16]

By default, the background color of a masking group is `0` (black), which you can change by this macro:

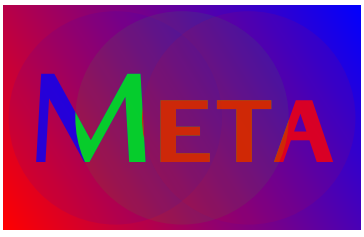
withmaskingbgcolor ⟨***numeric***⟩ sets the background color of the masking group. `0` denotes full transparency (invisibility); `1`, full color.

An example:

```
\mpfig*
  picture pic;
  pic = image(
      fill fullcircle scaled 80 withcolor blue ;
      fill fullcircle scaled 80 shifted (25,0) withcolor green ;
      fill fullcircle scaled 80 shifted (50,0) withcolor red ;
    );
\endmpfig

\mplibgroup{mymask}[asgroup="masking"]
  \mpfig
    label(TEX "\sffamily\bfseries\scshape\Huge Meta" scaled 2, center pic)
      withcolor 1 ;
  \endmpfig
\endmplibgroup

\mpfig
  fill bbox pic
    withshadingmethod "linear"
    withshadingcolors (red, blue) ;
  draw pic
    withmaskinggroup "mymask"
    withmaskingbgcolor 1/10
    withtransparency (1, 0.8) ;
\endmpfig
```



N.B. Tiling pattern (see above § 1.2.12) is not allowed in the masking group, whereas the tiling pattern in the object of `withmaskinggroup` is no problem.

[16] In fact, colors in other color models are also allowed (such as `white`, `black`, `red`, `green`, `blue`). But they will be converted to grayscale model by the PDF renderer.

1.2.16 mpliblength ..., mplibuclength ...

mpliblength ⟨*string*⟩ returns the number of unicode characters in the string. This is a unicode-aware version equivalent to the METAPOST primitive length, but accepts only a string-type argument. For instance, mpliblength "abçdéf" returns 6, not 8.

On the other hand, mplibuclength ⟨*string*⟩ returns the number of unicode grapheme clusters in the string. For instance, mplibuclength "Äpfel", where Ä is encoded using two codepoints (U+0041 and U+0308), returns 5, not 6 or 7. This operator requires lua-uni-algos package.

1.2.17 mplibsubstring ... of ..., mplibucsubstring ... of ...

mplibsubstring ⟨*pair*⟩ of ⟨*string*⟩ is a unicode-aware version equivalent to the METAPOST's substring ... of ... primitive. The syntax is the same as the latter, but the string is indexed by unicode characters. For instance, mplibsubstring (2,5) of "abçdéf" returns "çdé", and mplibsubstring (5,2) of "abçdéf" returns "édç".

On the other hand, mplibucsubstring ⟨*pair*⟩ of ⟨*string*⟩ returns the part of the string indexed by unicode grapheme clusters. For instance, mplibucsubstring (0,1) of "Äpfel", where Ä is encoded using two codepoints (U+0041 and U+0308), returns "Ä", not "A". This operator requires lua-uni-algos package.

1.3 Lua

1.3.1 runscript ...

A good many METAPOST macros described in this documentation have been implemented using the primitive runscript. With runscript ⟨*string*⟩, you can run a Lua code chunk from METAPOST side and get some METAPOST code returned by Lua if you want. As the functionality is provided by the mplib library itself, luamplib does not have much to say about it.

One thing is worth mentioning, however: if you return a Lua *table* to the METAPOST process, it is automatically converted to a relevant METAPOST data type such as pair, color, cmykcolor or transform. So users can save some extra toil of converting a table to a string, though it's not a big deal. For instance, runscript "return {1,0,0}" will give you the METAPOST color expression (1,0,0) automatically.

1.3.2 Lua table luamplib.instances

Users can access the Lua table containing mplib instances, luamplib.instances, through which METAPOST variables are also easily accessible from Lua side, as documented in LuaTEX manual § 11.2.8.4 (texdoc luatex). The following example will print false, 3.0, MetaPost and the knots and the cyclicity of the path unitsquare.

```
\begin{mplibcode}[myinstance]
  boolean b; b = 1 > 2;
  numeric n; n = 3;
  string s;  s = "MetaPost";
  path p;    p = unitsquare;
```

Table 3: elements in luamplib table (partial)

Key	Type	Related TEX macro	Cf.
codeinherit	*boolean*	\mplibcodeinherit	§ 1.1.8
everyendmplib	*table*	\everyendmplib	§ 1.1.2
everymplib	*table*	\everymplib	§ 1.1.2
getcachedir	*function* (⟨*string*⟩)	\mplibcachedir	§ 1.1.15
globaltextext	*boolean*	\mplibglobaltextext	§ 1.1.9
legacyverbatimtex	*boolean*	\mpliblegacybehavior	§ 1.1.6
noneedtoreplace	*table*	\mplibmakenocache	§ 1.1.15
numbersystem	*string*	\mplibnumbersystem	§ 1.1.4
setformat	*function* (⟨*string*⟩)	\mplibsetformat	§ 1.1.3
showlog	*boolean*	\mplibshowlog	§ 1.1.5
textextlabel	*boolean*	\mplibtextextlabel	§ 1.1.7
verbatiminput	*boolean*	\mplibverbatim	§ 1.1.11

```
\end{mplibcode}

\directlua{
  local myinstance = luamplib.instances.myinstance
  print( myinstance:get_boolean "b" )
  print( myinstance:get_numeric "n" )
  print( myinstance:get_string  "s" )
  local t = myinstance:get_path "p"
  for k,v in pairs(t) do
    print(k, type(v)=='table' and table.concat(v,' ') or v)
  end
}
```

Of course, this sort of Lua code can also be run inside METAPOST code using runscript command. Again, of course you can access a METAPOST variable using your own TEX macro. For example:

```
\def\mpnumeric#1#2{\directlua{
  tex.sprint(tostring(luamplib.instances["#1"]:get_numeric"#2"))
}}
\mpnumeric{myinstance}{n}\relax                                    3.0
```

1.3.3 Lua function luamplib.process_mplibcode

Users can run a METAPOST code chunk from Lua side by using this function:

```
luamplib.process_mplibcode (<string> metapost code, <string> instance name)
```

The second argument cannot be absent, but can be an empty string ("") which means that it has no instance name.

Some other elements in the luamplib namespace, listed in Table 3, can affect the process of process_mplibcode.

1.3.4 Lua function `luamplib.registerpattern`

This is the Lua interface for `\mppattern` ... `\endmppattern` described above at § 1.2.12.

```
luamplib.registerpattern (<number> box register, <string> pattern name, <table> options)
```

The first argument is the register of a box containing a pattern cell, which should be prepared in advance by the user. For instance, `\setbox0=\hbox{\tiny\TeX}`, or corresponding Lua code using `tex.setbox` function; then the argument should be `0`.

As for the third argument, see above Table 1. The argument cannot be absent, but can be an empty table, i.e. `{ }`.

1.3.5 Lua function `luamplib.registergroup`

This is the Lua interface for `\mplibgroup` ... `\endmplibgroup` described above at § 1.2.14.

```
luamplib.registergroup (<number> box register, <string> group name, <table> options)
```

The first argument is the register of a box prepared in advance by the user. When the contents of the box have been generated from TEX (not METAPOST) code, please make sure that both of the TEX macros '`MPllx`' and '`MPlly`' are defined as '`0`' before invoking the Lua function.[17]

As for the third argument, see above Table 2. The argument cannot be absent, but can be an empty table, i.e. `{ }`.

Reusing an mplibgroup, `\usemplibgroup{`⟨*name*⟩`}`, is basically the same as running the TEX macro '`luamplib.group.`⟨*name*⟩'. If you need the boxresource index, inspect this macro using `token.get_macro` function.

2 Implementation

2.1 Lua module

```
1
2 luatexbase.provides_module {
3   name          = "luamplib",
4   version       = "2.40.6",
5   date          = "2026/04/09",
6   description   = "Lua package to typeset Metapost with LuaTeX's MPLib.",
7 }
8
```

Use the `luamplib` namespace, since `mplib` is for the METAPOST library itself. ConTEXt uses `metapost`.

```
9 luamplib          = luamplib or { }
10 local luamplib    = luamplib
11
12 local format, abs = string.format, math.abs
```

[17] Again, TEX macro '`mplibgroupname`' should be set as ⟨*group name*⟩ before preparing the box, if shading pattern (ie. shading on picture) is used in the mplibgroup.

```
13
```

Use our own function for warn/info/err.

```
14 local function termorlog (target, text, kind)
15   if text then
16     local mod, write, append = "luamplib", texio.write_nl, texio.write
17     kind = kind
18         or target == "term" and "Warning (more info in the log)"
19         or target == "log" and "Info"
20         or target == "term and log" and "Warning"
21         or "Error"
22     target = kind == "Error" and "term and log" or target
23     local t = text:explode"\n+"
24     write(target, format("Module %s %s:", mod, kind))
25     if #t == 1 then
26       append(target, format(" %s", t[1]))
27     else
28       for _,line in ipairs(t) do
29         write(target, line)
30       end
31       write(target, format("(%s)     ", mod))
32     end
33     append(target, format(" on input line %s", tex.inputlineno))
34     write(target, "")
35     if kind == "Error" then error() end
36   end
37 end
38 local function warn (...) -- beware '%' symbol
39   termorlog("term and log", select("#",...) > 1 and format(...) or ...)
40 end
41 local function info (...)
42   termorlog("log", select("#",...) > 1 and format(...) or ...)
43 end
44 local function err (...)
45   termorlog("error", select("#",...) > 1 and format(...) or ...)
46 end
47
48 luamplib.showlog  = luamplib.showlog or false
49
```

Provide a few “shortcuts” expected by the code.

```
50 local tableconcat = table.concat
51 local tableinsert = table.insert
52 local tableunpack = table.unpack
53 local texsprint   = tex.sprint
54 local texgettoks  = tex.gettoks
55 local texgetbox   = tex.getbox
56 local texruntoks  = tex.runtoks
57 if not texruntoks then
58   err("Your LuaTeX version is too old. Please upgrade it to the latest")
```

```
end
local is_defined  = token.is_defined
local get_macro   = token.get_macro
local mplib = require ('mplib')
local kpse  = require ('kpse')
local lfs   = require ('lfs')
local lfsattributes = lfs.attributes
local lfsisdir      = lfs.isdir
local lfsmkdir      = lfs.mkdir
local lfstouch      = lfs.touch
local ioopen        = io.open

```

Some helper functions, prepared for the case when `l-file` etc is not loaded.

```
local file = file or { }
local replacesuffix = file.replacesuffix or function(filename, suffix)
  return (filename:gsub("%.[%a%d]+$","")) .. "." .. suffix
end
local is_writable = file.is_writable or function(name)
  if lfsisdir(name) then
    name = name .. "/_luam_plib_temp_file_"
    local fh = ioopen(name,"w")
    if fh then
      fh:close(); os.remove(name)
      return true
    end
  end
end
local mk_full_path = lfs.mkdirp or lfs.mkdirs or function(path)
  local full = ""
  for sub in path:gmatch("(/*[^\\/]+)") do
    full = full .. sub
    lfsmkdir(full)
  end
end

```

btex ... etex in input `.mp` files will be replaced in finder. Because of the limitation of **mplib** regarding `make_text`, we might have to make cache files modified from input files.

First of all, determine the directory to store cache files.

```
local cachedir
local function outputdir ()
  if lfstouch then
    for i,v in ipairs{'TEXMFVAR','TEXMF_OUTPUT_DIRECTORY','.','TEXMFOUTPUT'} do
      local var = i == 3 and v or kpse.var_value(v)
      if var and var ~= "" then
        for _,vv in ipairs(var:explode(os.type == "unix" and ":" or ";")) do
          local dir = format("%s/%s",vv,"luamplib_cache")
          if not lfsisdir(dir) then
            mk_full_path(dir)
```

```
          end
          if is_writable(dir) then
            cachedir = dir; return cachedir
          end
        end
      end
    end
  end
  cachedir = "."; return cachedir
end
function luamplib.getcachedir(dir)
  dir = dir:gsub("##","#")
  dir = dir:gsub("^~",
    os.type == "windows" and os.getenv("UserProfile") or os.getenv("HOME"))
  if lfstouch and dir then
    if lfsisdir(dir) then
      if is_writable(dir) then
        cachedir = dir
      else
        warn("Directory '%s' is not writable!", dir)
      end
    else
      warn("Directory '%s' does not exist!", dir)
    end
  end
end
```

Some basic METAPOST files not necessary to make cache files.

```
local noneedtoreplace = {
  ["boxes.mp"] = true, --  ["format.mp"] = true,
  ["graph.mp"] = true, ["marith.mp"] = true, ["mfplain.mp"] = true,
  ["mpost.mp"] = true, ["plain.mp"] = true, ["rboxes.mp"] = true,
  ["sarith.mp"] = true, ["string.mp"] = true, -- ["TEX.mp"] = true,
  ["metafun.mp"] = true, ["metafun.mpiv"] = true, ["mp-abck.mpiv"] = true,
  ["mp-apos.mpiv"] = true, ["mp-asnc.mpiv"] = true, ["mp-bare.mpiv"] = true,
  ["mp-base.mpiv"] = true, ["mp-blob.mpiv"] = true, ["mp-butt.mpiv"] = true,
  ["mp-char.mpiv"] = true, ["mp-chem.mpiv"] = true, ["mp-core.mpiv"] = true,
  ["mp-crop.mpiv"] = true, ["mp-figs.mpiv"] = true, ["mp-form.mpiv"] = true,
  ["mp-func.mpiv"] = true, ["mp-grap.mpiv"] = true, ["mp-grid.mpiv"] = true,
  ["mp-grph.mpiv"] = true, ["mp-idea.mpiv"] = true, ["mp-luas.mpiv"] = true,
  ["mp-mlib.mpiv"] = true, ["mp-node.mpiv"] = true, ["mp-page.mpiv"] = true,
  ["mp-shap.mpiv"] = true, ["mp-step.mpiv"] = true, ["mp-text.mpiv"] = true,
  ["mp-tool.mpiv"] = true, ["mp-cont.mpiv"] = true,
}
luamplib.noneedtoreplace = noneedtoreplace

```

Pattern formats to replace btex and verbatimtex ... etex in input files, if needed.

```
local name_b = "%f[%a_]"
local name_e = "%f[^%a_]"
```

```
local btex_etex = name_b.."btex"..name_e.."%s*(.-)%s*"..name_b.."etex"..name_e
local verbatimtex_etex = name_b.."verbatimtex"..name_e.."%s*(.-)%s*"..name_b.."etex"..name_e

```

Function `luamplib.finder`

```
local currenttime = os.time()
do
  local luamplibtime = lfsattributes(kpse.find_file"luamplib.lua", "modification")
```

`format.mp` is much complicated, so specially treated.

```
  local function replaceformatmp(file,newfile,ofmodify)
    local fh = ioopen(file,"r")
    if not fh then return file end
    local data = fh:read("*all"); fh:close()
    fh = ioopen(newfile,"w")
    if not fh then return file end
    fh:write(
      "let normalinfont = infont;\n",
      "primarydef str infont name = rawtextext(str) enddef;\n",
      data,
      "vardef Fmant_(expr x) = rawtextext(decimal abs x) enddef;\n",
      "vardef Fexp_(expr x) = rawtextext(\"$^{\"&decimal x&\"}$\") enddef;\n",
      "let infont = normalinfont;\n"
    ); fh:close()
    lfstouch(newfile,currenttime,ofmodify)
    return newfile
  end
  local function replaceinputmpfile (name,file)
    local ofmodify = lfsattributes(file,"modification")
    if not ofmodify then return file end
    local newfile = name:gsub("%W","_")
    newfile = format("%s/luamplib_input_%s", cachedir or outputdir(), newfile)
    if newfile and luamplibtime then
      local nf = lfsattributes(newfile)
      if nf and nf.mode == "file" and
        ofmodify == nf.modification and luamplibtime < nf.access then
        return nf.size == 0 and file or newfile
      end
    end
    if name == "format.mp" then return replaceformatmp(file,newfile,ofmodify) end
    local fh = ioopen(file,"r")
    if not fh then return file end
    local data = fh:read("*all"); fh:close()
```

“etex” must be preceded by a space and followed by a space or semicolon as specified in LuaTEX manual, which is not the case of standalone METAPOST though.

```
    local count,cnt = 0,0
    data, cnt = data:gsub(btex_etex, "btex %1 etex ") -- space
    count = count + cnt
    data, cnt = data:gsub(verbatimtex_etex, "verbatimtex %1 etex;") -- semicolon
    count = count + cnt
```

```
  if count == 0 then
    noneedtoreplace[name] = true
    fh = ioopen(newfile,"w");
    if fh then
      fh:close()
      lfstouch(newfile,currenttime,ofmodify)
    end
    return file
  end
  fh = ioopen(newfile,"w")
  if not fh then return file end
  fh:write(data); fh:close()
  lfstouch(newfile,currenttime,ofmodify)
  return newfile
end
```

As the finder function for **mplib**, use the kpse library and make it behave like as if METAPOST was used. And replace `.mp` files with cache files if needed. See also #74, #97.

```
local mpkpse
do
  local exe = 0
  while arg[exe-1] do
    exe = exe-1
  end
  mpkpse = kpse.new(arg[exe], "mpost")
end
local special_ftype = {
  pfb = "type1 fonts",
  enc = "enc files",
}
function luamplib.finder (name, mode, ftype)
  if mode == "w" then
    if name and name ~= "mpout.log" then
      kpse.record_output_file(name) -- recorder
    end
    return name
  else
    ftype = special_ftype[ftype] or ftype
    local file = mpkpse:find_file(name,ftype)
    if file then
      if lfstouch and ftype == "mp" and not noneedtoreplace[name] and not noneedtoreplace["*.mp"] then
        file = replaceinputmpfile(name,file)
      end
    else
      file = mpkpse:find_file(name, name:match("%a+$"))
    end
    if file then
      kpse.record_input_file(file) -- recorder
    end
```

```
      return file
    end
  end
end

```

For the main function: process

plain or *metafun*, though we cannot support *metafun* format fully.

```
local currentformat = "plain"
function luamplib.setformat (name)
  currentformat = name
end
```

v2.9 has introduced the concept of "code inherit"

```
luamplib.codeinherit = false
local mplibinstances = {}
luamplib.instances = mplibinstances
local has_instancename = false

local process
do
  local function reporterror (result, prevlog)
    if not result then
      err("no result object returned")
    else
      local t, e, l = result.term, result.error, result.log
```

log has more information than term, so log first (2021/08/02)

```
      local log = l or t or "no-term"
      log = log:gsub("%(Please type a command or say `end'%)",""):gsub("\n+","\n")
      if result.status > 0 then
        local first = log:match"(.-\n! .-)\n! "
        if first then
          termorlog("term", first)
          termorlog("log", log, "Warning")
        else
          warn(log)
        end
        if result.status > 1 then
          err(e or "see above messages")
        end
      elseif prevlog then
        log = prevlog..log
```

v2.6.1: now luamplib does not disregard `show` command, even when `luamplib.showlog` is false. Incidentally, it does not raise error nor prints an info, even if output has no figure.

```
        local show = log:match"\n>>? .+"
        if show then
          termorlog("term", show, "Info (more info in the log)")
          info(log)
        elseif luamplib.showlog and log:find"%g" then
```

```
          info(log)
        end
      end
      return log
    end
  end
```

lualibs-os.lua installs a randomseed. When this file is not loaded, we should explicitly seed a unique integer to get random randomseed for each run.

```
  if not math.initialseed then math.randomseed(currenttime) end
  local function luamplibload (name)
    local mpx = mplib.new {
      ini_version = true,
      find_file   = luamplib.finder,
```

Make use of make_text and run_script. And we provide numbersystem option since v2.4. See https://github.com/lualatex/luamplib/issues/21.

```
      make_text   = luamplib.maketext,
      run_script  = luamplib.runscript,
      math_mode   = luamplib.numbersystem,
      job_name    = tex.jobname,
      random_seed = math.random(4095),
      utf8_mode   = true,
      extensions  = 1,
    }
```

Append our own METAPOST preamble to the preamble loading plain/metafun format.

```
    local preamble = tableconcat{
      format(luamplib.preambles.preamble, replacesuffix(name,"mp")),
      luamplib.preambles.mplibcode,
      luamplib.legacyverbatimtex and luamplib.preambles.legacyverbatimtex or "",
      luamplib.textextlabel and luamplib.preambles.textextlabel or "",
    }
    local result, log
    if not mpx then
      result = { status = 99, error = "out of memory"}
    else
      result = mpx:execute(preamble)
    end
    log = reporterror(result)
    return mpx, result, log
  end
```

Here, excute each mplibcode data, ie \begin{mplibcode} ... \end{mplibcode}.

```
  function process (data, instancename)
    local currfmt
    if instancename and instancename ~= "" then
      currfmt = instancename
      has_instancename = true
    else
      currfmt = tableconcat{
```

```
        currentformat,
        luamplib.numbersystem or "scaled",
        tostring(luamplib.textextlabel),
        tostring(luamplib.legacyverbatimtex),
      }
      has_instancename = false
    end
    local mpx = mplibinstances[currfmt]
    local standalone = not (has_instancename or luamplib.codeinherit)
    if mpx and standalone then
      mpx:finish()
    end
    local log = ""
    if standalone or not mpx then
      mpx, _, log = luamplibload(currentformat)
      mplibinstances[currfmt] = mpx
    end
    local converted, result = false, {}
    if mpx and data then
      result = mpx:execute(data)
      local log = reporterror(result, log)
      if log then
        if result.fig then
          converted = luamplib.convert(result)
        end
      end
    else
      err"Mem file unloadable. Maybe generated with a different version of mplib?"
    end
    return converted, result
  end
end

```

dvipdfmx is supported, though nobody seems to use it.

```
local pdfmode = tex.outputmode > 0

```

make_text and some run_script uses LuaTEX's tex.runtoks.

```
local catlatex = luatexbase.registernumber("catcodetable@latex")
local catat11  = luatexbase.registernumber("catcodetable@atletter")
```

tex.scantoks sometimes fail to read catcode properly, especially \#, \&, or \%. After some experiment, we dropped using it. Instead, a function containing tex.sprint seems to work nicely.

```
local function run_tex_code (str, cat)
  texruntoks(function() texsprint(cat or catlatex, str) end)
end
```

For conversion of sp to bp.

```
local factor = 65536*(7227/7200)

```

Prepare textext box number containers, locals and globals. `localid` can be any number. They are local anyway. The number will be reset at the start of a new code chunk. Global boxes will use `\newbox` command in `tex.runtoks` process. This is the same when `codeinherit` is true. Boxes in instances with name will also be global, so that their tex boxes can be shared among instances of the same name.

```
local texboxes = { globalid = 0, localid = 4096 }
local process_tex_text
do
  local textext_fmt = 'image(addto currentpicture doublepath unitsquare \z
    xscaled %f yscaled %f shifted (0,-%f) \z
    withprescript "mplibtexboxid=%i:%f:%f")'
  function process_tex_text (str, maketext)
    if str then
      if not maketext then str = str:gsub("\r.-$","") end
      local global = (has_instancename or luamplib.globaltextext or luamplib.codeinherit)
                     and "\\global" or ""
      local tex_box_id
      if global == "" then
        tex_box_id = texboxes.localid + 1
        texboxes.localid = tex_box_id
      else
        local boxid = texboxes.globalid + 1
        texboxes.globalid = boxid
        run_tex_code(format([[\expandafter\newbox\csname luamplib.box.%s\endcsname]], boxid))
        tex_box_id = tex.getcount'allocationnumber'
      end
      if str:find"^%[taggingoff%]" then
        str = str:gsub("^%[taggingoff%]%s*","")
        run_tex_code(format("\\luamplibnotagtextboxset{%i}{%s\\setbox%i\\hbox{%s}}",
                            tex_box_id, global, tex_box_id, str))
      else
        run_tex_code(format("\\luamplibtagtextboxset{%i}{%s\\setbox%i\\hbox{%s}}",
                            tex_box_id, global, tex_box_id, str))
      end
      local box = texgetbox(tex_box_id)
      local wd  = box.width  / factor
      local ht  = box.height / factor
      local dp  = box.depth  / factor
      return textext_fmt:format(wd, ht+dp, dp, tex_box_id, wd, ht+dp)
    end
    return ""
  end
end

```

Make `color` or `xcolor`'s color expressions usable, with `\mpcolor` or `mplibcolor`. These commands should be used with graphical objects. Attempt to support l3color as well.

```
if is_defined'color_select:n' then
  run_tex_code{
```

```
    "\\newcatcodetable\\luamplibcctabexplat",
    "\\begingroup",
    "\\catcode`@=11 ",
    "\\catcode`_=11 ",
    "\\catcode`:=11 ",
    "\\savecatcodetable\\luamplibcctabexplat",
    "\\endgroup",
  }
end
local ccexplat = luatexbase.registernumber"luamplibcctabexplat"

local process_color, process_mplibcolor
```

A common function for color functions

```
local function colorsplit (res)
  local t, tt = { }, res:gsub("[%[%]]","",2):explode()
  local be = tt[1]:find"^%d" and 1 or 2
  for i=be, #tt do
    if not tonumber(tt[i]) then break end
    t[#t+1] = tt[i]
  end
  if #t == 0 then -- named color in DVI mode with no DocumentMetadata
    run_tex_code{"\\extractcolorspecs{", tt[3], "}\\mplibtmpa\\mplibtmpb"}
    t = get_macro"mplibtmpb":explode","
  end
  return t
end
do
  local colfmt = ccexplat and "l3color" or "xcolor"
  local mplibcolorfmt = {
    xcolor = tableconcat{
      [[\begingroup\let\XC@mcolor\relax]],
      [[\def\set@color{\global\mplibtmptoks\expandafter{\current@color}}]],
      [[\color%s\endgroup]],
    },
    l3color = tableconcat{
      [[\begingroup\def\__color_select:N#1{\expandafter\__color_select:nn#1}]],
      [[\def\__color_backend_select:nn#1#2{\global\mplibtmptoks{#1 #2}}]],
      [[\def\__kernel_backend_literal:e#1{\global\mplibtmptoks\expandafter{\expanded{#1}}}]],
      [[\color_select:n%s\endgroup]],
    },
  }
  function process_color (str)
    if str then
      if not str:find("%b{}") then
        str = format("{%s}",str)
      end
      local myfmt = mplibcolorfmt[colfmt]
      if colfmt == "l3color" and is_defined"color" then
        if str:find("%b[]") then
```

```
          myfmt = mplibcolorfmt.xcolor
        else
          for _,v in ipairs(str:match"{(.+)}":explode"!") do
            if not v:find("^%s*%d+%s*$") then
              local pp = get_macro(format("l__color_named_%s_prop",v))
              if not pp or pp == "" then
                myfmt = mplibcolorfmt.xcolor
                break
              end
            end
          end
        end
      end
      run_tex_code(myfmt:format(str), ccexplat or catat11)
      local t = texgettoks"mplibtmptoks"
      if not pdfmode then
        if t:find"^hsb" or not t:find"%d" then
          t = "color push " .. t
        elseif not t:find"^pdf" then
          t = t:gsub("%a+ (.+)","pdf:bc [%1]")
        end
      end
      return format('1 withprescript "mpliboverridecolor=%s"', t)
    end
    return ""
  end
  function process_mplibcolor(str)
    local res = process_color(str)
    if res:find" cs " or res:find"@pdf.obj" or res:find"color push" then return res end
    res = colorsplit(res:match'"mpliboverridecolor=(.+)"')
    return format("(%s)", tableconcat(res, ","))
  end
end
```

for `\mpdim` or `mplibdimen`

```
local function process_dimen (str)
  if str then
    str = str:gsub("{(.+)}","%1")
    run_tex_code(format([[\mplibtmptoks\expandafter{\the\dimexpr %s\relax}]], str))
    return format("begingroup %s endgroup", texgettoks"mplibtmptoks")
  end
  return ""
end
```

Newly introduced method of processing `verbatimtex ... etex`. This function is used when `\mpliblegacybehavior{false}` is declared.

```
local function process_verbatimtex_text (str)
  if str then
```

```
    run_tex_code(str)
  end
  return ""
end
```

For legacy verbatimtex process. `verbatimtex ... etex` before `beginfig()` is inserted just before the **mplib** box. And TEX code inside `beginfig() ... endfig` is inserted after the **mplib** box.

```
local tex_code_pre_mplib = {}
luamplib.figid = 1
luamplib.in_the_fig = false
local function process_verbatimtex_prefig (str)
  if str then
    tex_code_pre_mplib[luamplib.figid] = str
  end
  return ""
end
local function process_verbatimtex_infig (str)
  if str then
    return format('special "postmplibverbtex=%s";', str)
  end
  return ""
end
```

For *metafun* format. see issue #79.

```
mp = mp or {}
local mp = mp
mp.mf_path_reset = mp.mf_path_reset or function() end
mp.mf_finish_saving_data = mp.mf_finish_saving_data or function() end
mp.report = mp.report or info
```

metafun 2021-03-09 changes crashes luamplib.

```
catcodes = catcodes or {}
local catcodes = catcodes
catcodes.numbers = catcodes.numbers or {}
catcodes.numbers.ctxcatcodes = catcodes.numbers.ctxcatcodes or catlatex
catcodes.numbers.texcatcodes = catcodes.numbers.texcatcodes or catlatex
catcodes.numbers.luacatcodes = catcodes.numbers.luacatcodes or catlatex
catcodes.numbers.notcatcodes = catcodes.numbers.notcatcodes or catlatex
catcodes.numbers.vrbcatcodes = catcodes.numbers.vrbcatcodes or catlatex
catcodes.numbers.prtcatcodes = catcodes.numbers.prtcatcodes or catlatex
catcodes.numbers.txtcatcodes = catcodes.numbers.txtcatcodes or catlatex
```

Now `luamplib.runscript`

```
do
  local runscript_funcs = {
    luamplibtext    = process_tex_text,
    luamplibcolor   = process_mplibcolor,
    luamplibdimen   = process_dimen,
```

```
    luamplibprefig  = process_verbatimtex_prefig,
    luamplibinfig   = process_verbatimtex_infig,
    luamplibverbtex = process_verbatimtex_text,
  }
```

A function from ConTEXt general.

```
  local function mpprint(buffer,...)
    for i=1,select("#",...) do
      local value = select(i,...)
      if value ~= nil then
        local t = type(value)
        if t == "number" then
          buffer[#buffer+1] = format("%.16f",value)
        elseif t == "string" then
          buffer[#buffer+1] = value
        elseif t == "table" then
          buffer[#buffer+1] = "(" .. tableconcat(value,",") .. ")"
        else -- boolean or whatever
          buffer[#buffer+1] = tostring(value)
        end
      end
    end
  end
  function luamplib.runscript (code)
    local id, str = code:match("(.-){(.*)}")
    if id and str then
      local f = runscript_funcs[id]
      if f then
        local t = f(str)
        if t then return t end
      end
    end
    local f = loadstring(code)
    if type(f) == "function" then
      local buffer = {}
      function mp.print(...)
        mpprint(buffer,...)
      end
      local res = {f()}
      buffer = tableconcat(buffer)
      if buffer and buffer ~= "" then
        return buffer
      end
      buffer = {}
      mpprint(buffer, tableunpack(res))
      return tableconcat(buffer)
    end
    return ""
  end
end
```

```
587
```

luamplib.maketext

```
588 luamplib.legacyverbatimtex = true
589 do
```

make_text must be one liner, so comment sign is not allowed.

```
590   local function protecttexcontents (str)
591     return str:gsub("\\%%", "\0PerCent\0")
592                :gsub("%%.-\n", "")
593                :gsub("%%.-$",  "")
594                :gsub("%zPerCent%z", "\\%%")
595                :gsub("\r.-$",  "")
596                :gsub("%s+", " ")
597   end
598   function luamplib.maketext (str, what)
599     if str and str ~= "" then
600       str = protecttexcontents(str)
601       if what == 1 then
602         if not str:find("\\documentclass"..name_e) and
603            not str:find("\\begin%s*{document}") and
604            not str:find("\\documentstyle"..name_e) and
605            not str:find("\\usepackage"..name_e) then
606           if luamplib.legacyverbatimtex then
607             if luamplib.in_the_fig then
608               return process_verbatimtex_infig(str)
609             else
610               return process_verbatimtex_prefig(str)
611             end
612           else
613             return process_verbatimtex_text(str)
614           end
615         end
616       else
617         return process_tex_text(str, true) -- bool is for 'char13'
618       end
619     end
620     return ""
621   end
622 end
623
```

luamplib's METAPOST color operators

```
624 luamplib.gettexcolor = function (str, rgb)
625   local res = process_color(str):match'"mpliboverridecolor=(.+)"'
626   if res:find" cs " or res:find"@pdf.obj" then
627     if not rgb then
628       warn("%s is a spot color. Forced to CMYK", str)
629     end
630     run_tex_code({
631       "\\color_export:nnN{",
```

```
      str,
      "}{",
      rgb and "space-sep-rgb" or "space-sep-cmyk",
      "}\\mplib_@tempa",
    },ccexplat)
    return get_macro"mplib_@tempa":explode()
  end
  local t = colorsplit(res)
  if #t == 3 or not rgb then return t end
  if #t == 4 then
    return { 1 - math.min(1,t[1]+t[4]), 1 - math.min(1,t[2]+t[4]), 1 - math.min(1,t[3]+t[4]) }
  end
  return { t[1], t[1], t[1] }
end

luamplib.shadecolor = function (str)
  local res = process_color(str):match'"mpliboverridecolor=(.+)"'
  if res:find" cs " or res:find"@pdf.obj" then -- spot color shade: l3 only
```

An example of spot color shading:

```
\DocumentMetadata{ }
\documentclass{article}
\usepackage{luamplib}
\ExplSyntaxOn
\color_model_new:nnn { pantone3005 }
  { Separation }
  {
    name = PANTONE~3005~U ,
    alternative-model = cmyk ,
    alternative-values = {1, 0.56, 0, 0}
  }
  \color_set:nnn{spotA}{pantone3005}{1}
  \color_set:nnn{spotB}{pantone3005}{0.6}
\color_model_new:nnn { pantone1215 }
  { Separation }
  {
    name = PANTONE~1215~U ,
    alternative-model = cmyk ,
    alternative-values = {0, 0.15, 0.51, 0}
  }
  \color_set:nnn{spotC}{pantone1215}{1}
\color_model_new:nnn { pantone2040 }
  { Separation }
  {
    name = PANTONE~2040~U ,
    alternative-model = cmyk ,
    alternative-values = {0, 0.28, 0.21, 0.04}
  }
  \color_set:nnn{spotD}{pantone2040}{1}
\ExplSyntaxOff
```

```
\begin{document}
\begin{mplibcode}
beginfig(1)
  fill unitsquare xscaled \mpdim\textwidth yscaled 1cm
    withshadingmethod "linear"
    withshadingvector (0,1)
    withshadingstep (
      withshadingfraction .5
      withshadingcolors ("spotB","spotC")
    )
    withshadingstep (
      withshadingfraction 1
      withshadingcolors ("spotC","spotD")
    )
    ;
endfig;
\end{mplibcode}
\end{document}
```

another one: user-defined DeviceN colorspace

```
\DocumentMetadata{ }
\documentclass{article}
\usepackage{luamplib}
\ExplSyntaxOn
\color_model_new:nnn { pantone1215 }
  { Separation }
  {
    name = PANTONE~1215~U ,
    alternative-model = cmyk ,
    alternative-values = {0, 0.15, 0.51, 0}
  }
\color_model_new:nnn { pantone+black }
  { DeviceN }
  { names = {pantone1215,black} }
\color_set:nnn{purepantone}{pantone+black}{1,0}
\color_set:nnn{pureblack}  {pantone+black}{0,1}
\ExplSyntaxOff
\begin{document}
\mpfig
  fill unitsquare xscaled \mpdim{\textwidth} yscaled 30
    withshadingmethod "linear"
    withshadingcolors ("purepantone","pureblack")
    ;
\endmpfig
\end{document}
```

```
650     run_tex_code({
651       [[\color_export:nnN{]], str, [[}{backend}\mplib_@tempa]],
652     },ccexplat)
```

```
    local name, value = get_macro'mplib_@tempa':match'{(.-)}{(.-)}'
    local t, obj = res:explode()
    if pdfmode then
      obj = format("%s 0 R", ltx.pdf.object_id( t[1]:sub(2,-1) ))
    else
      obj = t[2]
    end
    return format('(1) withprescript"mplib_spotcolor=%s:%s:%s"', value,obj,name)
  end
  return colorsplit(res)
end

```

luamplib.fillandstrokecolor

```
do
  local function graphictextcolor (col, filldraw)
    if col:find"^[%d%.:]+$" then
      col = col:explode":"
      for i=1,#col do
        col[i] = format("%.3f", col[i])
      end
      if pdfmode then
        local op = #col == 4 and "k" or #col == 3 and "rg" or "g"
        col[#col+1] = filldraw == "fill" and op or op:upper()
        return tableconcat(col," ")
      end
      return format("[%s]", tableconcat(col," "))
    end
    col = process_color(col):match'"mpliboverridecolor=(.+)"'
    if pdfmode then
      local t = col:explode()
      local b = filldraw == "fill" and 1 or #t/2+1
      local e = b == 1 and #t/2 or #t
      return tableconcat(t," ", b, e)
    end
    if col:find"@pdf.obj" then
      return col:gsub("pdf:bc%s*","",1)
    else
      return format("[%s]", tableconcat(colorsplit(col)," "))
    end
  end
  function luamplib.fillandstrokecolor (fill, stroke)
    fill   = graphictextcolor(fill, "fill")
    stroke = graphictextcolor(stroke, "stroke")
    local bc = pdfmode and "" or "pdf:bc "
    return format('withprescript "mpliboverridecolor=%s%s %s"', bc, fill, stroke)
  end
end

```

Remove trailing zeros for smaller PDF

```
local decimals = "%.%d+"
local function rmzeros(str) return str:gsub("%.?0+$","") end

```

common function for mplibgraphictext and mpliboutlinetext

```
local function getrulemetric (box, curr, bp)
  local running = -1073741824
  local wd,ht,dp = curr.width, curr.height, curr.depth
  wd = wd == running and box.width  or wd
  ht = ht == running and box.height or ht
  dp = dp == running and box.depth  or dp
  if bp then
    return wd/factor, ht/factor, dp/factor
  end
  return wd, ht, dp
end

```

luamplib's mplibgraphictext operator

```
do
  local emboldenfonts = { }
  local function roundupwidth (f, fb)
    local wd = math.round(f.size * fb / factor * 10)
    if wd == 0 and fb ~= 0 then
      wd = 1
    end
    emboldenfonts.width = wd
    return wd
  end
  local function getemboldenwidth (curr, fakebold)
    local width = emboldenfonts.width
    if not width then
      local f
      local function getglyph(n)
        while n do
          if n.head then
            getglyph(n.head)
          elseif n.font and n.font > 0 then
            f = n.font; break
          end
          n = node.getnext(n)
        end
      end
      getglyph(curr)
      width = roundupwidth(font.getcopy(f or font.current()), fakebold)
    end
    return width
  end
  local function getrulewhatsit (line, wd, ht, dp)
```

```
  line, wd, ht, dp = line/1000, wd/factor, ht/factor, dp/factor
  line = line == 0 and "" or ("%f w"):format(line)
  local pl
  local fmt = "q %s %f %f %f %f re B Q"
  if pdfmode then
    pl = node.new("whatsit","pdf_literal")
    pl.mode = 0
  else
    fmt = "pdf:content "..fmt
    pl = node.new("whatsit","special")
  end
  pl.data = fmt:format(line, 0, -dp, wd, ht+dp) :gsub(decimals,rmzeros)
  local ss = node.new"glue"
  node.setglue(ss, 0, 65536, 65536, 2, 2)
  pl.next = ss
  return pl
end
```

copying attributes of rule/glue node to improve tagging of mplibgraphictext

```
local tag_update_attrs
if is_defined"ver@tagpdf.sty" then
  tag_update_attrs = function (n, curr)
    while n do
      n.attr = curr.attr
      if n.head then
        tag_update_attrs(n.head, curr)
      end
      n = node.getnext(n)
    end
  end
else
  tag_update_attrs = function() end
end
local function embolden (box, curr, fakebold)
  local head = curr
  while curr do
    if curr.head then
      curr.head = embolden(curr, curr.head, fakebold)
    elseif curr.replace then
      curr.replace = embolden(box, curr.replace, fakebold)
    elseif curr.leader then
      if curr.leader.head then
        curr.leader.head = embolden(curr.leader, curr.leader.head, fakebold)
      elseif curr.leader.id == node.id"rule" then
        local glue = node.effective_glue(curr, box)
        local line = getemboldenwidth(curr, fakebold)
        local wd,ht,dp = getrulemetric(box, curr.leader)
        if box.id == node.id"hlist" then
          wd = glue
```

```
792         else
793           ht, dp = 0, glue
794         end
795         local pl = getrulewhatsit(line, wd, ht, dp)
796         local pack = box.id == node.id"hlist" and node.hpack or node.vpack
797         local list = pack(pl, glue, "exactly")
798         tag_update_attrs(list,curr)
799         head = node.insert_after(head, curr, list)
800         head, curr = node.remove(head, curr)
801       end
802     elseif curr.id == node.id"rule" and curr.subtype == 0 then
803       local line = getemboldenwidth(curr, fakebold)
804       local wd,ht,dp = getrulemetric(box, curr)
805       if box.id == node.id"vlist" then
806         ht, dp = 0, ht+dp
807       end
808       local pl = getrulewhatsit(line, wd, ht, dp)
809       local list
810       if box.id == node.id"hlist" then
811         list = node.hpack(pl, wd, "exactly")
812       else
813         list = node.vpack(pl, ht+dp, "exactly")
814       end
815       tag_update_attrs(list,curr)
816       head = node.insert_after(head, curr, list)
817       head, curr = node.remove(head, curr)
818     elseif curr.id == node.id"glyph" and curr.font > 0 then
819       local f = curr.font
820       local key = format("%s:%s",f,fakebold)
821       local i = emboldenfonts[key]
822       if not i then
823         local ft = font.getfont(f) or font.getcopy(f)
824         local width = roundupwidth(ft, fakebold)
825         if ft.format == "opentype" or ft.format == "truetype" then
826           local name = ft.name:gsub('"','''):gsub(';$','')
827           name = format('%s;embolden=%s;',name,fakebold)
828           _, i = fonts.constructors.readanddefine(name,ft.size)
829         elseif pdfmode then
830           local ft = table.copy(ft)
831           ft.mode, ft.width = 2, width
832           i = font.define(ft)
833         else
834           goto skip_type1
835         end
836         emboldenfonts[key] = i
837       end
838       curr.font = i
839     end
840     ::skip_type1::
```

```
      curr = node.getnext(curr)
    end
    return head
  end
  luamplib.graphictext = function (text, fakebold, fc, dc)
    local fmt = process_tex_text(text):sub(1,-2)
    local id = tonumber(fmt:match"mplibtexboxid=(%d+):")
    emboldenfonts.width = nil
    local box = texgetbox(id)
    box.head = embolden(box, box.head, fakebold)
    local colors = luamplib.fillandstrokecolor(fc, dc)
    return format('%s %s)', fmt, colors)
  end
end
```

luamplib's mplibglyph operator

```
do
  local function mperr (str)
    return format("hide(errmessage %q)", str)
  end
  local function getangle (a,b,c)
    local r = math.deg(math.atan(c.y-b.y, c.x-b.x) - math.atan(b.y-a.y, b.x-a.x))
    if r > 180 then
      r = r - 360
    elseif r < -180 then
      r = r + 360
    end
    return r
  end
  local function turning (t)
    local r, n = 0, #t
    for i=1,2 do
      tableinsert(t, t[i])
    end
    for i=1,n do
      r = r + getangle(t[i], t[i+1], t[i+2])
    end
    return r/360
  end
  local function glyphimage(t, fmt)
    local q, p, r, towarn = {{},{}}
    local function closepath(dots)
      tableinsert(p, format("%scycle", dots or "--"))
      tableinsert(q[ turning(r) > 0 and 1 or 2 ], tableconcat(p))
    end
    for i,v in ipairs(t) do
      local cmd = v[#v]
      local nt = t[i+1]
```

```
888       local final = not nt or nt[#nt] ~= "l" and nt[#nt] ~= "c"
889       if cmd == "m" then
890         if final then towarn = true end
891         p = {format('(%s,%s)',v[1],v[2])}
892         r = {{x=v[1],y=v[2]}}
893       else
894         if cmd == "l" then
895           local pt = t[i-1]
896           if (final or pt and pt[#pt] == "m") and r[1].x == v[1] and r[1].y == v[2] then
897           else
898             tableinsert(p, format('--(%s,%s)',v[1],v[2]))
899             tableinsert(r, {x=v[1],y=v[2]})
900           end
901           if final then closepath() end
902         elseif cmd == "c" then
903           tableinsert(p, format('..controls(%s,%s)and(%s,%s)',v[1],v[2],v[3],v[4]))
904           if final and r[1].x == v[5] and r[1].y == v[6] then
905             closepath ".."
906           else
907             tableinsert(p, format('..(%s,%s)',v[5],v[6]))
908             tableinsert(r, {x=v[5],y=v[6]})
909             if final then closepath() end
910           end
911         elseif cmd == "path" or cmd == "move" then
912         else
913           return mperr"unknown operator"
914         end
915       end
916     end
917     r = { }
918     if fmt == "opentype" then
919       for _,v in ipairs(q[1]) do
920         tableinsert(r, format('addto currentpicture contour %s;',v))
921       end
922       for _,v in ipairs(q[2]) do
923         tableinsert(r, format('addto currentpicture contour %s withcolor background;',v))
924       end
925     else
926       for _,v in ipairs(q[2]) do
927         tableinsert(r, format('addto currentpicture contour %s;',v))
928       end
929       for _,v in ipairs(q[1]) do
930         tableinsert(r, format('addto currentpicture contour %s withcolor background;',v))
931       end
932     end
933     return format('image(%s)', tableconcat(r)), towarn
934   end
935   if not table.tofile then require"lualibs-lpeg"; require"lualibs-table"; end
936   function luamplib.glyph (f, c)
```

```
    local filename, subfont, instance, kind, shapedata
    local fid = tonumber(f) or font.id(f)
    if fid > 0 then
      local fontdata = font.getfont(fid) or font.getcopy(fid)
      filename, subfont, kind = fontdata.filename, fontdata.subfont, fontdata.format
      instance = fontdata.specification and fontdata.specification.instance
        or fontdata.shared and fontdata.shared.features.axis
      filename = filename and filename:gsub("^harfloaded:","")
    else
      local name
      f = f:match"^%s*(.+)%s*$"
      name, subfont, instance = f:match"(.+)%((%d+)%)%[(.-)%]$"
      if not name then
        name, instance = f:match"(.+)%[(.-)%]$" -- SourceHanSansK-VF.otf[Heavy]
      end
      if not name then
        name, subfont = f:match"(.+)%((%d+)%)$" -- Times.ttc(2)
      end
      name = name or f
      subfont = (subfont or 0)+1
      instance = instance and instance:lower()
      for _,ftype in ipairs{"opentype", "truetype"} do
        filename = kpse.find_file(name, ftype.." fonts")
        if filename then
          kind = ftype; break
        end
      end
    end
    if kind ~= "opentype" and kind ~= "truetype" then
      f = fid and fid > 0 and tex.fontname(fid) or f
      if kpse.find_file(f, "tfm") then
        return format("glyph %s of %q", tonumber(c) or format("%q",c), f)
      else
        filename = kpse.find_file(f, "type1 fonts")
        if filename then
          kind = "type1" -- there's bug in processing cmr family
        else
          return mperr"font not found"
        end
      end
    end
    local time = lfsattributes(filename,"modification")

  local k = format("shapes_%s(%s)[%s]%s", filename, subfont or "", instance or "",
                   luaotfload and luaotfload.version or "")

    local k = format("shapes_%s(%s)[%s]", filename, subfont or "", instance or "")
    local h = format(string.rep('%02x', 256/8), string.byte(sha2.digest256(k), 1, -1))
    local newname = format("%s/%s.lua", cachedir or outputdir(), h)
```

```
    local newtime = lfsattributes(newname,"modification") or 0
    if time == newtime then
      shapedata = require(newname)
    end
    if not shapedata then
      if fonts then
        local handler = kind == "type1" and fonts.handlers.afm or fonts.handlers.otf
        shapedata = handler.readers.loadshapes(filename,subfont,instance)
      end
      if not shapedata then return mperr"loadshapes() failed. luaotfload not loaded?" end
      table.tofile(newname, shapedata, "return")
      lfstouch(newname, time, time)
    end
    local gid = tonumber(c)
    if not gid then
      local uni = utf8.codepoint(c)
      for i,v in pairs(shapedata.glyphs) do
        if c == v.name or uni == v.unicode then
          gid = i; break
        end
      end
    end
    if not gid then return mperr"cannot get GID (glyph id)" end
    local fac = 1000 / (shapedata.units or 1000)
    local t = shapedata.glyphs[gid]; t = t and t.segments
    if not t then return "image()" end
    for i,v in ipairs(t) do
      if type(v) == "table" then
        for ii,vv in ipairs(v) do
          if type(vv) == "number" then
            t[i][ii] = format("%.0f", vv * fac)
          end
        end
      end
    end
    local result, towarn = glyphimage(t, shapedata.format or kind)
    if towarn then
      warn("mplibglyph %s not working properly. Use glyph instead", f)
    end
    return result
  end
end

```

mpliboutlinetext : based on mkiv's font-mps.lua

```
do
  local rulefmt = "mpliboutlinepic[%i]:=image(addto currentpicture contour \z
    unitsquare shifted - center unitsquare;) xscaled %f yscaled %f shifted (%f,%f);"
  local outline_horz, outline_vert
```

```
function outline_vert (res, box, curr, xshift, yshift)
  local b2u = box.dir == "LTL"
  local dy = (b2u and -box.depth or box.height)/factor
  local ody = dy
  while curr do
    if curr.id == node.id"rule" then
      local wd, ht, dp = getrulemetric(box, curr, true)
      local hd = ht + dp
      if hd ~= 0 then
        dy = dy + (b2u and dp or -ht)
        if wd ~= 0 and curr.subtype == 0 then
          res[#res+1] = rulefmt:format(#res+1, wd, hd, xshift+wd/2, yshift+dy+(ht-dp)/2)
        end
        dy = dy + (b2u and ht or -dp)
      end
    elseif curr.id == node.id"glue" then
      local vwidth = node.effective_glue(curr,box)/factor
      if curr.leader then
        local curr, kind = curr.leader, curr.subtype
        if curr.id == node.id"rule" then
          local wd = getrulemetric(box, curr, true)
          if wd ~= 0 then
            local hd = vwidth
            local dy = dy + (b2u and 0 or -hd)
            if hd ~= 0 and curr.subtype == 0 then
              res[#res+1] = rulefmt:format(#res+1, wd, hd, xshift+wd/2, yshift+dy+hd/2)
            end
          end
        elseif curr.head then
          local hd = (curr.height + curr.depth)/factor
          if hd <= vwidth then
            local dy, n, iy = dy, 0, 0
            if kind == 100 or kind == 103 then -- todo: gleaders
              local ady = abs(ody - dy)
              local ndy = math.ceil(ady / hd) * hd
              local diff = ndy - ady
              n = math.floor((vwidth-diff) / hd)
              dy = dy + (b2u and diff or -diff)
            else
              n = math.floor(vwidth / hd)
              if kind == 101 then
                local side = vwidth % hd / 2
                dy = dy + (b2u and side or -side)
              elseif kind == 102 then
                iy = vwidth % hd / (n+1)
                dy = dy + (b2u and iy or -iy)
              end
            end
            dy = dy + (b2u and curr.depth or -curr.height)/factor
```

```
            hd = b2u and hd or -hd
            iy = b2u and iy or -iy
            local func = curr.id == node.id"hlist" and outline_horz or outline_vert
            for i=1,n do
              res = func(res, curr, curr.head, xshift+curr.shift/factor, yshift+dy)
              dy = dy + hd + iy
            end
          end
        end
      end
      dy = dy + (b2u and vwidth or -vwidth)
    elseif curr.id == node.id"kern" then
      dy = dy + curr.kern/factor * (b2u and 1 or -1)
    elseif curr.id == node.id"vlist" then
      dy = dy + (b2u and curr.depth or -curr.height)/factor
      res = outline_vert(res, curr, curr.head, xshift+curr.shift/factor, yshift+dy)
      dy = dy + (b2u and curr.height or -curr.depth)/factor
    elseif curr.id == node.id"hlist" then
      dy = dy + (b2u and curr.depth or -curr.height)/factor
      res = outline_horz(res, curr, curr.head, xshift+curr.shift/factor, yshift+dy)
      dy = dy + (b2u and curr.height or -curr.depth)/factor
    end
    curr = node.getnext(curr)
  end
  return res
end
function outline_horz (res, box, curr, xshift, yshift, discwd)
  local r2l = box.dir == "TRT"
  local dx = r2l and (discwd or box.width/factor) or 0
  local dirs = { { dir = r2l, dx = dx } }
  while curr do
    if curr.id == node.id"dir" then
      local sign, dir = curr.dir:match"(.)(...)"
      local level, newdir = curr.level, r2l
      if sign == "+" then
        newdir = dir == "TRT"
        if r2l ~= newdir then
          local n = node.getnext(curr)
          while n do
            if n.id == node.id"dir" and n.level+1 == level then break end
            n = node.getnext(n)
          end
          n = n or node.tail(curr)
          dx = dx + node.rangedimensions(box, curr, n)/factor * (newdir and 1 or -1)
        end
        dirs[level] = { dir = r2l, dx = dx }
      else
        local level = level + 1
        newdir = dirs[level].dir
```

```
1127          if r2l ~= newdir then
1128            dx = dirs[level].dx
1129          end
1130        end
1131        r2l = newdir
1132      elseif curr.char and curr.font and curr.font > 0 then
1133        local ft = font.getfont(curr.font) or font.getcopy(curr.font)
1134        local gid = ft.characters[curr.char].index or curr.char
1135        local scale = ft.size / factor / 1000
1136        local slant   = (ft.slant or 0)/1000
1137        local extend  = (ft.extend or 1000)/1000
1138        local squeeze = (ft.squeeze or 1000)/1000
1139        local expand  = 1 + (curr.expansion_factor or 0)/1000000
1140        local xscale, yscale = scale * extend * expand, scale * squeeze
1141        dx = dx - (r2l and curr.width/factor*expand or 0)
1142        local xoff, yoff = (curr.xoffset or 0)/factor, (curr.yoffset or 0)/factor
1143        local xpos, ypos = dx + xshift + xoff, yshift + yoff
1144        local vertical = ""
1145        if ft.shared and (ft.shared.features.vert or ft.shared.features.vrt2) then
1146          if ft.shared.features.vertical then -- luatexko
1147            vertical = "rotated 90"
1148            local data = ft.characters[curr.char] or { }
1149            if ft.hb then
1150              local hoff, voff = (data.luatexko_hoff or 0)/factor, (data.luatexko_voff or 0)/factor
1151              local charraise = (ft.luatexko_charraise or 0)/factor
1152              xpos, ypos = xpos - voff + hoff - charraise, ypos + hoff + voff + charraise
1153            else
1154              local cmds = data.commands or { {0,0}, {0,0} }
1155              local voff, hoff = -cmds[1][2]/factor, cmds[2][2]/factor
1156              xpos, ypos = xpos + hoff, ypos + voff
1157            end
1158          elseif curr ~= box.head then -- luatexja
1159            vertical = "rotated 90"
1160            local en = ft.parameters.quad/factor/2
1161            xpos, ypos = xpos - xoff - yoff + en, ypos - yoff + xoff - en
1162          end
1163        end
1164        local image
1165        if ft.format == "opentype" or ft.format == "truetype" then
1166          image = luamplib.glyph(curr.font, gid)
1167        else
1168          local name, scale = ft.name, 1
1169          local vf = font.read_vf(name, ft.size)
1170          if vf and vf.characters[gid] then
1171            local cmds = vf.characters[gid].commands or {}
1172            for _,v in ipairs(cmds) do
1173              if v[1] == "char" then
1174                gid = v[2]
1175              elseif v[1] == "font" and vf.fonts[v[2]] then
```

```
              name  = vf.fonts[v[2]].name
              scale = vf.fonts[v[2]].size / ft.size
            end
          end
        end
        image = format("glyph %s of %q scaled %f", gid, name, scale)
      end
      res[#res+1] = format("mpliboutlinepic[%i]:=%s xscaled %f yscaled %f slanted %f %s shifted (%f,%f);",
                           #res+1, image, xscale, yscale, slant, vertical, xpos, ypos)
      dx = dx + (r2l and 0 or curr.width/factor*expand)
    elseif curr.replace then
      local width = node.dimensions(curr.replace)/factor
      dx = dx - (r2l and width or 0)
      res = outline_horz(res, box, curr.replace, xshift+dx, yshift, width)
      dx = dx + (r2l and 0 or width)
    elseif curr.id == node.id"rule" then
      local wd, ht, dp = getrulemetric(box, curr, true)
      if wd ~= 0 then
        local hd = ht + dp
        dx = dx - (r2l and wd or 0)
        if hd ~= 0 and curr.subtype == 0 then
          res[#res+1] = rulefmt:format(#res+1, wd, hd, xshift+dx+wd/2, yshift+(ht-dp)/2)
        end
        dx = dx + (r2l and 0 or wd)
      end
    elseif curr.id == node.id"glue" then
      local width = node.effective_glue(curr, box)/factor
      dx = dx - (r2l and width or 0)
      if curr.leader then
        local curr, kind = curr.leader, curr.subtype
        if curr.id == node.id"rule" then
          local wd, ht, dp = getrulemetric(box, curr, true)
          local hd = ht + dp
          if hd ~= 0 then
            wd = width
            if wd ~= 0 and curr.subtype == 0 then
              res[#res+1] = rulefmt:format(#res+1, wd, hd, xshift+dx+wd/2, yshift+(ht-dp)/2)
            end
          end
        elseif curr.head then
          local wd = curr.width/factor
          if wd <= width then
            local dx = r2l and dx+width or dx
            local n, ix = 0, 0
            if kind == 100 or kind == 103 then -- todo: gleaders
              local adx = abs(dx-dirs[1].dx)
              local ndx = math.ceil(adx / wd) * wd
              local diff = ndx - adx
              n = math.floor((width-diff) / wd)
```

```
              dx = dx + (r2l and -diff-wd or diff)
            else
              n = math.floor(width / wd)
              if kind == 101 then
                local side = width % wd /2
                dx = dx + (r2l and -side-wd or side)
              elseif kind == 102 then
                ix = width % wd / (n+1)
                dx = dx + (r2l and -ix-wd or ix)
              end
            end
            wd = r2l and -wd or wd
            ix = r2l and -ix or ix
            local func = curr.id == node.id"hlist" and outline_horz or outline_vert
            for i=1,n do
              res = func(res, curr, curr.head, xshift+dx, yshift-curr.shift/factor)
              dx = dx + wd + ix
            end
          end
        end
      end
      dx = dx + (r2l and 0 or width)
    elseif curr.id == node.id"kern" then
      dx = dx + curr.kern/factor * (r2l and -1 or 1)
    elseif curr.id == node.id"math" then
      dx = dx + curr.surround/factor * (r2l and -1 or 1)
    elseif curr.id == node.id"vlist" then
      dx = dx - (r2l and curr.width/factor or 0)
      res = outline_vert(res, curr, curr.head, xshift+dx, yshift-curr.shift/factor)
      dx = dx + (r2l and 0 or curr.width/factor)
    elseif curr.id == node.id"hlist" then
      dx = dx - (r2l and curr.width/factor or 0)
      res = outline_horz(res, curr, curr.head, xshift+dx, yshift-curr.shift/factor)
      dx = dx + (r2l and 0 or curr.width/factor)
    end
    curr = node.getnext(curr)
  end
  return res
end
function luamplib.outlinetext (text)
  local fmt = process_tex_text(text)
  local id  = tonumber(fmt:match"mplibtexboxid=(%d+):")
  local box = texgetbox(id)
  local res = outline_horz({ }, box, box.head, 0, 0)
  if #res == 0 then res = { "mpliboutlinepic[1]:=image();" } end
  return tableconcat(res) .. format("mpliboutlinenum:=%i;", #res)
end
end
```

lua functions for mplib(uc)substring ... of ...

```
function luamplib.getunicodegraphemes (s)
  local t = { }
  local graphemes = require'lua-uni-graphemes'
  for _, _, c in graphemes.graphemes(s) do
    table.insert(t, c)
  end
  return t
end
function luamplib.unicodesubstring (s,b,e,grph)
  local tt, t, step = { }
  if grph then
    t = luamplib.getunicodegraphemes(s)
  else
    t = { }
    for _, c in utf8.codes(s) do
      table.insert(t, utf8.char(c))
    end
  end
  if b <= e then
    b, step = b+1, 1
  else
    e, step = e+1, -1
  end
  for i = b, e, step do
    table.insert(tt, t[i])
  end
  s = table.concat(tt):gsub('"','"&ditto&"')
  return string.format('"%s"', s)
end

```

METAPOST preambles

```
luamplib.preambles = {
  preamble = [[
boolean mplib ; mplib := true ;
let dump = endinput ;
let normalfontsize = fontsize;
input %s ;
]],
  mplibcode = [[
texscriptmode := 2;
def rawtextext primary t = runscript("luamplibtext{"&t&"}") enddef;
def mplibcolor primary t = runscript("luamplibcolor{"&t&"}") enddef;
def mplibdimen primary t = runscript("luamplibdimen{"&t&"}") enddef;
def VerbatimTeX primary t = runscript("luamplibverbtex{"&t&"}") enddef;
if known context_mlib:
  defaultfont := "cmtt10";
  let infont = normalinfont;
```

```
  let fontsize = normalfontsize;
  vardef thelabel@#(expr p,z) =
    if string p :
      thelabel@#(p infont defaultfont scaled defaultscale,z)
    else :
      p shifted (z + labeloffset*mfun_laboff@# -
        (mfun_labxf@#*lrcorner p + mfun_labyf@#*ulcorner p +
        (1-mfun_labxf@#-mfun_labyf@#)*llcorner p))
    fi
  enddef;
else:
  vardef textext@# primary t = rawtextext (t) enddef;
  def message expr t =
    if string t: runscript("mp.report[=["&t&"]=]") else: errmessage "Not a string" fi
  enddef;
  def withtransparency (expr a, t) =
    withprescript "tr_alternative=" & if numeric a: decimal fi a
    withprescript "tr_transparency=" & decimal t
  enddef;
  vardef ddecimal primary p =
    decimal xpart p & " " & decimal ypart p
  enddef;
  vardef boundingbox primary p =
    if (path p) or (picture p) :
      llcorner p -- lrcorner p -- urcorner p -- ulcorner p
    else :
      origin
    fi -- cycle
  enddef;
fi
def resolvedcolor(expr s) =
  runscript("return luamplib.shadecolor('"& s &"')")
enddef;
def colordecimals primary c =
  if cmykcolor c:
    decimal cyanpart c & ":" & decimal magentapart c & ":" &
    decimal yellowpart c & ":" & decimal blackpart c
  elseif rgbcolor c:
    decimal redpart c & ":" & decimal greenpart c & ":" & decimal bluepart c
  elseif string c:
    if known graphictextpic: c else: colordecimals resolvedcolor(c) fi
  else:
    decimal c
  fi
enddef;
def externalfigure primary filename =
  draw rawtextext("\includegraphics{"& filename &"}")
enddef;
def TEX = textext enddef;
```

```
def mplibtexcolor primary c =
  runscript("return luamplib.gettexcolor('"& c &"')")
enddef;
def mplibrgbtexcolor primary c =
  runscript("return luamplib.gettexcolor('"& c &"','rgb')")
enddef;
def mplibgraphictext primary t =
  begingroup;
  mplibgraphictext_ (t)
enddef;
def mplibgraphictext_ (expr t) text rest =
  save fakebold, scale, fillcolor, drawcolor, withfillcolor, withdrawcolor, strokecolor,
    fb, fc, dc, graphictextpic, alsoordoublepath;
  picture graphictextpic; graphictextpic := nullpicture;
  numeric fb; string fc, dc; fb:=2; fc:="white"; dc:="black";
  let scale = scaled;
  def fakebold  primary c = hide(fb:=c;) enddef;
  def fillcolor primary c = hide(fc:=colordecimals c;) enddef;
  def drawcolor primary c = hide(dc:=colordecimals c;) enddef;
  let withfillcolor = fillcolor; let withdrawcolor = drawcolor; let strokecolor = drawcolor;
  def alsoordoublepath expr p = if picture p: also else: doublepath fi p enddef;
  addto graphictextpic alsoordoublepath (origin--cycle) rest; graphictextpic:=nullpicture;
  def fakebold  primary c = enddef;
  let fillcolor = fakebold; let drawcolor = fakebold;
  let withfillcolor = fillcolor; let withdrawcolor = drawcolor; let strokecolor = drawcolor;
  image(draw runscript("return luamplib.graphictext([===["&t&"]===],"
    & decimal fb &",'"& fc &"','"& dc &"')") rest;)
  endgroup;
enddef;
def mplibglyph expr c of f =
  runscript (
    "return luamplib.glyph('"
    & if numeric f: decimal fi f
    & "','"
    & if numeric c: decimal fi c
    & "')"
  )
enddef;
numeric luamplib_tmp_num_; luamplib_tmp_num_ = 0;
def mplibdrawglyph expr g =
  luamplib_tmp_num_ := 0;
  for item within g:
    fill pathpart item
    if incr luamplib_tmp_num_ < length g: withpostscript "collect"; fi
  endfor
enddef;
let mplibfillglyph = mplibdrawglyph;
def mplibstrokeglyph expr g =
  luamplib_tmp_num_ := 0;
```

```
  for item within g:
    draw pathpart item
    if incr luamplib_tmp_num_ < length g: withpostscript "collect"; fi
  endfor
enddef;
def mplibfillandstrokeglyph expr g =
  luamplib_tmp_num_ := 0;
  for item within g:
    draw pathpart item withpostscript
    if incr luamplib_tmp_num_ < length g: "collect"; else: "both" fi
  endfor
enddef;
def withmplibcolors (expr f, s) =
  runscript("return luamplib.fillandstrokecolor('" &
    if not string f: colordecimals fi f & "','" &
    if not string s: colordecimals fi s & "')")
enddef;
def withmplibopacities (expr a, f, s) =
  withprescript "tr_alternative=" & if numeric a: decimal fi a
  withprescript "tr_transparency=" & decimal f & ":" & decimal s
enddef;
def mplib_do_outline_text_set_b (text f) (text d) text r =
  def mplib_do_outline_options_f = f enddef;
  def mplib_do_outline_options_d = d enddef;
  def mplib_do_outline_options_r = r enddef;
enddef;
def mplib_do_outline_text_set_f (text f) text r =
  def mplib_do_outline_options_f = f enddef;
  def mplib_do_outline_options_r = r enddef;
enddef;
def mplib_do_outline_text_set_u (text f) text r =
  def mplib_do_outline_options_f = f enddef;
enddef;
def mplib_do_outline_text_set_d (text d) text r =
  def mplib_do_outline_options_d = d enddef;
  def mplib_do_outline_options_r = r enddef;
enddef;
def mplib_do_outline_text_set_r (text d) (text f) text r =
  def mplib_do_outline_options_d = d enddef;
  def mplib_do_outline_options_f = f enddef;
  def mplib_do_outline_options_r = r enddef;
enddef;
def mplib_do_outline_text_set_n text r =
  def mplib_do_outline_options_r = r enddef;
enddef;
def mplib_do_outline_text_set_p = enddef;
def mplib_fill_outline_text =
  for n=1 upto mpliboutlinenum:
    i:=0;
```

```
    for item within mpliboutlinepic[n]:
      i:=i+1;
      fill pathpart item mplib_do_outline_options_f withpen pencircle scaled 0
      if (n<mpliboutlinenum) or (i<length mpliboutlinepic[n]): withpostscript "collect"; fi
    endfor
  endfor
enddef;
def mplib_draw_outline_text =
  for n=1 upto mpliboutlinenum:
    for item within mpliboutlinepic[n]:
      draw pathpart item mplib_do_outline_options_d;
    endfor
  endfor
enddef;
def mplib_filldraw_outline_text =
  for n=1 upto mpliboutlinenum:
    i:=0;
    for item within mpliboutlinepic[n]:
      i:=i+1;
      if (n<mpliboutlinenum) or (i<length mpliboutlinepic[n]):
        fill pathpart item mplib_do_outline_options_f withpostscript "collect";
      else:
        draw pathpart item mplib_do_outline_options_f withpostscript "both";
      fi
    endfor
  endfor
enddef;
vardef mpliboutlinetext@# (expr t) text rest =
  save kind; string kind; kind := str @#;
  save i; numeric i;
  picture mpliboutlinepic[]; numeric mpliboutlinenum;
  def mplib_do_outline_options_d = enddef;
  def mplib_do_outline_options_f = enddef;
  def mplib_do_outline_options_r = enddef;
  runscript("return luamplib.outlinetext[===["&t&"]===]");
  image ( addto currentpicture also image (
    if kind = "f":
      mplib_do_outline_text_set_f rest;
      mplib_fill_outline_text;
    elseif kind = "d":
      mplib_do_outline_text_set_d rest;
      mplib_draw_outline_text;
    elseif kind = "b":
      mplib_do_outline_text_set_b rest;
      mplib_fill_outline_text;
      mplib_draw_outline_text;
    elseif kind = "u":
      mplib_do_outline_text_set_u rest;
      mplib_filldraw_outline_text;
```

```
    elseif kind = "r":
      mplib_do_outline_text_set_r rest;
      mplib_draw_outline_text;
      mplib_fill_outline_text;
    elseif kind = "p":
      mplib_do_outline_text_set_p;
      mplib_draw_outline_text;
    else:
      mplib_do_outline_text_set_n rest;
      mplib_fill_outline_text;
    fi;
  ) mplib_do_outline_options_r; )
enddef ;
def withmppattern primary p =
  withprescript "mplibpattern=" & if numeric p: decimal fi p
enddef;
primarydef t withpattern p =
  image(
    if cycle t:
      fill
    else:
      draw
    fi
    t withprescript "mplibpattern=" & if numeric p: decimal fi p; )
enddef;
vardef mplibtransformmatrix (text e) =
  save t; transform t;
  t = identity e;
  runscript("luamplib.transformmatrix = {"
  & decimal xxpart t & ","
  & decimal yxpart t & ","
  & decimal xypart t & ","
  & decimal yypart t & ","
  & decimal xpart  t & ","
  & decimal ypart  t & ","
  & "}");
enddef;
primarydef p withmaskinggroup s =
  if picture p:
    image(
      draw p;
      draw center p withprescript "mplibfadestate=stop";
    )
  else:
    p withprescript "mplibfadestate=stop"
  fi
  withprescript "mplibfadetype=masking"
  withprescript "mplibmaskname=" & s
enddef;
```

```
def withmaskingbgcolor expr c =
  withprescript "mplibmaskingbgcolor=" & decimal c
enddef;
primarydef p withfademethod s =
  if picture p:
    image(
      draw p;
      draw center p withprescript "mplibfadestate=stop";
    )
  else:
    p withprescript "mplibfadestate=stop"
  fi
    withprescript "mplibfadetype=" & s
    withprescript "mplibfadebbox=" &
      decimal (xpart llcorner p -1/4) & ":" &
      decimal (ypart llcorner p -1/4) & ":" &
      decimal (xpart urcorner p +1/4) & ":" &
      decimal (ypart urcorner p +1/4)
enddef;
def withfadeopacity (expr a,b) =
  withprescript "mplibfadeopacity=" &
    decimal a & ":" &
    decimal b
enddef;
def withfadevector (expr a,b) =
  withprescript "mplibfadevector=" &
    decimal xpart a & ":" &
    decimal ypart a & ":" &
    decimal xpart b & ":" &
    decimal ypart b
enddef;
let withfadecenter = withfadevector;
def withfaderadius (expr a,b) =
  withprescript "mplibfaderadius=" &
    decimal a & ":" &
    decimal b
enddef;
def withfadebbox (expr a,b) =
  withprescript "mplibfadebbox=" &
    decimal xpart a & ":" &
    decimal ypart a & ":" &
    decimal xpart b & ":" &
    decimal ypart b
enddef;
primarydef p asgroup s =
  image(
    draw center p
      withprescript "mplibgroupbbox=" &
        decimal (xpart llcorner p -1/4) & ":" &
```

```
1614         decimal (ypart llcorner p -1/4) & ":" &
1615         decimal (xpart urcorner p +1/4) & ":" &
1616         decimal (ypart urcorner p +1/4)
1617       withprescript "gr_state=start"
1618       withprescript "gr_type=" & s;
1619     draw p withprescript "sh_in_xobj=yes";
1620     draw center p withprescript "gr_state=stop";
1621   )
1622 enddef;
1623 def withgroupbbox (expr a,b) =
1624   withprescript "mplibgroupbbox=" &
1625     decimal xpart a & ":" &
1626     decimal ypart a & ":" &
1627     decimal xpart b & ":" &
1628     decimal ypart b
1629 enddef;
1630 def withgroupname expr s =
1631   withprescript "mplibgroupname=" & s
1632 enddef;
1633 def usemplibgroup primary s =
1634   draw maketext("\luamplibtagasgroupput{"& s &"}{\csname luamplib.group."& s &"\endcsname}")
1635     shifted runscript("return luamplib.trgroupshifts['" & s & "']")
1636 enddef;
1637 path    mplib_shade_path ;
1638 numeric mplib_shade_step ; mplib_shade_step := 0 ;
1639 numeric mplib_shade_fx, mplib_shade_fy ;
1640 numeric mplib_shade_lx, mplib_shade_ly ;
1641 numeric mplib_shade_nx, mplib_shade_ny ;
1642 numeric mplib_shade_dx, mplib_shade_dy ;
1643 numeric mplib_shade_tx, mplib_shade_ty ;
1644 primarydef p withshadingmethod m =
1645   p
1646   if picture p :
1647     withprescript "sh_operand_type=picture"
1648     if textual p or (length p > 1):
1649       withprescript "sh_transform=no"
1650       mplib_with_shade_method (boundingbox p, m)
1651     else:
1652       withprescript "sh_transform=yes"
1653       mplib_with_shade_method (pathpart p, m)
1654     fi
1655   else :
1656     withprescript "sh_transform=yes"
1657     mplib_with_shade_method (p, m)
1658   fi
1659 enddef;
1660 def mplib_with_shade_method (expr p, m) =
1661   hide(mplib_with_shade_method_analyze(p))
1662   withprescript "sh_domain=0 1"
```

```
  withprescript "sh_color=into"
  withprescript "sh_color_a=" & colordecimals white
  withprescript "sh_color_b=" & colordecimals black
  withprescript "sh_first=" & ddecimal point 0 of p
  withprescript "sh_set_x=" & ddecimal (mplib_shade_nx,mplib_shade_lx)
  withprescript "sh_set_y=" & ddecimal (mplib_shade_ny,mplib_shade_ly)
  if m = "linear" :
    withprescript "sh_type=linear"
    withprescript "sh_factor=1"
    withprescript "sh_center_a=" & ddecimal llcorner p
    withprescript "sh_center_b=" & ddecimal urcorner p
  else :
    withprescript "sh_type=circular"
    withprescript "sh_factor=1.2"
    withprescript "sh_center_a=" & ddecimal center p
    withprescript "sh_center_b=" & ddecimal center p
    withprescript "sh_radius_a=" & decimal 0
    withprescript "sh_radius_b=" & decimal mplib_max_radius(p)
  fi
enddef;
def mplib_with_shade_method_analyze(expr p) =
  mplib_shade_path := p ;
  mplib_shade_step := 1 ;
  mplib_shade_fx   := xpart point 0 of p ;
  mplib_shade_fy   := ypart point 0 of p ;
  mplib_shade_lx   := mplib_shade_fx ;
  mplib_shade_ly   := mplib_shade_fy ;
  mplib_shade_nx   := 0 ;
  mplib_shade_ny   := 0 ;
  mplib_shade_dx   := abs(mplib_shade_fx - mplib_shade_lx) ;
  mplib_shade_dy   := abs(mplib_shade_fy - mplib_shade_ly) ;
  for i=1 upto length(p) :
    mplib_shade_tx := abs(mplib_shade_fx - xpart point i of p) ;
    mplib_shade_ty := abs(mplib_shade_fy - ypart point i of p) ;
    if mplib_shade_tx > mplib_shade_dx :
      mplib_shade_nx := i + 1 ;
      mplib_shade_lx := xpart point i of p ;
      mplib_shade_dx := mplib_shade_tx ;
    fi ;
    if mplib_shade_ty > mplib_shade_dy :
      mplib_shade_ny := i + 1 ;
      mplib_shade_ly := ypart point i of p ;
      mplib_shade_dy := mplib_shade_ty ;
    fi ;
  endfor ;
enddef;
vardef mplib_max_radius(expr p) =
  max (
    (xpart center   p - xpart llcorner p) ++ (ypart center   p - ypart llcorner p),
```

```
    (xpart center   p - xpart ulcorner p) ++ (ypart ulcorner p - ypart center   p),
    (xpart lrcorner p - xpart center   p) ++ (ypart center   p - ypart lrcorner p),
    (xpart urcorner p - xpart center   p) ++ (ypart urcorner p - ypart center   p)
  )
enddef;
def withshadingstep (text t) =
  hide(mplib_shade_step := mplib_shade_step + 1 ;)
  withprescript "sh_step=" & decimal mplib_shade_step
  t
enddef;
def withshadingradius expr a =
  withprescript "sh_radius_a=" & decimal (xpart a)
  withprescript "sh_radius_b=" & decimal (ypart a)
enddef;
def withshadingorigin expr a =
  withprescript "sh_center_a=" & ddecimal a
  withprescript "sh_center_b=" & ddecimal a
enddef;
def withshadingvector expr a =
  withprescript "sh_center_a=" & ddecimal (point xpart a of mplib_shade_path)
  withprescript "sh_center_b=" & ddecimal (point ypart a of mplib_shade_path)
enddef;
def withshadingdirection expr a =
  withprescript "sh_center_a=" & ddecimal (point xpart a of boundingbox(mplib_shade_path))
  withprescript "sh_center_b=" & ddecimal (point ypart a of boundingbox(mplib_shade_path))
enddef;
def withshadingtransform expr a =
  withprescript "sh_transform=" & a
enddef;
def withshadingcenter expr a =
  withprescript "sh_center_a=" & ddecimal (
    center mplib_shade_path shifted (
      xpart a * xpart (lrcorner mplib_shade_path - llcorner mplib_shade_path)/2,
      ypart a * ypart (urcorner mplib_shade_path - lrcorner mplib_shade_path)/2
    )
  )
enddef;
def withshadingdomain expr d =
  withprescript "sh_domain=" & ddecimal d
enddef;
def withshadingfactor expr f =
  withprescript "sh_factor=" & decimal f
enddef;
def withshadingfraction expr a =
  if mplib_shade_step > 0 :
    withprescript "sh_fraction_" & decimal mplib_shade_step & "=" & decimal a
  fi
enddef;
def withshadingcolors (expr a, b) =
```

```
  if mplib_shade_step > 0 :
    withprescript "sh_color=into"
    withprescript "sh_color_a_" & decimal mplib_shade_step & "=" & colordecimals a
    withprescript "sh_color_b_" & decimal mplib_shade_step & "=" & colordecimals b
  else :
    withprescript "sh_color=into"
    withprescript "sh_color_a=" & colordecimals a
    withprescript "sh_color_b=" & colordecimals b
  fi
enddef;
def withshadingstroke expr a =
  withprescript "sh_stroking=" & a
enddef;
def mpliblength primary t =
  runscript("return utf8.len[===[" & t & "]===]")
enddef;
def mplibsubstring expr p of t =
  runscript("return luamplib.unicodesubstring([===[" & t & "]===],"
    & decimal xpart p & ","
    & decimal ypart p & ")")
enddef;
def mplibuclength primary t =
  runscript("return #luamplib.getunicodegraphemes[===[" & t & "]===]")
enddef;
def mplibucsubstring expr p of t =
  runscript("return luamplib.unicodesubstring([===[" & t & "]===],"
    & decimal xpart p & ","
    & decimal ypart p & ",true)")
enddef;
]],
  legacyverbatimtex = [[
def specialVerbatimTeX (text t) = runscript("luamplibprefig{"&t&"}") enddef;
def normalVerbatimTeX  (text t) = runscript("luamplibinfig{"&t&"}") enddef;
let VerbatimTeX = specialVerbatimTeX;
extra_beginfig := extra_beginfig & " let VerbatimTeX = normalVerbatimTeX;"&
  "runscript(" &ditto& "luamplib.in_the_fig=true" &ditto& ");";
extra_endfig := extra_endfig & " let VerbatimTeX = specialVerbatimTeX;"&
  "runscript(" &ditto&
  "if luamplib.in_the_fig then luamplib.figid=luamplib.figid+1 end "&
  "luamplib.in_the_fig=false" &ditto& ");";
]],
  textextlabel = [[
let luampliboriginalinfont = infont;
primarydef s infont f =
  if   (s < char 32)
    or (s = char 35) % #
    or (s = char 36) % $
    or (s = char 37) % %
    or (s = char 38) % &
```

```
    or (s = char 92) % \
    or (s = char 94) % ^
    or (s = char 95) % _
    or (s = char 123) % {
    or (s = char 125) % }
    or (s = char 126) % ~
    or (s = char 127) :
    s luampliboriginalinfont f
  else :
    rawtextext(s)
  fi
enddef;
def fontsize expr f =
  begingroup
  save size; numeric size;
  size := mplibdimen("1em");
  if size = 0: 10pt else: size fi
  endgroup
enddef;
]],
}

```

process_mplibcode

When \mplibverbatim is enabled, do not expand mplibcode data.

```
luamplib.verbatiminput = false
luamplib.everymplib    = setmetatable({ [""] = "" },{ __index = function(t) return t[""] end })
luamplib.everyendmplib = setmetatable({ [""] = "" },{ __index = function(t) return t[""] end })
function luamplib.process_mplibcode (data, instancename)
  texboxes.localid = 4096
```

This is needed for legacy behavior

```
  if luamplib.legacyverbatimtex then
    luamplib.figid, tex_code_pre_mplib = 1, {}
  end
  local everymplib    = luamplib.everymplib[instancename]
  local everyendmplib = luamplib.everyendmplib[instancename]
  data = format("\n%s\n%s\n%s\n",everymplib, data, everyendmplib)
  :gsub("\r","\n")
```

These five lines are needed for mplibverbatim mode.

```
  if luamplib.verbatiminput then
    data = data:gsub("\\mpcolor%s+(.-%b{})","mplibcolor(\"%1\")")
    :gsub("\\mpdim%s+(%b{})", "mplibdimen(\"%1\")")
    :gsub("\\mpdim%s+(\\%a+)","mplibdimen(\"%1\")")
    :gsub(btex_etex, "btex %1 etex ")
    :gsub(verbatimtex_etex, "verbatimtex %1 etex;")
  else
```

If not mplibverbatim, expand mplibcode data, so that users can use TEX codes in it. It has turned out that no comment sign is allowed. However, we do not expand btex ... etex, verbatimtex

... etex, and string expressions.

```
    local t = { } -- to store btex, verbatimtex, string
    data = data:gsub(btex_etex, function(str)
      t[#t+1] = str
      return format("btex \\unexpanded{!l!u!a!%s!m!p!l!} etex ",  #t) -- space
    end)
    :gsub(verbatimtex_etex, function(str)
      t[#t+1] = str
      return format("verbatimtex \\unexpanded{!l!u!a!%s!m!p!l!} etex;", #t) -- semicolon
    end)
    :gsub('"(.-)"', function(str)
      t[#t+1] = str
      return format('"\\unexpanded{!l!u!a!%s!m!p!l!}"', #t)
    end)
    :gsub("\\%%", "\0PerCent\0")
    :gsub("%%.-\n","\n")
    :gsub("%zPerCent%z", "\\%%")
    run_tex_code(format("\\mplibtmptoks\\expandafter{\\expanded{%s}}",data))
    data = texgettoks"mplibtmptoks"
```

Next line to address issue #55

```
    :gsub("##", "#")
    :gsub("!l!u!a!(%d+)!m!p!l!", function(str) return t[tonumber(str)] or str end)
  end
  process(data, instancename)
end

```

pdfliterals will be stored in `figcontents` table, and written to pdf in one go at the end of the flushing figure. Subtable `post` is for the legacy behavior.

```
local figcontents = { post = { } }
local function put2output(a,...)
  figcontents[#figcontents+1] = type(a) == "string" and format(a,...) or a
end
local function pdf_startfigure(n,llx,lly,urx,ury)
  put2output("\\mplibstarttoPDF{%f}{%f}{%f}{%f}",llx,lly,urx,ury)
end
local function pdf_stopfigure()
  put2output("\\mplibstoptoPDF")
end
```

`tex.sprint` with catcode regime -2, as sometimes # gets doubled in the argument of pdfliteral.

```
local function pdf_literalcode (...)
  put2output{ -2, (format(...) :gsub(decimals,rmzeros)) }
end
local start_pdf_code = pdfmode
  and function() pdf_literalcode"q" end
  or  function() put2output"\\special{pdf:bcontent}" end
local stop_pdf_code = pdfmode
  and function() pdf_literalcode"Q" end
```

```
  or  function() put2output"\\special{pdf:econtent}" end
```

Now we process hboxes created from btex ... etex or textext(...) or TEX(...) etc.

```
local function put_tex_boxes (object,prescript)
  local box = prescript.mplibtexboxid:explode":"
  local n,tw,th = box[1],tonumber(box[2]),tonumber(box[3])
  if n and tw and th then
    local op = object.path
    local first, second, fourth = op[1], op[2], op[4]
    local tx, ty = first.x_coord, first.y_coord
    local sx, rx, ry, sy = 1, 0, 0, 1
    if tw ~= 0 then
      sx = (second.x_coord - tx)/tw
      rx = (second.y_coord - ty)/tw
      if sx == 0 then sx = 0.00001 end
    end
    if th ~= 0 then
      sy = (fourth.y_coord - ty)/th
      ry = (fourth.x_coord - tx)/th
      if sy == 0 then sy = 0.00001 end
    end
    start_pdf_code()
    pdf_literalcode("%f %f %f %f %f %f cm",sx,rx,ry,sy,tx,ty)
    put2output("\\mplibputtextbox{%i}",n)
    stop_pdf_code()
  end
end
```

Colors

```
local do_preobj_CR
do
  local prev_override_color
  function do_preobj_CR(object,prescript)
    if object.postscript == "collect" then return end
    local override = prescript and prescript.mpliboverridecolor
    if override then
      if pdfmode then
        pdf_literalcode(override)
        override = nil
      else
        put2output("\\special{%s}",override)
        prev_override_color = override
      end
    else
      local cs = object.color
      if cs and #cs > 0 then
        pdf_literalcode(luamplib.colorconverter(cs))
        prev_override_color = nil
```

```
      elseif not pdfmode then
        override = prev_override_color
        if override then
          put2output("\\special{%s}",override)
        end
      end
    end
    return override
  end
end
```

For transparency, shading, fading, and pattern

```
local pdfmanagement = is_defined'pdfmanagement_add:nnn'
local pdfobjs, pdfetcs = {}, {}
pdfetcs.pgfextgs = "pgf@sys@addpdfresource@extgs@plain"
pdfetcs.pgfpattern = "pgf@sys@addpdfresource@patterns@plain"
pdfetcs.pgfcolorspace = "pgf@sys@addpdfresource@colorspaces@plain"
local function update_pdfobjs (os, stream)
  local key = os
  if stream then key = key..stream end
  local on = key and pdfobjs[key]
  if on then
    return on,false
  end
  if pdfmode then
    if stream then
      on = pdf.immediateobj("stream",stream,os)
    elseif os then
      on = pdf.immediateobj(os)
    else
      on = pdf.reserveobj()
    end
  else
    on = pdfetcs.cnt or 1
    if stream then
      texsprint(format("\\special{pdf:stream @mplibpdfobj%s (%s) <<%s>>}",on,stream,os))
    elseif os then
      texsprint(format("\\special{pdf:obj @mplibpdfobj%s %s}",on,os))
    else
      texsprint(format("\\special{pdf:obj @mplibpdfobj%s <<>>}",on))
    end
    pdfetcs.cnt = on + 1
  end
  if key then
    pdfobjs[key] = on
  end
  return on,true
end
```

```
pdfetcs.resfmt = pdfmode and "%s 0 R" or "@mplibpdfobj%s"
if pdfmode then
  pdfetcs.getpageres = pdf.getpageresources or function() return pdf.pageresources end
  local getpageres = pdfetcs.getpageres
  local setpageres = pdf.setpageresources or function(s) pdf.pageresources = s end
  local initialize_resources = function (name)
    local tabname = format("%s_res",name)
    pdfetcs[tabname] = { }
    if luatexbase.callbacktypes.finish_pdffile then -- ltluatex
      local obj = pdf.reserveobj()
      setpageres(format("%s/%s %i 0 R", getpageres() or "", name, obj))
      luatexbase.add_to_callback("finish_pdffile", function()
        pdf.immediateobj(obj, format("<<%s>>", tableconcat(pdfetcs[tabname])))
      end,
      format("luamplib.%s.finish_pdffile",name))
    end
  end
  pdfetcs.fallback_update_resources = function (name, res)
    local tabname = format("%s_res",name)
    if not pdfetcs[tabname] then
      initialize_resources(name)
    end
    if luatexbase.callbacktypes.finish_pdffile then
      local t = pdfetcs[tabname]
      t[#t+1] = res
    else
      local tpr, n = getpageres() or "", 0
      tpr, n = tpr:gsub(format("/%s<<",name), "%1"..res)
      if n == 0 then
        tpr = format("%s/%s<<%s>>", tpr, name, res)
      end
      setpageres(tpr)
    end
  end
else
  texsprint {
    "\\luamplibatfirstshipout{",
    "\\special{pdf:obj @MPlibTr<<>>}",
    "\\special{pdf:obj @MPlibSh<<>>}",
    "\\special{pdf:obj @MPlibCS<<>>}",
    "\\special{pdf:obj @MPlibPt<<>>}}",
  }
  pdfetcs.resadded = { }
  pdfetcs.fallback_update_resources = function (name,res,obj)
    texsprint{"\\special{pdf:put ", obj, " <<", res, ">>}"}
    if not pdfetcs.resadded[name] then
      texsprint{"\\luamplibateveryshipout{\\special{pdf:put @resources <</", name, " ", obj, ">>}}"}
      pdfetcs.resadded[name] = obj
    end
```

```
  end
end
```

Transparency

```
local function add_extgs_resources (on, new)
  local key = format("MPlibTr%s", on)
  if new then
    local val = format(pdfetcs.resfmt, on)
    if pdfmanagement then
      texsprint {
        "\\csname pdfmanagement_add:nnn\\endcsname{Page/Resources/ExtGState}{", key, "}{", val, "}"
      }
    else
      local tr = format("/%s %s", key, val)
      if is_defined(pdfetcs.pgfextgs) then
        texsprint { "\\csname ", pdfetcs.pgfextgs, "\\endcsname{", tr, "}" }
      elseif is_defined"TRP@list" then
        texsprint(catat11,{
          [[\if@filesw\immediate\write\@auxout{]],
          [[\string\g@addto@macro\string\TRP@list{]],
          tr,
          [[}}\fi]],
        })
        if not get_macro"TRP@list":find(tr) then
          texsprint(catat11,[[\global\TRP@reruntrue]])
        end
      else
        pdfetcs.fallback_update_resources("ExtGState",tr,"@MPlibTr")
      end
    end
  end
  return key
end

local do_preobj_TR
do
  local transparancy_modes = {
    [0] = "Normal",
    "Normal",       "Multiply",     "Screen",       "Overlay",
    "SoftLight",    "HardLight",    "ColorDodge",   "ColorBurn",
    "Darken",       "Lighten",      "Difference",   "Exclusion",
    "Hue",          "Saturation",   "Color",        "Luminosity",
    "Compatible",
    normal     = "Normal",     multiply   = "Multiply",   screen    = "Screen",
    overlay    = "Overlay",    softlight  = "SoftLight",  hardlight = "HardLight",
    colordodge = "ColorDodge", colorburn  = "ColorBurn",  darken    = "Darken",
    lighten    = "Lighten",    difference = "Difference", exclusion = "Exclusion",
    hue        = "Hue",        saturation = "Saturation", color     = "Color",
```

```
    luminosity = "Luminosity", compatible = "Compatible",
  }
  function do_preobj_TR(object,prescript)
    if object.postscript == "collect" then return end
    local opaq = prescript and prescript.tr_transparency
    if opaq then
      local key, on, os, new
      local mode = prescript.tr_alternative or 1
      mode = transparancy_modes[tonumber(mode) or mode:lower()]
      if not mode then
        mode = prescript.tr_alternative
        warn("unsupported blend mode: '%s'", mode)
      end
      opaq = opaq:explode":"
      for i,v in ipairs(opaq) do
        opaq[i] = format("%.3f", v) :gsub(decimals,rmzeros)
      end
      for i,v in ipairs{ {mode,opaq[1],opaq[2] or opaq[1]},{"Normal",1,1} } do
        os = format("<</BM/%s/ca %s/CA %s/AIS false>>",v[1],v[2],v[3])
        on, new = update_pdfobjs(os)
        key = add_extgs_resources(on,new)
        if i == 1 then
          pdf_literalcode("/%s gs",key)
        else
          return format("/%s gs",key)
        end
      end
    end
  end
```

Shading with *metafun* format.

```
local function sh_pdfpageresources(shtype,domain,colorspace,ca,cb,coordinates,steps,fractions)
  for _,v in ipairs{ca,cb} do
    for i,vv in ipairs(v) do
      for ii,vvv in ipairs(vv) do
        v[i][ii] = tonumber(vvv) and format("%.3f",vvv) or vvv
      end
    end
  end
  local fun2fmt,os = "<</FunctionType 2/Domain[%s]/C0[%s]/C1[%s]/N 1>>"
  if steps > 1 then
    local list,bounds,encode = { },{ },{ }
    for i=1,steps do
      if i < steps then
        bounds[i] = format("%.3f", fractions[i] or 1)
      end
      encode[2*i-1] = 0
```

```
      encode[2*i]   = 1
      os = fun2fmt:format(domain,tableconcat(ca[i],' '),tableconcat(cb[i],' '))
        :gsub(decimals,rmzeros)
      list[i] = format(pdfetcs.resfmt, update_pdfobjs(os))
    end
    os = tableconcat {
      "<</FunctionType 3",
      format("/Bounds[%s]",    tableconcat(bounds,' ')),
      format("/Encode[%s]",    tableconcat(encode,' ')),
      format("/Functions[%s]", tableconcat(list,  ' ')),
      format("/Domain[%s]>>",  domain),
    } :gsub(decimals,rmzeros)
  else
    os = fun2fmt:format(domain,tableconcat(ca[1],' '),tableconcat(cb[1],' '))
      :gsub(decimals,rmzeros)
  end
  local objref = format(pdfetcs.resfmt, update_pdfobjs(os))
  os = tableconcat {
    format("<</ShadingType %i", shtype),
    format("/ColorSpace %s",    colorspace),
    format("/Function %s",      objref),
    format("/Coords[%s]",       coordinates),
    "/Extend[true true]/AntiAlias true>>",
  } :gsub(decimals,rmzeros)
  local on, new = update_pdfobjs(os)
  if new then
    local key, val = format("MPlibSh%s", on), format(pdfetcs.resfmt, on)
    if pdfmanagement then
      texsprint {
        "\\csname pdfmanagement_add:nnn\\endcsname{Page/Resources/Shading}{", key, "}{", val, "}"
      }
    else
      local res = format("/%s %s", key, val)
      pdfetcs.fallback_update_resources("Shading",res,"@MPlibSh")
    end
  end
  return on
end

local do_preobj_SH
do
  pdfetcs.clrspcs = setmetatable({ }, { __index = function(t,names)
    run_tex_code({
      [[\color_model_new:nnn]],
      format("{mplibcolorspace_%s}", names:gsub(",","_")),
      format("{DeviceN}{names={%s}}", names),
      [[\edef\mplib_@tempa{\pdf_object_ref_last:}]],
    }, ccexplat)
    local colorspace = get_macro'mplib_@tempa'
```

```
2178    t[names] = colorspace
2179    return colorspace
2180  end })
2181  local function color_normalize(ca,cb)
2182    if #cb == 1 then
2183      if #ca == 4 then
2184        cb[1], cb[2], cb[3], cb[4] = 0, 0, 0, 1-cb[1]
2185      else -- #ca = 3
2186        cb[1], cb[2], cb[3] = cb[1], cb[1], cb[1]
2187      end
2188    elseif #cb == 3 then -- #ca == 4
2189      cb[1], cb[2], cb[3], cb[4] = 1-cb[1], 1-cb[2], 1-cb[3], 0
2190    end
2191  end
2192  function do_preobj_SH(object, prescript)
2193    local shade_no
2194    local sh_type = prescript and prescript.sh_type
2195    if not sh_type then
2196      return
2197    else
2198      local domain  = prescript.sh_domain or "0 1"
2199      local centera = (prescript.sh_center_a or "0 0"):explode()
2200      local centerb = (prescript.sh_center_b or "0 0"):explode()
2201      local transform = prescript.sh_transform == "yes"
2202      local sx,sy,sr,dx,dy = 1,1,1,0,0
2203      if transform then
2204        local first = (prescript.sh_first or "0 0"):explode()
2205        local setx  = (prescript.sh_set_x or "0 0"):explode()
2206        local sety  = (prescript.sh_set_y or "0 0"):explode()
2207        local x,y = tonumber(setx[1]) or 0, tonumber(sety[1]) or 0
2208        if x ~= 0 and y ~= 0 then
2209          local path = object.path
2210          local path1x = path[1].x_coord
2211          local path1y = path[1].y_coord
2212          local path2x = path[x].x_coord
2213          local path2y = path[y].y_coord
2214          local dxa = path2x - path1x
2215          local dya = path2y - path1y
2216          local dxb = setx[2] - first[1]
2217          local dyb = sety[2] - first[2]
2218          if dxa ~= 0 and dya ~= 0 and dxb ~= 0 and dyb ~= 0 then
2219            sx = dxa / dxb ; if sx < 0 then sx = - sx end
2220            sy = dya / dyb ; if sy < 0 then sy = - sy end
2221            sr = math.sqrt(sx^2 + sy^2)
2222            dx = path1x - sx*first[1]
2223            dy = path1y - sy*first[2]
2224          end
2225        end
2226      end
```

```
2227      local ca, cb, colorspace, steps, fractions
2228      ca = { (prescript.sh_color_a_1 or prescript.sh_color_a or "0"):explode":" }
2229      cb = { (prescript.sh_color_b_1 or prescript.sh_color_b or "1"):explode":" }
2230      steps = tonumber(prescript.sh_step) or 1
2231      if steps > 1 then
2232        fractions = { prescript.sh_fraction_1 or 0 }
2233        for i=2,steps do
2234          fractions[i] = prescript[format("sh_fraction_%i",i)] or (i/steps)
2235          ca[i] = (prescript[format("sh_color_a_%i",i)] or "0"):explode":"
2236          cb[i] = (prescript[format("sh_color_b_%i",i)] or "1"):explode":"
2237        end
2238      end
2239      if prescript.mplib_spotcolor then
2240        ca, cb = { }, { }
2241        local names, pos, objref = { }, -1, ""
2242        local script = object.prescript:explode"\13+"
2243        for i=#script,1,-1 do
2244          if script[i]:find"mplib_spotcolor" then
2245            local t, name, value = script[i]:explode"="[2]:explode":"
2246            value, objref, name = t[1], t[2], t[3]
2247            if not names[name] then
2248              pos = pos+1
2249              names[name] = pos
2250              names[#names+1] = name
2251            end
2252            t = { }
2253            for j=1,names[name] do t[#t+1] = 0 end
2254            t[#t+1] = value
2255            tableinsert(#ca == #cb and ca or cb, t)
2256          end
2257        end
2258        for _,t in ipairs{ca,cb} do
2259          for _,tt in ipairs(t) do
2260            for i=1,#names-#tt do tt[#tt+1] = 0 end
2261          end
2262        end
2263        if #names == 1 then
2264          colorspace = objref
2265        else
2266          colorspace = pdfetcs.clrspcs[ tableconcat(names,",") ]
2267        end
2268      else
2269        local model = 0
2270        for _,t in ipairs{ca,cb} do
2271          for _,tt in ipairs(t) do
2272            model = model > #tt and model or #tt
2273          end
2274        end
2275        for _,t in ipairs{ca,cb} do
```

```
          for _,tt in ipairs(t) do
            if #tt < model then
              color_normalize(model == 4 and {1,1,1,1} or {1,1,1},tt)
            end
          end
        end
        colorspace = model == 4 and "/DeviceCMYK"
                  or model == 3 and "/DeviceRGB"
                  or model == 1 and "/DeviceGray"
                  or err"unknown color model"
      end
      if sh_type == "linear" then
        local coordinates = format("%f %f %f %f",
          dx + sx*centera[1], dy + sy*centera[2],
          dx + sx*centerb[1], dy + sy*centerb[2])
        shade_no = sh_pdfpageresources(2,domain,colorspace,ca,cb,coordinates,steps,fractions)
      elseif sh_type == "circular" then
        local factor = prescript.sh_factor or 1
        local radiusa = factor * prescript.sh_radius_a
        local radiusb = factor * prescript.sh_radius_b
        local coordinates = format("%f %f %f %f %f %f",
          dx + sx*centera[1], dy + sy*centera[2], sr*radiusa,
          dx + sx*centerb[1], dy + sy*centerb[2], sr*radiusb)
        shade_no = sh_pdfpageresources(3,domain,colorspace,ca,cb,coordinates,steps,fractions)
      else
        err"unknown shading type"
      end
    end
    return shade_no, prescript.sh_stroking == "yes"
  end
end

```

Shading Patterns: we can apply shading to textual pictures as well as paths.

```
if not pdfmode then
  pdfetcs.patternresources = {}
end
local function add_pattern_resources (key, val)
  if pdfmanagement then
    texsprint {
      "\\csname pdfmanagement_add:nnn\\endcsname{Page/Resources/Pattern}{", key, "}{", val, "}"
    }
  else
    local res = format("/%s %s", key, val)
    if is_defined(pdfetcs.pgfpattern) then
      texsprint { "\\csname ", pdfetcs.pgfpattern, "\\endcsname{", res, "}" }
    else
      pdfetcs.fallback_update_resources("Pattern",res,"@MPlibPt")
      if not pdfmode then
```

```
        tableinsert(pdfetcs.patternresources, res) -- for gather_resources()
      end
    end
  end
end
pdfetcs.shadingpatterns = { }
function luamplib.dolatelua (on, os)
  local h, v = pdf.getpos()
  h = format("%f", h/factor) :gsub(decimals,rmzeros)
  v = format("%f", v/factor) :gsub(decimals,rmzeros)
  if pdfmode then
    pdf.obj(on, format("<<%s/Matrix[1 0 0 1 %s %s]>>", os, h, v))
    pdf.refobj(on)
  else
    local t = pdfetcs.shadingpatterns[on] or { }
    if h ~= t[1] or v ~= t[2] then
      warn"Rerun to get correct shading pattern"
    end
    local name = format("%s/%s_shadingpatterns.aux", cachedir or outputdir(), tex.jobname)
    local f = ioopen(name, on == 1 and "w" or "a")
    if f then
      f:write(("%s %s %s\n"):format(on, h, v))
      f:close()
    else
      err"cannot write a file. check the cache dir path"
    end
  end
end
local function do_preobj_shading (object, prescript)
  if not prescript or not prescript.sh_operand_type then return end
  local on = do_preobj_SH(object, prescript)
  local os = format("/PatternType 2/Shading %s", format(pdfetcs.resfmt, on))
  if prescript.sh_in_xobj == "yes" then
    on = update_pdfobjs(("<<%s>>"):format(os))
    goto skip_latelua
  elseif is_defined"mplibgroupname" then
    on = update_pdfobjs()
    pdfetcs.shadingpatterns[ get_macro"mplibgroupname" ] = { on, os }
    goto skip_latelua
  end
  on = update_pdfobjs()
  if pdfmode then
    put2output(tableconcat{ "\\latelua{ luamplib.dolatelua(",on,",[[",os,"]]) }" })
  else
```

Why @xpos @ypos do not work properly???
Anyway, this seems to be needed for proper functioning:

```
\pagewidth=\paperwidth
\pageheight=\paperheight
```

```
\special{papersize=\the\paperwidth,\the\paperheight}

    if is_defined"RecordProperties" then
      put2output(tableconcat{
        "\\csname tex_savepos:D\\endcsname\\RecordProperties{luamplib/getpos/",on,"}{xpos,ypos}\z
        \\special{pdf:put ",format(pdfetcs.resfmt, on)," <<",os,"/Matrix[1 0 0 1 \z
        \\csname dim_to_decimal_in_bp:n\\endcsname{\\RefProperty{luamplib/getpos/",on,"}{xpos}sp} \z
        \\csname dim_to_decimal_in_bp:n\\endcsname{\\RefProperty{luamplib/getpos/",on,"}{ypos}sp}\z
        ]>>}"
      })
    else
      local num = (pdfetcs.patternshadingnum or 0) + 1
      pdfetcs.patternshadingnum = num
      if num == 1 then
        local name = format("%s/%s_shadingpatterns.aux", cachedir or outputdir(), tex.jobname)
        local f = ioopen(name)
        if f then
          for line in f:lines() do
            local t = line:explode()
            pdfetcs.shadingpatterns[ tonumber(t[1]) ] = { t[2], t[3] }
          end
          f:close()
        end
      end
      local t = pdfetcs.shadingpatterns[num] or { }
      texsprint{ "\\special{pdf:put ", format(pdfetcs.resfmt, on),
        format(" <<%s/Matrix[1 0 0 1 %s %s]>>}", os, t[1] or 0, t[2] or 0) }
      put2output(tableconcat{ "\\latelua{ luamplib.dolatelua(",num,") }" })
    end
  end
  ::skip_latelua::
  local key, val = format("MPlibPt%s", on), format(pdfetcs.resfmt, on)
  add_pattern_resources(key,val)
  pdf_literalcode("/Pattern cs/%s scn", key)
```

To avoid possible double execution, once by Pattern gs, once by Sh operator.

```
  prescript.sh_type = nil
end

```

Tiling Patterns

```
pdfetcs.patterns = { _luamplib_pattern_resources_ = { } }
local function gather_resources (optres, is_mask)
  local t, do_pattern = { }, not optres
  local names = {"ExtGState","ColorSpace","Shading"}
  if do_pattern then
    names[#names+1] = "Pattern"
  end
  if pdfmode then
    if pdfmanagement then
```

```
      for _,v in ipairs(names) do
        if ltx.__pdf.Page.Resources[v] then
          t[#t+1] = format("/%s %s 0 R", v, ltx.pdf.object_id("__pdf/Page/Resources/"..v))
        end
      end
    else
      local res = pdfetcs.getpageres() or ""
      run_tex_code[[\mplibtmptoks\expandafter{\the\pdfvariable pageresources}]]
      res = res .. texgettoks'mplibtmptoks'
      if do_pattern then return res end
      res = res:explode"/+"
      for _,v in ipairs(res) do
        v = v:match"^%s*(.-)%s*$"
        if not v:find"Pattern" and not optres:find(v) then
          t[#t+1] = "/" .. v
        end
      end
    end
  else
    if pdfmanagement then
      for _,v in ipairs(names) do
        run_tex_code ({
          "\\mplibtmptoks\\expanded{{",
          "\\pdfdict_if_empty:nF{g__pdf_Core/Page/Resources/", v, "}",
          "{/", v, " \\pdf_object_ref:n{__pdf/Page/Resources/", v, "}}}}",
        },ccexplat)
        t[#t+1] = texgettoks'mplibtmptoks'
      end
    elseif is_defined(pdfetcs.pgfextgs) then
      run_tex_code ({
        "\\mplibtmptoks\\expanded{{",
        "\\ifpgf@sys@pdf@extgs@exists /ExtGState @pgfextgs\\fi",
        "\\ifpgf@sys@pdf@colorspaces@exists /ColorSpace @pgfcolorspaces\\fi",
        do_pattern and "\\ifpgf@sys@pdf@patterns@exists /Pattern @pgfpatterns \\fi" or "",
        "}}",
      }, catat11)
      t[#t+1] = texgettoks'mplibtmptoks'
      if pdfetcs.resadded.Shading then
        t[#t+1] = format("/Shading %s", pdfetcs.resadded.Shading)
      end
    else
      for _,v in ipairs(names) do
        local vv = pdfetcs.resadded[v]
        if vv then
          t[#t+1] = format("/%s %s", v, vv)
        end
      end
    end
  end
```

```
  if do_pattern then return tableconcat(t) end
  -- get pattern resources
  local mytoks
  if pdfmanagement then
    run_tex_code ({
      "\\mplibtmptoks\\expanded{{",
      "\\pdfdict_if_empty:nF{g__pdf_Core/Page/Resources/Pattern}",
      "{\\pdfdict_use:n{g__pdf_Core/Page/Resources/Pattern}}", "}}",
    },ccexplat)
    mytoks = texgettoks"mplibtmptoks"
    if not pdfmode then
      mytoks = mytoks:gsub("\\str_convert_pdfname:n%s*{(.-)}","%1") -- why not expanded?
    end
  elseif is_defined(pdfetcs.pgfextgs) then
    if pdfmode then
      mytoks = get_macro"pgf@sys@pgf@resource@list@patterns"
    else
      local tt, abc = {}, get_macro"pgfutil@abc" or ""
      for v in abc:gmatch"@pgfpatterns%s*<<(.-)>>" do
        tt[#tt+1] = v
      end
      mytoks = tableconcat(tt)
    end
  else
    local tt = pdfmode and pdfetcs.Pattern_res or pdfetcs.patternresources
    mytoks = tt and tableconcat(tt)
  end
  if mytoks and mytoks ~= "" then
    if is_mask then -- glitch with acrobat
      local res, tt = pdfetcs.patterns._luamplib_pattern_resources_, { }
      for _,item in ipairs(mytoks:explode"/") do
        if not res[item:match"^%s*(.-)%s*$"] then
          tt[#tt+1] = item
        end
      end
      mytoks = tableconcat(tt,"/")
    end
    t[#t+1] = format("/Pattern<<%s>>",mytoks)
  end
  return tableconcat(t)
end
function luamplib.registerpattern ( boxid, name, opts )
  local box = texgetbox(boxid)
  local wd = format("%.3f",box.width/factor)
  local hd = format("%.3f",(box.height+box.depth)/factor)
  info("w/h/d of pattern '%s': %s 0", name, format("%s %s",wd, hd):gsub(decimals,rmzeros))
  if opts.xstep == 0 then opts.xstep = nil end
  if opts.ystep == 0 then opts.ystep = nil end
  if opts.colored == nil then
```

```
  opts.colored = opts.coloured
  if opts.colored == nil then
    opts.colored = true
  end
end
if type(opts.matrix) == "table" then opts.matrix = tableconcat(opts.matrix," ") end
if type(opts.bbox) == "table" then opts.bbox = tableconcat(opts.bbox," ") end
if opts.matrix and opts.matrix:find"%a" then
  local data = format("mplibtransformmatrix(%s);",opts.matrix)
  process(data,"@mplibtransformmatrix")
  local t = luamplib.transformmatrix
  opts.matrix = format("%f %f %f %f", t[1], t[2], t[3], t[4])
  opts.xshift = opts.xshift or format("%f",t[5])
  opts.yshift = opts.yshift or format("%f",t[6])
end
local attr = {
  "/Type/Pattern",
  "/PatternType 1",
  format("/PaintType %i", opts.colored and 1 or 2),
  "/TilingType 2",
  format("/XStep %s", opts.xstep or wd),
  format("/YStep %s", opts.ystep or hd),
  format("/Matrix[%s %s %s]", opts.matrix or "1 0 0 1", opts.xshift or 0, opts.yshift or 0),
}
local optres = opts.resources or ""
optres = optres .. gather_resources(optres)
local patterns = pdfetcs.patterns
if pdfmode then
  if opts.bbox then
    attr[#attr+1] = format("/BBox[%s]", opts.bbox)
  end
  attr = tableconcat(attr) :gsub(decimals,rmzeros)
  local index = tex.saveboxresource(boxid, attr, optres, true, opts.bbox and 4 or 1)
  patterns[name] = { id = index, colored = opts.colored }
else
  local cnt = #patterns + 1
  local objname = "@mplibpattern" .. cnt
  local metric = format("bbox %s", opts.bbox or format("0 0 %s %s",wd,hd))
  texsprint {
    "\\expandafter\\newbox\\csname luamplib.patternbox.", cnt, "\\endcsname",
    "\\global\\setbox\\csname luamplib.patternbox.", cnt, "\\endcsname",
    "\\hbox{\\unhbox ", boxid, "}\\luamplibatnextshipout{",
    "\\special{pdf:bcontent}",
    "\\special{pdf:bxobj ", objname, " ", metric, "}",
    "\\raise\\dp\\csname luamplib.patternbox.", cnt, "\\endcsname",
    "\\box\\csname luamplib.patternbox.", cnt, "\\endcsname",
    "\\special{pdf:put @resources <<", optres, ">>}",
    "\\special{pdf:exobj <<", tableconcat(attr), ">>}",
    "\\special{pdf:econtent}}",
```

```
    }
    patterns[cnt] = objname
    patterns[name] = { id = cnt, colored = opts.colored }
  end
end

local do_preobj_PAT
do
  local function pattern_colorspace (cs)
    local on, new = update_pdfobjs(format("[/Pattern %s]", cs))
    if new then
      local key, val = format("MPlibCS%i",on), format(pdfetcs.resfmt,on)
      if pdfmanagement then
        texsprint {
          "\\csname pdfmanagement_add:nnn\\endcsname{Page/Resources/ColorSpace}{", key, "}{", val, "}"
        }
      else
        local res = format("/%s %s", key, val)
        if is_defined(pdfetcs.pgfcolorspace) then
          texsprint { "\\csname ", pdfetcs.pgfcolorspace, "\\endcsname{", res, "}" }
        else
          pdfetcs.fallback_update_resources("ColorSpace",res,"@MPlibCS")
        end
      end
    end
    return on
  end
  function do_preobj_PAT(object, prescript)
    local name = prescript and prescript.mplibpattern
    if not name then return end
    local patterns = pdfetcs.patterns
    local patt = patterns[name]
    local index = patt and patt.id or err("cannot get pattern object '%s'", name)
    local key = format("MPlibPt%s",index)
    if patt.colored then
      pdf_literalcode("/Pattern cs /%s scn", key)
    else
      local color = prescript.mpliboverridecolor
      if not color then
        local t = object.color
        color = t and #t>0 and luamplib.colorconverter(t)
      end
      if not color then return end
      local cs
      if color:find" cs " or color:find"@pdf.obj" then
        local t = color:explode()
        if pdfmode then
          cs = format("%s 0 R", ltx.pdf.object_id( t[1]:sub(2,-1) ))
          color = t[3]
```

```
        else
          cs = t[2]
          color = t[3]:match"%[(.+)%]"
        end
      else
        local t = colorsplit(color)
        cs = #t == 4 and "/DeviceCMYK" or #t == 3 and "/DeviceRGB" or "/DeviceGray"
        color = tableconcat(t," ")
      end
      pdf_literalcode("/MPlibCS%i cs %s /%s scn", pattern_colorspace(cs), color, key)
    end
    if not patt.done then
      local val = pdfmode and format("%s 0 R",index) or patterns[index]
      add_pattern_resources(key,val)
      patterns._luamplib_pattern_resources_[format("%s %s",key,val)] = true -- glitch with acrobat
    end
    patt.done = true
  end
end

```

Fading

```
pdfetcs.fading = { }
local function do_preobj_FADE (object, prescript)
  local fd_type = prescript and prescript.mplibfadetype
  local fd_stop = prescript and prescript.mplibfadestate
  if not fd_type then
    return fd_stop -- returns "stop" (if picture) or nil
  end
  local on, os, new
  if fd_type == "masking" then
    local mac = get_macro("luamplib.group."..prescript.mplibmaskname)
    on = mac:match(pdfmode and "%d+" or "{pdf:uxobj (.-)}")
    local bc = prescript.mplibmaskingbgcolor
    bc = bc and ("/BC[%f]"):format(bc):gsub(decimals,rmzeros) or ""
    os = format("<</SMask<</S/Luminosity/G %s%s>>>>",
                pdfmode and format(pdfetcs.resfmt, on) or on, bc)
  else
    local bbox = prescript.mplibfadebbox:explode":"
    local dx, dy = -bbox[1], -bbox[2]
    local vec = prescript.mplibfadevector; vec = vec and vec:explode":"
    if not vec then
      if fd_type == "linear" then
        vec = {bbox[1], bbox[2], bbox[3], bbox[2]} -- left to right
      else
        local centerx, centery = (bbox[1]+bbox[3])/2, (bbox[2]+bbox[4])/2
        vec = {centerx, centery, centerx, centery} -- center for both circles
      end
    end
```

```
    local coords = { vec[1]+dx, vec[2]+dy, vec[3]+dx, vec[4]+dy }
    if fd_type == "linear" then
      coords = format("%f %f %f %f", tableunpack(coords))
    elseif fd_type == "circular" then
      local width, height = bbox[3]-bbox[1], bbox[4]-bbox[2]
      local radius = (prescript.mplibfaderadius or "0:"..math.sqrt(width^2+height^2)/2):explode":"
      tableinsert(coords, 3, radius[1])
      tableinsert(coords, radius[2])
      coords = format("%f %f %f %f %f %f", tableunpack(coords))
    else
      err("unknown fading method '%s'", fd_type)
    end
    fd_type = fd_type == "linear" and 2 or 3
    local opaq = (prescript.mplibfadeopacity or "1:0"):explode":"
    on = sh_pdfpageresources(fd_type, "0 1", "/DeviceGray", {{opaq[1]}}, {{opaq[2]}}, coords, 1)
    os = format("<</PatternType 2/Shading %s>>", format(pdfetcs.resfmt, on))
    on = update_pdfobjs(os)
    bbox = format("0 0 %f %f", bbox[3]+dx, bbox[4]+dy)
    local streamtext = format("q /Pattern cs/MPlibFd%s scn %s re f Q", on, bbox)
      :gsub(decimals,rmzeros)
    os = format("<</Pattern<</MPlibFd%s %s>>>>", on, format(pdfetcs.resfmt, on))
    on = update_pdfobjs(os)
    local resources = format(pdfetcs.resfmt, on)
    on = update_pdfobjs"<</S/Transparency/CS/DeviceGray>>"
    local attr = tableconcat{
      "/Subtype/Form",
      "/BBox[", bbox, "]",
      "/Matrix[1 0 0 1 ", format("%f %f", -dx,-dy), "]",
      "/Resources ", resources,
      "/Group ", format(pdfetcs.resfmt, on),
    } :gsub(decimals,rmzeros)
    on = update_pdfobjs(attr, streamtext)
    os = format("<</SMask<</S/Luminosity/G %s>>>>", format(pdfetcs.resfmt, on))
  end
  on, new = update_pdfobjs(os)
  local key = add_extgs_resources(on,new)
  start_pdf_code()
  pdf_literalcode("/%s gs", key)
  if fd_stop then return "standalone" end
  return "start"
end
```

Transparency Group

```
pdfetcs.tr_group = { shifts = { } }
luamplib.trgroupshifts = pdfetcs.tr_group.shifts
local function do_preobj_GRP (object, prescript)
  local grstate = prescript and prescript.gr_state
  if not grstate then return end
```

```
local trgroup = pdfetcs.tr_group
if grstate == "start" then
  trgroup.name = prescript.mplibgroupname or "lastmplibgroup"
  trgroup.isolated, trgroup.knockout, trgroup.off = false, false, false
  for _,v in ipairs(prescript.gr_type:explode",+") do
    trgroup[v] = true
  end
  trgroup.bbox = prescript.mplibgroupbbox:explode":"
  put2output[[\begingroup\setbox\mplibscratchbox\hbox\bgroup\luamplibtagasgroupset]]
elseif grstate == "stop" then
  local llx,lly,urx,ury = tableunpack(trgroup.bbox)
  put2output(tableconcat{
    "\\egroup",
    format("\\wd\\mplibscratchbox %fbp", urx-llx),
    format("\\ht\\mplibscratchbox %fbp", ury-lly),
    "\\dp\\mplibscratchbox 0pt",
  })
  local grattr
  if trgroup.off then
    grattr = ""
  else
    local on = update_pdfobjs(format("<</S/Transparency/I %s/K %s>>",
                                     trgroup.isolated, trgroup.knockout))
    grattr = format("/Group %s", pdfetcs.resfmt:format(on))
  end
  local res = gather_resources()
  local bbox = format("%f %f %f %f", llx,lly,urx,ury) :gsub(decimals,rmzeros)
  if pdfmode then
    put2output(tableconcat{
      "\\saveboxresource type 2 attr{/Type/XObject/Subtype/Form/FormType 1",
      "/BBox[", bbox, "]", grattr, "} resources{", res, "}\\mplibscratchbox",
      "\\luamplibtagasgroupput{",trgroup.name,"}{",
      [[\setbox\mplibscratchbox\hbox{\useboxresource\lastsavedboxresourceindex}]],
      [[\wd\mplibscratchbox 0pt\ht\mplibscratchbox 0pt\dp\mplibscratchbox 0pt]],
      [[\box\mplibscratchbox]],
      "}\\endgroup",
      "\\expandafter\\xdef\\csname luamplib.group.", trgroup.name, "\\endcsname{",
      "\\setbox\\mplibscratchbox\\hbox{\\hskip",-llx,"bp\\raise",-lly,"bp\\hbox{",
      "\\useboxresource \\the\\lastsavedboxresourceindex",
      "}}\\wd\\mplibscratchbox",urx-llx,"bp\\ht\\mplibscratchbox",ury-lly,"bp",
      "\\box\\mplibscratchbox}",
    })
  else
    trgroup.cnt = (trgroup.cnt or 0) + 1
    local objname = format("@mplibtrgr%s", trgroup.cnt)
    put2output(tableconcat{
      "\\special{pdf:bxobj ", objname, " bbox ", bbox, "}",
      "\\unhbox\\mplibscratchbox",
      "\\special{pdf:put @resources <<", res, ">>}",
```

```
        "\\special{pdf:exobj <<", grattr, ">>}",
        "\\luamplibtagasgroupput{",trgroup.name,"}{",
        "\\special{pdf:uxobj ", objname, "}",
        "}\\endgroup",
      })
      token.set_macro("luamplib.group."..trgroup.name, tableconcat{
        "\\setbox\\mplibscratchbox\\hbox{\\hskip",-llx,"bp\\raise",-lly,"bp\\hbox{",
        "\\special{pdf:uxobj ", objname, "}",
        "}}\\wd\\mplibscratchbox",urx-llx,"bp\\ht\\mplibscratchbox",ury-lly,"bp",
        "\\box\\mplibscratchbox",
      }, "global")
    end
    trgroup.shifts[trgroup.name] = { llx, lly }
  end
  return grstate
end
function luamplib.registergroup (boxid, name, opts)
  local box = texgetbox(boxid)
  local wd, ht, dp = node.getwhd(box)
  local is_mask = opts.asgroup and opts.asgroup:find"masking"
  local res = opts.resources or ""
  res = res .. gather_resources(res, is_mask) -- glitch on masking with acrobat
  local attr = { "/Type/XObject/Subtype/Form/FormType 1" }
  if type(opts.matrix) == "table" then opts.matrix = tableconcat(opts.matrix," ") end
  if type(opts.bbox) == "table" then opts.bbox = tableconcat(opts.bbox," ") end
  if opts.matrix and opts.matrix:find"%a" then
    local data = format("mplibtransformmatrix(%s);",opts.matrix)
    process(data,"@mplibtransformmatrix")
    opts.matrix = format("%f %f %f %f %f %f",tableunpack(luamplib.transformmatrix))
  end
  local grtype = 3
  if opts.bbox then
    attr[#attr+1] = format("/BBox[%s]", opts.bbox)
    grtype = 2
  end
  local mpllx, mplly = get_macro'MPllx', get_macro'MPlly'
  if is_mask then
    local t = opts.matrix and opts.matrix:explode() or {1, 0, 0, 1, 0, 0}
    t[5], t[6] = t[5]+mpllx, t[6]+mplly
    opts.matrix = format("%f %f %f %f %f %f",tableunpack(t))
    mpllx, mplly = 0, 0
  end
```

We write shading pattern object (see do_preobj_shading above) to PDF.

```
  if pdfetcs.shadingpatterns[name] then -- here print shading pattern obj to pdf
    local t = pdfetcs.shadingpatterns[name]
    local llxy = format("/Matrix[1 0 0 1 %s %s]", -mpllx, -mplly) :gsub(decimals,rmzeros)
    if pdfmode then
      pdf.immediateobj(t[1], format("<<%s%s>>", t[2], llxy))
```

```
2797    else
2798      texsprint(format("\\special{pdf:put %s <<%s%s>>}", pdfetcs.resfmt:format(t[1]), t[2], llxy))
2799    end
2800  end
2801  if opts.matrix then
2802    attr[#attr+1] = format("/Matrix[%s]", opts.matrix)
2803    grtype = opts.bbox and 4 or 1
2804  end
2805  if opts.asgroup and not opts.asgroup:find"off" then
2806    local t = { isolated = false, knockout = false, masking = false }
2807    for _,v in ipairs(opts.asgroup:explode",+") do t[v] = true end
2808    local on
2809    if t.masking then
2810      on = update_pdfobjs"<</S/Transparency/CS/DeviceGray>>"
2811    else
2812      on = update_pdfobjs(format("<</S/Transparency/I %s/K %s>>", t.isolated, t.knockout))
2813    end
2814    attr[#attr+1] = format("/Group %s", pdfetcs.resfmt:format(on))
2815  end
2816  local trgroup = pdfetcs.tr_group
2817  trgroup.shifts[name] = { mpllx, mplly }
2818  local whd
2819  if pdfmode then
2820    attr = tableconcat(attr) :gsub(decimals,rmzeros)
2821    local index = tex.saveboxresource(boxid, attr, res, true, grtype)
2822    token.set_macro("luamplib.group."..name, tableconcat{
2823      "\\useboxresource ", index,
2824    }, "global")
2825    whd = format("%.3f %.3f 0", wd/factor, (ht+dp)/factor) :gsub(decimals,rmzeros)
2826  else
2827    trgroup.cnt = (trgroup.cnt or 0) + 1
2828    local objname = format("@mplibtrgr%s", trgroup.cnt)
2829    texsprint {
2830      "\\expandafter\\newbox\\csname luamplib.groupbox.", trgroup.cnt, "\\endcsname",
2831      "\\global\\setbox\\csname luamplib.groupbox.", trgroup.cnt, "\\endcsname",
2832      "\\hbox{\\unhbox ", boxid, "}\\luamplibatnextshipout{",
2833      "\\special{pdf:bcontent}",
2834      "\\special{pdf:bxobj ", objname, " width ", wd, "sp height ", ht, "sp depth ", dp, "sp}",
2835      "\\unhbox\\csname luamplib.groupbox.", trgroup.cnt, "\\endcsname",
2836      "\\special{pdf:put @resources <<", res, ">>}",
2837      "\\special{pdf:exobj <<", tableconcat(attr), ">>}",
2838      "\\special{pdf:econtent}}",
2839    }
2840    token.set_macro("luamplib.group."..name, tableconcat{
2841      "\\setbox\\mplibscratchbox\\hbox{\\special{pdf:uxobj ", objname, "}}",
2842      "\\wd\\mplibscratchbox ", wd, "sp",
2843      "\\ht\\mplibscratchbox ", ht, "sp",
2844      "\\dp\\mplibscratchbox ", dp, "sp",
2845      "\\box\\mplibscratchbox",
```

```
    }, "global")
    whd = format("%.3f %.3f %.3f", wd/factor, ht/factor, dp/factor) :gsub(decimals,rmzeros)
  end
  info("w/h/d of group '%s': %s", name, whd)
end

```

luamplib.convert: flushing figures

```
do
  local function stop_special_effects(fade,opaq,over)
    if fade then -- fading
      stop_pdf_code()
    end
    if opaq then -- opacity
      pdf_literalcode(opaq)
    end
    if over then -- color
      if over:find"pdf:bc" then
        put2output"\\special{pdf:ec}"
      else
        put2output"\\special{color pop}"
      end
    end
  end

```

For parsing prescript materials.

```
  local function script2table(s)
    local t = {}
    for _,i in ipairs(s:explode("\13+")) do
      local k,v = i:match("(.-)=(.*)") -- v may contain = or empty.
      if k and v and k ~= "" and not t[k] then
        t[k] = v
      end
    end
    return t
  end

```

Codes below to insert PDF lieterals are mostly from ConTEXt general, with small changes when needed.

```
  local function pdf_textfigure(font,size,text,width,height,depth)
    text = text:gsub(".",function(c)
      return format("\\hbox{\\char%i}",string.byte(c)) -- kerning happens in metapost : false
    end)
    put2output("\\mplibtextext{%s}{%f}{%s}{%s}{%s}",font,size,text,0,0)
  end

  local bend_tolerance = 131/65536

```

```
2889  local rx, sx, sy, ry, tx, ty, divider = 1, 0, 0, 1, 0, 0, 1
2890
2891  local function pen_characteristics(object)
2892    local t = mplib.pen_info(object)
2893    rx, ry, sx, sy, tx, ty = t.rx, t.ry, t.sx, t.sy, t.tx, t.ty
2894    divider = sx*sy - rx*ry
2895    return not (sx==1 and rx==0 and ry==0 and sy==1 and tx==0 and ty==0), t.width
2896  end
2897
2898  local function concat(px, py) -- no tx, ty here
2899    return (sy*px-ry*py)/divider,(sx*py-rx*px)/divider
2900  end
2901
2902  local function curved(ith,pth)
2903    local d = pth.left_x - ith.right_x
2904    if abs(ith.right_x - ith.x_coord - d) <= bend_tolerance and
2905       abs(pth.x_coord - pth.left_x - d) <= bend_tolerance then
2906      d = pth.left_y - ith.right_y
2907      if abs(ith.right_y - ith.y_coord - d) <= bend_tolerance and
2908         abs(pth.y_coord - pth.left_y - d) <= bend_tolerance then
2909        return false
2910      end
2911    end
2912    return true
2913  end
2914
2915  local function flushnormalpath(path,open)
2916    local pth, ith
2917    for i=1,#path do
2918      pth = path[i]
2919      if not ith then
2920        pdf_literalcode("%f %f m",pth.x_coord,pth.y_coord)
2921      elseif curved(ith,pth) then
2922        pdf_literalcode("%f %f %f %f %f %f c",
2923          ith.right_x,ith.right_y,pth.left_x,pth.left_y,pth.x_coord,pth.y_coord)
2924      else
2925        pdf_literalcode("%f %f l",pth.x_coord,pth.y_coord)
2926      end
2927      ith = pth
2928    end
2929    if not open then
2930      local one = path[1]
2931      if curved(pth,one) then
2932        pdf_literalcode("%f %f %f %f %f %f c",
2933          pth.right_x,pth.right_y,one.left_x,one.left_y,one.x_coord,one.y_coord )
2934      else
2935        pdf_literalcode("%f %f l",one.x_coord,one.y_coord)
2936      end
2937    elseif #path == 1 then -- special case .. draw point
```

```
    local one = path[1]
    pdf_literalcode("%f %f l",one.x_coord,one.y_coord)
  end
end

local function flushconcatpath(path,open)
  pdf_literalcode("%f %f %f %f %f %f cm", sx, rx, ry, sy, tx ,ty)
  local pth, ith
  for i=1,#path do
    pth = path[i]
    if not ith then
      pdf_literalcode("%f %f m",concat(pth.x_coord,pth.y_coord))
    elseif curved(ith,pth) then
      local a, b = concat(ith.right_x,ith.right_y)
      local c, d = concat(pth.left_x,pth.left_y)
      pdf_literalcode("%f %f %f %f %f %f c",a,b,c,d,concat(pth.x_coord, pth.y_coord))
    else
      pdf_literalcode("%f %f l",concat(pth.x_coord, pth.y_coord))
    end
    ith = pth
  end
  if not open then
    local one = path[1]
    if curved(pth,one) then
      local a, b = concat(pth.right_x,pth.right_y)
      local c, d = concat(one.left_x,one.left_y)
      pdf_literalcode("%f %f %f %f %f %f c",a,b,c,d,concat(one.x_coord, one.y_coord))
    else
      pdf_literalcode("%f %f l",concat(one.x_coord,one.y_coord))
    end
  elseif #path == 1 then -- special case .. draw point
    local one = path[1]
    pdf_literalcode("%f %f l",concat(one.x_coord,one.y_coord))
  end
end

```

Finally, flush figures by inserting PDF literals.

```
local function flush (result,flusher)
  if result then
    local figures = result.fig
    if figures then
      for f=1, #figures do
        info("flushing figure %s",f)
        local figure = figures[f]
        local objects = figure:objects()
        local fignum = tonumber(figure:filename():match("([%d]+)$") or figure:charcode() or 0)
        local miterlimit, linecap, linejoin, dashed = -1, -1, -1, false
        local bbox = figure:boundingbox()
```

```
2985          local llx, lly, urx, ury = bbox[1], bbox[2], bbox[3], bbox[4] -- faster than unpack
2986          if urx < llx then
```

luamplib silently ignores this invalid figure for those that do not contain `beginfig ... endfig`. (issue #70) Original code of ConTEXt general was:

```
-- invalid
pdf_startfigure(fignum,0,0,0,0)
pdf_stopfigure()
```

```
2987          else
```

For legacy behavior, insert 'pre-fig' TEX code here.

```
2988            if tex_code_pre_mplib[f] then
2989              put2output(tex_code_pre_mplib[f])
2990            end
2991            pdf_startfigure(fignum,llx,lly,urx,ury)
2992            start_pdf_code()
2993            if objects then
2994              local savedpath = nil
2995              local savedhtap = nil
2996              for o=1,#objects do
2997                local object        = objects[o]
2998                local objecttype    = object.type
```

The following 10 lines are part of `btex...etex` patch. Again, colors are processed at this stage.

```
2999                local prescript     = object.prescript
3000                prescript = prescript and script2table(prescript) -- prescript is now a table
3001                local cr_over = do_preobj_CR(object,prescript) -- color
3002                local tr_opaq = do_preobj_TR(object,prescript) -- opacity
3003                local fading_ = do_preobj_FADE(object,prescript) -- fading
3004                local pattern_ = do_preobj_PAT(object,prescript) -- tiling pattern
3005                local shading_ = do_preobj_shading(object,prescript) -- shading pattern
3006                local trgroup = do_preobj_GRP(object,prescript) -- transparency group
3007                if prescript and prescript.mplibtexboxid then
3008                  put_tex_boxes(object,prescript)
3009                elseif objecttype == "start_bounds" or objecttype == "stop_bounds" then --skip
3010                elseif objecttype == "start_clip" then
3011                  local evenodd = not object.istext and object.postscript == "evenodd"
3012                  start_pdf_code()
3013                  flushnormalpath(object.path,false)
3014                  pdf_literalcode(evenodd and "W* n" or "W n")
3015                elseif objecttype == "stop_clip" then
3016                  stop_pdf_code()
3017                  miterlimit, linecap, linejoin, dashed = -1, -1, -1, false
3018                elseif objecttype == "special" then
```

Collect TEX codes that will be executed after flushing. Legacy behavior.

```
3019                  if prescript and prescript.postmplibverbtex then
3020                    figcontents.post[#figcontents.post+1] = prescript.postmplibverbtex
3021                  end
```

```
3022                elseif objecttype == "text" then
3023                  local ot = object.transform -- 3,4,5,6,1,2
3024                  start_pdf_code()
3025                  pdf_literalcode("%f %f %f %f %f %f cm",ot[3],ot[4],ot[5],ot[6],ot[1],ot[2])
3026                  pdf_textfigure(object.font,object.dsize,object.text,object.width,object.height,object.depth)
3027                  stop_pdf_code()
3028                elseif not trgroup and fading_ ~= "stop" then
3029                  local evenodd, collect, both = false, false, false
3030                  local postscript = object.postscript
3031                  if not object.istext then
3032                    if postscript == "evenodd" then
3033                      evenodd = true
3034                    elseif postscript == "collect" then
3035                      collect = true
3036                    elseif postscript == "both" then
3037                      both = true
3038                    elseif postscript == "eoboth" then
3039                      evenodd = true
3040                      both    = true
3041                    end
3042                  end
3043                  if collect then
3044                    if not savedpath then
3045                      savedpath = { object.path or false }
3046                      savedhtap = { object.htap or false }
3047                    else
3048                      savedpath[#savedpath+1] = object.path or false
3049                      savedhtap[#savedhtap+1] = object.htap or false
3050                    end
3051                  else
```

Removed from ConTEXt general: color stuff.

```
3052                    local ml = object.miterlimit
3053                    if ml and ml ~= miterlimit then
3054                      miterlimit = ml
3055                      pdf_literalcode("%f M",ml)
3056                    end
3057                    local lj = object.linejoin
3058                    if lj and lj ~= linejoin then
3059                      linejoin = lj
3060                      pdf_literalcode("%i j",lj)
3061                    end
3062                    local lc = object.linecap
3063                    if lc and lc ~= linecap then
3064                      linecap = lc
3065                      pdf_literalcode("%i J",lc)
3066                    end
3067                    local dl = object.dash
3068                    if dl then
```

```
    local d = format("[%s] %f d",tableconcat(dl.dashes or {}," "),dl.offset)
    if d ~= dashed then
      dashed = d
      pdf_literalcode(dashed)
    end
  elseif dashed then
    pdf_literalcode("[] 0 d")
    dashed = false
  end
  local path = object.path
  local transformed, penwidth = false, 1
  local open = path and path[1].left_type and path[#path].right_type
  local pen = object.pen
  if pen then
    if pen.type == 'elliptical' then
      transformed, penwidth = pen_characteristics(object) -- boolean, value
      pdf_literalcode("%f w",penwidth)
      if objecttype == 'fill' then
        objecttype = 'both'
      end
    else -- calculated by mplib itself
      objecttype = 'fill'
    end
  end
```

Added : shading

```
  local shade_no, shade_stroking = do_preobj_SH(object,prescript) -- shading
  if shade_no then
    pdf_literalcode"q /Pattern cs"
    objecttype = false
  end
  if transformed then
    start_pdf_code()
  end
  if path then
    if savedpath then
      for i=1,#savedpath do
        local path = savedpath[i]
        if transformed then
          flushconcatpath(path,open)
        else
          flushnormalpath(path,open)
        end
      end
      savedpath = nil
    end
    if transformed then
      flushconcatpath(path,open)
    else
```

```
      flushnormalpath(path,open)
    end
    if objecttype == "fill" then
      pdf_literalcode(evenodd and "h f*" or "h f")
    elseif objecttype == "outline" then
      if both then
        pdf_literalcode(evenodd and "h B*" or "h B")
      else
        pdf_literalcode(open and "S" or "h S")
      end
    elseif objecttype == "both" then
      pdf_literalcode(evenodd and "h B*" or "h B")
    end
  end
  if transformed then
    stop_pdf_code()
  end
  local path = object.htap
```

How can we generate an htap object? Please let us know if you have succeeded.

```
  if path then
    if transformed then
      start_pdf_code()
    end
    if savedhtap then
      for i=1,#savedhtap do
        local path = savedhtap[i]
        if transformed then
          flushconcatpath(path,open)
        else
          flushnormalpath(path,open)
        end
      end
      savedhtap = nil
      evenodd   = true
    end
    if transformed then
      flushconcatpath(path,open)
    else
      flushnormalpath(path,open)
    end
    if objecttype == "fill" then
      pdf_literalcode(evenodd and "h f*" or "h f")
    elseif objecttype == "outline" then
      pdf_literalcode(open and "S" or "h S")
    elseif objecttype == "both" then
      pdf_literalcode(evenodd and "h B*" or "h B")
    end
    if transformed then
```

```
                    stop_pdf_code()
                  end
                end
```

Added to ConTEXt general: post-object colors and shading stuff. Beware `q ... Q` scope.

```
                if shade_no then -- shading
                  pdf_literalcode("W%s %s /MPlibSh%s sh Q",
                    evenodd and "*" or "", shade_stroking and "s" or "n", shade_no)
                end
              end
            end
            if fading_ == "start" then
              pdfetcs.fading.specialeffects = {fading_, tr_opaq, cr_over}
            elseif trgroup == "start" then
              pdfetcs.tr_group.specialeffects = {fading_, tr_opaq, cr_over}
            elseif fading_ == "stop" then
              local se = pdfetcs.fading.specialeffects
              if se then stop_special_effects(se[1], se[2], se[3]) end
            elseif trgroup == "stop" then
              local se = pdfetcs.tr_group.specialeffects
              if se then stop_special_effects(se[1], se[2], se[3]) end
            else
              stop_special_effects(fading_, tr_opaq, cr_over)
            end
            if fading_ or trgroup then -- extgs resetted
              miterlimit, linecap, linejoin, dashed = -1, -1, -1, false
            end
          end
        end
        stop_pdf_code()
        pdf_stopfigure()
```

output collected materials to PDF, plus legacy verbatimtex code.

```
        for _,v in ipairs(figcontents) do
          if type(v) == "table" then
            texsprint"\\mplibtoPDF{"; texsprint(v[1], v[2]); texsprint"}"
          else
            texsprint(v)
          end
        end
        if #figcontents.post > 0 then texsprint(figcontents.post) end
        figcontents = { post = { } }
      end
    end
  end
end

function luamplib.convert (result, flusher)
  flush(result, flusher)
```

```
    return true -- done
  end
end

function luamplib.colorconverter (cr)
  local n = #cr
  if n == 4 then
    local c, m, y, k = cr[1], cr[2], cr[3], cr[4]
    return format("%.3f %.3f %.3f %.3f k %.3f %.3f %.3f %.3f K",c,m,y,k,c,m,y,k), "0 g 0 G"
  elseif n == 3 then
    local r, g, b = cr[1], cr[2], cr[3]
    return format("%.3f %.3f %.3f rg %.3f %.3f %.3f RG",r,g,b,r,g,b), "0 g 0 G"
  else
    local s = cr[1]
    return format("%.3f g %.3f G",s,s), "0 g 0 G"
  end
end
```

2.2 TEX package

First we need to load some packages.

```
\ifcsname ProvidesPackage\endcsname
```

We need LATEX 2024-06-01 as we use `ltx.pdf.object_id` when pdfmanagement is loaded. But as fp package does not accept an option, we do not append the date option.

```
  \NeedsTeXFormat{LaTeX2e}
  \ProvidesPackage{luamplib}
    [2026/04/09 v2.40.6 mplib package for LuaTeX]
\fi
\ifdefined\newluafunction\else
  \input ltluatex
\fi
```

In DVI mode, a new XObject (mppattern, mplibgroup) must be encapsulated in an `\hbox`. But this should not affect typesetting. So we use Hook mechanism provided by LATEX kernel. In Plain, atbegshi.sty is loaded.

```
\ifnum\outputmode=0
  \ifdefined\AddToHookNext
    \def\luamplibatnextshipout{\AddToHookNext{shipout/background}}
    \def\luamplibatfirstshipout{\AddToHook{shipout/firstpage}}
    \def\luamplibateveryshipout{\AddToHook{shipout/background}}
  \else
    \input atbegshi.sty
    \def\luamplibatnextshipout#1{\AtBeginShipoutNext{\AtBeginShipoutAddToBox{#1}}}
    \let\luamplibatfirstshipout\AtBeginShipoutFirst
    \def\luamplibateveryshipout#1{\AtBeginShipout{\AtBeginShipoutAddToBox{#1}}}
  \fi
\fi
```

Loading of lua code.

```
\directlua{require("luamplib")}
```

legacy commands. Seems we don't need it, but no harm.

```
\ifx\pdfoutput\undefined
  \let\pdfoutput\outputmode
\fi
\ifx\pdfliteral\undefined
  \protected\def\pdfliteral{\pdfextension literal}
\fi
```

Set the format for METAPOST.

```
\def\mplibsetformat#1{\directlua{luamplib.setformat("#1")}}
```

luamplib works in both PDF and DVI mode, but only DVIPDFMx is supported currently among a number of DVI tools. So we output a info.

```
\ifnum\pdfoutput>0
  \let\mplibtoPDF\pdfliteral
\else
  \def\mplibtoPDF#1{\special{pdf:literal direct #1}}
  \ifcsname PackageInfo\endcsname
    \PackageInfo{luamplib}{only dvipdfmx is supported currently}
  \else
    \immediate\write-1{luamplib Info: only dvipdfmx is supported currently}
  \fi
\fi
```

To make `mplibcode` typeset always in horizontal mode.

```
\def\mplibforcehmode{\let\prependtomplibbox\leavevmode}
\def\mplibnoforcehmode{\let\prependtomplibbox\relax}
\mplibnoforcehmode
```

Catcode. We want to allow comment sign in `mplibcode`.

```
\def\mplibsetupcatcodes{%
  %catcode`\{=12 %catcode`\}=12
  \catcode`\#=12 \catcode`\^=12 \catcode`\~=12 \catcode`\_=12
  \catcode`\&=12 \catcode`\$=12 \catcode`\%=12 \catcode`\^^M=12
}
```

Make `btex...etex` box zero-metric.

```
\def\mplibputtextbox#1{\vbox to 0pt{\vss\hbox to 0pt{\raise\dp#1\copy#1\hss}}}
```

use Transparency Group

```
\protected\def\usemplibgroup#1#{\usemplibgroupmain}
\def\usemplibgroupmain#1{%
  \prependtomplibbox\hbox dir TLT\bgroup
  \csname luamplib.group.#1\endcsname
  \egroup
}
\protected\def\mplibgroup#1{%
  \begingroup
```

```
  \def\MPllx{0}\def\MPlly{0}%
  \def\mplibgroupname{#1}%
  \mplibgroupgetnexttok
}
\def\mplibgroupgetnexttok{\futurelet\nexttok\mplibgroupbranch}
\def\mplibgroupskipspace{\afterassignment\mplibgroupgetnexttok\let\nexttok= }
\def\mplibgroupbranch{%
  \ifx [\nexttok
    \expandafter\mplibgroupopts
  \else
    \ifx\mplibsptoken\nexttok
      \expandafter\expandafter\expandafter\mplibgroupskipspace
    \else
      \let\mplibgroupoptions\empty
      \expandafter\expandafter\expandafter\mplibgroupmain
    \fi
  \fi
}
\def\mplibgroupopts[#1]{\def\mplibgroupoptions{#1}\mplibgroupmain}
\def\mplibgroupmain{\setbox\mplibscratchbox\hbox\bgroup\ignorespaces}
\protected\def\endmplibgroup{\egroup
  \directlua{ luamplib.registergroup(
    \the\mplibscratchbox, '\mplibgroupname', {\mplibgroupoptions}
  )}%
  \endgroup
}
```

Patterns

```
{\def\:{\global\let\mplibsptoken= } \: }
\protected\def\mppattern#1{%
  \begingroup
  \def\mplibpatternname{#1}%
  \mplibpatterngetnexttok
}
\def\mplibpatterngetnexttok{\futurelet\nexttok\mplibpatternbranch}
\def\mplibpatternskipspace{\afterassignment\mplibpatterngetnexttok\let\nexttok= }
\def\mplibpatternbranch{%
  \ifx [\nexttok
    \expandafter\mplibpatternopts
  \else
    \ifx\mplibsptoken\nexttok
      \expandafter\expandafter\expandafter\mplibpatternskipspace
    \else
      \let\mplibpatternoptions\empty
      \expandafter\expandafter\expandafter\mplibpatternmain
    \fi
  \fi
}
\def\mplibpatternopts[#1]{%
```

```
  \def\mplibpatternoptions{#1}%
  \mplibpatternmain
}
\def\mplibpatternmain{%
  \setbox\mplibscratchbox\hbox\bgroup\ignorespaces
}
\protected\def\endmppattern{%
  \egroup
  \directlua{ luamplib.registerpattern(
    \the\mplibscratchbox, '\mplibpatternname', {\mplibpatternoptions}
  )}%
  \endgroup
}
```

simple way to use mplib: `\mpfig draw fullcircle scaled 10; \endmpfig`

```
\def\mpfiginstancename{@mpfig}
\protected\def\mpfig{%
  \begingroup
  \futurelet\nexttok\mplibmpfigbranch
}
\def\mplibmpfigbranch{%
  \ifx *\nexttok
    \expandafter\mplibprempfig
  \else
    \ifx [\nexttok
      \expandafter\expandafter\expandafter\mplibgobbleoptsmpfig
    \else
      \expandafter\expandafter\expandafter\mplibmainmpfig
    \fi
  \fi
}
\def\mplibgobbleoptsmpfig[#1]{\mplibmainmpfig}
\def\mplibmainmpfig{%
  \begingroup
  \mplibsetupcatcodes
  \mplibdomainmpfig
}
\long\def\mplibdomainmpfig#1\endmpfig{%
  \endgroup
  \directlua{
    local legacy = luamplib.legacyverbatimtex
    local everympfig = luamplib.everymplib["\mpfiginstancename"] or ""
    local everyendmpfig = luamplib.everyendmplib["\mpfiginstancename"] or ""
    luamplib.legacyverbatimtex = false
    luamplib.everymplib["\mpfiginstancename"] = ""
    luamplib.everyendmplib["\mpfiginstancename"] = ""
    luamplib.process_mplibcode(
    "beginfig(0) "..everympfig.." "..[===[\unexpanded{#1}]===].." "..everyendmpfig.." endfig;",
    "\mpfiginstancename")
```

```
    luamplib.legacyverbatimtex = legacy
    luamplib.everymplib["\mpfiginstancename"] = everympfig
    luamplib.everyendmplib["\mpfiginstancename"] = everyendmpfig
  }%
  \endgroup
}
\def\mplibprempfig#1{%
  \begingroup
  \mplibsetupcatcodes
  \mplibdoprempfig
}
\long\def\mplibdoprempfig#1\endmpfig{%
  \endgroup
  \directlua{
    local legacy = luamplib.legacyverbatimtex
    local everympfig = luamplib.everymplib["\mpfiginstancename"]
    local everyendmpfig = luamplib.everyendmplib["\mpfiginstancename"]
    luamplib.legacyverbatimtex = false
    luamplib.everymplib["\mpfiginstancename"] = ""
    luamplib.everyendmplib["\mpfiginstancename"] = ""
    luamplib.process_mplibcode([===[\unexpanded{#1}]===],"\mpfiginstancename")
    luamplib.legacyverbatimtex = legacy
    luamplib.everymplib["\mpfiginstancename"] = everympfig
    luamplib.everyendmplib["\mpfiginstancename"] = everyendmpfig
  }%
  \endgroup
}
\protected\def\endmpfig{endmpfig}
```

The Plain-specific stuff.

```
\unless\ifcsname ver@luamplib.sty\endcsname
  \def\mplibcodegetinstancename[#1]{\xdef\currentmpinstancename{#1}\mplibcodeindeed}
  \protected\def\mplibcode{%
    \begingroup
    \futurelet\nexttok\mplibcodebranch
  }
  \def\mplibcodebranch{%
    \ifx [\nexttok
      \expandafter\mplibcodegetinstancename
    \else
      \global\let\currentmpinstancename\empty
      \expandafter\mplibcodeindeed
    \fi
  }
  \def\mplibcodeindeed{%
    \begingroup
    \mplibsetupcatcodes
    \mplibdocode
  }
```

```
  \long\def\mplibdocode#1\endmplibcode{%
    \endgroup
    \directlua{luamplib.process_mplibcode([===[\unexpanded{#1}]===],"\currentmpinstancename")}%
    \endgroup
  }
  \protected\def\endmplibcode{endmplibcode}
\else
```

The LaTeX-specific part: a new environment.

```
  \newenvironment{mplibcode}[1][]{%
    \xdef\currentmpinstancename{#1}%
    \mplibtmptoks{}\ltxdomplibcode
  }{}
  \def\ltxdomplibcode{%
    \begingroup
    \mplibsetupcatcodes
    \ltxdomplibcodeindeed
  }
  \def\mplib@mplibcode{mplibcode}
  \long\def\ltxdomplibcodeindeed#1\end#2{%
    \endgroup
    \mplibtmptoks\expandafter{\the\mplibtmptoks#1}%
    \def\mplibtemp@a{#2}%
    \ifx\mplib@mplibcode\mplibtemp@a
      \directlua{luamplib.process_mplibcode([===[\the\mplibtmptoks]===],"\currentmpinstancename")}%
      \end{mplibcode}%
    \else
      \mplibtmptoks\expandafter{\the\mplibtmptoks\end{#2}}%
      \expandafter\ltxdomplibcode
    \fi
  }
\fi
```

User settings.

```
\def\mplibshowlog#1{\directlua{
    local s = string.lower("#1")
    if s == "enable" or s == "true" or s == "yes" then
      luamplib.showlog = true
    else
      luamplib.showlog = false
    end
}}
\def\mpliblegacybehavior#1{\directlua{
    local s = string.lower("#1")
    if s == "enable" or s == "true" or s == "yes" then
      luamplib.legacyverbatimtex = true
    else
      luamplib.legacyverbatimtex = false
    end
}}
```

```
\def\mplibverbatim#1{\directlua{
    local s = string.lower("#1")
    if s == "enable" or s == "true" or s == "yes" then
      luamplib.verbatiminput = true
    else
      luamplib.verbatiminput = false
    end
}}
\newtoks\mplibtmptoks
```

\everymplib & \everyendmplib: macros resetting luamplib.every(end)mplib tables

```
\ifcsname ver@luamplib.sty\endcsname
  \protected\def\everymplib{%
    \begingroup
    \mplibsetupcatcodes
    \mplibdoeverymplib
  }
  \protected\def\everyendmplib{%
    \begingroup
    \mplibsetupcatcodes
    \mplibdoeveryendmplib
  }
  \newcommand\mplibdoeverymplib[2][]{%
    \endgroup
    \directlua{
      luamplib.everymplib["#1"] = [===[\unexpanded{#2}]===]
    }%
  }
  \newcommand\mplibdoeveryendmplib[2][]{%
    \endgroup
    \directlua{
      luamplib.everyendmplib["#1"] = [===[\unexpanded{#2}]===]
    }%
  }
\else
  \def\mplibgetinstancename[#1]{\def\currentmpinstancename{#1}}
  \protected\def\everymplib#1#{%
    \ifx\empty#1\empty \mplibgetinstancename[]\else \mplibgetinstancename#1\fi
    \begingroup
    \mplibsetupcatcodes
    \mplibdoeverymplib
  }
  \long\def\mplibdoeverymplib#1{%
    \endgroup
    \directlua{
      luamplib.everymplib["\currentmpinstancename"] = [===[\unexpanded{#1}]===]
    }%
  }
  \protected\def\everyendmplib#1#{%
```

```
    \ifx\empty#1\empty \mplibgetinstancename[]\else \mplibgetinstancename#1\fi
    \begingroup
    \mplibsetupcatcodes
    \mplibdoeveryendmplib
  }
  \long\def\mplibdoeveryendmplib#1{%
    \endgroup
    \directlua{
      luamplib.everyendmplib["\currentmpinstancename"] = [===[\unexpanded{#1}]===]
    }%
  }
\fi
```

TEX macros for dimen/color

```
\def\mpdim#1{ runscript("luamplibdimen{#1}") }
\def\mpcolor#1#{\domplibcolor{#1}}
\def\domplibcolor#1#2{ runscript("luamplibcolor{#1{#2}}") }
```

mplib's number system. Now binary has gone away.

```
\def\mplibnumbersystem#1{\directlua{
  local t = "#1"
  if t == "binary" then t = "decimal" end
  luamplib.numbersystem = t
}}
```

Settings for .mp cache files.

```
\def\mplibmakenocache#1{\mplibdomakenocache #1,\stop,}
\def\mplibdomakenocache#1,{%
  \ifx\empty#1\empty
    \expandafter\mplibdomakenocache
  \else
    \ifx\stop#1\else
      \directlua{luamplib.noneedtoreplace["#1.mp"]=true}%
      \expandafter\expandafter\expandafter\mplibdomakenocache
    \fi
  \fi
}
\def\mplibcancelnocache#1{\mplibdocancelnocache #1,\stop,}
\def\mplibdocancelnocache#1,{%
  \ifx\empty#1\empty
    \expandafter\mplibdocancelnocache
  \else
    \ifx\stop#1\else
      \directlua{luamplib.noneedtoreplace["#1.mp"]=false}%
      \expandafter\expandafter\expandafter\mplibdocancelnocache
    \fi
  \fi
}
\def\mplibcachedir#1{\directlua{luamplib.getcachedir("\unexpanded{#1}")}}
```

More user settings.

```
\def\mplibtextextlabel#1{\directlua{
    local s = string.lower("#1")
    if s == "enable" or s == "true" or s == "yes" then
      luamplib.textextlabel = true
    else
      luamplib.textextlabel = false
    end
}}
\def\mplibcodeinherit#1{\directlua{
    local s = string.lower("#1")
    if s == "enable" or s == "true" or s == "yes" then
      luamplib.codeinherit = true
    else
      luamplib.codeinherit = false
    end
}}
\def\mplibglobaltextext#1{\directlua{
    local s = string.lower("#1")
    if s == "enable" or s == "true" or s == "yes" then
      luamplib.globaltextext = true
    else
      luamplib.globaltextext = false
    end
}}
```

The followings are from ConTEXt general, mostly.
We use a dedicated scratchbox.

```
\ifx\mplibscratchbox\undefined \newbox\mplibscratchbox \fi
```

We encapsulate the literals.

```
\def\mplibstarttoPDF#1#2#3#4{%
  \prependtomplibbox
  \hbox dir TLT\bgroup
  \xdef\MPllx{#1}\xdef\MPlly{#2}%
  \xdef\MPurx{#3}\xdef\MPury{#4}%
  \xdef\MPwidth{\the\dimexpr#3bp-#1bp\relax}%
  \xdef\MPheight{\the\dimexpr#4bp-#2bp\relax}%
  \parskip0pt%
  \leftskip0pt%
  \parindent0pt%
  \everypar{}%
  \setbox\mplibscratchbox\vbox\bgroup
  \noindent
}
\def\mplibstoptoPDF{%
  \par
  \egroup %
  \setbox\mplibscratchbox\hbox %
    {\hskip-\MPllx bp%
     \raise-\MPlly bp%
```

```
    \box\mplibscratchbox}%
  \setbox\mplibscratchbox\vbox to \MPheight
    {\vfill
     \hsize\MPwidth
     \wd\mplibscratchbox0pt%
     \ht\mplibscratchbox0pt%
     \dp\mplibscratchbox0pt%
     \box\mplibscratchbox}%
  \wd\mplibscratchbox\MPwidth
  \ht\mplibscratchbox\MPheight
  \box\mplibscratchbox
  \egroup
}
```

Text items have a special handler.

```
\def\mplibtextext#1#2#3#4#5{%
  \begingroup
  \setbox\mplibscratchbox\hbox
    {\font\temp=#1 at #2bp%
     \temp
     #3}%
  \setbox\mplibscratchbox\hbox
    {\hskip#4 bp%
     \raise#5 bp%
     \box\mplibscratchbox}%
  \wd\mplibscratchbox0pt%
  \ht\mplibscratchbox0pt%
  \dp\mplibscratchbox0pt%
  \box\mplibscratchbox
  \endgroup
}
```

Input `luamplib.cfg` when it exists.

```
\openin0=luamplib.cfg
\ifeof0 \else
  \closein0
  \input luamplib.cfg
\fi
```

Code for **tagpdf**

```
\def\luamplibtagtextboxset#1#2{#2}
\let\luamplibnotagtextboxset\luamplibtagtextboxset
\let\luamplibtagasgroupset\relax
\let\luamplibtagasgroupput\luamplibtagtextboxset
\ifcsname SuspendTagging\endcsname\else\endinput\fi
\ifcsname ver@tagpdf.sty\endcsname \else
  \ExplSyntaxOn
  \keys_define:nn{luamplib/tagging}
    {
      ,alt          .code:n = { }
```

```
      ,actualtext   .code:n = { }
      ,artifact     .code:n = { }
      ,text         .code:n = { }
      ,off          .code:n = { }
      ,tag          .code:n = { }
      ,adjust-BBox  .code:n = { }
      ,tagging-setup .code:n = { }
      ,instance     .code:n = { \tl_gset:Nn \currentmpinstancename {#1} }
      ,instancename .meta:n = { instance = {#1} }
      ,unknown      .code:n = { \tl_gset:NV \currentmpinstancename \l_keys_key_str }
    }
  \RenewDocumentCommand\mplibcode{O{}}
    {
      \tl_gclear:N \currentmpinstancename
      \keys_set:ne{luamplib/tagging}{#1}
      \mplibtmptoks{}\ltxdomplibcode
    }
  \cs_set_eq:NN \mplibalttext \use_none:n
  \cs_set_eq:NN \mplibactualtext \use_none:n
```

2025/12/05: \begin{center}\mpfig ...\endmpfig\end{center} raises an Error! as we issue \everypar{} before flushing literals out. It is related to \partokencontext=2 recently introduced by LaTeX. Why we used vbox initially? where hbox seems to be sufficient. Anyway, among various solutions including \partokencontext\z@, \let\par\@@par, and \endgraf, we here attempt to address the issue by adding the following line, which LaTeX's \everypar should have done.

```
  \tl_put_left:Nn \mplibstoptoPDF \@newlistfalse
  \ExplSyntaxOff
  \endinput\fi
\ExplSyntaxOn
\tl_new:N \l__luamplib_tag_envname_tl
\tl_new:N \l__luamplib_tag_alt_tl
\tl_new:N \l__luamplib_tag_alt_dflt_tl
\tl_new:N \l__luamplib_tag_actual_tl
\tl_new:N \l__luamplib_tag_struct_tl
\tl_set:Nn\l__luamplib_tag_struct_tl {Figure}
\bool_new:N \l__luamplib_tag_usetext_bool
\bool_new:N \l__luamplib_tag_bboxcorr_bool
\seq_new:N  \l__luamplib_tag_bboxcorr_seq
\tl_new:N \l__luamplib_tag_bbox_draw_tl
\tl_new:N \l__luamplib_BBox_llx_tl
\tl_new:N \l__luamplib_BBox_lly_tl
\tl_new:N \l__luamplib_BBox_urx_tl
\tl_new:N \l__luamplib_BBox_ury_tl
\msg_new:nnn {luamplib}{figure-text-reuse}
{
  tex-text~box~#1~probably~is~incorrectly~tagged.~
  Reusing~a~box~in~text~mode~is~strongly~discouraged.~
  Check~the~resulting~PDF.
}
```

```
\msg_new:nnn {luamplib}{mplibgroup-text-mode}
{
  mplibgroup~'#1'~probably~is~incorrectly~tagged.~
  Using~mplibgroup~with~text~mode~is~not~recommended.~
  Check~the~resulting~PDF.
}
\msg_new:nnn{luamplib}{alt-text-missing}
{
  Alternate~text~for~#1~is~missing.~
  Using~the~default~value~'#2'~instead.
}
```

Sockets for tex-text boxes.

```
\socket_new:nn{tagsupport/luamplib/textext/set}{2}
\socket_new:nn{tagsupport/luamplib/textext/put}{2}
\socket_new_plug:nnn{tagsupport/luamplib/textext/set}{default}
{
```

TODO: we check text mode here. If we tag text boxes for all modes, we will get a lot of structure-has-no-parent warning; no good-looking, though it seems to be no harm.

```
  \bool_if:NTF \l__luamplib_tag_usetext_bool
  {
    \tag_mc_end_push:
    \tag_struct_begin:n{tag=NonStruct, stash, parent-tag=text}
    \cs_gset_nopar:cpe {luamplib.taggedbox.#1} {\tag_get:n{struct_num}}
```

TODO: We force an MC. Otherwise a and b in `btex a $x$ b etex` are not tagged.

```
    \tag_mc_begin:n{tag=text}
    #2
    \tag_mc_end:
    \tag_struct_end:
    \tag_mc_begin_pop:n{}
  }
  {
    \tag_suspend:n{\luamplibtagtextboxset}
    #2
    \tag_resume:n{\luamplibtagtextboxset}
  }
}
\socket_new_plug:nnn{tagsupport/luamplib/textext/put}{default}
{
  \bool_lazy_and:nnTF
  { \l__luamplib_tag_usetext_bool }
  { \cs_if_free_p:c {luamplib.notaggedbox.#1} }
  {
    \tag_resume:n{\mplibputtextbox}
    \tag_mc_end:
    \cs_if_exist:cTF {luamplib.taggedbox.#1}
    {
      \exp_args:Nc \tag_struct_use_num:n {luamplib.taggedbox.#1}
```

```
      #2
      \cs_undefine:c {luamplib.taggedbox.#1}
    }
    {
      \msg_warning:nnn{luamplib}{figure-text-reuse}{#1}
      \tag_mc_begin:n{}
      \int_set:Nn \l_tmpa_int {#1}
      \tag_mc_reset_box:N \l_tmpa_int
      #2
      \tag_mc_end:
    }
    \tag_mc_begin:n{artifact}
  }
  {
    \int_set:Nn \l_tmpa_int {#1}
    \tag_mc_reset_box:N \l_tmpa_int
    #2
  }
}
\socket_assign_plug:nn{tagsupport/luamplib/textext/set}{default}
\socket_assign_plug:nn{tagsupport/luamplib/textext/put}{default}
\cs_set_nopar:Npn \luamplibtagtextboxset
{
  \tag_socket_use:nnn{luamplib/textext/set}
}
```

For tex-text boxes starting with `[taggingoff]`, which we will not tag at all. They will be just in the artifact MC-chunks.

```
\cs_set_nopar:Npn \luamplibnotagtextboxset #1 #2
{
  \bool_set_eq:NN \l_tmpa_bool \l__luamplib_tag_usetext_bool
  \bool_set_false:N \l__luamplib_tag_usetext_bool
  \tag_socket_use:nnn{luamplib/textext/set}{#1}{#2}
  \cs_gset_nopar:cpn {luamplib.notaggedbox.#1}{#1}
  \bool_set_eq:NN \l__luamplib_tag_usetext_bool \l_tmpa_bool
}
\cs_set_nopar:Npn \mplibputtextbox #1
{
  \vbox to 0pt{\vss\hbox to 0pt{
    \socket_use:nnn{tagsupport/luamplib/textext/put}{#1}{\raise\dp#1\copy#1}
  \hss}}
}
```

TODO: Not sure whether asgroup/mplibgroup with text mode will be tagged correctly. Probably not. At least, this will raise a warning.

```
\cs_set_nopar:Npn \luamplibtagasgroupset
{
  \bool_set_false:N \l__luamplib_tag_usetext_bool
}
\cs_set_nopar:Npn \luamplibtagasgroupput
```

```
{
  \bool_if:NT \l__luamplib_tag_usetext_bool { \tag_resume:n{\luamplibtagasgroupput} }
  \tag_socket_use:nnn{luamplib/mplibgroup/put}
}
```

A socket for mplibgroup. Again, we issue a warning upon text mode.

```
\socket_new:nn{tagsupport/luamplib/mplibgroup/put}{2}
\socket_new_plug:nnn{tagsupport/luamplib/mplibgroup/put}{default}
{
  \cs_if_free:cT {luamplib.mplibgroup.text.#1}
  {
    \msg_warning:nnn {luamplib} {mplibgroup-text-mode} {#1}
    \cs_gset_nopar:cpn {luamplib.mplibgroup.text.#1} {#1}
  }
  \tag_mc_end:
  \tag_mc_begin:n{tag=text}
  #2
  \tag_mc_end:
  \tag_mc_begin:n{artifact}
}
\socket_assign_plug:nn{tagsupport/luamplib/mplibgroup/put}{default}
```

A macro for BBox attribute

```
\cs_set_nopar:Npn \__luamplib_tag_bbox_attribute:n #1
{
  \tl_set:Ne \l_tmpa_tl {luamplib.BBox.\tag_get:n{struct_num}}
  \tex_savepos:D
  \property_record:ee{\l_tmpa_tl}{xpos,ypos}
  \tl_set:Ne \l__luamplib_BBox_llx_tl
    { \dim_to_decimal_in_bp:n { \property_ref:een {\l_tmpa_tl}{xpos}{0}sp } }
  \tl_set:Ne \l__luamplib_BBox_lly_tl
    { \dim_to_decimal_in_bp:n { \property_ref:een {\l_tmpa_tl}{ypos}{0}sp - \dp#1 } }
  \tl_set:Ne \l__luamplib_BBox_urx_tl
    { \dim_to_decimal_in_bp:n { \l__luamplib_BBox_llx_tl bp + \wd#1 } }
  \tl_set:Ne \l__luamplib_BBox_ury_tl
    { \dim_to_decimal_in_bp:n { \l__luamplib_BBox_lly_tl bp + \ht#1 + \dp#1 } }
  \bool_if:NT \l__luamplib_tag_bboxcorr_bool
  {
    \int_zero:N \l_tmpa_int
    \tl_map_inline:nn
    {
      \l__luamplib_BBox_llx_tl
      \l__luamplib_BBox_lly_tl
      \l__luamplib_BBox_urx_tl
      \l__luamplib_BBox_ury_tl
    }
    {
      \int_incr:N \l_tmpa_int
      \tl_set:Ne ##1
      {
```

```
        \fp_eval:n
        {
          ##1
          +
          \dim_to_decimal_in_bp:n { \seq_item:NV \l__luamplib_tag_bboxcorr_seq \l_tmpa_int }
        }
      }
    }
  }
  \tag_struct_gput:ene {\tag_get:n{struct_num}} {attribute}
  {
    /O /Layout /BBox [
      \l__luamplib_BBox_llx_tl\c_space_tl
      \l__luamplib_BBox_lly_tl\c_space_tl
      \l__luamplib_BBox_urx_tl\c_space_tl
      \l__luamplib_BBox_ury_tl
    ]
  }
  \bool_if:NT \l__tag_graphic_debug_bool
  {
    \iow_log:e
    {
      luamplib/tagging~debug:~BBox~of~structure~\tag_get:n{struct_num}~is~
      \l__luamplib_BBox_llx_tl\c_space_tl
      \l__luamplib_BBox_lly_tl\c_space_tl
      \l__luamplib_BBox_urx_tl\c_space_tl
      \l__luamplib_BBox_ury_tl
    }
    \sys_if_output_pdf:TF
    {
      \tl_set:Ne \l__luamplib_tag_bbox_draw_tl
      {
        \pdfextension save\relax
        \opacity_select:n{0.5} \color_select:n{red}
        \pdfextension literal~text
        {
          \l__luamplib_BBox_llx_tl\c_space_tl
          \l__luamplib_BBox_lly_tl\c_space_tl
          \fp_eval:n { \l__luamplib_BBox_urx_tl - \l__luamplib_BBox_llx_tl }~
          \fp_eval:n { \l__luamplib_BBox_ury_tl - \l__luamplib_BBox_lly_tl }~
          re~f
        }
        \pdfextension restore\relax
      }
    }
    {
      \tl_set:Ne \l__luamplib_tag_bbox_draw_tl
      {
        \special{pdf:bcontent}
```

```
        \opacity_select:n{0.5} \color_select:n{red}
        \special{pdf:code~
          1~0~0~1~
          -\dim_to_decimal_in_bp:n { \property_ref:een{\l_tmpa_tl}{xpos}{0}sp + \wd#1 }~
          -\dim_to_decimal_in_bp:n { \property_ref:een{\l_tmpa_tl}{ypos}{0}sp }~
          cm
        }
        \special{pdf:code~
          \l__luamplib_BBox_llx_tl\c_space_tl
          \l__luamplib_BBox_lly_tl\c_space_tl
          \fp_eval:n { \l__luamplib_BBox_urx_tl - \l__luamplib_BBox_llx_tl }~
          \fp_eval:n { \l__luamplib_BBox_ury_tl - \l__luamplib_BBox_lly_tl }~
          re~f
        }
        \special{pdf:econtent}
      }
    }
  }
}
```

Sockets for main process

```
\socket_new:nn{tagsupport/luamplib/figure/begin}{1}
\socket_new:nn{tagsupport/luamplib/figure/end}{2}
\socket_new_plug:nnn{tagsupport/luamplib/figure/end}{transparent}{#2}
\socket_new_plug:nnn{tagsupport/luamplib/figure/begin}{alt}
{
    \tag_mc_end_push:
    \tl_if_empty:NT\l__luamplib_tag_alt_tl
    {
      \tl_if_empty:eTF{#1}
        { \tl_set:Nn \l__luamplib_tag_alt_tl {metapost~figure} }
        { \tl_set:Ne \l__luamplib_tag_alt_tl {metapost~figure~\text_purify:n{#1}} }
      \msg_warning:nnVV{luamplib}{alt-text-missing}
                       \l__luamplib_tag_envname_tl \l__luamplib_tag_alt_tl
    }
    \tag_struct_begin:n
    {
      tag=\l__luamplib_tag_struct_tl,
      alt=\l__luamplib_tag_alt_tl,
    }
    \tag_mc_begin:n{}
}
\socket_new_plug:nnn{tagsupport/luamplib/figure/end}{alt}
{
    \__luamplib_tag_bbox_attribute:n {#1}
    #2
    \tl_use:N \l__luamplib_tag_bbox_draw_tl
    \tag_mc_end:
    \tag_struct_end:
```

```
    \tag_mc_begin_pop:n{}
}
\socket_new_plug:nnn{tagsupport/luamplib/figure/begin}{actualtext}
{
    \tag_mc_end_push:
    \tag_struct_begin:n
    {
      tag=Span,
      actualtext=\l__luamplib_tag_actual_tl,
    }
    \tag_mc_begin:n{}
}
\socket_new_plug:nnn{tagsupport/luamplib/figure/end}{actualtext}
{
    #2
    \tag_mc_end:
    \tag_struct_end:
    \tag_mc_begin_pop:n{}
}
\socket_new_plug:nnn{tagsupport/luamplib/figure/begin}{artifact}
{
    \tag_mc_end_push:
    \tag_mc_begin:n{artifact}
}
\socket_new_plug:nnn{tagsupport/luamplib/figure/end}{artifact}
{
    #2
    \tag_mc_end:
    \tag_mc_begin_pop:n{}
}
```

A socket for tagging init, so that we can declare `\SetKeys[luamplib/tagging]{...}` anywhere in the document.

```
\socket_new:nn{tagsupport/luamplib/figure/init}{0}
\socket_new_plug:nnn{tagsupport/luamplib/figure/init}{alt}
{
  \socket_assign_plug:nn{tagsupport/luamplib/figure/begin}{alt}
  \socket_assign_plug:nn{tagsupport/luamplib/figure/end}{alt}
}
\socket_new_plug:nnn{tagsupport/luamplib/figure/init}{actualtext}
{
  \socket_assign_plug:nn{tagsupport/luamplib/figure/begin}{actualtext}
  \socket_assign_plug:nn{tagsupport/luamplib/figure/end}{actualtext}
```

In vmode, hmode will be forced by `\noindent` upon actualtext and text modes.

```
  \prependtomplibbox \mplibnoforcehmode
  \mode_if_vertical:T { \noindent \aftergroup\par }
}
\socket_new_plug:nnn{tagsupport/luamplib/figure/init}{artifact}
{
```

```
  \socket_assign_plug:nn{tagsupport/luamplib/figure/begin}{artifact}
  \socket_assign_plug:nn{tagsupport/luamplib/figure/end}{artifact}
}
\socket_new_plug:nnn{tagsupport/luamplib/figure/init}{text}
{
  \bool_set_true:N \l__luamplib_tag_usetext_bool
  \socket_assign_plug:nn{tagsupport/luamplib/figure/begin}{artifact}
  \socket_assign_plug:nn{tagsupport/luamplib/figure/end}{artifact}
  \prependtomplibbox \mplibnoforcehmode
  \mode_if_vertical:T { \noindent \aftergroup\par }
}
\socket_new_plug:nnn{tagsupport/luamplib/figure/init}{off}
{
  \socket_assign_plug:nn{tagsupport/luamplib/figure/begin}{noop}
  \socket_assign_plug:nn{tagsupport/luamplib/figure/end}{transparent}
}
\socket_assign_plug:nn{tagsupport/luamplib/figure/init}{alt}
```

Key-value options

```
\keys_define:nn{luamplib/tagging}
{
  ,alt .code:n =
  {
    \tl_set:Ne\l__luamplib_tag_alt_tl{\text_purify:n{#1}}
    \socket_assign_plug:nn{tagsupport/luamplib/figure/init}{alt}
  }
  ,actualtext .code:n =
  {
    \tl_set:Ne\l__luamplib_tag_actual_tl{\text_purify:n{#1}}
    \socket_assign_plug:nn{tagsupport/luamplib/figure/init}{actualtext}
  }
  ,artifact .code:n = { \socket_assign_plug:nn{tagsupport/luamplib/figure/init}{artifact} }
  ,text     .code:n = { \socket_assign_plug:nn{tagsupport/luamplib/figure/init}{text} }
  ,off      .code:n = { \socket_assign_plug:nn{tagsupport/luamplib/figure/init}{off} }
  ,tag      .code:n =
  {
    \str_case:nnF {#1}
    {
      {false}    { \keys_set:nn {luamplib/tagging} {off} }
      {artifact} { \keys_set:nn {luamplib/tagging} {artifact} }
    }
    {
      \tl_set:Nn\l__luamplib_tag_struct_tl{#1}
      \socket_assign_plug:nn{tagsupport/luamplib/figure/init}{alt}
    }
  }
  ,adjust-BBox .code:n =
  {
    \bool_set_true:N \l__luamplib_tag_bboxcorr_bool
```

```
    \seq_set_split:Nnn \l__luamplib_tag_bboxcorr_seq{~}{#1~0pt~0pt~0pt~0pt}
  }
  ,tagging-setup .code:n = { \keys_set_known:nn {luamplib/tagging} {#1} }
}
\keys_define:nn {luamplib/instance}
{
  ,instance     .code:n = { \tl_gset:Nn \currentmpinstancename {#1} }
  ,instancename .meta:n = { instance = {#1} }
  ,unknown      .code:n = { \tl_gset:NV \currentmpinstancename \l_keys_key_str }
}
```

Redefine our macros

```
\cs_set_nopar:Npn \mplibstarttoPDF #1 #2 #3 #4
{
  \prependtomplibbox
  \hbox dir~TLT\bgroup
    \tag_socket_use:nn{luamplib/figure/begin}\l__luamplib_tag_alt_dflt_tl
    \xdef\MPllx{#1}\xdef\MPlly{#2}%
    \xdef\MPurx{#3}\xdef\MPury{#4}%
    \xdef\MPwidth{\the\dimexpr#3bp-#1bp\relax}%
    \xdef\MPheight{\the\dimexpr#4bp-#2bp\relax}%
    \parskip0pt
    \leftskip0pt
    \parindent0pt
    \everypar{}%
    \setbox\mplibscratchbox\vbox\bgroup
      \tag_suspend:n{\mplibstarttoPDF}
      \noindent
}
\cs_set_nopar:Npn \mplibstoptoPDF
{
      \par
    \egroup
    \setbox\mplibscratchbox\hbox
      {\hskip-\MPllx bp
       \raise-\MPlly bp
       \box\mplibscratchbox}%
    \setbox\mplibscratchbox\vbox to \MPheight
      {\vfill
       \hsize\MPwidth
       \wd\mplibscratchbox0pt
       \ht\mplibscratchbox0pt
       \dp\mplibscratchbox0pt
       \box\mplibscratchbox}%
    \wd\mplibscratchbox\MPwidth
    \ht\mplibscratchbox\MPheight
    \tag_socket_use:nnn{luamplib/figure/end}{\mplibscratchbox}{\box\mplibscratchbox}
  \egroup
}
```

```
\RenewDocumentCommand\mplibcode{O{}}
{
  \tl_set:Nn \l__luamplib_tag_envname_tl {mplibcode}
  \tl_gclear:N \currentmpinstancename
  \keys_set_known:neN {luamplib/tagging} {#1} \l_tmpa_tl
  \keys_set:nV {luamplib/instance} \l_tmpa_tl
  \tl_set_eq:NN \l__luamplib_tag_alt_dflt_tl \currentmpinstancename
  \tag_socket_use:n{luamplib/figure/init}
  \mplibtmptoks{}\ltxdomplibcode
}
\RenewDocumentCommand\mpfig{s O{}}
{
  \begingroup
  \tl_set:Nn \l__luamplib_tag_envname_tl {mpfig}
  \keys_set_known:ne {luamplib/tagging} {#2}
  \tl_set_eq:NN \l__luamplib_tag_alt_dflt_tl \mpfiginstancename
  \tag_socket_use:n{luamplib/figure/init}
  \IfBooleanTF{#1} { \mplibprempfig * }
                   { \mplibmainmpfig }
}
\RenewDocumentCommand\useMPlibgroup{O{} m}
{
  \begingroup
  \tl_set:Nn \l__luamplib_tag_envname_tl {useMPlibgroup}
  \keys_set_known:ne {luamplib/tagging} {#1}
  \tag_socket_use:n{luamplib/figure/init}
  \prependtomplibbox\hbox dir~TLT\bgroup
    \tag_socket_use:nn{luamplib/figure/begin}{#2}
    \setbox\mplibscratchbox\hbox\bgroup
      \bool_if:NF \l__luamplib_tag_usetext_bool { \tag_suspend:n{\useMPlibgroup} }
      \tag_socket_use:nnn{luamplib/mplibgroup/put}{#2}{\csname luamplib.group.#2\endcsname}
    \egroup
    \tag_socket_use:nnn{luamplib/figure/end}{\mplibscratchbox}{\unhbox\mplibscratchbox}
  \egroup
  \endgroup
}
```

Allow setting alt/actual text within METAPOST code. Of course we can use them in TEX code as well.

```
\cs_new_nopar:Npn \mplibalttext #1
{
  \tl_set:Ne \l__luamplib_tag_alt_tl {\text_purify:n{#1}}
}
\cs_new_nopar:Npn \mplibactualtext #1
{
  \tl_set:Ne \l__luamplib_tag_actual_tl {\text_purify:n{#1}}
}
\ExplSyntaxOff
```

That's all folks!

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