ltx-talk – A class for typesetting (accessible) presentations*

Joseph Wright†

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Contents

I ltx-talk – Overall set up 1

1 ltx-talk implementation 1
1.1 Set up . . . 1
1.2 Additions for expl3 . . . 2
1.3 Extra variants . . . 2
1.4 Scratch space . . . 3
1.5 Option handling . . . 3
1.6 Setting up . . . 4
1.7 Math support . . . 5
1.8 Font selection . . . 5
1.9 Text scripts . . . 6
1.10 Hyperlinks . . . 6
1.11 Tagging . . . 6

II ltx-talk-color – Color definitions 7

1 ltx-talk-color implementation 7
1.1 Existing definitions . . . 7
1.2 Document (and interface) commands . . . 7
1.3 Color definition . . . 9
1.4 Semantic colors . . . 9

III ltx-talk-decode – Decoding overlay specs 10

1 ltx-talk-decode implementation 10

IV ltx-talk-frame – The structure of frames 18

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†E-mail: joseph@texdev.net

1 ltx-talk-frame implementation 18
1.1 Slides in frames . . . 18
1.2 Counters . . . 23
1.3 Frame options . . . 24
1.4 Wallpaper . . . 25
1.5 The `frame` environment . . . 30

V ltx-talk-frame – The structure of frames 35

1 ltx-talk-frame-structure implementation 35
1.1 Columns . . . 35
1.2 Floats . . . 37
1.3 Footnotes . . . 39

VI ltx-talk-mode – Modes 41

1 ltx-talk-mode implementation 41

VII ltx-talk-overlay – Overlays 42

1 ltx-talk-overlay implementation 42
1.1 Utilities . . . 42
1.2 Opacity utilities . . . 43
1.3 Action commands and environments . . . 43
1.4 Non-action commands and environments . . . 48
1.5 Fixed-size areas . . . 49
1.6 Adding overlays to existing commands . . . 52
1.7 Overlay patching of third-party environments . . . 54

VIII ltx-talk-required – "Required" definitions 56

1 ltx-talk-required implementation 56
1.1 Standard design settings . . . 56
1.2 List support . . . 57

IX ltx-talk-structure – Structural commands 58

1 ltx-talk-structure implementation 58
1.1 Frame title . . . 58
1.2 Headings . . . 60
1.3 Table of contents . . . 64
1.4 Block environments . . . 67
1.5 Lists . . . 68
1.6 Theorems, *etc.* . . . 70
1.7 Bibliographies . . . 71
1.8 Supplementary material . . . 71

X ltx-talk-title – Title pages 72

1 ltx-talk-title implementation 72

Index 76

Part I
ltx-talk – Overall set up

1 ltx-talk implementation

Start the DocStrip guards.

```
1 ⟨*class⟩
```

Identify the internal prefix.

```
2 ⟨@@=talk⟩
```

1.1 Set up

Identify the package and give the over all version information.

```
3 \ProvidesExplClass {ltx-talk} {2026-11-23} {0.6.15}
4   {A class for typesetting (accessible) presentations}
```

Get the right type of message.

```
5 \prop_gput:Nnn \g_msg_module_name_prop { talk } { ltx-talk }
6 \prop_gput:Nnn \g_msg_module_type_prop { talk } { Class }
```

Require the latest LaTeX structures.

```
7 \IfFormatAtLeastF { 2026-06-01 }
8   {
9     \msg_new:nnnn { ltx-talk } { kernel-too-old }
10      { The~ltx-talk~class~requires~LaTeX~2026-06-01~or~later. }
11      {
12        You~have~tried~to~use~the~ltx-talk~class~with~a~LaTeX~kernel~release~
13        prior~to~2026-06-01;~the~required~functionality~is~missing.
14      }
15    \msg_fatal:nn { ltx-talk } { kernel-too-old }
16  }
17 \NeedsDocumentMetadata
```

Warn if not an engine that is tested.

```
18 \bool_lazy_or:nnF
19   { \sys_if_engine_luatex_p: }
20   { \sys_if_engine_pdftex_p: }
21   {
22     \msg_new:nnn { ltx-talk } { unsupported-engine }
23       {
24         The~engine~"\c_sys_engine_str"~
25         is~not~supported~by~the~ltx-talk~class.
26       }
27     \msg_warning:nn { ltx-talk } { unsupported-engine }
28   }
```

1.2 Additions for expl3

Like \vcoffin_set:Nnn, so should be an easy enough addition.

```
\cs_gset_protected:Npn \vbox_set_to_wd:Nnn #1
  { \__box_set_to_wd:NNnn #1 \tex_vbox:D }
\cs_gset_protected:Npn \vbox_set_top_to_wd:Nnn #1
  { \__box_set_to_wd:NNnn #1 \tex_vtop:D }
\cs_gset_protected:Npn \vbox_to_wd:nn #1#2
  {
    \__box_set_to_wd:NNnn \l__talk_tmp_box \tex_vbox:D {#1} {#2}
    \box_use:N \l__talk_tmp_box
  }
\cs_gset_protected:Npn \vbox_top_to_wd:nn #1#2
  {
    \__box_set_to_wd:NNnn \l__talk_tmp_box \tex_vtop:D {#1} {#2}
    \box_use:N \l__talk_tmp_box
  }
\cs_gset_protected:Npn \__box_set_to_wd:NNnn #1#2#3#4
  {
    \tex_setbox:D #1 #2
      {
        \tex_hsize:D \__box_dim_eval:n {#3}
        \color_group_begin: #4 \par \color_group_end:
      }
    \box_wd:N #1 \__box_dim_eval:n {#3}
  }
\cs_gset_protected:Npn \vbox_set_to_wd:Nnw #1#2
  {
    \cs_set_protected:Npn \__box_set_to_wd:
      { \box_wd:N #1 \__box_dim_eval:n {#2} }
    \tex_setbox:D #1 \tex_vbox:D
      \c_group_begin_token
        \tex_hsize:D \__box_dim_eval:n {#2}
        \group_insert_after:N \__box_set_to_wd:
        \color_group_begin:
  }
```

Some things from xbox that would be useful.

```
\cs_gset_protected:Npn \rule:nnn #1#2#3
  {
    \tex_vrule:D
      height \dim_eval:n {#2} \exp_stop_f:
      depth  \dim_eval:n {#3} \exp_stop_f:
      width  \dim_eval:n {#1} \exp_stop_f:
      \scan_stop:
  }
```

1.3 Extra variants

```
\cs_generate_variant:Nn \hook_gput_code:nnn { nne }
\exp_args_generate:n { nVv }
\cs_generate_variant:Nn \dim_max:nn { v }
\cs_generate_variant:Nn \str_replace_all:Nnn { NnV }
\cs_generate_variant:Nn \vbox_to_ht:nn { v }
```

1.4 Scratch space

__talk_tmp:w

For one-off processing.

```
\cs_new_protected:Npn \__talk_tmp:w { }
```

(*End of definition for* `\__talk_tmp:w`.)

\l__talk_tmp_box

```
\box_new:N \l__talk_tmp_box
```

(*End of definition for* `\l__talk_tmp_box`.)

\l__talk_tmp_clist

```
\clist_new:N \l__talk_tmp_clist
```

(*End of definition for* `\l__talk_tmp_clist`.)

\l__talk_tmp_tl

```
\tl_new:N \l__talk_tmp_tl
```

(*End of definition for* `\l__talk_tmp_tl`.)

1.5 Option handling

\l__talk_aspect_ratio_str
\l__talk_fontsize_dim
\l__talk_frame_title_bool
\l__talk_mode_str
\l__talk_suppl_mode_str

```
\keys_define:nn { talk }
  {
    aspect-ratio .str_set:N =
      \l__talk_aspect_ratio_str ,
    font-size .dim_set:N =
      \l__talk_fontsize_dim ,
    frame-title-arg .bool_set:N =
      \l__talk_frame_title_bool ,
    handout .code:n =
      { \str_set:Nn \l__talk_mode_str { handout } } ,
    handout .value_forbidden:n = true ,
    mode .choices:nn =
      { handout , projector }
      { \str_set_eq:NN \l__talk_mode_str \l_keys_choice_str } ,
    supplementary-frames .choices:nn =
      { appendix , in-place , omit }
      { \str_set_eq:NN \l__talk_suppl_mode_str \l_keys_choice_str }
  }
\str_new:N \l__talk_mode_str
\str_new:N \l__talk_suppl_mode_str
```

(*End of definition for* `\l__talk_aspect_ratio_str` *and others.*)

Scope for options.

```
\keys_define:nn { talk }
  {
    aspect-ratio         .usage:n = load ,
    font-size            .usage:n = load ,
    frame-title-arg      .usage:n = load ,
    mode                 .usage:n = load ,
    supplementary-frames .usage:n = load
  }
```

Compatibility keys for classical font size setting.

```
\clist_map_inline:nn { 10pt , 11pt , 12pt }
  {
    \keys_define:nn { talk }
      {
        #1 .meta:n            = { font-size = #1 } ,
        #1 .value_forbidden:n = true ,
        #1. usage:n           = load
      }
  }
```

Initial values.

```
\keys_set:nn { talk }
  {
    aspect-ratio         = 16:9      ,
    font-size            = 11pt      ,
    frame-title-arg      = false     ,
    mode                 = projector ,
    supplementary-frames = appendix
  }
\ProcessKeyOptions [ talk ]
```

1.6 Setting up

Load the font size setup if available, otherwise fall back on scaling.

```
\file_if_exist_input:nF { size \dim_to_decimal:n \l__talk_fontsize_dim .clo }
  {
    \file_input:n { size10.clo }
    \RequirePackage { relsize }
    \hook_gput_code:nne { begindocument } { talk }
      { \exp_not:N \relsize { \fp_eval:n { \l__talk_fontsize_dim / 10pt } } }
  }
```

\c__talk_paper_height_dim
\c__talk_paper_width_dim

As geometry is being used to set the paper size with no previous value, we have to use the optional argument rather than waiting to apply `\geometry`.

```
\dim_const:Nn \c__talk_paper_height_dim { 100mm }
\use:e
  {
    \cs_set_protected:Npn \exp_not:N \__talk_tmp:w
      #1 \tl_to_str:n { : } #2 \tl_to_str:n { : } #3 \exp_not:N \q_stop
      {
        \dim_const:Nn \exp_not:N \c__talk_paper_width_dim
          {
            \exp_not:N \fp_to_dim:n
              { (#1 / #2) * \exp_not:N \c__talk_paper_height_dim }
          }
      }
    \exp_not:N \__talk_tmp:w \l__talk_aspect_ratio_str
      \tl_to_str:n { : } 100 \exp_not:N \q_stop
  }
\use:e
  {
    \exp_not:N \RequirePackage
```

```
      [
        papersize =
          {
            \dim_use:N \c__talk_paper_width_dim  ,
            \dim_use:N \c__talk_paper_height_dim
          } ,
        tmargin    = 10mm ,
        bmargin    =  8mm ,
        lmargin    = 10mm ,
        rmargin    = 10mm ,
        headheight = 10mm ,
        headsep    =  2mm ,
        footskip   =  6mm
      ]
      { geometry }
  }
```

(*End of definition for* `\c__talk_paper_height_dim` *and* `\c__talk_paper_width_dim`.)

Turn off justification

```
\raggedright
```

1.7 Math support

We always require amsmath: this is forced anyway by unicode-math for LuaTEX.

```
\RequirePackage { amsmath }
```

1.8 Font selection

The aim here is to minimize change from the standard font setup but at the same time provide a sans-serif default. Since beamer was released, better sans-serif math mode fonts have become available. For OpenType engines,requiring (lua-)unicode-math is the most sensible approach; we also load mathtools as that has to be before unicode-math. The New Computer Modern font provides a reasonable initial set of glyphs. It comes with a wrapper package, but that does various other things: if the user wants these, they can choose to load themselves. For 8-bit engines, switching the text font to be sans-serif is easy. For math mode, the sansmathfonts package does a good job: here, using the package rather than adjusting directly is the sensible option.

```
\sys_if_engine_opentype:TF
  {
    \@ifpackageloaded { lua-font-config }
      { \RequirePackage { mathtools } }
      {
        \RequirePackage { fontspec }
        \RequirePackage { mathtools }
        \sys_if_engine_luatex:TF
          {
            \RequirePackage { lua-unicode-math }
            \tagpdfsetup { math / mathml / luamml / load = true }
          }
          { \RequirePackage { unicode-math } }
        \setmainfont { NewCMSans10-Regular.otf }
        \setsansfont { NewCMSans10-Regular.otf }
```

```
        \setmathfont { NewCMSansMath-Regular.otf }
      }
  }
  {
    \RequirePackage { sansmathfonts }
    \RequirePackage [ nomath ] { lmodern }
    \cs_set_eq:NN \rmdefault \sfdefault
  }
```

1.9 Text scripts

Newer kernel releases allow us to use real text sub- and superscripts: we set up the appropriate data here.

\textsubscript@offset
\textsubscript@space
\textsuperscript@offset
\textsuperscript@space

Offset values as in ConTEXt, no additional spacing added after script items.

```
\cs_set_nopar:Npn \textsubscript@offset { 0.48ex }
\cs_set_nopar:Npn \textsubscript@space  { }
\cs_set_nopar:Npn \textsuperscript@offset { 0.86ex }
\cs_set_nopar:Npn \textsuperscript@space  { }
```

(*End of definition for* `\textsubscript@offset` *and others. These functions are documented on page* ??.)

1.10 Hyperlinks

\thepage

We define `\thepage` here: this is checked for by hyperref so has to come early.

```
\cs_new:Npn \thepage { \@arabic \c@page }
```

(*End of definition for* `\thepage`*. This variable is documented on page* ??.)

A requirement.

```
\RequirePackage { hyperref }
\hypersetup { hidelinks }
```

1.11 Tagging

We need to extend the standard tagging model to work with slides and so on.

```
\tagpdfsetup
  {
    role / user-NS = ltx-talk        ,
    role / new-tag = frame / Sect    ,
    role / new-tag = frametitle / H4
  }
```

⟨/class⟩

Part II
ltx-talk-color – Color definitions

1 ltx-talk-color implementation

Start the DocStrip guards.

```
1 ⟨*class⟩
```

Identify the internal prefix.

```
2 ⟨@@=talk⟩
```

The aim here is to *test* how well l3color can support the range of color functions that are needed for a presentation. As such, this is very much experimental, but deliberately so. In particular, there is an important question about the need for global colors: used throughout beamer but otherwise not widely encountered. At the same time, there is a need to work with packages that expect color to be managed in a predictable way: pgf in particular makes use of xcolor internal as part of color management.

Currently, colors defined using xcolor will be passed on to l3color provided `\DocumentMetadata` is active. As that is a requirement in any case for ltx-talk, some of the setup is relatively easy to do.

1.1 Existing definitions

```
3 \RequirePackage { xcolor }
```

`\stdcolor` `\stdmathcolor` `\stdtextcolor` Save the document commands.

```
4 \NewCommandCopy \stdcolor \color
5 \NewCommandCopy \stdmathcolor \mathcolor
6 \NewCommandCopy \stdtextcolor \textcolor
```

(*End of definition for* `\stdcolor`, `\stdmathcolor`, *and* `\stdtextcolor`. *These functions are documented on page* ??.)

1.2 Document (and interface) commands

```
7 \cs_generate_variant:Nn \color_select:n { e }
8 \cs_generate_variant:Nn \color_select:nn { ne }
9 \cs_generate_variant:Nn \color_math:nn { e }
10 \cs_generate_variant:Nn \color_math:nnn { ne }
```

`\color` `\mathcolor` `\textcolor` Add the overlay specification and use l3color.

```
11 \RenewDocumentCommand \color { D <> { all } o m }
12   {
13     \__talk_if_overlay:nT {#1}
14       {
15         \IfNoValueTF {#2}
16           { \color_select:e {#3} }
17           { \color_select:ne {#2} {#3} }
18       }
19     \ignorespaces
20   }
21 \RenewDocumentCommand \mathcolor { D <> { all } o m +m }
22   {
```

```
    \__talk_if_overlay:nT {#1}
      {
        \IfNoValueTF {#2}
          { \color_math:en {#3} {#4} }
          { \color_math:nen {#2} {#3} {#4} }
      }
  }
\RenewDocumentCommand \textcolor { D <> { all } o m +m }
  {
    \mode_leave_vertical:
    \group_begin:
      \__talk_if_overlay:nT {#1}
        {
          \IfNoValueTF {#2}
            { \color_select:e {#3} }
            { \color_select:ne {#2} {#3} }
        }
      #4
    \group_end:
  }
```

(*End of definition for* `\color`, `\mathcolor`, *and* `\textcolor`. *These functions are documented on page* **??**.)

`\pagecolor` Here, the definition is different: we directly use the shipout hook.

`\__talk_pagecolor:n`

```
\RenewDocumentCommand \pagecolor { D <> { all } o m }
  {
    \__talk_if_overlay:nT {#1}
      {
        \IfNoValueTF {#2}
          { \__talk_pagecolor:n { {#3} } }
          { \__talk_pagecolor:n { [ {#2} ] {#3} } }
      }
  }
\cs_new_protected:Npn \__talk_pagecolor:n #1
  {
    \AddToHook { shipout / background }
      {
        \color #1
        \put ( 0cm, -\paperheight )
          { \rule { \paperwidth } { \paperheight } }
      }
  }
```

(*End of definition for* `\pagecolor` *and* `\__talk_pagecolor:n`. *This function is documented on page* **??**.)

`\stdset@color`
`\stdreset@color`

```
\cs_new_eq:NN \stdset@color \set@color
\cs_new_eq:NN \stdreset@color \reset@color
```

(*End of definition for* `\stdset@color` *and* `\stdreset@color`. *These functions are documented on page* **??**.)

`\set@color` Part of code-level interface for color: simply use the expl3 version of the same idea.

`\reset@color`

```
\cs_gset_eq:NN \set@color \color_ensure_current:
\cs_gset_eq:NN \reset@color \__color_backend_reset:
```

(*End of definition for* `\set@color` *and* `\reset@color`. *These functions are documented on page* ??.)

`\std@declaredcolor`
`\std@undeclaredcolor`

```
\cs_new_eq:NN \std@declaredcolor \@declaredcolor
\cs_new_eq:NN \std@undeclaredcolor \@undeclaredcolor
```

(*End of definition for* `\std@declaredcolor` *and* `\std@undeclaredcolor`. *These functions are documented on page* ??.)

`\@declaredcolor`
`\@undeclaredcolor`

Used internally in nicematrix, so emulation is required; as `\@undeclaredcolor` is not a document command, the delimited argument is created directly.

```
\cs_gset_protected:Npn \@declaredcolor #1
  { \color_select:n {#1} }
\cs_gset_protected:Npn \@undeclaredcolor [ #1 ] #2
  { \color_select:nn {#1} {#2} }
```

(*End of definition for* `\@declaredcolor` *and* `\@undeclaredcolor`. *These functions are documented on page* ??.)

1.3 Color definition

`\DeclareColor`

Provide a single interface here: as the data will be passed to l3color in any case, there is not too much to do.

```
\NewDocumentCommand \DeclareColor { m o m }
  {
    \IfNoValueTF {#2}
      { \colorlet {#1} {#3} }
      { \definecolor {#1} {#2} {#3} }
  }
```

(*End of definition for* `\DeclareColor`. *This function is documented on page* ??.)

1.4 Semantic colors

Pick up the standard colors from beamer.

```
\DeclareColor { alert } [ RGB ] { 200 , 0 , 0 }
\DeclareColor { example } { green!50!black }
\DeclareColor { structure } [ rgb ] { 0.2 , 0.2 , 0.7 }
```

⟨/class⟩

Part III
ltx-talk-decode – Decoding overlay specs

1 ltx-talk-decode implementation

Start the DocStrip guards.

```
1 ⟨*class⟩
```

Identify the internal prefix.

```
2 ⟨@@=talk⟩
```

\l__talk_decode_overlays_bool The result from decoding: are we on the current slide. This may well be better handled by moving to a TF signature: to be explored.

```
3 \bool_new:N \l__talk_decode_overlays_bool
```

(*End of definition for* \l__talk_decode_overlays_bool.)

\l__talk_decode_trailing_bool Indicates the current slide trailing after all of those in the overlay specification: needed for \temporal.

```
4 \bool_new:N \l__talk_decode_trailing_bool
```

(*End of definition for* \l__talk_decode_trailing_bool.)

\g__talk_pauses_int
\c@pauses
\thepauses The automatically-incremented value for the relative overlay value.

```
5 \int_new:N \g__talk_pauses_int
6 \cs_new_eq:NN \c@pauses \g__talk_pauses_int
7 \cs_new:Npn \thepauses { \@arabic \g__talk_pauses_int }
```

(*End of definition for* \g__talk_pauses_int, \c@pauses, *and* \thepauses. *These variables are documented on page* ??.)

\l__talk_decode_mode_bool Tracks whether the overlay applies purely on the basis of mode: needed to handle inclusion/exclusion of entire frame environment. Will be true even if the slide numbers mean the overlay does not otherwise apply.

```
8 \bool_new:N \l__talk_decode_mode_bool
```

(*End of definition for* \l__talk_decode_mode_bool.)

\l__talk_decode_modes_bool Tracks whether at least one mode was given with no overlays: this means that the specification selects only included modes.

```
9 \bool_new:N \l__talk_decode_modes_bool
```

(*End of definition for* \l__talk_decode_modes_bool.)

\l__talk_decode_step_bool Tracks whether to step \g__talk_pauses_int.

```
10 \bool_new:N \l__talk_decode_step_bool
```

(*End of definition for* \l__talk_decode_step_bool.)

\l__talk_decode_arg_str For error usage.

```
11 \str_new:N \l__talk_decode_arg_str
```

(*End of definition for* `\l__talk_decode_arg_str`.)

`\l__talk_decode_overlays_clist`
`\l__talk_decode_overlays_str`

The decoded overlay specification: will have only absolute slide numbers present, potentially along with ranges.

```
\clist_new:N \l__talk_decode_overlays_clist
\str_new:N \l__talk_decode_overlays_str
```

(*End of definition for* `\l__talk_decode_overlays_clist` *and* `\l__talk_decode_overlays_str`.)

`\l__talk_decode_action_str`

The action which is active, if any.

```
\str_new:N \l__talk_decode_action_str
```

(*End of definition for* `\l__talk_decode_action_str`.)

`\l__talk_decode_actions_bool`
`\l__talk_decode_actions_clist`
`\l__talk_decode_actions_str`

For the actions versions of overlay tracking.

```
\bool_new:N \l__talk_decode_actions_bool
\clist_new:N \l__talk_decode_actions_clist
\str_new:N \l__talk_decode_actions_str
```

(*End of definition for* `\l__talk_decode_actions_bool`, `\l__talk_decode_actions_clist`, *and* `\l__talk_decode_actions_str`.)

`\__talk_decode_parse:n`
`\__talk_decode_parse_auxi:n`
`\__talk_decode_parse_auxii:n`
`\__talk_decode_parse:w`

First a simple check for an entirely blank argument: if that's the case, there is no additional overlay to consider. Then deal with any category code issues before looping over blocks divided by `|` tokens.

```
\cs_new_protected:Npn \__talk_decode_parse:n #1
  { \exp_args:Ne \__talk_decode_parse_auxi:n {#1} }
\cs_new_protected:Npn \__talk_decode_parse_auxi:n #1
  {
    \str_clear:N \l__talk_decode_action_str
    \bool_lazy_or:nnTF
      { \tl_if_blank_p:n {#1} }
      { \str_if_eq_p:nn {#1} { all } }
      {
        \bool_set_true:N \l__talk_decode_mode_bool
        \bool_set_true:N \l__talk_decode_overlays_bool
      }
      {
        \str_set:Nn \l__talk_decode_arg_str {#1}
        \bool_set_false:N \l__talk_decode_actions_bool
        \bool_set_false:N \l__talk_decode_overlays_bool
        \bool_set_false:N \l__talk_decode_trailing_bool
        \bool_set_false:N \l__talk_decode_mode_bool
        \bool_set_false:N \l__talk_decode_modes_bool
        \clist_clear:N \l__talk_decode_actions_clist
        \clist_clear:N \l__talk_decode_actions_str
        \clist_clear:N \l__talk_decode_overlays_clist
        \clist_clear:N \l__talk_decode_overlays_str
        \exp_args:No \__talk_decode_parse_auxii:n { \l__talk_decode_arg_str }
      }
  }
```

Stepping the value assigned to + is done in the outer loop, as within one overlay expression it always takes the same value. If the amsmath \ifmeasuring@ flag is on, the overlay counter is not advanced.

```
\cs_new_protected:Npn \__talk_decode_parse_auxii:n #1
  {
    \bool_set_false:N \l__talk_decode_step_bool
    \__talk_decode_parse:w #1 | \q_recursion_tail | \q_recursion_stop
    \bool_if:NT \l__talk_decode_step_bool
      {
        \legacy_if:nF { measuring@ }
          { \int_gincr:N \g__talk_pauses_int }
      }
  }
```

The end-of-loop test here covers the case where the active mode is not mentioned at all in the specification.

```
\cs_new_protected:Npn \__talk_decode_parse:w #1 |
  {
    \quark_if_recursion_tail_stop_do:nn {#1}
      {
        \bool_lazy_and:nnT
          { \str_if_empty_p:N \l__talk_decode_overlays_str }
          { ! \l__talk_decode_modes_bool }
          {
            \bool_set_true:N \l__talk_decode_mode_bool
            \bool_set_true:N \l__talk_decode_overlays_bool
          }
      }
    \exp_args:Ne \__talk_decode_mode:n
      { \tl_trim_spaces:n {#1} }
    \__talk_decode_parse:w
  }
```

(*End of definition for* `\__talk_decode_parse:n` *and others.*)

`\c__talk_modes_clist`

The possible modes: detokenized as that is applied up-front in decoding.

```
\clist_const:Ne \c__talk_modes_clist
  {
    \tl_to_str:n { article }   ,
    \tl_to_str:n { handout }   ,
    \tl_to_str:n { projector }
  }
```

(*End of definition for* `\c__talk_modes_clist`.)

`\__talk_decode_mode:n`
`\__talk_decode_mode:w`
`\__talk_decode_mode_aux:n`

Check if the mode is known and current. If we find an action but have no overlay details, they are filled in with a *. Notice that if we get a hit here for the mode test, there is no overlay part: we therefore have a spec that excludes other modes. Also notice that if frame breaking is active we only look for overall mode specifications, not any further structure.

```
\cs_new_protected:Npe \__talk_decode_mode:n #1
  {
    \clist_if_in:NnTF \exp_not:N \c__talk_modes_clist {#1}
      {
```

```
        \bool_set_true:N \exp_not:N \l__talk_decode_modes_bool
        \exp_not:N \str_if_eq:VnT
          \exp_not:N \l__talk_mode_str {#1}
          {
            \bool_set_true:N \exp_not:N \l__talk_decode_mode_bool
            \bool_set_true:N \exp_not:N \l__talk_decode_overlays_bool
          }
      }
      {
        \exp_not:N \bool_if:NF \exp_not:N \l__talk_frame_break_bool
          {
            \exp_not:N \__talk_decode_mode:w #1 \tl_to_str:n { : : }
              \exp_not:N \q_stop
          }
      }
  }
\use:e
  {
    \cs_new_protected:Npe \exp_not:N \__talk_decode_mode:w
      #1 \token_to_str:N :
      #2 \token_to_str:N :
      #3 \exp_not:N \q_stop
  }
  {
    \exp_not:N \tl_if_blank:nTF {#2}
      {
        \exp_not:N \__talk_decode_mode:nn
          { \tl_to_str:n { projector } } {#1}
      }
      { \exp_not:N \__talk_decode_mode:nn {#1} {#2} }
  }
\cs_new_protected:Npn \__talk_decode_mode:nn #1#2
  {
    \str_if_eq:VnTF \l__talk_mode_str {#1}
      {
        \__talk_decode_action:n {#2}
        \str_if_empty:NT \l__talk_decode_overlays_str
          { \__talk_decode_overlays:nn { overlays } { * } }
      }
      {
        \tl_if_blank:nT {#2}
          { \bool_set_true:N \l__talk_decode_modes_bool }
      }
  }
```

(*End of definition for* `\__talk_decode_mode:n`*,* `\__talk_decode_mode:w`*, and* `\__talk_decode_mode_aux:n`.)

`\__talk_decode_action:n`
`\__talk_decode_action:w`

Here, we have two valid possibilities: no action specification at all, or from the known list. If we don't find one of those outcomes, we can issue an error.

```
\cs_new_protected:Npe \__talk_decode_action:n #1
  {
    \exp_not:N \__talk_decode_action:w
      #1 \tl_to_str:n { @ @ } \exp_not:N \q_stop
```

```
  }
\use:e
  {
    \cs_new_protected:Npn \exp_not:N \__talk_decode_action:w
      #1 \tl_to_str:n { @ } #2 \tl_to_str:n { @ } #3 \exp_not:N \q_stop
  }
  {
    \tl_if_blank:nTF {#2}
      {
        \str_if_empty:NTF \l__talk_decode_action_str
          { \__talk_decode_overlays:nn { overlays } {#1} }
          {
            \msg_error:nnV { talk } { misplaced-action-spec }
              \l__talk_decode_arg_str
          }
      }
      {
        \cs_if_exist:cTF { __talk_action_ #1 :N }
          {
            \str_if_empty:NTF \l__talk_decode_action_str
              {
                \str_set:Nn \l__talk_decode_action_str {#1}
                \tl_if_blank:nF {#2}
                  {
                    \__talk_decode_overlays:nn { actions } {#2}
                    \clist_if_empty:NT \l__talk_decode_overlays_clist
                      { \bool_set_true:N \l__talk_decode_overlays_bool }
                  }
              }
              {
                \msg_error:nnV { talk } { duplicate-action-spec }
                  \l__talk_decode_arg_str
              }
          }
          {
            \msg_error:nnV { talk } { bad-action-spec }
              \l__talk_decode_arg_str
           }
      }
  }
```

(*End of definition for* `\__talk_decode_action:n` *and* `\__talk_decode_action:w`.)

`\__talk_decode_overlays:nn`
`\__talk_decode_overlays:nN`
`\@_decode_overlay_+:nw`
`\__talk_decode_overlay_.:nw`
`\__talk_decode_overlay_aux:nNN`
`\__talk_decode_overlay_offset:nNnN`
`\__talk_decode_overlay_offset:nNn`

The loop here needs to replace all `+` and `.` characters by the current automatic value, allowing for any offsets. Stepping the value assigned here is done in the outer loop (see above). If the overlay spec is not simply `0`, the current frame is active and is marked as such.

```
\cs_new_protected:Npn \__talk_decode_overlays:nn #1#2
  {
    \str_clear:c { l__talk_decode_ #1 _str }
    \bool_lazy_and:nnT
      { \str_if_eq_p:nn {#1} { overlays } }
      { ! \str_if_eq_p:nn {#2} { 0 } }
      { \bool_set_true:N \l__talk_decode_mode_bool }
```

```
    \__talk_decode_overlays:nN {#1} #2 \q_recursion_tail \q_recursion_stop
    \__talk_decode_check:n {#1}
  }
\cs_new_protected:Npn \__talk_decode_overlays:nN #1#2
  {
    \quark_if_recursion_tail_stop:N #2
    \cs_if_exist_use:cF { __talk_decode_overlay_ #2 :nw }
      {
        \str_put_right:cn { l__talk_decode_ #1 _str } {#2}
        \__talk_decode_overlays:nN
      }
        {#1}
  }
\cs_new_protected:cpn { __talk_decode_overlay_+:nw } #1
  {
    \bool_set_true:N \l__talk_decode_step_bool
    \__talk_decode_overlay_aux:nNN {#1} 1
  }
\cs_new_protected:cpn { __talk_decode_overlay_.:nw } #1
  { \__talk_decode_overlay_aux:nNN {#1} 0 }
```

The look-ahead for an offset to a relative specification. If the end-of-loop is reached, the value still needs to be inserted: to share auxiliaries, that is done by using the same function as elsewhere, so the end-of-loop markers are re-inserted. Otherwise, there is a check to see if the next token is a `(`.

```
\cs_new_protected:Npn \__talk_decode_overlay_aux:nNN #1#2#3
  {
    \quark_if_recursion_tail_stop_do:Nn #3
      {
        \__talk_decode_overlay_offset:nNn {#1} #2 { 0 }
        \q_recursion_tail \q_recursion_stop
      }
    \token_if_eq_meaning:NNTF #3 ( % )
      { \__talk_decode_overlay_offset:nNnN {#1} #2 { } }
      { \__talk_decode_overlay_offset:nNn {#1} #2 { 0 } #3 }
  }
```

For the end of an offset, any valid overlay specification must have a closing `)`, so this time the end-of-loop case is an error. Otherwise simply collect up tokens until the closing `)` is found.

```
\cs_new_protected:Npn \__talk_decode_overlay_offset:nNnN #1#2#3#4
  {
    \quark_if_recursion_tail_stop_do:Nn #4
      {
        \msg_error:nnV { talk } { bad-action-spec }
          \l__talk_decode_arg_str
      } % (
    \token_if_eq_meaning:NNTF #4 )
      { \__talk_decode_overlay_offset:nNn {#1} #2 {#3} }
      { \__talk_decode_overlay_offset:nNnN {#1} #2 {#3#4} }
  }
```

Overlay values can never be negative: this is enforced here.

```
\cs_new_protected:Npn \__talk_decode_overlay_offset:nNn #1#2#3
  {
```

```
    \str_put_right:ce { l__talk_decode_ #1 _str }
      { \int_max:nn { 0 } { #3 + \g__talk_pauses_int + #2 } }
    \__talk_decode_overlays:nN {#1}
  }
```

(*End of definition for* `\__talk_decode_overlays:nn` *and others. This function is documented on page* ??.)

`\__talk_decode_check:n`
`\__talk_decode_check:nw`
`\__talk_decode_check_single:nn`
`\__talk_decode_check_range:nnn`

At this stage we have a fully "written out" overlay specification, and need to work out if the current slide is included. We need to look at each entry in the comma-separated list to sort this out. First we filter out the case of a `*`, then it's a question of working out whether each entry is a single number or a range, and if the latter, whether it's open at either the start or the end.

```
\cs_new_protected:Npn \__talk_decode_check:n #1
  {
    \clist_if_empty:cF { l__talk_decode_ #1 _clist }
      {
        \msg_error:nnV { talk } { bad-action-spec }
          \l__talk_decode_arg_str
      }
    \clist_set:cv { l__talk_decode_ #1 _clist } { l__talk_decode_ #1 _str }
    \clist_if_in:cnTF { l__talk_decode_ #1 _clist } { * }
      { \bool_set_true:c { l__talk_decode_ #1 _bool } }
      {
        \clist_map_inline:cn { l__talk_decode_ #1 _clist }
          { \__talk_decode_check:nw {#1} 0 ##1 - - \q_stop }
      }
  }
```

If `#4` is empty, both of the "filler" `-` tokens were consumed: we have a single value. Otherwise there is a range: the setup above ensures that there will be a starting value in all cases due to the leading `0`, but there may not be an end one.

```
\cs_new_protected:Npn \__talk_decode_check:nw #1#2 - #3 - #4 \q_stop
  {
    \tl_if_empty:nTF {#4}
      { \__talk_decode_check_single:nn {#1} {#2} }
      {
        \tl_if_blank:nTF {#3}
          { \__talk_decode_check_range:nnn {#1} {#2} { \c_max_int } }
          { \__talk_decode_check_range:nnn {#1} {#2} {#3} }
      }
  }
\cs_new_protected:Npn \__talk_decode_check_single:nn #1#2
  {
    \int_compare:nNnTF \g__talk_slide_int = {#2}
      { \bool_set_true:c { l__talk_decode_ #1 _bool } }
      {
        \int_compare:nNnTF {#2} > \g__talk_slide_int
          { \bool_gset_true:N \g__talk_slide_continue_bool }
          { \bool_set_true:N \l__talk_decode_trailing_bool }
      }
  }
```

TODO: In the following we might want to add a check whether the range was given with `#2` being smaller than `#3`, to be decided upon.

```
\cs_set_protected:Npn \__talk_decode_check_range:nnn #1#2#3
  {
    \int_compare:nNnTF \g__talk_slide_int > {#3}
      { \bool_set_true:N \l__talk_decode_trailing_bool }
      {
        \int_compare:nNnTF \g__talk_slide_int < {#2}
          { \bool_gset_true:N \g__talk_slide_continue_bool }
          {
            \bool_set_true:c { l__talk_decode_ #1 _bool }
            \bool_lazy_and:nnT
              { \int_compare_p:nNn \g__talk_slide_int < {#3} }
              { \int_compare_p:nNn {#3} < \c_max_int }
              { \bool_gset_true:N \g__talk_slide_continue_bool }
            \clist_map_break:
          }
      }
  }
```

(*End of definition for* `\__talk_decode_check:n` *and others.*)

```
\msg_new:nnnn { talk } { bad-action-spec }
  { Bad~overlay~specification~"#1". }
  {
    The~overlay~specification~given~doesn't~follow~the~pattern~described~in~
    the~ltx-talk~manual:~it~has~been~ignored.
  }
\msg_new:nnnn { talk } { duplicate-action-spec }
  { Duplicate~action~in~overlay~specification~"#1". }
  {
    The~overlay~specification~contains~more~than~one~action:
    ltx-talk~only~supports~a~single~action~in~one~overlay.
  }
\msg_new:nnnn { talk } { misplaced-action-spec }
  { Misplaced~action~in~overlay~specification~"#1". }
  {
    The~overlay~specification~contains~an~action~before~the~overlay~
    part(s):~this~is~not~supported.
  }
```

⟨/class⟩

Part IV
ltx-talk-frame – The structure of frames

1 ltx-talk-frame implementation

Start the DocStrip guards.

```
1 ⟨*class⟩
```

Identify the internal prefix.

```
2 ⟨@@=talk⟩
```

1.1 Slides in frames

Currently, each slide in a frame will produce a separate page in the output (unless the slide is suppressed entirely). Material is then hidden on some pages by using opacity. An alternative approach would be to use Optional Content Groups to have a similar effect on one page per frame. However, whilst that would be relatively clear for appear/disappear effects, it would be much less straight-forward for partial transparency, *etc.*, plus would depend more heavily on viewer support. At a future stage we may wish to revisit this.

\g__talk_slide_continue_bool
\l__talk_slide_continue_bool

Tracks whether the frame continues after the current slide.

```
3 \bool_new:N \g__talk_slide_continue_bool
4 \bool_new:N \l__talk_slide_continue_bool
```

(*End of definition for* `\g__talk_slide_continue_bool` *and* `\l__talk_slide_continue_bool`.)

\g__talk_break_box
\l__talk_slide_box

```
5 \box_new:N \g__talk_break_box
6 \box_new:N \l__talk_break_box
```

(*End of definition for* `\g__talk_break_box` *and* `\l__talk_slide_box`.)

\l__talk_slide_box

```
7 \box_new:N \l__talk_slide_box
```

(*End of definition for* `\l__talk_slide_box`.)

\g__talk_slide_int
\c@slide
\theslide

The slide number inside the current frame: needed to know which overlays are active. We also provide LaTeX counter-style access.

```
8 \int_new:N \g__talk_slide_int
9 \cs_new_eq:NN \c@slide \g__talk_slide_int
10 \cs_new:Npn \theslide { \@arabic \c@slide }
```

(*End of definition for* `\g__talk_slide_int`, `\c@slide`, *and* `\theslide`. *These variables are documented on page* ??.)

Required to know which is the last slide in a frame for tagging.

```
11 \property_new:nnnn { slides } { now } { 1 } { \int_use:N \g__talk_slide_int }
```

__talk_slide:nn
__talk_slide_auxi:nn
__talk_slide_auxii:n
__talk_slide_auxiii:
__talk_slide_auxiv:n

Each slide is parsed inside simple set up, the only complexity being if we are handling fragile frames. There, all `\obeyedline` in the grabbed tokens need to be turned back into `^^M` before rescanning: this ensures that any verbatim grabbing in the frame still works. The strange business with setting the continuation boolean is needed as otherwise we get an infinite loop if there is an overlay specification for the frame itself. Tagging should not of itself force slide continuation, so the global boolean is reset for the tagged slide.

```
\cs_new_protected:Npn \__talk_slide:nn #1#2
  {
    \group_begin:
      \tl_set:Ne \l__talk_tmp_tl
        {
          \property_ref:ee { frame . \int_use:N \g__talk_frame_int }
            { slides }
        }
      \str_if_eq:VnTF \l__talk_frame_tagging_str { n }
        { \str_set:NV \l__talk_frame_tagging_str \l__talk_tmp_tl }
        {
          \str_replace_all:NnV \l__talk_frame_tagging_str { ,n }
            \l__talk_tmp_tl
          \str_replace_all:NnV \l__talk_frame_tagging_str { ,~n }
            \l__talk_tmp_tl
        }
      \int_gzero:N \g__talk_slide_int
      \RenewCommandCopy \frame \__talk_latexe_frame:n
      \bool_do_while:Nn \g__talk_slide_continue_bool
        { \__talk_slide_auxi:nn {#1} {#2} }
    \group_end:
  }
\cs_new_protected:Npn \__talk_slide_auxi:nn #1#2
  {
    \int_gincr:N \g__talk_slide_int
    \bool_gset_false:N \g__talk_slide_continue_bool
    \__talk_if_overlay:nT {#1}
      { \__talk_slide_auxii:n {#2} }
  }
```

The business end of the slide starts in vertical mode, and opens the surrounding vertical box. Immediately inside is a horizontal box which will contain any tagging-related whatsits. Once that is done, back to vertical mode for the user content. The use of `:Nw` rather than `:n` boxes here is to allow the the split of the functions into "before" and "after" the content is typeset.

```
\cs_new_protected:Npn \__talk_slide_auxii:n #1
  {
    \__talk_slide_init:
    \vbox_set:Nw \l__talk_slide_box
      \hbox_set:Nw \l__talk_slide_box
        \bool_if:NTF \g__talk_frame_tag_bool
          { \__talk_slide_tag_on_begin: }
          { \__talk_slide_tag_off_begin: }
        \vbox_set:Nw \l__talk_slide_box
          \bool_if:NTF \l__talk_frame_verb_bool
            { \__talk_slide_auxiv:n }
            { \use:n }
```

```
              {#1}
           \tl_use:N \g__talk_onslide_tl
        \vbox_set_end:
        \bool_lazy_and:nnTF
          { \l__talk_frame_break_bool }
          {
            \dim_compare_p:nNn { \box_ht:N \l__talk_slide_box }
              > \textheight
          }
          { \__talk_slide_break: }
          {
            \__talk_slide_fill:
            \__talk_slide_auxiii:
          }
  }
\cs_new_protected:Npn \__talk_slide_auxiii:
  {
        \box_use_drop:N \l__talk_slide_box
        \par
        \bool_if:NTF \g__talk_frame_tag_bool
          { \__talk_slide_tag_on_end: }
          { \__talk_slide_tag_off_end: }
      \hbox_set_end:
      \box_use_drop:N \l__talk_slide_box
    \vbox_set_end:
    \bool_if:NT \g__talk_slide_continue_bool
      { \__talk_cnt_restore: }
    \__talk_slide_output:
  }
\cs_new_protected:Npn \__talk_slide_auxiv:n #1
  {
    \group_begin:
      \cs_set:Npn \obeyedline { ^^J }
      \use:e
        {
          \group_end:
          \tl_retokenize:n {#1}
        }
  }
```

(*End of definition for* `\__talk_slide:nn` *and others.*)

`\__talk_slide_init:` Collects up some key initialization in one place; we set up a single tagging boolean here, which needs some shuffling of the global overlay state.

```
\cs_new_protected:Npn \__talk_slide_init:
  {
    \tl_gclear:N \g__talk_onslide_tl
    \int_gzero:N \g__talk_pauses_int
    \tl_gclear:N \g__talk_frame_title_tl
    \tl_gclear:N \g__talk_frame_subtitle_tl
    \box_gclear:N \g__talk_footnote_box
    \__talk_cnt_save:
    \bool_set_eq:NN \l__talk_slide_continue_bool
      \g__talk_slide_continue_bool
```

```
    \__talk_if_overlay:VTF \l__talk_frame_tagging_str
      { \bool_gset_true:N \g__talk_frame_tag_bool }
      { \bool_gset_false:N \g__talk_frame_tag_bool }
    \bool_gset_eq:NN \g__talk_slide_continue_bool
      \l__talk_slide_continue_bool
  }
```

(*End of definition for* `\__talk_slide_init:`.)

`\__talk_slide_fill:` Once the horizontal box carrying the tagging is closed, the content inside it is rigid, and so any stretchable glue in it (`\vfill`, the `stretch` alignment) would stay at its natural size. So a slide that is not being broken is re-set here, still inside that box, to the height available for it and with the alignment glue around it. Footnotes are added below the content in `\__talk_slide_output:`, and so their height is not available: the standard `\footnoterule` takes up no net height, and the depth of the last footnote becomes the depth of the slide. (The depth of the last line of content needs no allowance either: the alignment glue ends the box, and so that depth is part of its height.)

```
\cs_new_protected:Npn \__talk_slide_fill:
  {
    \vbox_set_to_ht:Nnn \l__talk_slide_box
      { \textheight - \box_ht:N \g__talk_footnote_box }
      {
        \use:c { __talk_slide_align_ \l__talk_frame_alignment_tl :n }
          { \vbox_unpack_drop:N \l__talk_slide_box }
      }
  }
```

(*End of definition for* `\__talk_slide_fill:`.)

`\__talk_slide_break:` Breaking a slide requires we get the content out of the multiple layers required for tagging. That means first saving the inner box then splitting before closing up and finalising the first slide as normal. We then need a simple loop to chop up the rest of the content: we keep the box nesting the same for each slide in the output.

```
\cs_new_protected:Npn \__talk_slide_break:
  {
    \box_set_eq:NN  \l__talk_break_box \l__talk_slide_box
    \vbox_set_split_to_ht:NNn \l__talk_slide_box \l__talk_break_box
      { \fp_to_dim:n { \l__talk_frame_break_fp * \textheight } }
    \box_gset_eq:NN \g__talk_break_box \l__talk_break_box
    \__talk_slide_auxiii:
    \box_set_eq:NN \l__talk_break_box \g__talk_break_box
    \bool_do_until:nn { \box_if_empty_p:N \l__talk_break_box }
      {
        \vbox_set_split_to_ht:NNn \l__talk_slide_box \l__talk_break_box
          { \fp_to_dim:n { \l__talk_frame_break_fp * \textheight } }
        \vbox_set:Nn \l__talk_slide_box
          { \hbox:n { \box_use_drop:N \l__talk_slide_box } }
        \__talk_slide_output:
      }
  }
```

(*End of definition for* `\__talk_slide_break:`.)

__talk_slide_output: Send the slide content to the main vertical list, after adding any footnotes.

```
\cs_new_protected:Npn \__talk_slide_output:
  {
    \thispdfpagelabel { \int_use:N \g__talk_frame_int }
    \vbox_to_ht:nn { \textheight }
      {
        \use:c { __talk_slide_align_ \l__talk_frame_alignment_tl :n }
          { \vbox_unpack_drop:N \l__talk_slide_box }
        \box_if_empty:NF \g__talk_footnote_box
          {
            \footnoterule
            \vbox_unpack_drop:N \g__talk_footnote_box
          }
      }
    \bool_if:NF \g__talk_slide_continue_bool
      {
        \clist_set_eq:NN \l__talk_tmp_clist \l_talk_frame_properties_clist
        \clist_put_left:Nn \l__talk_tmp_clist { slides }
        \clist_remove_duplicates:N \l__talk_tmp_clist
        \property_record:ee { frame . \int_use:N \g__talk_frame_int }
          { \l__talk_tmp_clist }
      }
    \clearpage
  }
```

(*End of definition for* `\__talk_slide_output:`.)

__talk_slide_align_bottom:n
__talk_slide_align_center:n
__talk_slide_align_stretch:n
__talk_slide_align_top:n

A pretty standard abstraction: we make sure there are always two skips.

```
\cs_new_protected:Npn \__talk_slide_align_bottom:n #1
  {
    \skip_vertical:n { 0pt~plus~1fil }
    #1
    \skip_vertical:n { 0pt }
  }
\cs_new_protected:Npn \__talk_slide_align_center:n #1
  {
    \skip_vertical:n { 0pt~plus~0.5fil }
    #1
    \skip_vertical:n { 0pt~plus~0.5fil }
  }
\cs_new_protected:Npn \__talk_slide_align_stretch:n #1
  {
    \skip_vertical:n { 0pt }
    #1
    \skip_vertical:n { 0pt }
  }
\cs_new_protected:Npn \__talk_slide_align_top:n #1
  {
    \skip_vertical:n { 0pt }
    #1
    \skip_vertical:n { 0pt~plus~1fil }
  }
```

(*End of definition for* `\__talk_slide_align_bottom:n` *and others.*)

__talk_slide_tag_on_begin:
__talk_slide_tag_on_end:

Wraps some content in tagging for a frame: we may have multiple of these in one logical frame, but that is non-standard.

```
\cs_new_protected:Npn \__talk_slide_tag_on_begin:
  {
    \tag_struct_begin:n { tag = frame }
    \int_gset:Nn \g__talk_frame_struct_int { \tag_get:n { struct_num } }
  }
\cs_new_protected:Npn \__talk_slide_tag_on_end:
  {
    \tag_struct_end:
  }
```

(*End of definition for* `\__talk_slide_tag_on_begin:` *and* `\__talk_slide_tag_on_end:`.)

__talk_slide_tag_off_begin:
__talk_slide_tag_off_end:

The alternative: turn off tagging and suppress the function that would tag the frame title.

```
\cs_new_protected:Npn \__talk_slide_tag_off_begin:
  {
    \tag_mc_begin:n { artifact }
    \tag_suspend:n { frame }
  }
\cs_new_protected:Npn \__talk_slide_tag_off_end:
  {
    \tag_resume:n { frame }
    \tag_mc_end:
  }
```

(*End of definition for* `\__talk_slide_tag_off_begin:` *and* `\__talk_slide_tag_off_end:`.)

\g__talk_frame_struct_int

The tagging structure number for the slide: needed by the content placed outside of the current box (for example the frame title).

```
\int_new:N \g__talk_frame_struct_int
```

(*End of definition for* `\g__talk_frame_struct_int`.)

1.2 Counters

\g__talk_cnt_reset_seq

As `\stepcounter`, *etc.*, will increment at each overlay, there is a need to save and reset. The list will be finalized at the end of the preamble, so the data storage is created at that point. The starting point is counters created before the class is loaded (other than those for lists, which reset "naturally"). Other cases are handled by adding to `\newcounter`.

```
\seq_new:N \g__talk_cnt_reset_seq
\seq_gset_from_clist:Nn \g__talk_cnt_reset_seq
  {
    equation       ,
    footnote       ,
    mpfootnote     ,
    parentequation
  }
\seq_map_inline:Nn \g__talk_cnt_reset_seq
  {
    \int_new:c { g__talk_saved_ #1 _int }
    \int_gset_eq:cc { g__talk_saved_ #1 _int } { c@ #1 }
  }
```

(*End of definition for* `\g__talk_cnt_reset_seq`.)

`\__talk_cnt_save:`
`\__talk_cnt_restore:`

A simple save-and-restore pair.

```
\cs_new_protected:Npn \__talk_cnt_save:
  {
    \seq_map_inline:Nn \g__talk_cnt_reset_seq
      { \int_gset_eq:cc { g__talk_saved_ ##1 _int } { c@ ##1 } }
  }
\cs_new_protected:Npn \__talk_cnt_restore:
  {
    \seq_map_inline:Nn \g__talk_cnt_reset_seq
      { \int_gset_eq:cc { c@ ##1 } { g__talk_saved_ ##1 _int } }
  }
```

(*End of definition for* `\__talk_cnt_save:` *and* `\__talk_cnt_restore:`.)

`\@definecounter`
`\std@definecounter`

Track all counters for resetting.

```
\cs_new_eq:NN \std@definecounter \@definecounter
\cs_gset_protected:Npn \@definecounter #1
  {
    \std@definecounter {#1}
    \int_new:c { g__talk_saved_ #1 _int }
    \seq_gput_right:Nn \g__talk_cnt_reset_seq {#1}
  }
```

(*End of definition for* `\@definecounter` *and* `\std@definecounter`. *These functions are documented on page* ??.)

1.3 Frame options

`\l__talk_frame_alignment_tl`

```
\tl_new:N \l__talk_frame_alignment_tl
```

(*End of definition for* `\l__talk_frame_alignment_tl`.)

`\l__talk_action_spec_str`
`\l__talk_frame_break_bool`
`\l__talk_frame_break_fp`
`\l__talk_frame_name_str`
`\l__talk_frame_suppl_bool`
`\l__talk_frame_tagging_str`

```
\bool_new:N \l__talk_frame_suppl_bool
\keys_define:nn { talk / frame }
  {
    action-spec .str_set:N =
      \l__talk_action_spec_str ,
    auto-break .bool_set:N =
      \l__talk_frame_break_bool ,
    auto-break-coverage .fp_set:N =
      \l__talk_frame_break_fp ,
    label .meta:n =
      { name = {#1} } ,
    name .str_set:N =
      \l__talk_frame_name_str ,
    supplementary-frame .bool_set:N =
      \l__talk_frame_suppl_bool ,
    tag-slides .str_set:N =
      \l__talk_frame_tagging_str ,
    vertical-alignment .choices:nn =
```

```
      { bottom , center , stretch , top }
      {
        \tl_set_eq:NN \l__talk_frame_alignment_tl
          \l_keys_value_tl
      }
  }
\keys_set:nn { talk / frame }
  {
    action-spec         =        ,
    auto-break          = false  ,
    auto-break-coverage = 0.85   ,
    name                =        ,
    supplementary-frame = false  ,
    tag-slides          = n      ,
    vertical-alignment  = center
  }
```

(*End of definition for* `\l__talk_action_spec_str` *and others.*)

1.4 Wallpaper

```
\l__talk_footelem_left_skip
\l__talk_footelem_right_skip
\l__talk_footelem_color_tl
\l__talk_footelem_font_tl
```

```
\NewTemplateType { footer-element } { 1 }
\DeclareTemplateInterface { footer-element } { talk } { 1 }
  {
    color        : tokenlist ,
    font         : tokenlist = ,
    left-hspace  : length = 0em ,
    right-hspace : length = 0em
  }
\DeclareTemplateCode { footer-element } { talk } { 1 }
  {
    color        = \l__talk_footelem_color_tl ,
    font         = \l__talk_footelem_font_tl ,
    left-hspace  = \l__talk_footelem_left_skip ,
    right-hspace = \l__talk_footelem_right_skip
  }
  {
    \tl_if_empty:nF {#1}
      {
        \hspace { \l__talk_footelem_left_skip }
        \hbox:n
          {
            \tl_if_empty:NF \l__talk_footelem_color_tl
              { \color_select:V \l__talk_footelem_color_tl }
            \l__talk_footelem_font_tl
            #1
          }
        \hspace { \l__talk_footelem_right_skip }
      }
  }
\DeclareInstance { footer-element } { date } { talk } { }
\DeclareInstance { footer-element } { author } { talk } { }
\DeclareInstance { footer-element } { title } { talk } { }
```

```
\DeclareInstance { footer-element } { subtitle } { talk } { }
\DeclareInstance { footer-element } { institute } { talk } { }
\DeclareInstance { footer-element } { framenumber } { talk } { }
\DeclareInstance { footer-element } { totalframes } { talk } { }
```

(*End of definition for* `\l__talk_footelem_left_skip` *and others.*)

`\l__talk_header_bg_tl`
`\l__talk_header_fg_tl`
`\l__talk_header_font_tl`
`\l__talk_header_ht_dim`
`\l__talk_header_left_skip`
`\l__talk_header_frametitle_bool`
`\l__talk_header_right_skip`

Templates for the header area. The background always covers the full width, but the text area may be narrower. The setup here aims to avoid repeated kerns but also dealing with complex conditionals, hence we always move to the edge of the paper first then adjust as required.

```
\NewTemplateType { header } { 0 }
\DeclareTemplateInterface { header } { talk } { 0 }
  {
    background-color  : tokenlist,
    color             : tokenlist = structure ,
    font              : tokenlist = \normalfont ,
    height            : length = \Gm@tmargin + \headsep ,
    left-hspace       : skip = \Gm@lmargin ,
    print-frame-title : boolean = true ,
    right-hspace      : skip = \Gm@rmargin
  }
\DeclareTemplateCode { header } { talk } { 0 }
  {
    background-color  = \l__talk_header_bg_tl ,
    color             = \l__talk_header_fg_tl ,
    font              = \l__talk_header_font_tl ,
    height            = \l__talk_header_ht_dim ,
    left-hspace       = \l__talk_header_left_skip ,
    print-frame-title = \l__talk_header_frametitle_bool ,
    right-hspace      = \l__talk_header_right_skip
  }
  {
    \noindent
    \__talk_wallpaper_hrule:Nnn
      \l__talk_header_bg_tl
      { \l__talk_header_ht_dim - \headsep }
      { \headsep }
    \skip_horizontal:n { \l__talk_header_left_skip }
    \vbox_set_to_wd:Nnn \l__talk_tmp_box
      {
          \paperwidth
        - \l__talk_header_left_skip
        - \l__talk_header_right_skip
      }
      {
        \tl_if_empty:NF \l__talk_header_fg_tl
          { \color_select:V \l__talk_header_fg_tl }
        \l__talk_header_font_tl
        \bool_if:NT \l__talk_header_frametitle_bool
          {
            \ExpandArgs { nnV }
              \UseInstance { frametitle } { header }
                \g__talk_frame_title_tl
```

```
            \tl_if_empty:NF \g__talk_frame_subtitle_tl
              {
                \msg_warning:nnV { talk } { subtitle-not-implemented }
                  \g__talk_frame_subtitle_tl
              }
          }
      }
    \dim_compare:nNnT { \box_ht:N \l__talk_tmp_box + \box_dp:N \l__talk_tmp_box }
      > \l__talk_header_ht_dim
      { \msg_warning:nn { talk } { overheight-header } }
    \box_use_drop:N \l__talk_tmp_box
    \skip_horizontal:n { \l__talk_header_right_skip - \Gm@rmargin }
  }
\DeclareInstance { header } { std } { talk } { }
\AddToHook { begindocument }
  {
    \DeclareInstanceCopy { header } { wallpaper } { std }
    \EditInstance { header } { wallpaper }
      { print-frame-title = false }
  }
```

(*End of definition for* `\l__talk_header_bg_tl` *and others.*)

`\l__talk_footer_bg_tl`
`\l__talk_footer_fg_tl`
`\l__talk_footer_font_tl`
`\l__talk_footer_order_clist`
`\l__talk_footer_sep_tl`
`\l__talk_footer_left_skip`
`\l__talk_footer_right_skip`

Templates for the footer area. Again the margins are handled in stages: here we do have a box for the content so the right skip is used, and we avoid an overfull box by including consideration of the right margin of the page layout.

```
\NewTemplateType { footer } { 0 }
\DeclareTemplateInterface { footer } { talk } { 0 }
  {
    background-color : tokenlist ,
    color            : tokenlist ,
    element-order    : commalist ,
    font             : tokenlist = \tiny ,
    left-hspace      : length = \Gm@lmargin ,
    right-hspace     : length = \Gm@rmargin ,
    separator        : tokenlist = \hfil
  }
\DeclareTemplateCode { footer } { talk } { 0 }
  {
    background-color = \l__talk_footer_bg_tl ,
    color            = \l__talk_footer_fg_tl ,
    element-order    = \l__talk_footer_order_clist ,
    font             = \l__talk_footer_font_tl ,
    left-hspace      = \l__talk_footer_left_skip ,
    right-hspace     = \l__talk_footer_right_skip ,
    separator        = \l__talk_footer_sep_tl
  }
  {
    \noindent
    \__talk_wallpaper_hrule:Nnn
      \l__talk_footer_bg_tl
      { \footskip }
      { \Gm@bmargin - \footskip }
    \skip_horizontal:n { \l__talk_footer_left_skip }
```

```
    \vbox_set_to_wd:Nnn \l__talk_tmp_box
      {
          \paperwidth
        - \l__talk_footer_left_skip
        - \l__talk_footer_right_skip
      }
      {
        \tl_if_empty:NF \l__talk_footer_fg_tl
          { \color_select:V \l__talk_footer_fg_tl }
        \l__talk_footer_font_tl
        \clist_pop:NNT \l__talk_footer_order_clist \l__talk_tmp_tl
          {
            \ExpandArgs { nVv } \UseInstance { footer-element } \l__talk_tmp_tl
              { @ \__talk_metadata_name:n { \l__talk_tmp_tl } }
            \clist_map_inline:Nn \l__talk_footer_order_clist
              {
                \tl_if_empty:cF { @ \__talk_metadata_name:n { ##1 } }
                  {
                    \l__talk_footer_sep_tl
                    \ExpandArgs { nnv }
                      \UseInstance { footer-element } {##1}
                        { @ \__talk_metadata_name:n { ##1 } }
                  }
              }
          }
        \hfil
      }
    \box_use_drop:N \l__talk_tmp_box
    \skip_horizontal:n { \l__talk_footer_right_skip - \Gm@rmargin }
  }
\DeclareInstance { footer } { std } { talk } { }
\AddToHook { begindocument }
  {
    \DeclareInstanceCopy { footer } { wallpaper } { std }
    \EditInstance { footer } { wallpaper }
      { element-order = }
  }
```

(*End of definition for* `\l__talk_footer_bg_tl` *and others.*)

`\__talk_metadata_name:n` A simple auxiliary to shorten metadata names if appropriate. Full expansion is applied as this avoids any issue with stored names.

```
\cs_new:Npn \__talk_metadata_name:n #1
  {
    \tl_if_exist:cTF { @ short #1 }
      { short #1 }
      {#1}
  }
```

(*End of definition for* `\__talk_metadata_name:n`.)

`\__talk_wallpaper_hrule:Nnn` A simple abstraction for the top and bottom rules on the page.

```
\cs_new_protected:Npn \__talk_wallpaper_hrule:Nnn #1#2#3
  {
```

```
    \skip_horizontal:n { -\Gm@lmargin }
    \tl_if_empty:NF #1
      {
        \group_begin:
          \color_select:V #1
          \rule:nnn { \paperwidth } {#2} {#3}
          \skip_horizontal:n { -\paperwidth }
        \group_end:
      }
  }
```

(*End of definition for* `\__talk_wallpaper_hrule:Nnn`.)

`\ps@plain` `\ps@wallpaper` `\ps@talk`

Install a standard header and footer template, and redefine the `plain` one as this will be used for frames without "wallpaper" which still need core links, *etc.* We also provide a version that only shows the visual elements: this is deliberately using the same settings as the main templates.

```
\cs_set_nopar:Npn \ps@plain
  {
    \cs_set_nopar:Npn \@oddhead
      {
        \hfil
      }
    \cs_set_nopar:Npn \@oddfoot { }
    \cs_set_eq:NN \@evenhead \@oddhead
    \cs_set_eq:NN \@evenfoot \@oddfoot
  }
\cs_set_nopar:Npn \ps@wallpaper
  {
    \cs_set_nopar:Npn \@oddhead
      {
        \UseInstance { header } { wallpaper }
        \hfil
      }
    \cs_set_nopar:Npn \@oddfoot
      {
        \UseInstance { footer } { wallpaper }
        \hfil
      }
    \cs_set_eq:NN \@evenhead \@oddhead
    \cs_set_eq:NN \@evenfoot \@oddfoot
  }
\cs_new_nopar:Npn \ps@talk
  {
    \cs_set_nopar:Npn \@oddhead
      {
        \UseInstance { header } { std }
        \hfil
      }
    \cs_set_nopar:Npn \@oddfoot { \UseInstance { footer } { std } }
    \cs_set_eq:NN \@evenhead \@oddhead
    \cs_set_eq:NN \@evenfoot \@oddfoot
  }
\pagestyle { talk }
```

(*End of definition for* `\ps@plain`, `\ps@wallpaper`, *and* `\ps@talk`. *These functions are documented on page* **??**.)

1.5 The `frame` environment

`\l__talk_frame_bool` To track whether we are inside a frame or not.

```
\bool_new:N \l__talk_frame_bool
```

(*End of definition for* `\l__talk_frame_bool`.)

`\g__talk_frame_suppl_int` Used to track saved supplementary frames.

```
\int_new:N \g__talk_frame_suppl_int
```

(*End of definition for* `\g__talk_frame_suppl_int`.)

`\g__talk_frame_tag_bool` To track when a frame is being tagged: mainly needed for the header (and as a result global).

```
\bool_new:N \g__talk_frame_tag_bool
```

(*End of definition for* `\g__talk_frame_tag_bool`.)

`\l__talk_frame_verb_bool` Indicates that material was collected verbatim (and thus needs rescanning).

```
\bool_new:N \l__talk_frame_verb_bool
```

(*End of definition for* `\l__talk_frame_verb_bool`.)

`\g__talk_frame_int` The overall frame number, including LaTeX counter-like access.
`\c@frame`
`\theframe`
`\@framenumber`

```
\int_new:N \g__talk_frame_int
\cs_new_eq:NN \c@frame \g__talk_frame_int
\cs_new:Npn \theframe { \@arabic \c@frame }
\cs_new:Npn \@framenumber { \arabic { frame } }
```

(*End of definition for* `\g__talk_frame_int` *and others. These variables are documented on page* **??**.)

`\g__talk_appendixframe_int` The overall frame number, including LaTeX counter-like access.
`\c@appendixframe`
`\theappendixframe`
`\@appendixframenumber`

```
\int_new:N \g__talk_appendixframe_int
\cs_new_eq:NN \c@appendixframe \g__talk_appendixframe_int
\cs_new:Npn \theappendixframe { \@arabic \c@appendixframe }
\cs_new:Npn \@appendixframenumber { \arabic { appendixframe } }
```

(*End of definition for* `\g__talk_appendixframe_int` *and others. These variables are documented on page* **??**.)

`\@frames` The total frames can be handled using the kernel properties.

```
\property_new:nnnn { frames } { shipout } { -1 }
  { \int_eval:n { \g__talk_frame_int - \g__talk_appendixframe_int } }
\cs_new:Npn \@frames { \property_ref:nn { lastpage } { frames } }
```

(*End of definition for* `\@frames`. *This variable is documented on page* **??**.)

`\@totalframes` The total frames can be handled using the kernel properties.

```
\property_new:nnnn { totalframes } { shipout } { -1 }
  { \int_use:N \g__talk_frame_int }
\cs_new:Npn \@totalframes { \property_ref:nn { lastpage } { totalframes } }
```

(*End of definition for* `\@totalframes`. *This variable is documented on page* **??**.)

\@appendixframes

The total frames can be handled using the kernel properties.

```
\property_new:nnnn { appendixframes } { shipout } { -1 }
  { \int_use:N \g__talk_appendixframe_int }
\cs_new:Npn \@appendixframes { \property_ref:nn { lastpage } { appendixframes } }
```

(*End of definition for* `\@appendixframes`. *This variable is documented on page* **??**.)

\l_talk_frame_properties_clist

Currently somewhat experimental: not used by us, but helpful for users.

```
\clist_new:N \l_talk_frame_properties_clist
```

(*End of definition for* `\l_talk_frame_properties_clist`. *This variable is documented on page* **??**.)

```
\AddToHook { enddocument / afterlastpage }
  {
    \property_record:nn { lastpage }
      { appendixframes , frames , totalframes }
  }
```

__talk_latexe_frame:n

As we will need to re-define `\frame` but have it available inside frames, a copy is made here.

```
\NewCommandCopy \__talk_latexe_frame:n \frame
```

(*End of definition for* `\__talk_latexe_frame:n`.)

__talk_frame_process:nn
__talk_frame_process_aux:nn
__talk_frame_save:nn
__talk_frame_save:en

Here, the frame content is received as the argument. As frames can be saved either by the user or automatically that is handled in an auxiliary.

```
\cs_new_protected:Npn \__talk_frame_process:nn #1#2
  {
    \__talk_if_mode:nT {#1}
      { \__talk_frame_process_aux:nn {#1} {#2} }
  }
\cs_new_protected:Npn \__talk_frame_process_aux:nn #1#2
  {
    \int_gincr:N \g__talk_frame_int
    \bool_if:NT \l__talk_appendix_bool
      { \int_gincr:N \g__talk_appendixframe_int }
    \bool_set_true:N \l__talk_frame_bool
    \str_if_empty:NF \l__talk_frame_name_str
      { \__talk_frame_save:en { \l__talk_frame_name_str } {#2} }
    \bool_if:NTF \l__talk_suppl_bool
      {
        \str_case:Vn \l__talk_suppl_mode_str
          {
            { appendix }
            {
              \int_gincr:N \g__talk_frame_suppl_int
              \__talk_frame_save:en
                { appendix . \int_use:N \g__talk_frame_suppl_int }
                {#2}
            }
            { in-place } { \__talk_slide:nn {#1} {#2} }
          }
      }
      { \__talk_slide:nn {#1} {#2} }
  }
```

```
\cs_new_protected:Npn \__talk_frame_save:nn #1#2
  {
    \tl_if_exist:cT { g__talk_frame_ #1 _tl }
      { \msg_error:nnn { talk } { duplicate-frame-name } {#1} }
    \tl_clear_new:c { g__talk_frame_ #1 _tl }
    \tl_gset:ce { g__talk_frame_ #1 _tl }
      {
        {
          \bool_if:NTF \l__talk_frame_verb_bool
            { true }
            { false }
        }
        { \exp_not:n {#2} }
      }
  }
\cs_generate_variant:Nn \__talk_frame_save:nn { e }
```

(*End of definition for* `\__talk_frame_process:nn`, `\__talk_frame_process_aux:nn`, *and* `\__talk_frame_save:nn`.)

`\__talk_frame_set:n` `\__talk_frame_set:w`

We need to handle the classical beamer syntax in optional arguments: `[<...>]`. That can be done while still allowing keyvals not to show values, for example `auto-break`.

```
\cs_new_protected:Npn \__talk_frame_set:n #1
  {
    \tl_if_head_eq_charcode:nNTF {#1} { < }
      { \__talk_frame_set:w #1 \q_nil > \q_nil \q_stop {#1} }
      { \keys_set:nn { talk / frame } {#1} }
   }
\cs_new_protected:Npn \__talk_frame_set:w < #1 > \q_nil #2 \q_stop #3
  {
    \tl_if_empty:nTF {#2}
      { \keys_set:nn { talk / frame } {#3} }
      { \keys_set:nn { talk / frame } { action-spec = { < #1 > } } }
  }
```

(*End of definition for* `\__talk_frame_set:n` *and* `\__talk_frame_set:w`.)

`frame` `frame*`

The definition for the `frame` and `frame*` environments: the exact interface at both the document and code levels is still open.

```
\bool_if:NTF \l__talk_frame_title_bool
  {
    \RenewDocumentEnvironment { frame }
      { D <> { all } O { } +m +b }
      {
        \str_clear:N \l__talk_frame_name_str
        \__talk_frame_set:n {#2}
        \bool_set_false:N \l__talk_frame_verb_bool
        \__talk_frame_process:nn {#1} { \frametitle {#3} #4 }
      }
      { }
    \NewDocumentEnvironment { frame* }
      { D <> { all } O { } +m c }
      {
        \str_clear:N \l__talk_frame_name_str
```

```
        \__talk_frame_set:n {#2}
        \bool_set_true:N \l__talk_frame_verb_bool
        \tl_gset:Nn \g__talk_frame_title_tl {#3}
        \exp_args:Nne \__talk_frame_process:nn {#1}
          { \tl_to_str:n { \frametitle {#3} } #4 }
      }
      { }
  }
  {
    \RenewDocumentEnvironment { frame }
      { !D <> { all } !O { } +b }
      {
        \str_clear:N \l__talk_frame_name_str
        \__talk_frame_set:n {#2}
        \bool_set_false:N \l__talk_frame_verb_bool
        \__talk_frame_process:nn {#1} {#3}
      }
      { }
    \NewDocumentEnvironment { frame* }
      { !D <> { all } !O { } c }
      {
        \str_clear:N \l__talk_frame_name_str
        \__talk_frame_set:n {#2}
        \bool_set_true:N \l__talk_frame_verb_bool
        \__talk_frame_process:nn {#1} {#3}
      }
      { }
  }
```

(*End of definition for* `frame` *and* `frame*`. *These functions are documented on page* **??**.)

`\__talk_frame_reuse:nn`
`\__talk_frame_reuse_aux:nn`
`\__talk_frame_reuse_aux:nnn`
`\reuseframe`
`\againframe`

Reusing a frame is largely a question of passing the correct stored information along after setting the flag for re-scanning.

```
\cs_new_protected:Npn \__talk_frame_reuse:nn #1#2
  {
    \tl_if_exist:cTF { g__talk_frame_ #2 _tl }
      {
        \exp_args:Nv \__talk_frame_reuse_aux:nn
          { g__talk_frame_ #2 _tl } {#1}
      }
      { \msg_error:nnn { talk } { unknown-frame-name } {#2} }
  }
\cs_new_protected:Npn \__talk_frame_reuse_aux:nn #1#2
  { \__talk_frame_reuse_aux:nnn #1 {#2} }
\cs_new_protected:Npn \__talk_frame_reuse_aux:nnn #1#2#3
  {
    \use:c { bool_set_ #1 :N } \l__talk_frame_verb_bool
    \__talk_frame_process:nn {#3} {#2}
  }
\NewDocumentCommand \reuseframe { D <> { all } O { } m }
  {
    \group_begin:
      \__talk_frame_set:n {#2}
      \str_clear:N \l__talk_frame_name_str
```

```
      \__talk_frame_reuse:nn {#1} {#3}
    \group_end:
  }
\NewCommandCopy \againframe \reuseframe
```

(*End of definition for* `\__talk_frame_reuse:nn` *and others. These functions are documented on page* ??.)

Supplementary frames deferred to the appendix need to be swept up. If necessary, the appendix is triggered.

```
\AddToHook { enddocument }
  {
    \int_compare:nNnT \g__talk_frame_suppl_int > 0
      {
        \bool_if:NF \l__talk_appendix_bool
          { \appendix }
        \int_step_inline:nn \g__talk_frame_suppl_int
          { \__talk_frame_reuse:nn { } { appendix . #1 } }
      }
  }
\msg_new:nnnn { talk } { overheight-header }
  { Overheight~header~on~frame~ \int_use:N \g__talk_frame_int ! }
  {
    Typesetting~the~frame~header,~there~was~too~much~vertical~space~used.
    You~likely~need~to~adjusst~the~overall~space~available~for~frame~titles.
  }
\msg_new:nnnn { talk } { subtitle-not-implemented }
  { Frame~subtitle~not~printed~on~frame~ \int_use:N \g__talk_frame_int ! }
  {
    Typesetting~the~frame~header,~the~frame~subtitle~"#1"~was~given;~
    at~present,~printing~frame~subtitles~is~not~implemented~in~the~standard~
    template.~The~text~will~therefore~be~lost.
  }
\msg_new:nnnn { talk } { unknown-frame-name }
  { Unknown~frame~name~"#1"! }
  {
    You~asked~to~reuse~the~contents~of~a~frame~with~the~name~"#1",~
    but~that~name~was~never~defined.
  }
\msg_new:nnnn { talk } { duplicate-frame-name }
  { Duplicate~frame~name~"#1"! }
  {
    You~asked~to~save~the~contents~of~this~frame~with~the~name~"#1",~
    but~that~name~has~already~been~used.
  }
```

⟨/class⟩

Part V
ltx-talk-frame – The structure of frames

1 ltx-talk-frame-structure implementation

Start the DocStrip guards.

```
1 ⟨*class⟩
```

Identify the internal prefix.

```
2 ⟨@@=talk⟩
```

1.1 Columns

```
3 \keys_define:nn { talk }
4   { columns .inherit:n = talk / column }
```

\l__talk_columns_wd_tl We store the requested width for columns in a `tl` as this means that the key value will make sense even if it depends on the current `\textwidth`.

```
5 \keys_define:nn { talk / columns }
6   { width .tl_set:N = \l__talk_columns_wd_tl }
7 \keys_set:nn { talk / columns }
8   { width = \textwidth }
```

(*End of definition for* `\l__talk_columns_wd_tl`.)

\l__talk_column_int \g__talk_column_int For tracking which column we are in, and allowing for nesting.

```
9 \int_new:N \l__talk_column_int
10 \int_new:N \g__talk_column_int
```

(*End of definition for* `\l__talk_column_int` *and* `\g__talk_column_int`.)

`columns` (*env.*) Columns are block-like environments so we start and end with a `\par` to ensure correct tagging.

```
11 \NewDocumentEnvironment { columns } { D <> { all } O { } }
12   {
13     \__talk_action_begin:n {#1}
14     \par
15     \int_set_eq:NN \l__talk_column_int \g__talk_column_int
16     \int_gzero:N \g__talk_column_int
17     \keys_set:nn { talk / columns } {#2}
18     \hbox_set_to_wd:Nnw \l__talk_tmp_box { \l__talk_columns_wd_tl }
19       \dim_set:Nn \textwidth { \l__talk_columns_wd_tl }
20       \dim_set_eq:NN \columnwidth \textwidth
21       \ignorespaces
22   }
23   {
24       \unskip
25     \hbox_set_end:
26     \box_use_drop:N \l__talk_tmp_box
27     \int_gset_eq:NN \g__talk_column_int \l__talk_column_int
```

```
    \par
    \__talk_action_end:
  }
```

\l__talk_column_alignment_tl

```
\keys_define:nn { talk / column }
  {
    b .meta:n =
      { vertical-alignment = bottom } ,
    b .value_forbidden:n = true ,
    c .meta:n =
      { vertical-alignment = center } ,
    c .value_forbidden:n = true ,
    t .meta:n =
      { vertical-alignment = top } ,
    t .value_forbidden:n = true ,
    vertical-alignment .choices:nn =
      { bottom , center , top }
      {
        \tl_set_eq:NN \l__talk_column_alignment_tl
          \l_keys_value_tl
      }
  }
\tl_new:N \l__talk_column_alignment_tl
\keys_set:nn { talk / column }
  {
    vertical-alignment = center
  }
```

(*End of definition for* `\l__talk_column_alignment_tl`.)

__talk_column_align_bottom:n
__talk_column_align_center:n
__talk_column_align_top:n

Most of this will appear in the kernel in due course.

```
\cs_new_protected:Npn \__talk_column_align_bottom:n #1
  { \vbox:n {#1} }
\cs_new_protected:Npn \__talk_column_align_center:n #1
  {
    \check@mathfonts
    \vbox_set:Nn \l__talk_tmp_box {#1}
    \box_set_ht:Nn \l__talk_tmp_box
      {
          0.5 \box_ht:N \l__talk_tmp_box
        + 0.5 \box_dp:N \l__talk_tmp_box
        + ( \l__talk_vcenter_offset_tl )
      }
    \box_set_dp:Nn \l__talk_tmp_box
      {
          \box_ht:N \l__talk_tmp_box
        - ( \l__talk_vcenter_offset_tl ) * 2
      }
    \box_use_drop:N \l__talk_tmp_box
  }
\cs_new_protected:Npn \__talk_column_align_top:n #1
  { \vbox_top:n {#1} }
```

(*End of definition for* `\__talk_column_align_bottom:n`, `\__talk_column_align_center:n`, *and* `\__talk_column_align_top:n`.)

`\l__talk_vcenter_offset_tl` Vertical offset based on text mode values: done as a variable `tl` so that a reset to math mode parameters is possible.

```
\tl_new:N \l__talk_vcenter_offset_tl
\tl_set:Nn \l__talk_vcenter_offset_tl
  { ( \fontcharht \font `\( - \fontchardp \font `\) ) / 2 }
```

(*End of definition for* `\l__talk_vcenter_offset_tl`.)

`column` (*env.*) A cut-down version of a minipage: we want to be clear on the semantic meaning. the action is applied inside the box after starting horizontal mode to avoid spacing issues when switching whatsits in and out.

```
\NewDocumentEnvironment { column } { D <> { all } O { } m }
  {
    \par
    \int_gincr:N \g__talk_column_int
    \int_compare:nNnF \g__talk_column_int = 1
      { \hfil }
    \keys_set:nn { talk / column } {#2}
    \vbox_set_to_wd:Nnw \l__talk_tmp_box {#3}
      \dim_set:Nn \textwidth {#3}
      \dim_set_eq:NN \columnwidth \textwidth
      \@parboxrestore
      \leavevmode
      \raggedright
      \__talk_action_begin:n {#1}
      \ignorespaces
  }
```

The `\@ignore` here means that any spaces after `\end{column}` are suppressed by a `\ignorespaces` inserted by the kernel. The `\par` before `\__talk_action_end:` is needed as the group formed for actions would otherwise trap for example alignment changes.

```
  {
      \par
      \__talk_action_end:
    \vbox_set_end:
    \use:c { __talk_column_align_ \l__talk_column_alignment_tl :n }
      { \vbox_unpack_drop:N \l__talk_tmp_box }
    \par
    \@ignoretrue
  }
```

1.2 Floats

Well really "not floats at all" but the idea is clear.

`\l__talk_float_alignment_tl` We only worry about horizontal alignment here.

```
\tl_new:N  \l__talk_float_alignment_tl
```

(*End of definition for* `\l__talk_float_alignment_tl`.)

A bit similar to the current approach to lists: we need a template at the start but a common function at the end. The `float-placement` key is at present just there to allow mopping up of any argument that is given by accident, hence maps to a temporary variable.

```
\NewTemplateType { floatenv } { 2 }
\DeclareTemplateInterface { floatenv } { talk } { 2 }
  {
    float-placement : tokenlist ,
    horizontal-alignment : choice { left , center ,  right } = left
  }
\DeclareTemplateCode { floatenv } { talk } { 2 }
  {
    float-placement = \l__talk_tmp_tl ,
    horizontal-alignment =
      {
        left = \tl_set:Nn \l__talk_float_alignment_tl { flushleft } ,
        center = \tl_set:Nn \l__talk_float_alignment_tl { center } ,
        right = \tl_set:Nn \l__talk_float_alignment_tl { flushright }
      }
  }
```

The structure role shuffle is needed so that the entire unit is treated as a `Float` for tagging, but we do not loose other information.

```
  {
    \SetTemplateKeys { floatenv } { talk } {#1}
    \begin { minipage } { \columnwidth }
      \use:e
        {
          \AssignStructureRole { para / semantic } { float }
          \begin { \l__talk_float_alignment_tl }
          \AssignStructureRole{ para / semantic }
            { \UseStructureName { para / semantic } }
        }
        \cs_set_nopar:Npn \@captype {#2}
  }
\DeclareInstance { floatenv } { std } { talk } { horizontal-alignment = left }
```

`\endfloatenv` And the common end function.

```
\cs_new_protected:Npn \endfloatenv
  {
      \exp_args:Ne \end { \l__talk_float_alignment_tl }
    \end { minipage }
  }
```

(*End of definition for* `\endfloatenv`. *This function is documented on page* ??.)

`figure` (*env.*) `table` (*env.*) Unlike beamer, we allow for overlays for the environments as a whole.

```
\clist_map_inline:nn { figure , table }
  {
    \NewDocumentEnvironment {#1} { D <> { all } = { float-placement } O { } }
      {
        \__talk_action_begin:n {##1}
        \UseInstance { floatenv } { std } {##2} {#1}
```

```
      }
      {
        \endfloatenv
        \__talk_action_end:
      }
```

\c@figure
\thefigure
\c@table
\thetable
\figurename
\tableename
\fnum@figure
\fnum@table

The standard variables needed to make captions work (nothing for list of floats, as at present those are not offered). For the "number", we currently only show the name: "floats" in presentations really should not be numbered.

```
    \newcounter {#1}
    \tl_new:c { #1 name }
    \tl_set:ce { #1 name } { \text_titlecase_first:n {#1} }
    \tl_new:c { fnum@ #1 }
    \tl_set_eq:cc { fnum@ #1 } { #1 name }
  }
```

(*End of definition for* `\c@figure` *and others. These variables are documented on page* **??**.)

The spacing values needed for the standard function.

```
\newlength \abovecaptionskip
\newlength \belowcaptionskip
\setlength \abovecaptionskip { 7pt }
\setlength \belowcaptionskip { 7pt }
```

\@caption

This is a copy of the kernel version of the function, but with writing to the list of whatever file removed. It is very likely this needs to be reworked as a template, but that will likely come from the kernel.

```
\cs_set_protected:Npn \@caption #1 [ #2 ] #3
  {
    \par
    \begingroup
      \@parboxrestore
      \if@minipage \@setminipage \fi
      \normalsize
      \@makecaption { \csname fnum@ #1 \endcsname } { \ignorespaces #3 }
      \par
    \endgroup
  }
```

(*End of definition for* `\@caption`. *This function is documented on page* **??**.)

1.3 Footnotes

\g__talk_footnote_box

Holds footnotes as they are constructed.

```
\box_new:N \g__talk_footnote_box
```

(*End of definition for* `\g__talk_footnote_box`.)

\g__talk_footnote_overlay_seq

For tracking the overlays to apply.

```
\seq_new:N \g__talk_footnote_overlay_seq
```

(*End of definition for* `\g__talk_footnote_overlay_seq`.)

\stdfootnote

```
\NewCommandCopy \stdfootnote \footnote
```

(*End of definition for* `\stdfootnote`. *This function is documented on page* **??**.)

`\footnote` Sort-of overlay aware!

```
\RenewDocumentCommand \footnote { D <> { all } o +m }
  {
    \seq_gpush:Nn \g__talk_footnote_overlay_seq {#1}
    \IfNoValueTF {#2}
      { \stdfootnote {#3} }
      { \stdfootnote [ {#2} ] {#3} }
  }
```

(*End of definition for* `\footnote`. *This function is documented on page* **??**.)

`\stdfootnotetext`

```
\NewCommandCopy \stdfootnotetext \footnotetext
```

(*End of definition for* `\stdfootnotetext`. *This function is documented on page* **??**.)

`\footnotetext` Also sort-of overlay aware!

```
\RenewDocumentCommand \footnotetext { D <> { all } o +m }
  {
    \seq_gpush:Nn \g__talk_footnote_overlay_seq {#1}
    \IfNoValueTF {#2}
      { \stdfootnotetext {#3} }
      { \stdfootnotetext [ {#2} ] {#3} }
  }
```

(*End of definition for* `\footnotetext`. *This function is documented on page* **??**.)

This socket receives all of the footnote content: in the standard setup it would be an insert. Hence this is the best place to grab the entire content. Notice that the footnote rule is only inserted when the box is used, if it turns out it's needed. The overlay code is added here as it needs to be inside the box used to collect the footnotes but around all of the content: currently there's not a "tighter" place to target.

```
\NewSocketPlug { fntext / process } { talk }
  {
    \vbox_gset:Nn \g__talk_footnote_box
      {
        \vbox_unpack:N \g__talk_footnote_box
        \seq_gpop_left:NN \g__talk_footnote_overlay_seq
          \l__talk_tmp_tl
        \exp_args:NV \__talk_decode_parse:n \l__talk_tmp_tl
        \__talk_action_uncover:N \l__talk_decode_overlays_bool
        #1
        \__talk_action_uncover_end:N \l__talk_decode_overlays_bool
      }
  }
\AssignSocketPlug { fntext / process } { talk }
```

`\@makefntext` Use a copy of the standard setup.

```
\cs_new_eq:NN \@makefntext \fnote_makefntext:n
```

(*End of definition for* `\@makefntext`. *This function is documented on page* **??**.)

```
⟨/class⟩
```

Part VI
ltx-talk-mode – Modes

1 ltx-talk-mode implementation

Start the DocStrip guards.

```
1 ⟨*class⟩
```

Identify the internal prefix.

```
2 ⟨@@=talk⟩
```

`\__talk_if_mode:nTF`

```
3 \prg_new_protected_conditional:Npnn \__talk_if_mode:n #1 { T , F , TF }
4   {
5     \__talk_decode_parse:n {#1}
6     \bool_if:NTF \l__talk_decode_mode_bool
7       \prg_return_true:
8       \prg_return_false:
9   }
10 \prg_generate_conditional_variant:Nnn \__talk_if_mode:n { V } { T , F , TF }
```

(*End of definition for* `\__talk_if_mode:nTF`.)

`\mode`

```
11 \NewDocumentCommand \mode { D <> { all } +m }
12   { \__talk_if_mode:nT {#1} {#2} }
```

(*End of definition for* `\mode`. *This function is documented on page* ??.)

```
13 ⟨/class⟩
```

Part VII
ltx-talk-overlay – Overlays

1 ltx-talk-overlay implementation

Start the DocStrip guards.

```
1 ⟨*class⟩
```

Identify the internal prefix.

```
2 ⟨@@=talk⟩
```

1.1 Utilities

__talk_if_overlay:nTF
__talk_if_overlay:VTF
__talk_overlay_arg:n

```
3 \prg_new_protected_conditional:Npnn \__talk_if_overlay:n #1 { T , F , TF }
4   {
5     \__talk_decode_parse:n {#1}
6     \bool_if:NTF \l__talk_decode_overlays_bool
7       \prg_return_true:
8       \prg_return_false:
9   }
10 \prg_generate_conditional_variant:Nnn \__talk_if_overlay:n { V } { T , F , TF }
```

A macro processor variant of the check that always results in an N-type bool.

```
11 \cs_new_protected:Npn \__talk_overlay_arg:n #1
12   {
13     \__talk_if_overlay:nTF {#1}
14       { \cs_set:Npn \ProcessedArgument { \c_true_bool } }
15       { \cs_set:Npn \ProcessedArgument { \c_false_bool } }
16   }
```

(*End of definition for* `\__talk_if_overlay:nTF` *and* `\__talk_overlay_arg:n`.)

\l__talk_shuffle_skip

For tracking.

```
17 \skip_new:N \l__talk_shuffle_skip
```

(*End of definition for* `\l__talk_shuffle_skip`.)

__talk_shuffle_skip:n

As opacity uses whatsits at present, we need to make sure that any spaces come *after* them. This is done by "shuffling" the last skip past the opacity. See comments on more-or-less the same code in `l3color.dtx`. As this is really tied to whatsits, it's not clear that this will ever move anywhere more generic: but at some stage, removing the `:D` functions would be good.

```
18 \cs_new_protected:Npn \__talk_shuffle_skip:n #1
19   {
20     \int_compare:nNnTF \tex_lastnodetype:D = { 11 }
21       {
22         \skip_set_eq:NN \l__talk_shuffle_skip \tex_lastskip:D
23         \bool_lazy_or:nnTF
24           { \mode_if_horizontal_p: }
25           {
26             \bool_lazy_and_p:nn
```

```
              { \mode_if_vertical_p: }
              { \mode_if_inner_p: }
          }
          {
            \tex_unskip:D
            #1
            \mode_if_horizontal:TF
              { \skip_horizontal:n }
              { \skip_vertical:n }
                \l__talk_shuffle_skip
          }
          {
            \mode_if_vertical:TF
              {
                \skip_vertical:n { -\l__talk_shuffle_skip }
                \tex_penalty:D 10000 \scan_stop:
                #1
                \skip_vertical:n { \l__talk_shuffle_skip }
              }
              {#1}
          }
      }
      {#1}
  }
```

(*End of definition for* `\__talk_shuffle_skip:n`.)

1.2 Opacity utilities

Currently, opacity is applies using whatsits at a low level. That means that to preserve spacing, we need to insert no-op versions in various places. To do that and get correct overlays, we need to track the current opacity. At present, this seems very ltx-talk-specific, so is handled here with a few auxiliaries.

`\__talk_opacity_begin:n` `\__talk_opacity_end:`

Simply tracking wrappers.

```
\cs_new_protected:Npn \__talk_opacity_begin:n #1
  { \__talk_shuffle_skip:n { \opacity_begin:n {#1} } }
\cs_new_protected:Npn \__talk_opacity_end:
  { \__talk_shuffle_skip:n { \opacity_end: } }
```

(*End of definition for* `\__talk_opacity_begin:n` *and* `\__talk_opacity_end:`.)

1.3 Action commands and environments

Commands that can be used as actions all have a common form (with one exception). The common internal structure is used to enable them to be used as actions by looking for the name `\__talk_action_`⟨*name*⟩`:N`.

`\__talk_action_alert:N`

At present a color selection.

```
\cs_new_protected:Npn \__talk_action_alert:N #1
  {
    \bool_if:NTF #1
      { \color_select:n { alert } }
      { \color_select:n { . } }
```

```
  }
```

(*End of definition for* `\__talk_action_alert:N`.)

`\__talk_action_invisible:N` `\__talk_action_invisible_end:N` `\__talk_action_visible:N` `\__talk_action_visible_end:N`

Simply (un)hide unconditionally, overwriting any previous opacity.

```
\cs_new_protected:Npn \__talk_action_invisible:N #1
  {
    \bool_if:NTF #1
      { \__talk_opacity_begin:n { 0 } }
      { \__talk_opacity_begin:n { 1 } }
  }
\cs_new_protected:Npn \__talk_action_invisible_end:N #1
  { \__talk_opacity_end: }
\cs_new_protected:Npn \__talk_action_visible:N #1
  {
    \bool_if:NTF #1
      { \__talk_opacity_begin:n { 1 } }
      { \__talk_opacity_begin:n { 0 } }
  }
\cs_new_protected:Npn \__talk_action_visible_end:N #1
  { \__talk_opacity_end: }
```

(*End of definition for* `\__talk_action_invisible:N` *and others.*)

`\__talk_action_only:N` `\__talk_action_only_end:N` `\__talk_saved_ifendpe:`

Here, we simply throw away the content we do not want: this is done by typesetting in a disposable box. As box setting rather than insertion creates tag structures, they may need to be suspended. To avoid issues with whatsits, we have a surrounding horizontal box if required. Suspending tagging does not turn off or save/restore the `@endpe` mechanism, so we need to do this ourselves. This avoids issues with paragraph tagging if the mechanism would otherwise be active.

```
\cs_new_protected:Npn \__talk_action_only:N #1
  {
    \bool_if:NF #1
      {
        \bool_if:NT \g__talk_frame_tag_bool
          {
            \cs_set_eq:NN \__talk_saved_ifendpe: \if@endpe
            \vbox_set:Nw \l__talk_tmp_box
              \hbox_set:Nw \l__talk_tmp_box
                \tag_suspend:n { onlyenv }
          }
        \vbox_set:Nw \l__talk_tmp_box
      }
  }
\cs_new_protected:Npn \__talk_action_only_end:N #1
  {
    \bool_if:NF #1
      {
        \vbox_set_end:
        \bool_if:NT \g__talk_frame_tag_bool
          {
                \tag_resume:n { onlyenv }
              \hbox_set_end:
            \vbox_set_end:
```

```
            \cs_gset_eq:NN \if@endpe \__talk_saved_ifendpe:
          }
      }
  }
\cs_new_eq:NN \__talk_saved_ifendpe: \if@endpe
```

(*End of definition for* `\__talk_action_only:N`*,* `\__talk_action_only_end:N`*, and* `\__talk_saved_ifendpe:`.)

`\l__talk_uncover_hidden_fp` Currently just an on-off, but that will change.

```
\NewTemplateType { hidden } { 0 }
\DeclareTemplateInterface { hidden } { talk } { 0 }
  { opacity : real = 0 }
\DeclareTemplateCode { hidden } { talk } { 0 }
  { opacity = \l__talk_uncover_hidden_fp }
  { \__talk_opacity_begin:n { \l__talk_uncover_hidden_fp } }
\DeclareInstance { hidden } { std } { talk } { }
```

(*End of definition for* `\l__talk_uncover_hidden_fp`.)

`\__talk_action_uncover:N` `\__talk_action_uncover_end:N` Use the template: we may need to extend that to deal with the end-of-template case later.

```
\cs_new_protected:Npn \__talk_action_uncover:N #1
  {
    \bool_if:NTF #1
      { \__talk_opacity_begin:n { 1 } }
      { \UseInstance { hidden } { std } }
  }
\cs_new_protected:Npn \__talk_action_uncover_end:N #1
  { \__talk_opacity_end: }
```

(*End of definition for* `\__talk_action_uncover:N` *and* `\__talk_action_uncover_end:N`.)

`\invisible` `\uncover` `\visible` All generated automatically using the above implementations.

```
\clist_map_inline:nn { invisible , uncover , visible }
  {
    \ExpandArgs { cne } \NewDocumentCommand {#1}
      { > { \__talk_overlay_arg:n } D <> { all } +m }
      {
        \exp_not:c { __talk_action_ #1 :N } ##1
        ##2
        \exp_not:c { __talk_action_ #1 _end:N } ##1
      }
```

(*End of definition for* `\invisible`*,* `\uncover`*, and* `\visible`*. These functions are documented on page* ??.)

`invisibleenv` (*env.*) `uncoverenv` (*env.*) `visibleenv` (*env.*) And the environment versions.

```
    \ExpandArgs { nnee } \NewDocumentEnvironment { #1 env }
      { > { \__talk_overlay_arg:n } D <> { all } }
      { \exp_not:c { __talk_action_ #1 :N } ##1 }
      { \exp_not:c { __talk_action_ #1 _end:N } ##1 }
  }
```

\alert The \alert command requires a group to contain color, so is done separately even though it still uses basically the same mechanism.

```
\NewDocumentCommand \alert { > { \__talk_overlay_arg:n } D <> { all } +m }
  {
    \group_begin:
      \__talk_action_alert:N #1
        #2
     \group_end:
  }
```

(*End of definition for* \alert*. This function is documented on page* ??.)

alertenv (*env.*) As does the environment.

```
\NewDocumentEnvironment { alertenv } { > { \__talk_overlay_arg:n } D <> { all } }
  { \__talk_action_alert:N #1 }
  { }
```

\only This code needs to be done manually as for the command version the content must be entirely discarded. That can't work for the environment version, which has to deal with for example single items in a list (and so cannot be collected up verbatim and must use a box).

```
\NewDocumentCommand \only { D <> { all } +m }
  {
    \__talk_if_overlay:nT {#1}
      {#2}
  }
```

(*End of definition for* \only*. This function is documented on page* ??.)

onlyenv (*env.*) The environment version could be done above, but it is clearer to keep this code entirely separate from the rest.

```
\NewDocumentEnvironment { onlyenv } { > { \__talk_overlay_arg:n } D <> { all } }
  { \__talk_action_only:N #1 }
  { \__talk_action_only_end:N #1 }
```

\l__talk_saved_overlays_bool
\l__talk_saved_action_str
\l__talk_saved_actions_bool

```
\bool_new:N \l__talk_saved_overlays_bool
\str_new:N \l__talk_saved_action_str
\bool_new:N \l__talk_saved_actions_bool
```

(*End of definition for* \l__talk_saved_overlays_bool*,* \l__talk_saved_action_str*, and* \l__talk_saved_actions_bool.)

\l__talk_overlay_all_bool

```
\bool_new:N \l__talk_overlay_all_bool
```

(*End of definition for* \l__talk_overlay_all_bool.)

actionenv (*env.*) \action
__talk_action_begin:n
__talk_action_begin:w
__talk_action_begin_auxi:n
__talk_action_begin_auxii:n
__talk_action_end:

As we need data on not just overlays but also actions at the end of the environment, this has to be done manually. To allow working with environments but also items, the code needs to save data for the end function. The group is needed for cases where we are not in a LaTeX environment group. When an \onslide/\pause is active, it takes priority: sorted by applying up-front. Actions can be skipped entirely if the overlay spec is simply all, as there will never be any spacing issues, *etc.*

```
\NewDocumentCommand \action { d <> +m }
  {
    \group_begin:
      \__talk_action_begin:n {#1}
      #2
      \__talk_action_end:
    \group_end:
  }
\NewDocumentEnvironment { actionenv } { d <> }
  { \__talk_action_begin:n {#1} }
  { \__talk_action_end: }
\cs_new_protected:Npn \__talk_action_begin:n #1
  {
    \group_begin:
      \tl_if_novalue:nTF {#1}
        {
          \exp_after:wN \__talk_action_begin:w
            \l__talk_action_spec_str < all > \q_stop
        }
        { \__talk_action_begin_auxi:n {#1} }
  }
\cs_new_protected:Npn \__talk_action_begin:w #1 < #2 > #3 \q_stop
  { \__talk_action_begin_auxi:n {#2} }
\cs_new_protected:Npn \__talk_action_begin_auxi:n #1
  {
    \str_if_eq:nnTF {#1} { all }
      { \bool_set_true:N \l__talk_overlay_all_bool }
      {
        \bool_set_false:N \l__talk_overlay_all_bool
        \__talk_action_begin_auxii:n {#1}
      }
  }
\cs_new_protected:Npn \__talk_action_begin_auxii:n #1
  {
      \__talk_decode_parse:n {#1}
      \bool_set_eq:NN \l__talk_saved_overlays_bool
        \l__talk_decode_overlays_bool
      \str_set_eq:NN \l__talk_saved_action_str
        \l__talk_decode_action_str
      \bool_set_eq:NN \l__talk_saved_actions_bool
        \l__talk_decode_actions_bool
      \tl_if_empty:NTF \g__talk_onslide_tl
        {
          \bool_if:NTF \l__talk_decode_overlays_bool
            {
              \cs_if_exist_use:cF
                { __talk_action_ \l__talk_decode_action_str :N }
                  { \use_none:n }
                    \l__talk_decode_actions_bool
            }
            { \UseInstance { hidden } { std } }
        }
        { \__talk_action_invisible:N \c_true_bool }
  }
```

```
\cs_new_protected:Npn \__talk_action_end:
  {
      \bool_if:NF \l__talk_overlay_all_bool
        {
          \tl_if_empty:NTF \g__talk_onslide_tl
            {
              \bool_if:NTF \l__talk_saved_overlays_bool
                {
                  \cs_if_exist_use:cF
                    { __talk_action_ \l__talk_saved_action_str _end:N }
                    { \use_none:n }
                      \l__talk_saved_actions_bool
                }
                { \__talk_opacity_end: }
            }
            { \__talk_action_invisible_end:N \c_true_bool }
        }
    \group_end:
  }
```

(*End of definition for* `\action` *and others. This function is documented on page* **??**.)

1.4 Non-action commands and environments

This section contains commands and environments that do *not* need to be made available as actions.

`\alt` Simple wrappers around the internal switch.

```
\NewDocumentCommand \alt { D <> { all } +m +m }
  {
    \__talk_if_overlay:nTF {#1}
      {#2}
      {#3}
  }
```

(*End of definition for* `\alt`. *This function is documented on page* **??**.)

`\onslide` `\__talk_onslide:n` Simply make transparent: this is done without grouping so we can work for example in tabular cells.

```
\NewDocumentCommand \onslide { D <> { all } }
  {
    \__talk_onslide:n {#1}
    \ignorespaces
  }
\cs_new_protected:Npn \__talk_onslide:n #1
  {
    \tl_use:N \g__talk_onslide_tl
    \tl_gclear:N \g__talk_onslide_tl
    \__talk_if_overlay:nF {#1}
      {
        \__talk_opacity_begin:n { 0 }
        \tl_gput_right:Nn \g__talk_onslide_tl
          { \__talk_opacity_end: }
      }
  }
```

(*End of definition for* `\onslide` *and* `\__talk_onslide:n`*. This function is documented on page* ??.)

`\g__talk_onslide_tl`

```
\tl_new:N \g__talk_onslide_tl
```

(*End of definition for* `\g__talk_onslide_tl`.)

`\temporal` A tricky one: to separate the not-on-current-slide cases, the flag to continue is used.

```
\NewDocumentCommand \temporal { D <> { all } +m +m +m }
  {
    \__talk_if_overlay:nTF {#1}
      {#3}
      {
        \bool_if:NTF \l__talk_decode_trailing_bool
          {#4}
          {#2}
      }
  }
```

(*End of definition for* `\temporal`*. This function is documented on page* ??.)

`\pause` A thin wrapper.

```
\NewDocumentCommand \pause { o }
  {
    \legacy_if:nF { measuring@ }
      {
        \IfNoValueTF {#1}
          { \int_gincr:N \g__talk_pauses_int }
          { \int_gset:Nn \g__talk_pauses_int {#1} }
        \exp_args:Ne \__talk_onslide:n
          { \int_eval:n { \g__talk_pauses_int + 1 } - }
      }
  }
```

(*End of definition for* `\pause`*. This function is documented on page* ??.)

1.5 Fixed-size areas

`\__talk_overprint_begin:n` A common auxiliary for overprinting, which starts off much the same for both `overlayarea` and `overprint`.

```
\cs_new_protected:Npn \__talk_overprint_begin:n #1
  {
    \par
    \vbox_set_to_wd:Nnw \l__talk_tmp_box {#1}
      \raggedright
      \ignorespaces
  }
```

(*End of definition for* `\__talk_overprint_begin:n`.)

`overlayarea` (*env.*) An initial approach: quite similar to a column.

```
\NewDocumentEnvironment { overlayarea } { m m }
  { \__talk_overprint_begin:n {#1} }
  {
    \vbox_set_end:
    \vbox_to_ht:nn {#2}
      {
        \box_use_drop:N \l__talk_tmp_box
        \vfil
      }
    \par
  }
```

`\l__talk_overprint_int` Track the overprints on a slide: as the slide forms a group, we do not need to worry about resetting.

```
\int_new:N \l__talk_overprint_int
```

(*End of definition for* `\l__talk_overprint_int`.)

`\__talk_frame_overprint:` To refer to the current overprint environment within the document: needed in the `.aux` so avoids using non-letters.

```
\cs_new:Npn \__talk_frame_overprint:
  {
    \int_to_Roman:n \g__talk_frame_int
    \int_to_roman:n \l__talk_overprint_int
  }
```

(*End of definition for* `\__talk_frame_overprint:`.)

`\__talk_overprint_save_ht:` (*env.*)
`\__talk_overprint_check_ht:n` For overprinting, in contrast to beamer we use a two-pass approach to save the size at the end of the run: this means you can use `\only` for example in overprinting.

```
\NewDocumentEnvironment { overprint } { O { \textwidth } }
  { \__talk_overprint_begin:n {#1} }
  {
    \vbox_set_end:
    \int_incr:N \l__talk_overprint_int
    \__talk_overprint_save_ht:
    \cs_if_exist:cTF
      { overprint@ \__talk_frame_overprint: }
      {
        \dim_compare:vNnTF
          { overprint@ \__talk_frame_overprint: }
            > { \box_ht:N \l__talk_tmp_box }
          {
            \vbox_to_ht:vn
              { overprint@ \__talk_frame_overprint: }
              {
                \box_use_drop:N \l__talk_tmp_box
                \vfil
              }
          }
          { \box_use_drop:N \l__talk_tmp_box }
      }
      { \box_use_drop:N \l__talk_tmp_box }
```

```
    \par
  }
```

As there is no clear end-point for overprinting, we need to be careful to keep the current width separate from the saved one. The rest is then about saving to the `.aux` file and helping out the user.

```
\cs_new_protected:Npn \__talk_overprint_save_ht:
  {
    \tl_if_exist:cF { g__talk_overprint_ \__talk_frame_overprint: _tl }
      {
        \tl_new:c { g__talk_overprint_ \__talk_frame_overprint: _tl }
        \tl_gset:cn { g__talk_overprint_ \__talk_frame_overprint: _tl }
          { 0pt }
      }
    \tl_gset:ce { g__talk_overprint_ \__talk_frame_overprint: _tl }
      {
        \dim_max:vn { g__talk_overprint_ \__talk_frame_overprint: _tl }
          { \box_ht:N \l__talk_tmp_box }
      }
    \legacy_if:nT { @filesw }
      {
        \iow_now:Ne \@auxout
          {
            \gdef \exp_not:c { overprint@ \__talk_frame_overprint: }
              {
                \exp_not:v { g__talk_overprint_ \__talk_frame_overprint: _tl }
              }
          }
      }
    \hook_gput_code:nne { enddocument / afterlastpage } { talk }
       { \__talk_overprint_check_ht:n { \__talk_frame_overprint: } }
  }
\cs_new_protected:Npn \__talk_overprint_check_ht:n #1
  {
    \bool_lazy_and:nnF
      { \exp_not:N \cs_if_exist_p:c { overprint@ #1 } }
      {
        \dim_compare_p:vNv { overprint@ #1 } = { g__talk_overprint_ #1 _tl }
      }
      {
        \msg_warning:nn { talk } { overprint-ht }
        \cs_gset_protected:Npn \__talk_overprint_check_ht:n ##1 { }
      }
  }
\msg_new:nnn { talk } { overprint-ht }
  {
    Overprint~area~height~has~changed:\\
    rerun~LaTeX.
  }
```

(*End of definition for* `\__talk_overprint_save_ht:` *and* `\__talk_overprint_check_ht:n`.)

1.6 Adding overlays to existing commands

\textbf
\textit
\textmd
\textnormal
\textrm
\textsc
\textsf
\textsl
\texttt
\textup
\emph
\stdtextbf
\stdtextit
\stdtextmd
\stdtextnormal
\stdtextrm
\stdtextsc
\stdtextsf
\stdtextsl
\stdtexttt
\stdtextup
\stdemph
__talk_textcmd_eqiv:n

Make the standard text commands overlay-aware. To keep the spacing unchanged when the command is not active, we use the same approach as the kernel does for inserting the right grouping.

```
\tl_map_inline:nn
  {
    \textbf
    \textit
    \textmd
    \textnormal
    \textrm
    \textsc
    \textsf
    \textsl
    \texttt
    \textup
    \emph
  }
  {
    \ExpandArgs { c } \NewCommandCopy { std \cs_to_str:N #1 } #1
    \ExpandArgs { Nne } \RenewDocumentCommand #1
      { D <> { all } +m }
      {
        \exp_not:N \__talk_if_overlay:nTF {##1}
          { \exp_not:c { std \cs_to_str:N #1 } }
          { \exp_not:N \__talk_textcmd_eqiv:n }
            {##2}
      }
  }
\cs_new_protected:Npn \__talk_textcmd_eqiv:n #1
  {
    \mode_if_math:TF
      { { \mbox {#1} } }
      {
        \mode_leave_vertical:
        {#1}
      }
  }
```

(*End of definition for* `\textbf` *and others. These functions are documented on page* **??**.)

\includegraphics
\stdincludegraphics

Just wrap up the args and forward if appropriate. The star is `#1` here as that matches the documented behavior of starred commands generally.

```
\RequirePackage { graphicx }
\NewCommandCopy \stdincludegraphics \includegraphics
\RenewDocumentCommand \includegraphics { s D <> { all } o o m }
  {
    \__talk_if_overlay:nT {#2}
      {
        \use:e
          {
            \exp_not:N \stdincludegraphics
              \IfBooleanT #1 { * }
```

```
            \IfNoValueF {#3} { [ \exp_not:n { {#3} } ] }
            \IfNoValueF {#4} { [ \exp_not:n { {#4} } ] }
          }
          {#5}
      }
  }
```

(*End of definition for* `\includegraphics` *and* `\stdincludegraphics`*. These functions are documented on page* **??**.)

`\l__talk_auto_dest_seq` A list of auto-generated destinations.

```
\seq_new:N \l__talk_auto_dest_seq
\seq_put_right:Nn \l__talk_auto_dest_seq { equation }
\seq_put_right:Nn \l__talk_auto_dest_seq { figure }
\seq_put_right:Nn \l__talk_auto_dest_seq { table }
```

(*End of definition for* `\l__talk_auto_dest_seq`.)

`\HyperDestNameFilter` `\__talk_auto_dest:nn` `\__talk_auto_dest:nw` To ensure that auto-generated destinations are not duplicated, we add the slide number to the destination. This means finding the type of destination: not too bad as we can trim off at the first `.`, then do a string comparison.

```
\cs_gset:Npn \HyperDestNameFilter #1
  {
     #1
    \seq_map_tokens:Nn \l__talk_auto_dest_seq
      { \exp_args:Ne \__talk_auto_dest:nn {#1} }
  }
\cs_new:Npn \__talk_auto_dest:nn #1#2
  { \__talk_auto_dest:nw {#2} #1 . \q_stop }
\cs_new:Npn \__talk_auto_dest:nw #1#2 . #3 \q_stop
  {
    \str_if_eq:eeT {#1} {#2}
      {
        . slide . \int_use:N \g__talk_slide_int
        \seq_map_break:
      }
  }
```

(*End of definition for* `\HyperDestNameFilter`*,* `\__talk_auto_dest:nn`*, and* `\__talk_auto_dest:nw`*. This function is documented on page* **??**.)

`\label` `\__talk_label:n` Here, we can't wrap the existing command up as we need the space hack, so it has to be declared from scratch. At present, no special tricks as seen in beamer.

```
\RenewDocumentCommand \label { D <> { 1 } m }
  {
    \@bsphack
    \__talk_if_overlay:nT {#1}
      { \__talk_label:n {#2} }
    \@esphack
  }
\cs_new_protected:Npn \__talk_label:n #1
  {
    \begingroup
      \UseHookWithArguments { label } { 1 } {#1}
      \protected@write \@auxout { }
```

```
        {
          \string \newlabel {#1}
            {
              { \@currentlabel }
              { \thepage }
              { \@currentlabelname }
              { \@currentHref }
              { \@kernel@reserved@label@data }
            }
        }
    \endgroup
  }
```

(*End of definition for* `\label` *and* `\__talk_label:n`*. This function is documented on page* ??.)

`\std@label@in@display` We also need to cover `\label@in@display`: a bit more awkward as this is a document command but not set up as such in amsmath. For the present, cross our fingers on this!

```
\cs_new_eq:NN \std@label@in@display \label@in@display
\RenewDocumentCommand \label@in@display { D <> { 1 } m }
  {
    \__talk_if_overlay:nT {#1}
      { \std@label@in@display {#2} }
  }
```

(*End of definition for* `\std@label@in@display`*. This function is documented on page* ??.)

1.7 Overlay patching of third-party environments

To allow opacity to apply to the entirety of constructed graphics, we need to apply a transparency group around the whole thing. We need to do that by saving the input in an Xform object, which then allows the group to be applied.

`\g__talk_opacity_group_int` Each use needs an Xform object, which at present we have to track as there are no anonymous ones.

```
\int_new:N \g__talk_opacity_group_int
```

(*End of definition for* `\g__talk_opacity_group_int`.)

`\__talk_opacity_group_begin:` `\__talk_opacity_group_end:` A general mechanism to collect up an environment in a box, which we can then use as the source for an Xform object.

```
\cs_new_protected:Npn \__talk_opacity_group_begin:
  { \begin { lrbox } \l__talk_tmp_box }
\cs_new_protected:Npn \__talk_opacity_group_end:
  {
    \end { lrbox }
    \mode_leave_vertical:
    \int_gincr:N \g__talk_opacity_group_int
    \exp_args:Ne \pdfxform_new:nnn
      { talk.opacity \int_use:N \g__talk_opacity_group_int }
      { /Group << /S /Transparency /K ~ false /I ~ false >> }
      { \usebox \l__talk_tmp_box }
    \exp_args:Ne \pdfxform_use:n
      { talk.opacity \int_use:N \g__talk_opacity_group_int }
  }
```

(*End of definition for* `\__talk_opacity_group_begin:` *and* `\__talk_opacity_group_end:`.)

At present, we only add code onto the main top-level functions. This is only applied in LuaTEX due to restrictions on Xform structures in pdfTEX. Here, we apply the collection code to the commands not the environment forms to deal with "direct" usage.

```
\sys_if_engine_luatex:T
  {
    \AddToHook { cmd / pspicture / before } { \__talk_opacity_group_begin: }
    \AddToHook { cmd / endpspicture / after } { \__talk_opacity_group_end: }
  }
```

⟨/class⟩

Part VIII
ltx-talk-required – "Required" definitions

1 ltx-talk-required implementation

Start the DocStrip guards.

```
1 ⟨*class⟩
```

Identify the internal prefix.

```
2 ⟨@@=talk⟩
```

Here we collect up things that are more-or-less required to create a useful class but are not defined by the LaTeX kernel for historical reasons. They are therefore largely copies from `article.cls` and contain "classical" definitions so that they follow the expectations of third-party code.

`\today` This is the definition as done in the standard classes.

```
3 \cs_new_nopar:Npn \today
4   {
5     \ifcase \month \or
6       January \or
7       February \or
8       March \or
9       April \or
10      May \or
11      June \or
12      July \or
13      August \or
14      September \or
15      October \or
16      November \or
17      December
18    \fi
19    \space
20    \number \day ,
21    \space
22    \number \year
23  }
```

(*End of definition for* `\today`. *This function is documented on page* ??.)

1.1 Standard design settings

```
24 \setcounter { tocdepth } { 3 }
25 \setlength \arraycolsep { 5pt }
26 \setlength \tabcolsep { 6pt }
27 \setlength \arrayrulewidth { 0.4pt }
28 \setlength \doublerulesep { 2pt }
29 \setlength \tabbingsep { \labelsep }
30 \skip \@mpfootins = \skip \footins
```

```
\setlength \fboxsep { 3pt }
\setlength \fboxrule { 0.4pt }
```

1.2 List support

```
\setlength  \labelsep  { 0.5em }
\cs_new:Npn \labelenumi { \theenumi . }
\cs_new:Npn \labelenumii { ( \theenumii ) }
\cs_new:Npn \labelenumiii { \theenumiii . }
\cs_new:Npn \labelenumiv { \theenumiv . }
\cs_new:Npn \labelitemi  { \labelitemfont \textbullet }
\cs_new:Npn \labelitemii { \labelitemfont \bfseries \textendash }
\cs_new:Npn \labelitemiii { \labelitemfont \textasteriskcentered }
\cs_new:Npn \labelitemiv  { \labelitemfont \textperiodcentered }
\cs_new:Npn \labelitemfont { \normalfont }
```

```
\setlength \leftmargini   { 2em }
\setlength \leftmarginii  { 2em }
\setlength \leftmarginiii { 2em }
\setlength \leftmarginiv  { 2em }
\setlength \leftmarginv   { 2em }
\setlength \leftmarginvi  { 2em }
\setlength  \labelsep  { 0.5em }
\setlength  \labelwidth { \leftmargini }
\addtolength \labelwidth { -\labelsep }
\cs_gset_nopar:Npn \@listi
  {
    \leftmargin \leftmargini
    \topsep 3pt plus 2pt minus 2.5pt
    \parsep 0pt
    \itemsep 3pt plus 2pt minus 3pt
  }
\cs_gset_eq:NN \@listI \@listi
\cs_gset_nopar:Npn \@listii
  {
    \leftmargin \leftmarginii
    \topsep    2pt plus 1pt minus 2pt
    \parsep    0pt plus 1pt
    \itemsep   \parsep
  }
\cs_gset_nopar:Npn \@listiii
  {
    \leftmargin \leftmarginiii
    \topsep    2pt plus 1pt minus 2pt
    \parsep    0pt plus 1pt
    \itemsep   \parsep
  }
\setlength \partopsep { 0pt }
```

⟨/class⟩

Part IX
ltx-talk-structure – Structural commands

1 ltx-talk-structure implementation

Start the DocStrip guards.

```
1 ⟨*class⟩
```

Identify the internal prefix.

```
2 ⟨@@=talk⟩
```

1.1 Frame title

\g__talk_frame_title_tl
\g__talk_frame_subtitle_tl

```
3 \tl_new:N \g__talk_frame_title_tl
4 \tl_new:N \g__talk_frame_subtitle_tl
```

(*End of definition for* \g__talk_frame_title_tl *and* \g__talk_frame_subtitle_tl.)

\frametitle

Just data storage: at the present no use of the optional argument.

```
5 \NewDocumentCommand \frametitle { D <> { all } O {#3} m }
6   {
7     \__talk_if_overlay:nT {#1}
8       { \tl_gset:Nn \g__talk_frame_title_tl {#3} }
9   }
10 \NewDocumentCommand \framesubtitle { D <> { all } O {#3} m }
11   {
12     \__talk_if_overlay:nT {#1}
13       { \tl_gset:Nn \g__talk_frame_subtitle_tl {#3} }
14   }
```

(*End of definition for* \frametitle. *This function is documented on page* ??.)

__talk_frame_title:n
__talk_frame_title_tagged:n

Inserting the frame title requires we deal with tagging as well as appearance: if there is a title, we need to tag just this part of the header.

```
15 \NewTemplateType { frametitle } { 1 }
16 \DeclareTemplateInterface { frametitle } { talk } { 1 }
17   {
18     after-vspace  : skip = \bigskipamount ,
19     before-vspace : skip = 0em ,
20     color         : tokenlist = ,
21     font          : tokenlist = \Large \bfseries
22   }
23 \DeclareTemplateCode { frametitle } { talk } { 1 }
24   {
25     after-vspace  = \l__talk_frametitle_after_skip ,
26     before-vspace = \l__talk_frametitle_before_skip ,
27     color         = \l__talk_frametitle_color_tl ,
28     font          = \l__talk_frametitle_font_tl
29   }
```

Here, we want to be able to apply a color to the frame title but also to know where the baseline of the first line is. That means worrying about whatsits: first box up just the text, then add around it the spacing and color, before adjusting the box reference point.

```
  {
    \noindent
    \vbox_set_top:Nn \l__talk_tmp_box
      {
        \l__talk_frametitle_font_tl
        \tl_if_blank:nF {#1}
          { \__talk_frame_title:n {#1} }
      }
    \use:e
      {
        \vbox_set:Nn \exp_not:N \l__talk_tmp_box
          {
            \exp_not:N \vspace
              { \exp_not:N \l__talk_frametitle_before_skip }
            \group_begin:
              \tl_if_empty:NF \l__talk_frametitle_color_tl
                {
                  \color_select:n
                    { \exp_not:V \l__talk_frametitle_color_tl }
                }
              \vbox_unpack:N \exp_not:N \l__talk_tmp_box
            \group_end:
            \exp_not:N \vspace
              { \exp_not:N \l__talk_frametitle_after_skip }
          }
        \box_set_ht:Nn \exp_not:N \l__talk_tmp_box
          {
            \dim_eval:n
              { \box_ht:N \l__talk_tmp_box + \l__talk_frametitle_before_skip }
          }
        \box_set_dp:Nn \exp_not:N \l__talk_tmp_box
          {
            \dim_eval:n
              { \box_dp:N \l__talk_tmp_box + \l__talk_frametitle_after_skip }
          }
      }
    \box_use_drop:N \l__talk_tmp_box
  }
\DeclareInstance { frametitle } { header } { talk } { }
\cs_new_protected:Npn \__talk_frame_title:n #1
  {
    \bool_if:NTF \g__talk_frame_tag_bool
      { \__talk_frame_title_tagged:n }
      { \use:n }
        {#1}
  }
```

We need an hbox here to deal with the specials inside the tagging (when it is active). That then means using a vbox for the box containing the heading.

```
\cs_new_protected:Npn \__talk_frame_title_tagged:n #1
  {
```

```
    \hbox:n
      {
        \__talk_header_tag_begin:e
          {
            firstkid = true ,
            parent   = \int_use:N \g__talk_frame_struct_int ,
            tag      = frametitle ,
            title    = { \text_purify:n { \g__talk_frame_title_tl } } ,
          }
        \vbox_top_to_wd:nn { \textwidth }
          {
            \tagpdfparaOff
            #1
          }
         \__talk_header_tag_end:
      }
  }
```

(*End of definition for* `\__talk_frame_title:n` *and* `\__talk_frame_title_tagged:n`.)

`\__talk_header_tag_begin:n`
`\__talk_header_tag_begin:e`
`\__talk_header_tag_end:`

Generalized control for inserting material into the header area (which is otherwise outside of tagging).

```
\cs_new_protected:Npn \__talk_header_tag_begin:n #1
  {
    \tag_resume:n { header }
    \tag_mc_end:
    \tag_struct_begin:n {#1}
    \tag_mc_begin:n { }
  }
\cs_generate_variant:Nn \__talk_header_tag_begin:n { e }
\cs_new_protected:Npn \__talk_header_tag_end:
  {
    \tag_mc_end:
    \tag_struct_end:
    \tag_mc_begin:n { artifact }
    \tag_suspend:n { header }
  }
```

(*End of definition for* `\__talk_header_tag_begin:n` *and* `\__talk_header_tag_end:`.)

1.2 Headings

`\l__talk_section_tl`
`\g__talk_section_tl`
`\l__talk_subsection_tl`
`\g__talk_subsection_tl`
`\l__talk_subsubsection_tl`
`\g__talk_subsubsection_tl`

Two versions of the data store: one set locally (but at the top level) for general use, one set (and more importantly cleared) globally to allow insertion in the header area just once per name.

```
\tl_new:N \l__talk_section_tl
\tl_new:N \g__talk_section_tl
\tl_new:N \l__talk_subsection_tl
\tl_new:N \g__talk_subsection_tl
\tl_new:N \l__talk_subsubsection_tl
\tl_new:N \g__talk_subsubsection_tl
```

(*End of definition for* `\l__talk_section_tl` *and others.*)

\l__talk_sec_bookmark_tl
\l__talk_sec_label_tl
\l__talk_sec_nameref_tl
\l__talk_sec_numbered_bool
\l__talk_sec_quote_tl
\l__talk_sec_running_tl
\l__talk_sec_subtitle_tl
\l__talk_sec_toc_tl

Here, we set up the same keyval interface as used by the kernel (see `latex-lab-sec-template.dtx`)

```
\keys_define:nn { talk / heading }
  {
    bookmark .tl_set:N =
      \l__talk_sec_bookmark_tl ,
    label .code:n =
      { \tl_put_right:N \l__talk_sec_label_tl { \label {#1} } } ,
    nameref .tl_set:N =
      \l__talk_sec_nameref_tl ,
    numbered .bool_set:N
      = \l__talk_sec_numbered_bool ,
    numbered .default:n
      = true ,
    unnumbered .bool_set_inverse:N
      = \l__talk_sec_numbered_bool ,
    unnumbered .default:n
      = true ,
    quote .tl_set:N =
      \l__talk_sec_quote_tl ,
    running .tl_set:N =
      \l__talk_sec_running_tl ,
    shorttitle .meta:n =
      {
        bookmark = {#1} ,
        nameref  = {#1} ,
        running  = {#1} ,
        toc      = {#1}
      } ,
    subtitle .tl_set:N =
      \l__talk_sec_subtitle_tl ,
    toc .tl_set:N =
      \l__talk_sec_toc_tl
  }
\tl_new:N \l__talk_sec_label_tl
```

(*End of definition for* `\l__talk_sec_bookmark_tl` *and others.*)

\section
\subsection
\subsubsection
\thesection
\thesubsection
\thesubsubsection

Here, we need full LaTeX counters, so create them using the appropriate mechanism: that also means we can sort out counter dependency and the appearance (using the same setup as in article). As (subsub)section numbers never increment inside frames, we remove these counters from the general tracker.

```
\newcounter { section }
\newcounter { subsection } [ section ]
\newcounter { subsubsection } [ subsection ]
\seq_gremove_all:Nn \g__talk_cnt_reset_seq { section }
\seq_gremove_all:Nn \g__talk_cnt_reset_seq { subsection }
\seq_gremove_all:Nn \g__talk_cnt_reset_seq { subsubsection }
\cs_gset:Npn \thesection { \@arabic \c@section }
\cs_gset:Npn \thesubsection { \thesection . \@arabic \c@subsection }
\cs_gset:Npn \thesubsubsection { \thesubsection . \@arabic \c@subsubsection }
```

(*End of definition for* `\section` *and others. These functions are documented on page* ??.)

\section
\subsection
\subsubsection
\insertsection
\insertsubsection
\insertsubsubsection
__talk_head_section:Nnn
__talk_head_subsection:Nnn
__talk_head_subsubsection:Nnn

The sectioning commands all have essentially the same form: we therefore create using a generator with the necessary conditionals in place. As we do not typeset sections at this stage, the code is quite different from article. This also means that the bookmark links need to point forward to the next slide: if that doesn't appear, the bookmarks will be out. Using the general scratch sequence here should be OK: it really is a one-off setting. We need a sequence to allow indexed mapping to avoid any extra setup for the depth value.

```
\seq_set_from_clist:Nn \l_tmpa_seq
  { section , subsection , subsubsection }
\seq_map_indexed_inline:Nn \l_tmpa_seq
  {
    \use:e
      {
        \NewDocumentCommand \exp_not:c { insert #2 } { }
          {
            \exp_not:N \tl_use:N
            \exp_not:c { l__talk_ #2 _tl }
          }
        \NewDocumentCommand \exp_not:c {#2}
          { s D <> { all } = { shorttitle } O {##4} m }
          {
            \exp_not:N \bool_if:NF \exp_not:N \l__talk_frame_bool
              {
                \__talk_if_mode:nT {##2}
                  { \exp_not:c { __talk_head_ #1 :Nnn } ##1 {##3} {##4} }
              }
          }
        \cs_new_protected:Npn \exp_not:c { __talk_head_ #1 :Nnn } ##1##2##3
          {
            \exp_not:N \bool_if:NF ##1
              { \exp_not:N \refstepcounter {#2} }
            \UseTaggingSocket { sec / end } { \use:c { toclevel@ #2 } }
            \UseTaggingSocket { sec / begin }
              {
                { \use:c { toclevel@ #2 } }
                {
                  tag =
                    \exp_not:N \UseStructureName
                      { sec / \use:c { toclevel@ #2 } }
                }
              }
            \tl_set:Nn \exp_not:c { l__talk_ #2 _tl } {##3}
            \keys_set:nn { talk / heading } { shorttitle = {##3} , ##2 }
            \exp_not:N \bool_if:NT ##1
              {
                \tl_clear:N \exp_not:N \l__talk_sec_bookmark_tl
                \tl_clear:N \exp_not:N \l__talk_sec_running_tl
                \tl_clear:N \exp_not:N \l__talk_sec_toc_tl
                \bool_set_false:N \exp_not:N \l__talk_sec_numbered_bool
              }
            \UseTaggingSocket { talk / sec / title } {#2}
            \str_if_eq:nnT {#2} { section }
              { \tl_clear:N \exp_not:N \l__talk_subsection_tl }
```

```
            \str_if_eq:nnF {#2} { subsubsection }
              { \tl_clear:N \exp_not:N \l__talk_subsubsection_tl }
            \exp_not:N \__talk_head_marks:nnVVV {#2} {#1}
              \exp_not:N \l__talk_sec_toc_tl
              \exp_not:N \l__talk_sec_bookmark_tl
              \exp_not:N \l__talk_sec_nameref_tl
            \hook_use:n { #2 / begin }
          }
        \hook_new:n { #2 / begin }
      }
}
```

(*End of definition for* `\section` *and others. These functions are documented on page* **??**.)

`\addcontentslinebookmark`
`\addcontentslinebookmarkOff`
`\addcontentslinebookmarkOn`

Patches as in `latex-lab-sec-template.dtx`.

```
\providecommand \addcontentslinebookmark [ 3 ] { }
\providecommand \addcontentslinebookmarkOff { }
\providecommand \addcontentslinebookmarkReset { }
\providecommand \texorpdfstring [ 2 ] {#1}
```

(*End of definition for* `\addcontentslinebookmark`, `\addcontentslinebookmarkOff`, *and* `\addcontentslinebookmarkOn`. *These functions are documented on page* **??**.)

`\__talk_head_marks:nnnnn`
`\__talk_head_marks:nnVVV`
`\__talk_head_marks_aux:Nnn`

For handling bookmarks, TOC, *etc.*: the naming here follows the LaTeX kernel, as does the code in general, but with some minor adjustments.

```
\cs_new_protected:Npn \__talk_head_marks:nnnnn #1#2#3#4#5
  {
    \tl_set:Nn \@currentlabelname {#5}
    \tl_if_blank:nTF {#3}
      {
        \tl_if_blank:nF {#4}
          {
            \__talk_head_marks_aux:Nnnn
              \addcontentslinebookmark {#1} {#2} {#4}
          }
      }
      {
        \tl_if_blank:nT {#4}
          { \addcontentslinebookmarkOff }
        \__talk_head_marks_aux:Nnnn
          \addcontentsline {#1} {#2} { \texorpdfstring {#3} {#4} }
      }
  }
\cs_generate_variant:Nn \__talk_head_marks:nnnnn { nnVVV }
\cs_new_protected:Npn \__talk_head_marks_aux:Nnnn #1#2#3#4
  {
    #1 { toc } {#2}
      {
        \int_compare:nNnF {#3} > { \value { secnumdepth } }
          { \protect \numberline { \use:c { the #2 } } }
         #4
      }
  }
```

(*End of definition for* `\__talk_head_marks:nnnnn` *and* `\__talk_head_marks_aux:Nnn`.)

\appendixmarker
\contentsline
__talk_saved_contentline:nnnn

At present, the best way to deal with the TOC for the appendix is to set a marker: this will likely be generalized once we add support for parts.

```
\NewDocumentCommand \appendixmarker { }
  {
    \bool_if:NTF \l__talk_appendix_bool
      { \cs_gset_eq:NN \contentsline \__talk_saved_contentline:nnnn }
      { \cs_gset_eq:NN \contentsline \use_none:nnnn }
  }
\cs_new_eq:NN \__talk_saved_contentline:nnnn \use_none:nnnn
\cs_gset_eq:NN \__talk_saved_contentline:nnnn \contentsline
```

(*End of definition for* `\appendixmarker`*,* `\contentsline`*, and* `\__talk_saved_contentline:nnnn`*. These functions are documented on page* ??.)

talk/sec/title
__talk_head_tag:nn

The argument is one of section, subsection or subsubsection.

```
\NewTaggingSocket { talk / sec / title } { 1 }
\NewTaggingSocketPlug { talk / sec / title } { default }
  {
      \exp_args:Ne \__talk_head_tag:nn
        { \text_purify:v { l__talk_ #1 _ tl } } {#1}
  }
\cs_new_protected:Npn \__talk_head_tag:nn #1#2
  {
    \tag_struct_begin:e
      {
        tag        =
          \UseStructureName { sec / \use:c { toclevel@ #2 } / title } ,
        title      = {#1} ,
        actualtext = {#1} ,
      }
    \tag_struct_end:
  }
\AssignTaggingSocketPlug { talk / sec / title } { default }
```

(*End of definition for* `talk/sec/title` *and* `\__talk_head_tag:nn`*. This function is documented on page* ??.)

1.3 Table of contents

\@starttoc
\@starttoc@aux__talknn

The standard kernel implementation here deliberately overwrites the file as soon as it's read. That's no good for us as the table of contents can be read multiple times. So we modify the code: we start from the tagging-aware version (this may need to be revisited). We retain the LaTeX 2_ε code as much as possible.

```
\cs_gset_protected:Npn \@starttoc #1
  {
    \begingroup
      \makeatletter
      \bool_if:NTF \g__talk_frame_tag_bool
        { \@starttoc@aux@@nn }
        { \use_ii:nn }
          {#1} { \@input { \jobname . #1 } }
      \legacy_if:nT { @filesw }
        {
          \AddToHook { enddocument / afterlastpage }
```

```
            {
              \expandafter \newwrite \csname tf@ #1 \endcsname
              \immediate \openout \csname tf@ #1 \endcsname \jobname .#1 \relax
            }
        }
      \@nobreakfalse
    \endgroup
  }
\cs_new_protected:Npn \@starttoc@aux@@nn #1#2
  {
    \UseTaggingSocket { toc / starttoc / before } {#1}
    #2
    \UseTaggingSocket { toc / starttoc / after } {#1}
  }
```

(*End of definition for* `\@starttoc` *and* `\@starttoc@aux__talknn`*. This function is documented on page* ??.)

`\tableofcontents` For the present simply print the output.

```
\NewDocumentCommand \tableofcontents { O { } }
  {
    \group_begin:
      \@starttoc { toc }
    \group_end:
  }
```

(*End of definition for* `\tableofcontents`*. This function is documented on page* ??.)

`\l@section` `\l@subsection` `\l@subsubsection` `\__talk_toc_aux:nnnn` `\__talk_toc_dest:n` `\__talk_toc_dest:w` `\__talk_toc_level:nnnn`

Initial hard-coded versions to be templated once we have some other effects also working. We may need to look at this "higher up" as we will need to know the section numbers. The setting of `\@tempdima` is needed as `\numberline` uses this to set the width of the box holding the section number (if used): hopefully this "interface" will change! (Values here are taken from article.)

```
\cs_new_protected:Npn \l@section #1#2
  {
    \__talk_toc_aux:nnnn { 1 }
      {
        \bfseries
        \color { structure }
        \dim_set:Nn \@tempdima { 2.3em }
      }
      {#1} {#2}
  }
\cs_new_protected:Npn \l@subsection #1#2
  {
    \__talk_toc_aux:nnnn
      { 2 }
      {
        \skip_set:Nn \leftskip { 2em }
        \dim_set:Nn \@tempdima { 2.3em }
        \color_ensure_current:
      }
      {#1} {#2}
  }
```

```
\cs_new_protected:Npn \l@subsubsection #1#2
  {
    \__talk_toc_aux:nnnn
      { 3 }
      {
        \skip_set:Nn \leftskip { 4em }
        \dim_set:Nn \@tempdima { 3.2em }
        \color_ensure_current:
        \footnotesize
      }
      {#1} {#2}
  }
\cs_new_protected:Npn \__talk_toc_aux:nnnn #1#2#3#4
  {
    \int_compare:nNnTF { \value { section } } < 1
      { \use:n }
      { \__talk_toc_dest:n }
        { \__talk_toc_level:nnnn {#1} {#2} {#3} {#4} }
  }
```

We can extract the details for the TOC levels from `\@contentsline@destination`. At present, that is quite simple-minded: if we are in the current section, show fully, else make semi-opaque. Needs a rounded-out interface but the basic idea will be the same.

```
\cs_new_protected:Npn \__talk_toc_dest:n
  {
    \exp_after:wN \__talk_toc_dest:w \@contentsline@destination
      . 0 . 0 . 0 . \q_stop
  }
\cs_new_protected:Npn \__talk_toc_dest:w #1 . #2 . #3 . #4 . #5 \q_stop #6
  {
    \bool_lazy_or:nnTF
      {
        \bool_lazy_and_p:nn
          { \int_compare_p:nNn { \value { section } } = {#2} }
          { \int_compare_p:nNn { \value { subsection } } = 0 }
       }
       {
         \bool_lazy_and_p:nn
           { \int_compare_p:nNn { \value { section } } = {#2} }
           { \int_compare_p:nNn { \value { subsection } } = {#3} }
      }
      {#6}
      {
        \opacity_begin:n { 0.2 }
          #6
        \opacity_end:
      }
  }
\cs_new_protected:Npn \__talk_toc_level:nnnn #1#2#3#4
  {
    \int_compare:nNnF {#1} > { \value { tocdepth } }
      {
        \group_begin:
          \noindent
```

```
          #2
          \UseHookWithArguments { contentsline / text / before } { 4 }
            {#1} {#3} {#4} { \@contentsline@destination }
          #3
          \UseHookWithArguments { contentsline / text / after } { 4 }
            {#1} {#3} {#4} { \@contentsline@destination }
          \UseHookWithArguments { contentsline / page / before } { 4 }
            {#1} {#3} {#4}
            { \@contentsline@destination }
         \UseHookWithArguments { contentsline / page / after } { 4 }
            {#1} {#3} {#4}
            { \@contentsline@destination }
          \par
        \group_end:
        \vfil
      }
  }
```

(*End of definition for* `\l@section` *and others. These functions are documented on page* **??**.)

```
\setcounter { tocdepth } { 2 }
```

1.4 Block environments

`description` (*env.*) Stub logical environments: needed as the tagging setup expects these to exist.

`quote` (*env.*)

`quotation` (*env.*)

`verse` (*env.*)

`stdquote` (*env.*)

`stdquotation` (*env.*)

`stdverse` (*env.*)

```
\NewDocumentEnvironment { description } { } { } { }
\NewDocumentEnvironment { quote } { } { } { }
\NewDocumentEnvironment { quotation } { } { } { }
\NewDocumentEnvironment { verse } { } { } { }
\AddToHook { begindocument / before }
  {
    \clist_map_inline:nn { quote , quotation , verse }
      {
        \NewEnvironmentCopy { std #1 } {#1}
        \RenewDocumentEnvironment {#1} { d <> !O { } }
          {
            \__talk_action_begin:n {##1}
            \begin { std #1 } [ {##2} ]
              \ignorespaces
          }
          {
            \end { std #1 }
            \__talk_action_end:
          }
      }
  }
```

`block` (*env.*)

```
\NewDocumentEnvironment { block } { d <> m }
  {
    \__talk_action_begin:n {#1}
    \par
    \vbox_set:Nw \l__talk_tmp_box
      \group_begin:
```

```
        \medskip
        \leavevmode
        \normalfont \large \bfseries
        \color { structure }
        #2
        \par
        \medskip
      \group_end:
  }
  {
    \vbox_set_end:
    \box_use:N \l__talk_tmp_box
    \par
    \__talk_action_end:
  }
```

1.5 Lists

\item
__talk_item_parse_spec:w
__talk_item_parse_spec:n

Again, add the additional argument: here, we have to do a little gymnastics. The test for an overlay has to come after the standard item definition: in a list, items have to *close* the structure before them first, so if we test too early, we'd end up covering then uncovering straight away! Once it is stable, we should revisit here to see if it would be sensible to use the hook mechanism.

```
\AddToHook { begindocument / before }
  {
    \NewCommandCopy \stditem \item
    \RenewDocumentCommand \item { d <> o }
      {
        \IfNoValueTF {#2}
          { \stditem }
          { \stditem [ {#2} ] }
        \IfNoValueTF {#1}
          {
            \exp_after:wN \__talk_item_parse_spec:w
              \l__talk_action_spec_str < all > \q_stop
          }
          { \__talk_item_parse_spec:n {#1} }
      }
  }
```

Parsing the spec is a separate function here as there are a couple of routes to get here. At present we only have a `false` branch, but for spacing we likely will need to add something to the `true` branch too. The odd stuff with `\currentgrouplevel` here is needed so we only close the item at the correct nesting, allowing for the group that gets added.

```
\cs_new_protected:Npn \__talk_item_parse_spec:w #1 < #2 > #3 \q_stop
  { \__talk_item_parse_spec:n {#2} }
\cs_new_protected:Npn \__talk_item_parse_spec:n #1
  {
    \bool_lazy_or:nnF
      { \tl_if_blank_p:n {#1} }
      { \str_if_eq_p:nn {#1} { all } }
      {
        \tl_set:Ne \l__talk_list_end_tl
```

```
          {
            \exp_not:N \int_compare:nNnT \tex_currentgrouplevel:D =
              { \int_eval:n { \tex_currentgrouplevel:D + 1 } }
              {
                \__talk_action_end:
                \tl_clear:N \exp_not:N \l__talk_list_end_tl
              }
          }
        \__talk_action_begin:n {#1}
      }
  }
```

(*End of definition for* `\item`*,* `\__talk_item_parse_spec:w`*, and* `\__talk_item_parse_spec:n`*. This function is documented on page* **??**.)

`\l__talk_list_end_tl`

```
\tl_new:N \l__talk_list_end_tl
\AddToHook { item / after } { \l__talk_list_end_tl }
```

(*End of definition for* `\l__talk_list_end_tl`.)

`\__talk_block_set:n`
`\__talk_block_set:w`

We need to handle the classical beamer syntax in optional arguments: `[<...>]`. The code here uses the same idea as the function for frames, but with only one key set up and the need to return a value, things are be done slightly differently.

```
\cs_new_protected:Npn \__talk_block_set:n #1
  {
    \tl_clear:N \l__talk_tmp_tl
    \tl_if_head_eq_charcode:nNTF {#1} { < }
      { \__talk_block_set:w #1 \q_nil > \q_nil \q_stop }
      { \keys_set_known:nnN { talk / block } {#1} \l__talk_tmp_tl }
  }
\cs_new_protected:Npn \__talk_block_set:w < #1 > #2 \q_nil #3 \q_stop
  {
    \tl_if_empty:nF {#3}
      {
        \keys_set_known:nnN { talk / block }
          { action-spec = { < #1 > } , #2 } \l__talk_tmp_tl
      }
  }
```

(*End of definition for* `\__talk_block_set:n` *and* `\__talk_block_set:w`.)

`itemize` (*env.*)
`enumerate` (*env.*)
`description` (*env.*)

Allow for the classical beamer syntax.

```
\AddToHook { begindocument / before }
  {
    \clist_map_inline:nn { itemize , enumerate , description }
      {
        \RenewDocumentEnvironment {#1} { !o }
          {
            \IfNoValueTF {##1}
              { \SimpleBlockEnv {#1} { } }
              {
                \__talk_block_set:n {##1}
                \ExpandArgs { nV } \SimpleBlockEnv {#1} \l__talk_tmp_tl
              }
```

```
          }
          { \BlockEnvEnd }
      }
  }
```

And add the structural color to item labels.

```
\AddToHook { begindocument / before }
  {
    \EditInstance { item } { basic }
      { label-format = \color { structure } #1 }
    \EditInstance { item } { description }
      { label-format = \normalfont \bfseries \color { structure } #1 }
  }
```

\l__talk_action_spec_str

Add an overlay key to the `block` template. Placed here, it applies *before* the `\item` starts, so we do not have to redefine the latter to do actions up-front. This also means it can apply to whatever we want it to within a block.

```
\keys_define:nn { talk / block }
  { action-spec .str_set:N = \l__talk_action_spec_str }
```

(*End of definition for* `\l__talk_action_spec_str`.)

1.6 Theorems, *etc.*

\newtheorem
\stdnewtheorem

We need to extend the creation of theorems by adding the overlay argument. This means grabbing all of the arguments up-front, then having to pass them on to different versions of `\newtheorem` depending on what else has been loaded.

```
\NewCommandCopy \stdnewtheorem \newtheorem
\RenewDocumentCommand \newtheorem { s m o m o }
  {
    \use:e
      {
        \exp_not:N \stdnewtheorem
          \IfBooleanT #1 { * }
          { \exp_not:n {#2} }
          \IfNoValueF {#3} { \exp_not:n { [ {#3} ] } }
          { \exp_not:n {#4} }
          \IfNoValueF {#5} { \exp_not:n { [ {#5} ] } }
      }
    \NewEnvironmentCopy { std #2 } {#2}
    \RenewDocumentEnvironment {#2} { D <> { all } o }
      {
        \__talk_action_begin:n {##1}
        \IfNoValueTF {##2}
          { \begin { std #2 } }
          { \begin { std #2 } [ {##2} ] }
            \ignorespaces
      }
      {
        \end { std #2 }
        \__talk_action_end:
      }
  }
```

(*End of definition for* `\newtheorem` *and* `\stdnewtheorem`. *These functions are documented on page* **??**.)

1.7 Bibliographies

thebibliography The article definition but without the section part.

```
\NewDocumentEnvironment { thebibliography } { m }
  {
    \list { \@biblabel { \@arabic \c@enumiv } }
      {
        \settowidth \labelwidth { \@biblabel {#1} }
        \leftmargin \labelwidth
        \advance \leftmargin \labelsep
        \@openbib@code
        \usecounter { enumiv }
        \let \p@enumiv \@empty
        \renewcommand \theenumiv { \@arabic \c@enumiv }
      }
    \sloppy
    \clubpenalty 4000
    \@clubpenalty \clubpenalty
    \widowpenalty 4000
    \sfcode `\. \@m
  }
  {
    \def \@noitemerr
      { \@latex@warning { Empty~`thebibliography'~environment } }
    \endlist
  }
\cs_set_eq:NN \@openbib@code \@empty
```

(*End of definition for* `thebibliography`. *This function is documented on page* **??**.)

1.8 Supplementary material

\l__talk_appendix_bool

```
\bool_new:N \l__talk_appendix_bool
```

(*End of definition for* `\l__talk_appendix_bool`.)

\appendix Set up the global boolean and the TOC control.

```
\NewDocumentCommand \appendix { D <> { all } }
  {
    \__talk_if_overlay:nT {#1}
      { \bool_set_true:N \l__talk_appendix_bool }
    \addtocontents { toc } { \appendixmarker }
    \cs_gset_eq:NN \contentsline \use_none:nnnn
  }
```

(*End of definition for* `\appendix`. *This function is documented on page* **??**.)

⟨/class⟩

Part X
ltx-talk-title – Title pages

1 ltx-talk-title implementation

Start the DocStrip guards.

```
1 ⟨*class⟩
```

Identify the internal prefix.

```
2 ⟨@@=talk⟩
```

\@author
\@date
\@institute
\@subtitle
\@title
\@shortauthor
\@shortdate
\@shortinstitute
\@shortsubtitle
\@shorttitle

We create a set of keys and variables in one go. Following the classical kernel approach, all of the underlying storage is global. The short values will always be set in the following code so can be used automatically anywhere we might want them.

```
3 \clist_map_inline:nn
4   { author , date , institute , subtitle , title }
5   {
6     \keys_define:nn { talk / metadata }
7       {
8         #1 .tl_gset:c = @ #1 ,
9         short- #1 .tl_gset:c = @short #1
10      }
11  }
```

Allow empty values for author and title.

```
12 \tl_gclear:N \@author
13 \tl_gclear:N \@title
```

As the date has a standard value, that has to be propagated.

```
14 \tl_gset_eq:NN \@shortdate \@date
```

(*End of definition for* `\@author` *and others. These variables are documented on page* **??**.)

\author
\date
\title

Slightly repetitive but as we need to handle the tagging aspects, this is easier than using a loop. The main aim is to add the short metadata concept. Notice that keys are set before the main data storage in case someone set the value as a key as well as a mandatory argument.

```
15 \RenewDocumentCommand \author { = { short-author } O { {#2} } m }
16   {
17     \keys_set:nn { talk / metadata } {#1}
18     \tl_gset:Nn \@author {#2}
19     \tl_gset_eq:NN \g__tag_title_author_tl \@author
20     \keys_set_known:nn { hyp } {#1}
21   }
22 \RenewDocumentCommand \date { = { short-date } O { {#2} } m }
23   {
24     \keys_set:nn { talk / metadata } {#1}
25     \tl_gset:Nn \@date {#2}
26   }
27 \RenewDocumentCommand \title { = { short-title } O { {#2} } m }
28   {
29     \keys_set:nn { talk / metadata } {#1}
```

```
    \tl_gset:Nn \@title {#2}
    \tl_gset_eq:NN \g__tag_title_title_tl \@title
    \keys_set_known:nn { hyp } {#1}
  }
```

(*End of definition for* `\author`, `\date`, *and* `\title`. *These functions are documented on page* ??.)

`\institute` `\subtitle`

Simple storage at present: unlike some of the kernel data, there is not a lot to do here.

```
\NewDocumentCommand \institute { = { short-institute } O { {#2} } m }
  {
    \keys_set:nn { talk / metadata } {#1}
    \tl_gset:Nn \@institute {#2}
  }
\NewDocumentCommand \subtitle { = { short-subtitle } O { {#2} } m }
  {
    \keys_set:nn { talk / metadata } {#1}
    \tl_gset:Nn \@subtitle {#2}
  }
```

(*End of definition for* `\institute` *and* `\subtitle`. *These functions are documented on page* ??.)

`\l__talk_titlelem_after_skip` `\l__talk_titlelem_before_skip` `\l__talk_titlelem_color_tl` `\l__talk_titlelem_font_tl` `\l__talk_titlelem_tag_begin_tl` `\l__talk_titlelem_tag_end_tl`

As the various elements of the titlepage share certain characteristics, we use a single template and split them as instances.

```
\NewTemplateType { titlepage-element } { 1 }
\DeclareTemplateInterface { titlepage-element } { talk } { 1 }
  {
    after-skip : length = 0em ,
    before-skip : length = 0em ,
    color : tokenlist = . ,
    font : tokenlist = \normalfont ,
    tag-begin : tokenlist = ,
    tag-end : tokenlist =
  }
\DeclareTemplateCode { titlepage-element } { talk } { 1 }
  {
    after-skip  = \l__talk_titlelem_after_skip ,
    before-skip = \l__talk_titlelem_before_skip ,
    color       = \l__talk_titlelem_color_tl ,
    font        = \l__talk_titlelem_font_tl ,
    tag-begin   = \l__talk_titlelem_tag_begin_tl ,
    tag-end     = \l__talk_titlelem_tag_end_tl
  }
  {
    \tl_if_empty:nF {#1}
      {
        \vspace { \l__talk_titlelem_before_skip }
        \group_begin:
          \tl_if_empty:NF \l__talk_titlelem_color_tl
            { \color_select:V \l__talk_titlelem_color_tl }
          \l__talk_titlelem_font_tl
          \l__talk_titlelem_tag_begin_tl
          #1
          \par
          \l__talk_titlelem_tag_end_tl
```

```
        \group_end:
        \vspace { \l__talk_titlelem_after_skip }
      }
  }
```

Standard settings are taken from beamer with minor adjustments.

```
\DeclareInstance { titlepage-element } { author } { talk }
  { before-skip = 1em }
\DeclareInstance { titlepage-element } { date } { talk }
  { after-skip = 0.5em }
\DeclareInstance { titlepage-element } { institute } { talk }
  { font = \scriptsize }
\DeclareInstance { titlepage-element } { subtitle } { talk }
  { before-skip = 0.25em , color = structure }
\DeclareInstance { titlepage-element } { title } { talk }
  {
    color = structure ,
    font = \Large ,
    tag-begin = \tag_struct_begin:n { tag = Title } ,
    tag-end = \tag_struct_end:
  }
```

(*End of definition for* `\l__talk_titlelem_after_skip` *and others.*)

\l__talk_titlepage_order_clist
\l__talk_titlepage_alignment_tl
\l__talk_titlepage_framestyle_tl
\l__talk_frame_alignment_tl

Here, we deal with the overall style: notice that frame vertical alignment actually applies elsewhere, which is why it doesn't show up in the template code part. As a result, we have a slightly repetitive key interface.

```
\NewTemplateType { titlepage } { 0 }
\DeclareTemplateInterface { titlepage } { talk } { 0 }
  {
    element-order : commalist =
      {
        title     ,
        subtitle  ,
        author    ,
        institute ,
        date
      } ,
    frame-style : tokenlist = talk ,
    horizontal-alignment : choice { left , center ,  right } = center ,
    vertical-alignment : choice { bottom , center , stretch , top } = center
  }
\DeclareTemplateCode { titlepage } { talk } { 0 }
  {
    element-order = \l__talk_titlepage_order_clist ,
    frame-style = \l__talk_titlepage_framestyle_tl ,
    horizontal-alignment =
      {
        left = \tl_set:Nn \l__talk_titlepage_alignment_tl { flushleft } ,
        center = \tl_set:Nn \l__talk_titlepage_alignment_tl { center } ,
        right = \tl_set:Nn \l__talk_titlepage_alignment_tl { flushright }
      } ,
    vertical-alignment =
      {
        bottom = \tl_set:Nn \l__talk_frame_alignment_tl { bottom } ,
```

```
        center = \tl_set:Nn \l__talk_frame_alignment_tl { center } ,
        stretch = \tl_set:Nn \l__talk_frame_alignment_tl { stretch } ,
        top = \tl_set:Nn \l__talk_frame_alignment_tl { top }
      }
  }
  {
    \tl_if_empty:NF \l__talk_titlepage_framestyle_tl
      { \exp_args:NV \thispagestyle \l__talk_titlepage_framestyle_tl }
    \begin { \l__talk_titlepage_alignment_tl }
      \cs_set_protected:Npn \and { \quad }
      \clist_map_inline:Nn \l__talk_titlepage_order_clist
        {
          \ExpandArgs { nnv } \UseInstance { titlepage-element }
            {##1} { @ ##1 }
        }
    \end { \l__talk_titlepage_alignment_tl }
  }
```

(*End of definition for* `\l__talk_titlepage_order_clist` *and others.*)

`\maketitle` A very simple setup with just some expansion needed.

```
\ExpandArgs { Nne } \NewDocumentCommand \maketitle { O {} }
  {
    \exp_not:N \bool_if:NTF \exp_not:N \l__talk_frame_bool
      { \exp_not:N \UseTemplate { titlepage } { talk } {#1} }
      {
        \exp_not:N \begin { frame }
          \bool_if:NT \l__talk_frame_title_bool { { } }
          \exp_not:N \UseTemplate { titlepage } { talk } {#1}
        \exp_not:N \end { frame }
      }
  }
```

(*End of definition for* `\maketitle`. *This function is documented on page* ??.)

⟨/class⟩

Index

The italic numbers denote the pages where the corresponding entry is described, numbers underlined point to the definition, all others indicate the places where it is used.

Symbols

\(. 77
\) 77
\. 555
@ commands:
  \@_decode_overlay_+:nw 168
@starttoc@aux internal commands:
  \@starttoc@aux__talknn 273
\\ 363

A

\abovecaptionskip 155, 157
\action 157
actionenv (env.) 157
\addcontentsline 234
\addcontentslinebookmark 215, 227
\addcontentslinebookmarkOff . . 215, 232
\addcontentslinebookmarkOn 215
\addcontentslinebookmarkReset 217
\addtocontents 568
\AddToHook 54, 283, 359, 397, 424, 435, 472, 483, 484, 488, 504, 507, 638
\addtolength 51
\advance 545
\againframe 613
\alert *46*, 135
alertenv (env.) 142
\alt 230
\and 131
\appendix 564, 643
\appendixmarker 247, 568
\arabic 492, 496
\arraycolsep 25
\arrayrulewidth 27
\AssignSocketPlug 201
\AssignStructureRole 125, 127
\AssignTaggingSocketPlug 272
\author 15

B

\begin 122, 126, 130, 144, 405, 468, 530, 531
\begingroup 162, 275, 445
\belowcaptionskip 156, 158
\bfseries 21, 39, 308, 422, 509
\bigskipamount 18
block (env.) 414
\BlockEnvEnd 501
bool commands:
  \bool_do_until:nn 125
  \bool_do_while:Nn 30
  \bool_gset_eq:NN 105
  \bool_gset_false:N 37, 104
  \bool_gset_true:N . 103, 254, 264, 270
  \bool_if:NTF 6, 6, 46, 48, 50, 57, 63, 71, 71, 72, 78, 79, 81, 89, 93, 96, 115, 141, 145, 147, 172, 180, 194, 200, 213, 217, 249, 258, 277, 340, 521, 526, 550, 570, 642
  \bool_lazy_and:nnTF 56, 58, 171, 267, 351
  \bool_lazy_and_p:nn 26, 353, 358
  \bool_lazy_or:nnTF 18, 23, 23, 351, 455
  \bool_new:N . 3, 3, 4, 4, 8, 9, 10, 15, 153, 155, 156, 232, 485, 487, 488, 563
  \bool_set_eq:NN 100, 192, 196
  \bool_set_false:N 32, 33, 34, 35, 36, 46, 185, 199, 577, 599
  \bool_set_true:N 27, 28, 62, 63, 80, 84, 85, 121, 154, 174, 183, 190, 232, 251, 255, 261, 266, 523, 567, 586, 608
  \c_false_bool 15
  \c_true_bool 14, 209, 226
box commands:
  \box_dp:N 63, 63, 352
  \box_gclear:N 98
  \box_gset_eq:NN 122
  \box_ht:N 58, 59, 62, 68, 111, 309, 334, 352
  \box_if_empty:NTF 141
  \box_if_empty_p:N 125
  \box_new:N 5, 6, 7, 76, 170
  \box_set_dp:Nn 60, 66
  \box_set_eq:NN 119, 124
  \box_set_ht:Nn 55, 60
  \box_use:N 36, 41, 431
  \box_use_drop:N 26, 66, 70, 71, 76, 130, 287, 314, 318, 320, 355, 420
  \box_wd:N 50, 55
box internal commands:
  __box_dim_eval:n 47, 50, 55, 58
  __box_set_to_wd: 54, 59
  __box_set_to_wd:NNnn 30, 32, 35, 40, 43

C

\clearpage 155

clist commands:
\clist_clear:N 37, 38, 39, 40
\clist_const:Nn 70
\clist_if_empty:NTF 153, 225
\clist_if_in:NnTF 78, 231
\clist_map_break: 271
\clist_map_inline:Nn ... 132, 234, 407
\clist_map_inline:nn 3, 107, 121, 138, 399, 490
\clist_new:N 12, 16, 77, 506
\clist_pop:NNTF 403
\clist_put_left:Nn 150
\clist_remove_duplicates:N 151
\clist_set:Nn 230
\clist_set_eq:NN 149
\clubpenalty 552, 553
\color 4, 11, 56, 309, 423, 507, 509
color commands:
\color_ensure_current: .. 63, 321, 332
\color_group_begin: 48, 60
\color_group_end: 48
\color_math:nn 9, 26
\color_math:nnn 10, 27
\color_select:n 7, 16, 37, 47, 58, 59, 68, 69, 288, 338, 401, 442
\color_select:nn 8, 17, 38, 70
color internal commands:
__color_backend_reset: 64
\colorlet 74
column (env.) 78
columns (env.) 11
\columnwidth 20, 87, 122
\contentsline 247, 569
cs commands:
\cs_generate_variant:Nn 7, 8, 9, 10, 70, 72, 73, 74, 102, 237, 557
\cs_gset:Npn 155, 156, 157, 420
\cs_gset_eq:NN 59, 63, 64, 101, 250, 251, 254, 569
\cs_gset_nopar:Npn 52, 60, 67
\cs_gset_protected:Npn ... 29, 31, 33, 38, 43, 52, 62, 67, 69, 225, 273, 358
\cs_if_exist:NTF 145, 304
\cs_if_exist_p:N 352
\cs_if_exist_use:NTF ... 181, 202, 219
\cs_new:Npn 7, 10, 34, 35, 36, 37, 38, 39, 40, 41, 42, 195, 293, 426, 428, 430, 491, 492, 495, 496, 499, 502, 505
\cs_new_eq:NN 6, 9, 61, 62, 65, 66, 105, 202, 224, 253, 460, 490, 494
\cs_new_nopar:Npn 3, 473
\cs_new_protected:Npe 76, 98, 124
\cs_new_protected:Npn . 11, 12, 18, 18, 20, 34, 41, 44, 51, 52, 53, 54, 54, 55, 56, 61, 67, 68, 69, 69, 73, 75, 75, 76, 77, 82, 91, 92, 95, 103, 108, 111, 113, 117, 119, 131, 133, 134, 157, 163, 168, 168, 169, 175, 178, 178, 178, 180, 181, 186, 188, 189, 190, 193, 195, 195, 206, 211, 214, 217, 219, 219, 223, 238, 238, 241, 248, 261, 274, 292, 304, 314, 323, 325, 337, 344, 349, 349, 369, 391, 436, 443, 451, 453, 467, 469, 473, 480, 513, 518, 542, 558, 564, 613, 622, 624
\cs_set:Npn 14, 15, 85
\cs_set_eq:NN 83, 189, 455, 456, 470, 471, 481, 482, 562
\cs_set_nopar:Npn 130, 191, 192, 193, 194, 448, 450, 454, 458, 460, 465, 475, 480
\cs_set_protected:Npn 54, 131, 135, 159, 258
\cs_to_str:N 381, 386
\csname 166, 285, 286

D

\date 15
\day 20
\DeclareColor 71, 77, 78, 79
\DeclareInstance 68, 79, 81, 83, 85, 87, 112, 132, 295, 296, 297, 298, 299, 300, 301, 358, 423
\DeclareInstanceCopy 361, 426
\DeclareTemplateCode 23, 54, 109, 109, 110, 274, 313, 376
\DeclareTemplateInterface 16, 45, 95, 105, 107, 267, 303, 366
\def 558
\definecolor 75
description (env.) 393, 488
dim commands:
\dim_compare:nNnTF 307, 352
\dim_compare_p:nNn 59, 354
\dim_const:Nn 132, 138
\dim_eval:n 57, 62, 65, 66, 67
\dim_max:nn 72, 333
\dim_set:Nn 19, 86, 310, 320, 331
\dim_set_eq:NN 20, 87
\dim_to_decimal:n 125
\dim_use:N 153, 154
\DocumentMetadata 7
\doublerulesep 28

E

\EditInstance 362, 427, 506, 508
\emph 366
\end 135, 136, 137, 147, 409, 471, 535

\endcsname 166, 285, 286
\endfloatenv 133, 146
\endgroup 168, 290, 458
\endlist 560
enumerate (env.) 488
environments:
actionenv 157
alertenv 142
block 414
column 78
columns 11
description 393, 488
enumerate 488
figure 138
invisibleenv 130
itemize 488
onlyenv 150
overlayarea 281
overprint 298
quotation 393
quote 393
stdquotation 393
stdquote 393
stdverse 393
table 138
uncoverenv 130
verse 393
visibleenv 130
exp commands:
\exp_after:wN 173, 346, 445
\exp_args:Ne 19, 66, 135, 258, 270, 424, 474, 478
\exp_args:Nne 588
\exp_args:No 41
\exp_args:NV 129, 195
\exp_args:Nv 617
\exp_args_generate:n 71
\exp_not:N 40, 42, 43, 50, 52, 53, 55, 60, 78, 80, 81, 82, 84, 85, 89, 91, 92, 98, 101, 104, 106, 109, 126, 126, 127, 128, 130, 131, 132, 132, 133, 135, 136, 138, 140, 141, 141, 142, 144, 144, 145, 146, 147, 149, 164, 166, 167, 169, 172, 175, 178, 180, 181, 188, 192, 194, 196, 197, 198, 199, 203, 205, 206, 207, 208, 209, 340, 352, 385, 386, 387, 408, 461, 465, 518
\exp_not:n 48, 342, 410, 411, 520, 521, 522, 523, 554
\exp_stop_f: 65, 66, 67
\expandafter 285
\ExpandArgs 123, 130, 134, 139, 342, 381, 382, 405, 412, 498

F

\fboxrule 32
\fboxsep 31
\fi 18, 164
figure (env.) 138
\figurename 149
file commands:
\file_if_exist_input:nTF 125
\file_input:n 127
fnote commands:
\fnote_makefntext:n 202
\font 77
\fontchardp 77
\fontcharht 77
\footins 30
\footnote 172, 173
\footnoterule *21*, 143
\footnotesize 333
\footnotetext 180, 181
\footskip 390, 391
fp commands:
\fp_eval:n 130
\fp_to_dim:n 121, 128, 140
\frame *31*, 29, 512
frame 570
frame* 570
\framesubtitle 10
\frametitle 5, 578, 589

G

\gdef 340
\geometry *4*
group commands:
\group_begin: . . . 14, 33, 44, 67, 84, 137, 159, 170, 300, 373, 419, 441, 631
\c_group_begin_token 57
\group_end: 32, 41, 51, 75, 88, 140, 163, 228, 302, 388, 427, 445, 635
\group_insert_after:N 59

H

hbox commands:
\hbox:n 78, 130, 285
\hbox_set:Nw 45, 85
\hbox_set_end: 25, 75, 99
\hbox_set_to_wd:Nnw 18
\headsep 308, 327, 328
\hfil 83, 374, 418, 452, 463, 468, 478
hook commands:
\hook_gput_code:nnn 70, 129, 346
\hook_new:n 212
\hook_use:n 210
\hspace 284, 292
\HyperDestNameFilter 420
\hypersetup 197

I

\IfBooleanT 409, 519
\ifcase 5
\IfFormatAtLeastF 7
\IfNoValueF 410, 411, 521, 523
\IfNoValueTF 15, 25, 36, 47, 73, 176, 184, 267, 440, 443, 494, 529
\ignorespaces 19, 21, 92, 166, 239, 279, 406, 532
\immediate 286
\includegraphics 400
\insertsection 158
\insertsubsection 158
\insertsubsubsection 158
\institute 34
int commands:
\int_compare:nNnTF . . 20, 82, 242, 250, 253, 260, 263, 339, 371, 461, 640
\int_compare_p:nNn 268, 269, 354, 355, 359, 360
\int_eval:n 271, 462, 498
\int_gincr:N 36, 51, 81, 268, 473, 520, 522, 532
\int_gset:Nn 184, 269
\int_gset_eq:NN 27, 212, 217, 222
\int_gzero:N 16, 28, 95
\int_incr:N 302
\int_max:nn 220
\int_new:N 5, 8, 9, 10, 200, 211, 228, 292, 466, 486, 489, 493
\int_set_eq:NN 15
\int_step_inline:nn 644
\int_to_Roman:n 295
\int_to_roman:n 296
\int_use:N . . . 11, 17, 83, 136, 152, 432, 475, 479, 501, 504, 534, 649, 655
\c_max_int 244, 269
\invisible 121
invisibleenv (env.) 130
iow commands:
\iow_now:Nn 338
\item *70*, 435
itemize (env.) 488
\itemsep 57, 65, 72

J

\jobname 280, 286

K

keys commands:
\l_keys_choice_str 92, 95
\keys_define:nn 3, 5, 6, 31, 79, 99, 109, 116, 233, 511
\keys_set:nn . . 7, 17, 17, 24, 29, 36, 41, 50, 84, 116, 193, 256, 562, 567, 568
\keys_set_known:nn 20, 32
\keys_set_known:nnN 478, 484
\l_keys_value_tl 46, 253

L

\label 121, 436
\labelenumi 34
\labelenumii 35
\labelenumiii 36
\labelenumiv 37
\labelitemfont 38, 39, 40, 41, 42
\labelitemi 38
\labelitemii 39
\labelitemiii 40
\labelitemiv 41
\labelsep 29, 33, 49, 51, 545
\labelwidth 50, 51, 543, 544
\Large 21, 90
\large 422
\leavevmode 89, 421
\leftmargin 54, 62, 69, 544, 545
\leftmargini 43, 50, 54
\leftmarginii 44, 62
\leftmarginiii 45, 69
\leftmarginiv 46
\leftmarginv 47
\leftmarginvi 48
\leftskip 319, 330
legacy commands:
\legacy_if:nTF 50, 265, 281, 336
\let 548
\list 541

M

\makeatletter 276
\maketitle 139
\mathcolor 5, 11
\mbox 394
\medskip 420, 426
\mode 11
mode commands:
\mode_if_horizontal:TF 33
\mode_if_horizontal_p: 24
\mode_if_inner_p: 28
\mode_if_math:TF 393
\mode_if_vertical:TF 39
\mode_if_vertical_p: 27
\mode_leave_vertical: . . . 32, 396, 472
\month 5
msg commands:
\msg_error:nnn 140, 158, 163, 210, 227, 545, 620

\msg_fatal:nn 15
\g_msg_module_name_prop 5
\g_msg_module_type_prop 6
\msg_new:nnn 22, 361
\msg_new:nnnn 9, 275, 281, 287, 648, 654, 661, 667
\msg_warning:nn 27, 354, 357
\msg_warning:nnn 347

N

\NeedsDocumentMetadata 17
\NewCommandCopy 4, 5, 6, 172, 180, 381, 401, 437, 512, 513, 637
\newcounter *23*, 149, 149, 150, 151
\NewDocumentCommand 5, 10, 11, 34, 39, 71, 123, 135, 139, 145, 157, 164, 169, 230, 236, 247, 253, 263, 298, 564, 629
\NewDocumentEnvironment 11, 78, 130, 140, 142, 150, 165, 281, 298, 393, 394, 395, 396, 414, 539, 581, 603
\NewEnvironmentCopy 401, 525
\newlabel 449
\newlength 155, 156
\NewSocketPlug 188
\NewTaggingSocket 255
\NewTaggingSocketPlug 256
\NewTemplateType 15, 44, 94, 104, 106, 266, 302, 365
\newtheorem *70*, 513
\newwrite 285
\noindent 31, 324, 374, 387
\normalfont 42, 50, 307, 422, 509
\normalsize 165
\number 20, 22
\numberline *65*, 243

O

\obeyedline *19*, 85
\only *50*, 145
onlyenv (env.) 150
\onslide *46*, 236
opacity commands:
\opacity_begin:n 52, 364
\opacity_end: 54, 366
\openout 286
\or . . 5, 6, 7, 8, 9, 10, 11, 12, 13, 14, 15, 16
overlayarea (env.) 281
overprint (env.) 298

P

\pagecolor 43
\pagestyle 484
\paperheight 57, 58
\paperwidth 58, 332, 395, 443, 444
\par *35*, *37*, 14, 28, 48, 71, 73, 80, 95, 100, 161, 167, 276, 290, 321, 387, 417, 425, 432
\parsep 56, 64, 65, 71, 72
\partopsep 74
\pause *46*, 263
pdfxform commands:
\pdfxform_new:nnn 474
\pdfxform_use:n 478
prg commands:
\prg_generate_conditional_variant:Nnn 10, 10
\prg_new_protected_conditional:Npnn 3, 3
\prg_return_false: 8, 8
\prg_return_true: 7, 7
\ProcessedArgument 14, 15
\ProcessKeyOptions 124
prop commands:
\prop_gput:Nnn 5, 6
property commands:
\property_new:nnnn . 11, 497, 500, 503
\property_record:nn 152, 509
\property_ref:nn . . . 17, 499, 502, 505
\protect 243
\providecommand 215, 216, 217, 218
\ProvidesExplClass 3
\put 57

Q

\quad 131
quark commands:
\q_nil 477, 480, 561, 564
\quark_if_recursion_tail_stop:N 180
\quark_if_recursion_tail_stop_do:Nn 197, 208
\quark_if_recursion_tail_stop_do:nn 56
\q_recursion_stop 47, 175, 200
\q_recursion_tail 47, 175, 200
\q_stop 92, 101, 127, 132, 136, 145, 174, 178, 235, 238, 347, 349, 427, 428, 446, 451, 477, 480, 561, 564
quotation (env.) 393
quote (env.) 393

R

\raggedright 90, 166, 278
\refstepcounter 181
\relax 286
\relsize 130
\renewcommand 549
\RenewCommandCopy 29

\RenewDocumentCommand 11, 15, 21, 22, 27, 30, 43, 173, 181, 382, 402, 436, 438, 461, 514
\RenewDocumentEnvironment 402, 492, 526, 572, 594
\RequirePackage . 3, 128, 149, 167, 171, 173, 174, 177, 180, 187, 188, 196, 400
\reuseframe 613
\rmdefault 189
\rule 58
rule commands:
\rule:nnn 62, 443

S

scan commands:
\scan_stop: 42, 68
\scriptsize 84
\section 149, 158
seq commands:
\seq_gpop_left:NN 193
\seq_gpush:Nn 175, 183
\seq_gput_right:Nn 229
\seq_gremove_all:Nn 152, 153, 154
\seq_gset_from_clist:Nn 202
\seq_map_break: 433
\seq_map_indexed_inline:Nn 160
\seq_map_inline:Nn 209, 216, 221
\seq_map_tokens:Nn 423
\seq_new:N 171, 201, 416
\seq_put_right:Nn 417, 418, 419
\seq_set_from_clist:Nn 158
\l_tmpa_seq 158, 160
\setcounter 24, 392
\setlength 25, 26, 27, 28, 29, 31, 32, 33, 43, 44, 45, 46, 47, 48, 49, 50, 74, 157, 158
\setmainfont 181
\setmathfont 183
\setsansfont 182
\SetTemplateKeys 121
\settowidth 543
\sfcode 555
\sfdefault 189
\SimpleBlockEnv 495, 498
\skip 30
skip commands:
\skip_horizontal:n 34, 329, 356, 392, 421, 438, 444
\skip_new:N 17
\skip_set:Nn 319, 330
\skip_set_eq:NN 22
\skip_vertical:n 35, 41, 44, 159, 161, 165, 167, 171, 173, 177, 179
\sloppy 551
\space 19, 21
\stdcolor 4
\stdemph 366
\stdfootnote 172, 177, 178
\stdfootnotetext 180, 185, 186
\stdincludegraphics 400
\stditem 437, 441, 442
\stdmathcolor 4
\stdnewtheorem 513
stdquotation (env.) 393
stdquote (env.) 393
\stdtextbf 366
\stdtextcolor 4
\stdtextit 366
\stdtextmd 366
\stdtextnormal 366
\stdtextrm 366
\stdtextsc 366
\stdtextsf 366
\stdtextsl 366
\stdtexttt 366
\stdtextup 366
stdverse (env.) 393
\stepcounter *23*
str commands:
\str_case:nn 528
\str_clear:N 22, 170, 575, 584, 597, 606, 633
\str_if_empty:NTF . 116, 137, 147, 524
\str_if_empty_p:N 59
\str_if_eq:nnTF 20, 81, 113, 182, 202, 204, 430
\str_if_eq_p:nn 25, 172, 173, 457
\str_new:N . . 11, 13, 14, 17, 97, 98, 154
\str_put_right:Nn 183, 219
\str_replace_all:Nnn 23, 25, 73
\str_set:Nn 21, 31, 88, 149
\str_set_eq:NN 92, 95, 194
\string 449
\subsection 149, 158
\subsubsection 149, 158
\subtitle 34
sys commands:
\c_sys_engine_str 24
\sys_if_engine_luatex:TF . . 175, 481
\sys_if_engine_luatex_p: 19
\sys_if_engine_opentype:TF 168
\sys_if_engine_pdftex_p: 20

T

\tabbingsep 29
\tabcolsep 26
table (env.) 138
\tableename 149

\tableofcontents 298
tag commands:
\tag_get:n 184
\tag_mc_begin:n 100, 107, 192
\tag_mc_end: 98, 105, 198
\tag_resume:n 97, 98, 197
\tag_struct_begin:n . . 91, 99, 183, 263
\tag_struct_end: . . . 92, 106, 188, 270
\tag_suspend:n 86, 108, 193
tag internal commands:
\g__tag_title_author_tl 19
\g__tag_title_title_tl 31
\tagpdfparaOff 89
\tagpdfsetup 178, 198
talk commands:
\l_talk_frame_properties_clist 149, 506
talk internal commands:
__talk_action_alert:N 55, 55, 138, 143
__talk_action_begin:n 13, 91, 142, 157, 160, 166, 168, 404, 416, 468, 528
__talk_action_begin:w . 157, 173, 178
__talk_action_begin_auxi:n 157, 176, 179, 180
__talk_action_begin_auxii:n 157, 186, 189
__talk_action_end: *37*, 29, 96, 147, 157, 162, 167, 211, 410, 433, 464, 536
__talk_action_invisible:N 61, 61, 209
__talk_action_invisible_end:N 61, 67, 226
__talk_action_only:N 77, 77, 151
__talk_action_only_end:N 77, 91, 152
\l__talk_action_spec_str 174, 232, 446, 511
__talk_action_uncover:N 113, 113, 196
__talk_action_uncover_end:N 113, 119, 198
__talk_action_visible:N 61, 69
__talk_action_visible_end:N . 61, 75
\l__talk_appendix_bool 249, 521, 563, 567, 642
\g__talk_appendixframe_int 493, 498, 504, 522
\l__talk_aspect_ratio_str . . 79, 144
__talk_auto_dest:nn . . . 420, 424, 426
__talk_auto_dest:nw . . . 420, 427, 428
\l__talk_auto_dest_seq 416, 423
__talk_block_set:n 473, 473, 497
__talk_block_set:w 473, 477, 480
\g__talk_break_box 5, 122, 124
\l__talk_break_box 6, 119, 120, 122, 124, 125, 127
\g__talk_cnt_reset_seq 152, 153, 154, 201, 216, 221, 229
__talk_cnt_restore: 79, 214, 219
__talk_cnt_save: 99, 214, 214
__talk_column_align_bottom:n 54, 54
__talk_column_align_center:n 54, 56
__talk_column_align_top:n . . 54, 73
\l__talk_column_alignment_tl . 31, 98
\g__talk_column_int 9, 15, 16, 27, 81, 82
\l__talk_column_int 9, 15, 27
\l__talk_columns_wd_tl 5, 18, 19
__talk_decode_action:n 115, 124, 124
__talk_decode_action:w 124, 126, 131
\l__talk_decode_action_str 14, 22, 137, 147, 149, 195, 203
\l__talk_decode_actions_bool 15, 32, 197, 205
\l__talk_decode_actions_clist 15, 37
\l__talk_decode_actions_str . . 15, 38
\l__talk_decode_arg_str 11, 31, 41, 141, 159, 164, 211, 228
__talk_decode_check:n . 176, 223, 223
__talk_decode_check:nw 223, 235, 238
__talk_decode_check_range:nnn 223, 244, 245, 258
__talk_decode_check_single:nn 223, 241, 248
__talk_decode_mode:n 66, 76, 76
__talk_decode_mode:nn . 106, 109, 111
__talk_decode_mode:w 76, 91, 98
__talk_decode_mode_aux:n 76
\l__talk_decode_mode_bool 6, 8, 27, 35, 62, 84, 174
\l__talk_decode_modes_bool 9, 36, 60, 80, 121
__talk_decode_overlay_.:nw 168
__talk_decode_overlay_aux:nNN 168, 191, 194, 195
__talk_decode_overlay_offset:nNn 168, 199, 204, 214, 217
__talk_decode_overlay_offset:nNnN 168, 203, 206, 215
__talk_decode_overlays:nN 168, 175, 178, 184, 221
__talk_decode_overlays:nn 117, 138, 152, 168, 168
\l__talk_decode_overlays_bool . 3, 6, 28, 33, 63, 85, 154, 193, 196, 198, 200
\l__talk_decode_overlays_clist 12, 39, 153
\l__talk_decode_overlays_str 12, 40, 59, 116
__talk_decode_parse:n 5, 5, 18, 18, 191, 195

__talk_decode_parse:w . 18, 47, 54, 68
__talk_decode_parse_auxi:n 18, 19, 20
__talk_decode_parse_auxii:n ... 18, 41, 44
\l__talk_decode_step_bool 10, 46, 48, 190
\l__talk_decode_trailing_bool .. 4, 34, 255, 258, 261
\l__talk_float_alignment_tl 103, 115, 116, 117, 126, 135
\l__talk_fontsize_dim ... 79, 125, 130
\l__talk_footelem_color_tl 266
\l__talk_footelem_font_tl 266
\l__talk_footelem_left_skip 266
\l__talk_footelem_right_skip ... 266
\l__talk_footer_bg_tl 365
\l__talk_footer_fg_tl 365
\l__talk_footer_font_tl 365
\l__talk_footer_left_skip 365
\l__talk_footer_order_clist 365
\l__talk_footer_right_skip 365
\l__talk_footer_sep_tl 365
\g__talk_footnote_box 98, 111, 141, 144, 170, 190, 192
\g__talk_footnote_overlay_seq .. 171, 175, 183, 193
\l__talk_frame_alignment_tl 94, 113, 139, 231, 252
\l__talk_frame_bool 141, 172, 485, 523
\l__talk_frame_break_bool 57, 89, 232
\l__talk_frame_break_fp 121, 128, 232
\g__talk_frame_int 17, 136, 152, 295, 489, 498, 501, 520, 649, 655
\l__talk_frame_name_str 232, 524, 525, 575, 584, 597, 606, 633
__talk_frame_overprint: 293, 293, 305, 308, 312, 325, 327, 328, 331, 333, 340, 342, 347
__talk_frame_process:nn 513, 513, 578, 588, 600, 609, 627
__talk_frame_process_aux:nn ... 513, 516, 518
__talk_frame_reuse:nn 613, 613, 634, 645
__talk_frame_reuse_aux:nn 613, 617, 622
__talk_frame_reuse_aux:nnn 613, 623, 624
__talk_frame_save:nn 513, 525, 533, 542, 557
__talk_frame_set:n 558, 558, 576, 585, 598, 607, 632
__talk_frame_set:w 558, 561, 564
\g__talk_frame_struct_int 83, 184, 200
\g__talk_frame_subtitle_tl 3, 13, 97, 345, 348
\l__talk_frame_suppl_bool . 232, 526
\g__talk_frame_suppl_int 486, 532, 534, 640, 644
\g__talk_frame_tag_bool 46, 71, 72, 81, 96, 103, 104, 277, 487
\l__talk_frame_tagging_str 20, 21, 23, 25, 102, 232
__talk_frame_title:n 15, 36, 69
\l__talk_frame_title_bool 79, 145, 570
__talk_frame_title_tagged:n ... 15, 72, 76
\g__talk_frame_title_tl 3, 8, 85, 96, 344, 587
\l__talk_frame_verb_bool 50, 488, 550, 577, 586, 599, 608, 626
\l__talk_frametitle_after_skip . 25, 53, 63
\l__talk_frametitle_before_skip 26, 43, 58
\l__talk_frametitle_color_tl ... 27, 45, 48
\l__talk_frametitle_font_tl .. 28, 34
__talk_head_marks:nnnnn 206, 219, 219, 237
__talk_head_marks_aux:Nnn 219
__talk_head_marks_aux:Nnnn 226, 233, 238
__talk_head_section:Nnn 158
__talk_head_subsection:Nnn 158
__talk_head_subsubsection:Nnn . 158
__talk_head_tag:nn 255, 258, 261
\l__talk_header_bg_tl 302
\l__talk_header_fg_tl 302
\l__talk_header_font_tl 302
\l__talk_header_frametitle_bool 302
\l__talk_header_ht_dim 302
\l__talk_header_left_skip 302
\l__talk_header_right_skip 302
__talk_header_tag_begin:n 80, 95, 95, 102
__talk_header_tag_end: .. 92, 95, 103
__talk_if_mode:n 3, 10
__talk_if_mode:nTF ... 3, 12, 174, 515
__talk_if_overlay:n 3, 10
__talk_if_overlay:nTF 3, 7, 12, 13, 13, 23, 34, 38, 45, 102, 147, 232, 245, 255, 385, 404, 439, 463, 566
__talk_item_parse_spec:n 435, 448, 452, 453
__talk_item_parse_spec:w 435, 445, 451

__talk_label:n 436, 440, 443
__talk_latexe_frame:n . . 29, 512, 512
\l__talk_list_end_tl . . . 459, 465, 471
__talk_metadata_name:n 406, 409, 414, 430, 430
\l__talk_mode_str 79, 82, 113
\c__talk_modes_clist 70, 78
__talk_onslide:n . 236, 238, 241, 270
\g__talk_onslide_tl 54, 94, 198, 215, 243, 244, 248, 252
__talk_opacity_begin:n 51, 51, 64, 65, 72, 73, 111, 116, 247
__talk_opacity_end: 51, 53, 68, 76, 120, 224, 249
__talk_opacity_group_begin: 467, 467, 483
__talk_opacity_group_end: 467, 469, 484
\g__talk_opacity_group_int 466, 473, 475, 479
\l__talk_overlay_all_bool 156, 183, 185, 213
__talk_overlay_arg:n 3, 11, 124, 131, 135, 142, 150
__talk_overprint_begin:n 274, 274, 282, 299
__talk_overprint_check_ht:n 298, 347, 349, 358
\l__talk_overprint_int . 292, 296, 302
__talk_overprint_save_ht: 298, 303, 323
__talk_pagecolor:n 43, 48, 49, 52
\c__talk_paper_height_dim 132
\c__talk_paper_width_dim 132
\g__talk_pauses_int *10*, 5, 51, 95, 220, 268, 269, 271
\l__talk_saved_action_str 153, 194, 220
\l__talk_saved_actions_bool 153, 196, 222
__talk_saved_contentline:nnnn 247, 250, 253, 254
__talk_saved_ifendpe: 77, 83, 101, 105
\l__talk_saved_overlays_bool 153, 192, 217
\l__talk_sec_bookmark_tl 116, 196, 208
\l__talk_sec_label_tl 116
\l__talk_sec_nameref_tl . . . 116, 209
\l__talk_sec_numbered_bool 116, 199
\l__talk_sec_quote_tl 116
\l__talk_sec_running_tl . . . 116, 197
\l__talk_sec_subtitle_tl 116
\l__talk_sec_toc_tl 116, 198, 207
\g__talk_section_tl 110
\l__talk_section_tl 110
\l__talk_shuffle_skip 17, 22, 36, 41, 44
__talk_shuffle_skip:n . 18, 18, 52, 54
__talk_slide:nn 12, 12, 537, 540
__talk_slide_align_bottom:n 157, 157
__talk_slide_align_center:n 157, 163
__talk_slide_align_stretch:n 157, 169
__talk_slide_align_top:n . 157, 175
__talk_slide_auxi:nn 12, 31, 34
__talk_slide_auxii:n 12, 39, 41
__talk_slide_auxiii: . 12, 65, 68, 123
__talk_slide_auxiv:n 12, 51, 82
\l__talk_slide_box 5, 7, 44, 45, 49, 59, 70, 76, 110, 114, 119, 120, 127, 129, 130, 140
__talk_slide_break: 62, 117, 117
\g__talk_slide_continue_bool . . 3, 30, 37, 78, 101, 105, 147, 254, 264, 270
\l__talk_slide_continue_bool 3, 100, 106
__talk_slide_fill: 64, 108, 108
__talk_slide_init: 43, 92, 92
\g__talk_slide_int 8, 11, 28, 36, 250, 253, 260, 263, 268, 432
__talk_slide_output: *21*, 80, 131, 134, 134
__talk_slide_tag_off_begin: 48, 190, 190
__talk_slide_tag_off_end: 74, 190, 195
__talk_slide_tag_on_begin: 47, 181, 181
__talk_slide_tag_on_end: 73, 181, 186
\g__talk_subsection_tl 110
\l__talk_subsection_tl 110, 203
\g__talk_subsubsection_tl 110
\l__talk_subsubsection_tl . 110, 205
\l__talk_suppl_mode_str 79, 528
__talk_textcmd_eqiv:n . 366, 387, 391
\l__talk_titlelem_after_skip 44
\l__talk_titlelem_before_skip . . . 44
\l__talk_titlelem_color_tl 44
\l__talk_titlelem_font_tl 44
\l__talk_titlelem_tag_begin_tl . . 44
\l__talk_titlelem_tag_end_tl 44
\l__talk_titlepage_alignment_tl . 94
\l__talk_titlepage_framestyle_tl 94
\l__talk_titlepage_order_clist . . 94
__talk_tmp:w 75, 75, 135, 144
\l__talk_tmp_box 18, 26, 32, 35, 36, 40, 40, 41, 50, 55, 58, 59, 60, 60, 62, 63, 63, 66, 66, 68, 71, 76, 84, 85, 85, 88, 99, 277,

287, 309, 314, 318, 320, 330, 334, 352, 355, 393, 418, 420, 431, 468, 477
\l__talk_tmp_clist 77, 149, 150, 151, 153
\l__talk_tmp_tl 15, 21, 24, 26, 78, 112, 194, 195, 403, 405, 406, 475, 478, 485, 498
__talk_toc_aux:nnnn 304, 306, 316, 327, 337
__talk_toc_dest:n 304, 341, 344
__talk_toc_dest:w 304, 346, 349
__talk_toc_level:nnnn . 304, 342, 369
\l__talk_uncover_hidden_fp 106
\l__talk_vcenter_offset_tl 64, 69, 75
__talk_wallpaper_hrule:Nnn 325, 388, 436, 436
talk/sec/title 255
\temporal *10*, 253
TEX and LATEX 2ε commands:
\@appendixframenumber 493
\@appendixframes 503
\@arabic 7, 10, 155, 156, 157, 195, 491, 495, 541, 549
\@author 3, 18, 19
\@auxout 338, 447
\@biblabel 541, 543
\@bsphack 438
\@caption 159
\@captype 130
\@clubpenalty 553
\@contentsline@destination *66*, 346, 377, 380, 383, 386
\@currentHref 454
\@currentlabel 451
\@currentlabelname 221, 453
\@date 3, 25
\@declaredcolor 65, 67
\@definecounter 224
\@empty 548, 562
\@esphack 441
\@evenfoot 456, 471, 482
\@evenhead 455, 470, 481
\@framenumber 489
\@frames 497
\@ifpackageloaded 170
\@ignore *37*
\@ignoretrue 101
\@input 280
\@institute 3, 37
\@kernel@reserved@label@data . . . 455
\@latex@warning 559
\@listI 59
\@listi 52, 59
\@listii 60
\@listiii 67
\@m 555
\@makecaption 166
\@makefntext 202
\@mpfootins 30
\@nobreakfalse 289
\@noitemerr 558
\@oddfoot . 454, 456, 465, 471, 480, 482
\@oddhead . 450, 455, 460, 470, 475, 481
\@openbib@code 546, 562
\@parboxrestore 88, 163
\@setminipage 164
\@shortauthor 3
\@shortdate 3
\@shortinstitute 3
\@shortsubtitle 3
\@shorttitle 3
\@starttoc 273, 301
\@starttoc@aux@@nn 278, 292
\@subtitle 3, 42
\@tempdima *65*, 310, 320, 331
\@title 3, 30, 31
\@totalframes 500
\@undeclaredcolor *9*, 66, 67
\c@appendixframe 493
\c@enumiv 541, 549
\c@figure 149
\c@frame 489
\c@page 195
\c@pauses 5
\c@section 155
\c@slide 8
\c@subsection 156
\c@subsubsection 157
\c@table 149
\check@mathfonts 58
\currentgrouplevel *68*
\fnum@figure 149
\fnum@table 149
\Gm@bmargin 391
\Gm@lmargin 309, 372, 438
\Gm@rmargin 311, 356, 373, 421
\Gm@tmargin 308
\if@endpe 83, 101, 105
\if@minipage 164
\ifmeasuring@ *12*
\ignorespaces *37*
\l@section 304
\l@subsection 304
\l@subsubsection 304
\label@in@display *54*, 460, 461
\p@enumiv 548
\protected@write 447
\ps@plain 448

\ps@talk 448
\ps@wallpaper 448
\reset@color 62, 63
\set@color 61, 63
\std@declaredcolor 65
\std@definecounter 224
\std@label@in@display 460
\std@undeclaredcolor 65
\stdreset@color 61
\stdset@color 61
\textsubscript@offset 191
\textsubscript@space 191
\textsuperscript@offset 191
\textsuperscript@space 191
tex commands:
\tex_currentgrouplevel:D . . 461, 462
\tex_hsize:D 47, 58
\tex_lastnodetype:D 20
\tex_lastskip:D 22
\tex_penalty:D 42
\tex_setbox:D 45, 56
\tex_unskip:D 31
\tex_vbox:D 30, 35, 56
\tex_vrule:D 64
\tex_vtop:D 32, 40
\texorpdfstring 218, 234
text commands:
\text_purify:n 85, 259
\text_titlecase_first:n 151
\textasteriskcentered 40
\textbf 366
\textbullet 38
\textcolor 6, 11
\textendash 39
\textheight 60, 111, 121, 128, 137
\textit 366
\textmd 366
\textnormal 366
\textperiodcentered 41
\textrm 366
\textsc 366
\textsf 366
\textsl 366
\texttt 366
\textup 366
\textwidth . . . *35*, 8, 19, 20, 86, 87, 87, 298
\theappendixframe 493
thebibliography 539
\theenumi 34
\theenumii 35
\theenumiii 36
\theenumiv 37, 549
\thefigure 149
\theframe 489
\thepage *6*, 195, 452
\thepauses 5
\thesection 149
\theslide 8
\thesubsection 149
\thesubsubsection 149
\thetable 149
\thispagestyle 129
\thispdfpagelabel 136
\tiny 371
\title 15
tl commands:
\tl_clear:N . . . . . .
. . . . 196, 197, 198, 203, 205, 465, 475
\tl_clear_new:N 546
\tl_gclear:N . . . 12, 13, 94, 96, 97, 244
\tl_gput_right:Nn 248
\tl_gset:Nn 8,
13, 18, 25, 30, 37, 42, 328, 331, 547, 587
\tl_gset_eq:NN 14, 19, 31
\tl_if_blank:nTF 35,
104, 120, 135, 150, 222, 224, 231, 243
\tl_if_blank_p:n 24, 456
\tl_if_empty:NTF 45, 68, 128,
198, 215, 287, 337, 345, 400, 409, 439
\tl_if_empty:nTF 64, 240, 282, 482, 566
\tl_if_exist:NTF . . 325, 432, 544, 615
\tl_if_head_eq_charcode:nNTF 476, 560
\tl_if_novalue:nTF 171
\tl_map_inline:nn 366
\tl_new:N 3, 4, 49,
75, 78, 103, 110, 111, 112, 113, 114,
115, 148, 150, 152, 231, 252, 327, 471
\tl_put_right:N 121
\tl_retokenize:n 89
\tl_set:Nn 15,
76, 115, 115, 116, 116, 117, 117,
121, 122, 123, 124, 151, 192, 221, 459
\tl_set_eq:NN 45, 153, 252
\tl_to_str:n 72,
73, 74, 91, 107, 127, 132, 136, 145, 589
\tl_trim_spaces:n 67
\tl_use:N 54, 166, 243
\today 3
token commands:
\token_if_eq_meaning:NNTF . 202, 213
\token_to_str:N 99, 100
\topsep 55, 63, 70

U

\uncover 121
uncoverenv (env.) 130
\unskip 24

use commands:
\use:N 98, 113, 139, 182, 185, 189, 243, 266, 626
\use:n 38, 52, 73, 86, 96, 123, 129, 133, 147, 162, 340, 406, 516
\use_ii:nn 279
\use_none:n 204, 221
\use_none:nnnn 251, 253, 569
\usebox 477
\usecounter 547
\UseHookWithArguments 376, 379, 381, 384, 446
\UseInstance 117, 134, 143, 207, 343, 405, 413, 462, 467, 477, 480
\UseStructureName 128, 188, 266
\UseTaggingSocket . 182, 183, 201, 294, 296
\UseTemplate 142, 146

V

\value . . . 242, 339, 354, 355, 359, 360, 371
vbox commands:
\vbox:n 55
\vbox_gset:Nn 190
\vbox_set:Nn 40, 59, 129
\vbox_set:Nw 44, 49, 84, 88, 418
\vbox_set_end: 55, 77, 95, 97, 100, 284, 301, 430
\vbox_set_split_to_ht:NNn . 120, 127
\vbox_set_to_ht:Nnn 110
\vbox_set_to_wd:Nnn 29, 330, 393
\vbox_set_to_wd:Nnw 52, 85, 277
\vbox_set_top:Nn 32
\vbox_set_top_to_wd:Nnn 31
\vbox_to_ht:nn 74, 137, 285, 311
\vbox_to_wd:nn 33
\vbox_top:n 74
\vbox_top_to_wd:nn 38, 87
\vbox_unpack:N 50, 192
\vbox_unpack_drop:N . 99, 114, 140, 144
vcoffin commands:
\vcoffin_set:Nnn *2*
verse (env.) 393
\vfil 288, 315, 389
\vfill *21*
\visible 121
visibleenv (env.) 130
\vspace 42, 52, 66, 76

W

\widowpenalty 554

Y

\year 22