

# Prototype reimplementation of $\text{\LaTeX} 2_{\mathcal{E}}$ 's block environments using templates

$\text{\LaTeX}$  Project\*

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## Abstract

## Contents

<b>1</b>	<b>Introduction</b>	<b>3</b>
<b>2</b>	<b>Template types and templates for blocks and lists</b>	<b>3</b>
2.1	Template types . . . . .	3
2.1.1	The template type ‘blockenv’ . . . . .	3
2.1.2	The template type ‘block’ . . . . .	4
2.1.3	The template type ‘para’ . . . . .	4
2.1.4	The template type ‘list’ . . . . .	4
2.1.5	The template type ‘captionedtext’ . . . . .	5
2.1.6	The template type ‘item’ . . . . .	5
2.1.7	The template type ‘thmstyle’ . . . . .	5
2.2	Templates . . . . .	6
2.2.1	The <code>blockenv</code> template ‘std’ . . . . .	6
2.2.2	The <code>block</code> template ‘std’ . . . . .	8
2.2.3	The <code>para</code> template ‘std’ . . . . .	9
2.2.4	The <code>list</code> template ‘std’ . . . . .	10
2.2.5	The <code>item</code> template ‘std’ . . . . .	10
2.2.6	The <code>captionedtext</code> template ‘thmlike’ . . . . .	11
2.2.7	The <code>captionedtext</code> template ‘proof’ . . . . .	11
2.2.8	The <code>thmstyle</code> template ‘std’ . . . . .	12

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\*Initial reimplementation of lists done by Bruno Le Floch, generalized second version with tagging support by Frank Mittelbach.

<b>3</b>	<b>Declaring standard display block environments and their instances</b>	<b>13</b>
3.1	The <code>display</code> and <code>displayflattened</code> environments . . . . .	14
3.1.1	Their <code>blockenv</code> instances . . . . .	14
3.1.2	Their <code>block</code> instances . . . . .	15
3.2	The <code>center</code> , <code>flushleft</code> , and <code>flushright</code> environments . . . . .	15
3.2.1	Their <code>blockenv</code> instances . . . . .	16
3.2.2	Their <code>block</code> instances . . . . .	17
3.2.3	Their <code>para</code> instances . . . . .	17
3.3	The <code>quote</code> and <code>quotation</code> environments . . . . .	17
3.3.1	Their <code>blockenv</code> instances . . . . .	17
3.3.2	Their <code>block</code> instances . . . . .	18
3.4	The <code>verse</code> environment . . . . .	18
3.4.1	Their <code>blockenv</code> instances . . . . .	18
3.5	The <code>verbatim</code> , <code>verbatim*</code> and <code>alltt</code> environments . . . . .	19
3.5.1	Their <code>blockenv</code> instances . . . . .	19
3.5.2	Their <code>block</code> instances . . . . .	21
3.6	The <code>trivlist</code> environment . . . . .	21
3.7	The standard lists: <code>itemize</code> , <code>enumerate</code> , and <code>description</code> . . . . .	21
3.7.1	Their <code>blockenv</code> instances . . . . .	22
3.7.2	Their <code>block</code> instances . . . . .	23
3.7.3	Their <code>list</code> instances . . . . .	23
3.7.4	Their <code>item</code> instances . . . . .	24
3.8	The legacy <code>list</code> and <code>trivlist</code> environments . . . . .	24
3.8.1	Its <code>blockenv</code> instance . . . . .	25
3.8.2	Its <code>list</code> instance . . . . .	25
3.9	Theorem-like environments declared through <code>\newtheorem</code> . . . . .	26
3.9.1	The <code>blockenv</code> instances they use . . . . .	26
3.9.2	The <code>captionedtext</code> instances they use . . . . .	27
3.9.3	The <code>thmstyle</code> instances they use . . . . .	27
3.9.4	The <code>block</code> instances they use . . . . .	28
3.10	The <code>proof</code> environment (from <code>amsthm</code> ) . . . . .	29
3.10.1	Block instances for the proofs . . . . .	30
<b>4</b>	<b>Declaring para instances</b>	<b>30</b>
<b>5</b>	<b>Advice on adjusting the layout of standard block environments</b>	<b>32</b>
<b>6</b>	<b>Tagging support</b>	<b>32</b>
6.1	Paragraph tags . . . . .	32
6.1.1	Tagging recipes . . . . .	34
<b>7</b>	<b>Tracing and debugging</b>	<b>35</b>
<b>8</b>	<b>New and redefined kernel command</b>	<b>36</b>
<b>Index</b>		<b>38</b>

# 1 Introduction

The list implementation in  $\text{\LaTeX} 2_{\varepsilon}$  serves a dual purpose: it implements real lists such as `itemize` or `enumerate`, but it is also used as the basis for vertical blocks, i.e., to specify the vertical spacing and paragraph handling after such block, e.g., in environments like `center`, `quote`, `verbatim`, or in the theorem environments. They are all implemented as “trivial” lists with a single (hidden) item.

While this was convenient to get a consistent layout using a single implementation it is not adequate if it comes to interpreting the structure of a document, because environments based on `trivlist` should not advertise themselves as being a “list” — after all, from a semantic point of view they aren’t lists.

The approach taking here is therefore to offer separate template types: `block` (horizontally or vertically oriented data that needs some handling at the start and the end), `para` (that deals with different paragraph layouts), `list` (that handles list related parameters), and `item` (for item layouts and handling).

To address the independent aspects we have the template type `blockenv` that ties them together as necessary when we build document level environments.

For example, a `quote` environment would make use of a (display) `block` and some `para` instance while a standard `enumerate` would make use of a display `block`, a `list`, and an `item` and a `para` instance. An inline list (like `enumerate*` from the `enumitem` package) would be using the same `list` instance but a different (horizontally oriented) `block` instance build from a different template.

Instead of a `list` instance to handle the inner structure of the environment one can use an instance of the type `captionedtext` to produce a display environment with an associated heading/caption, such as a theorem-like environment or a proof environment. Further possibilities (not yet implemented) are templates for producing boxed text or formal quotes like those produced by the `csquotes` package.

## 2 Template types and templates for blocks and lists

### 2.1 Template types

#### 2.1.1 The template type ‘blockenv’

**Arg: 1** key/value list to alter the default parameters of the template instances used by the particular `blockenv` environment

**Arg: 2** Boolean to suppress a number in case this environment normally produces a numbered caption

**Arg: 3** Caption/heading text in case this environment supports a caption (most don’t), otherwise `\NoValue`

**Arg: 4** Sub-caption/heading text in case this environment supports a caption (most don’t), otherwise `\NoValue`

#### Semantics:

This template type is used to implement document-level environments. It defines a `block` instance to handle the layout at the “edge” of the environment data, possibly some paragraph setup through a `para` instance, potentially an “inner” instance for more

complicated environments (such as lists), and possibly some additional setup code for certain environments.

Arguments 2–4 are passed to the instance handling the inner structure, e.g., `list` or `captionedtext` which may or may not make use of it.

It also defines how the `blockenv` behaves with respect to nesting, e.g., does it change when nested and if so how many levels of nesting are supported, etc.

Finally, the template type defines how it appears in a tagged PDF document, what tag names are used, how they are role-mapped and whether it adds additional attributes, etc.

### 2.1.2 The template type ‘block’

**Arg:** 1 key/value list to alter the default block parameters

**Semantics:**

Handle the layout aspects of a block of data. In case of a “display” block (i.e., vertically oriented) the spacing and page breaking as well as the handling if the block starts a paragraph or ends one, that is, if text is immediately following the block without being separated by an empty line, then this text is considered to be in the same paragraph as the block.

In case of a horizontally oriented block it covers any special handling at the start and end of the block, e.g., extra spacing, prohibiting or encouraging line breaks, and so forth.

### 2.1.3 The template type ‘para’

**Arg:** 1 key/value list to alter the default item parameters

**Semantics:**

Sets up paragraph-specific parameters for H&J, e.g., to implement justification variations, the behavior of \\ etc. The instances are used in higher-level templates, e.g., in a `block`.

### 2.1.4 The template type ‘list’

**Arg:** 1 key/value list to alter the default item parameters

**Arg:** 2 Boolean to suppress a number in case this list environment also produces a numbered heading/caption

**Arg:** 3 Caption/heading text in case this environment supports a caption (lists normally don’t), otherwise `\NoValue`

**Arg:** 4 Sub-caption/heading text in case this environment supports a caption, otherwise `\NoValue`

#### **Semantics:**

Handle the aspects related to list design, e.g., the use and formatting of counters, etc.

Standard L<sup>A</sup>T<sub>E</sub>X 2<sub><</sub> lists have no heading/caption, so arguments 2–4 are ignored in the standard `list` template. But special lists, such as a list of ingredients for a cookbook, might so there might be other templates that make use of them in the future.

Note that this template type does not cover block-related aspects, i.e., a list instance could be used both for a display list or for an inline list.

#### **2.1.5 The template type ‘captionedtext’**

**Arg: 1** key/value list to alter the default item parameters

**Arg: 2** Boolean to suppress a number in case this environment also produces a numbered heading/caption

**Arg: 3** Caption/heading text for this text block; if not given then `\NoValue`

**Arg: 4** Sub-caption/heading text in case this environment supports a caption, otherwise `\NoValue`

#### **Semantics:**

Produces a text block with an associated caption/heading, e.g., a theorem-like environment. There may not be a user-supplied caption text—the caption may consist of a fixed text only like “Lemma”.

Handles the aspects related to the caption design and typically supports keys for adjusting the layout of the body text, e.g., its font, etc.

Note that this template type does not cover block-related aspects, e.g., the dimensions of the display block are handled there.

#### **2.1.6 The template type ‘item’**

**Arg: 1** key/value list to alter the default item parameters

#### **Semantics:**

A sub-type used as part of `list` to easily cover alternative layout for list items.

#### **2.1.7 The template type ‘thmstyle’**

**Arg: 1** key/value list to alter the default item parameters

**Arg: 2** Boolean to suppress a number in case this environment also produces a numbered heading/caption

**Arg: 3** Caption/heading text for this text block; if not given then `\NoValue`

**Arg: 4** Sub-caption/heading text in case this environment supports a caption, otherwise `\NoValue`

### Semantics:

A sub-type used as part of `captionedtext` when producing theorem-like environments. It does the bulk of the work and sets up most of the formatting. It has been separated out because many theorem-like environments use the same theorem layout and only differ in the fixed caption text they generate.

Not all templates of type `captionedtext` use `thmstyle` as an inner instance, e.g., proofs are implemented with a template that does everything necessary directly.

## 2.2 Templates

### 2.2.1 The `blockenv` template ‘std’

#### Attributes:

**name** (*tokenlist*) Name of the environment used in tracing and error messages.

**tag-name** (*tokenlist*) Name of the tag used for the block inside the PDF. If not explicitly given the name is defined by the `tagging-recipe`. Note that in case of `tagging-recipe=basic` no tag for the block is produced, so any key settings are ignored.

Default: `<empty>`

**tag-attr-class** (*tokenlist*) An explicit tag class attribute. Default: `<empty>`

**tagging-recipe** (*tokenlist*) Defines the way tagging is done. Currently the values `basic`, `standard`, and `list` are supported. Default: `standard`

**transparent-level** (*boolean*) Is this `blockenv` transparent for any blocks nested inside? Default: `false`

**legacy-code** (*tokenlist*) Legacy setup code. This is executed after legacy defaults (from `\@listi`, `\@listii`, etc.) are used but before the block instance is called.

Default: `<empty>`

**block-instance** (*tokenlist*) Part of the name of the `block` instance that is called. The full name has a `-<level>` appended. Default: `std-display`

**para-instance** (*tokenlist*) Paragraph settings to use within the environment. If `<empty>` then the current (outer) values are retained. However, the `inner-instance` template might reset/overwrite some of the `para` values, e.g., `list` makes use of `\listparindent` to explicitly set the paragraph indentation for compatibility. Default: `<empty>`

**inner-level-counter** (*tokenlist*) Name of an existing (!) counter that is incremented and used to determine final name of the `inner-instance` or empty if always the same inner instance should be used.

**max-inner-levels** (*tokenlist*) Maximum number of nested environments of this kind. Only relevant if there is a `inner-level-counter` specified. Default: 4

**inner-instance-type** (*tokenlist*) Template type of the inner instance. Currently supported types are `list` and `captionedtext`. Default: `<empty>`

**inner-instance** (*tokenlist*) Name of the inner instance (if any). If there is an **inner-level-counter** then the instance name gets  $-\langle counter \ value \rangle$  appended.

Default: (*empty*)

**tagging-suppress-paras** (*boolean*) *describe* Default: *false*

**final-code** (*tokenlist*) Final setup code Default: *\ignorespaces*

**Semantics & Comments:** The **blockenv** type handles the overall setup for the document-level environments.

This **blockenv** template supports the legacy list setting that are found in many document classes in the macros  $\@listi$ ,  $\@listii$ , up to  $\@listvi$ . It also uses the counter  $\@listdepth$  to track nesting of block, again mainly to support legacy setups (internally it gives it a more appropriate name but it remains accessible through the L<sup>A</sup>T<sub>E</sub>X 2 <sub>$\varepsilon$</sub>  name).

The internal block nesting level is stored (for historical reasons) in the  $\@listdepth$  counter and incremented by each block by one. The starting value at top-level (outside any block) is zero. A block environment with **transparent-level=true** also increments the level before it evaluates and sets its parameters but then decrements it again, just before it starts processing its body.

The template first checks that the block is not too deeply nested.

After the level was increased then corresponding  $\@list\dots$  macro to update the legacy defaults is called.

It then sets up the tagging via the **tagging-recipe** setting and executes any code in **legacy-code**.

Afterwards it calls the appropriate **block** instance based on **block-instance** and current level, e.g., **std-display-1**.

Then it sets up paragraph parameters if a **para-instance** was specified (otherwise they stay as they are).

If a **inner-instance** was specified this is called next, or more precisely: if no **inner-level-counter** was specified the instance **inner-instance** is called.

Otherwise, the **inner-level-counter** is incremented and the instance with the name **inner-instance-inner-level-counter** is called.

Finally, the **final-code** is executed (by default *\ignorespaces*).

The maximum number of **blockenvs** that can be nested into each other is restricted by the L<sup>A</sup>T<sub>E</sub>X counter **maxblocklevels** with a default value of 6. If this value is increased then it is necessary to provide additional instances, e.g., **std-display-7**, etc. Decreasing is, of course, always possible, then some of the instances defined are not used and instead the user gets an error that there is too much nesting going on.

If the key **transparent-level** is set to **true** then such an environment alters the nesting level only temporarily (while processing the **blockenv** template) and you can therefore nest those environments as often as you like (a typical example would be **flushleft** anywhere in the nesting hierarchy) as long as the level isn't already at **maxblocklevels**.

### 2.2.2 The block template ‘std’

#### Attributes:

<b>begin-vspace</b> ( <i>skip</i> )	Vertical space before the block.	Default: \topsep
<b>begin-extra-vspace</b> ( <i>skip</i> )	Extra vertical space before the block if the block forms its own paragraph.	Default: \partopsep
<b>begin-unchained-vspace</b> ( <i>skip</i> )	Vertical space before the block to use if this is a nested block, both blocks have items or captions, and these should not be chained; see description below.	Default: .5\topsep
<b>para-vspace</b> ( <i>skip</i> )	The default for ordinary blocks is to use the \parskip from the outer galley. In lists and some other special blocks this is then changed.	Default: \parskip
<b>end-vspace</b> ( <i>skip</i> )	Vertical space after the block.	Default: value from <b>begin-vspace</b>
<b>end-extra-vspace</b> ( <i>skip</i> )	Extra vertical space after the block if the block forms its own paragraph.	Default: value from <b>begin-extra-vspace</b>
<b>item-vspace</b> ( <i>skip</i> )	The space in front of an item if the block is a list; if not, the setting has no effect.	Default: \itemsep
<b>begin-penalty</b> ( <i>integer</i> )	Penalty for breaking before the block.	Default: \@beginparpenalty
<b>end-penalty</b> ( <i>integer</i> )	Penalty for breaking after the block.	Default: \@endparpenalty
<b>item-penalty</b> ( <i>integer</i> )	Penalty for breaking before an item in the list (except the first).	Default: \@itempenalty
<b>left-margin</b> ( <i>length</i> )	Space on the left of the block.	Default: \leftmargin
<b>right-margin</b> ( <i>length</i> )	Space on the right of the block.	Default: \rightmargin
<b>para-indent</b> ( <i>length</i> )	Paragraph indentation for paragraphs within the block.	Default: 0pt

**Semantics & Comments:** Sets up the main block parameters, e.g. its spacing before and after and the indentation on either side.

It also sets up some parameter defaults for the inner level, e.g., **item-penalty**, **item-vspace** and **para-indent**, which may get overwritten by inner instances that are called.

The vertical spacing before the block covers four different use cases: If there is a caption or an item waiting to be placed, and this item allows for “chaining”, and the new block also wants to place an item then no space is added (spacing was already added by the outer block). Instead, the items are chained and placed that the start of the block, i.e., producing a layout like the two nested **itemize** environments here:

- – A second-level item
  - Another ...

More text for the first-level item

- Another first-level item

In that case there is also no vertical space after the block. If the items should not be chained (as specified by the setup of the outer block), then one gets a result like this one (using `itemize` environments inside `description` with different treatment of individual description `\items`):

**An normal label** • A second-level item

- Another ...

More text for the first-level item

**An unchained label**

- A second-level item
- Another ...

More text for the first-level item

**A normal label** Another first-level item

If “unchaining” happens, as in the second item, then vertical spacing with the value of `begin-unchained-vspace` is used and at the end you get `end-vertical-space`.

Otherwise, if there is no item or caption waiting to be placed you get a vertical space of `begin-vspace` before the block and if the block is its own paragraph you additionally get `begin-extra-vspace` added to this.

Note that L<sup>A</sup>T<sub>E</sub>X 2 <sub>$\varepsilon$</sub>  always chained the list items, so the ability to prohibit this is new functionality.

### 2.2.3 The para template ‘std’

**Attributes:**

<code>para-indent</code> ( <i>length</i> )	Default: <code>\parindent</code>
<code>begin-hspace</code> ( <i>skip</i> )	Horizontal skip added just in front of the indentation box if non-zero
	Default: <code>0pt</code>
<code>left-hspace</code> ( <i>skip</i> )	Default: <code>0pt</code>
<code>right-hspace</code> ( <i>skip</i> )	Default: <code>0pt</code>
<code>end-hspace</code> ( <i>skip</i> )	Default: <code>\@flushglue</code>
<code>fixed-word-spaces</code> ( <i>boolean</i> )	Default: <code>false</code>
<code>final-hyphen-demerits</code> ( <i>integer</i> )	Default: <code>5000</code>
<code>newline-cmd</code> ( <i>function(0)</i> )	This defines the meaning of <code>\</code>
<code>para-attr-class</code> ( <i>tokenlist</i> )	Default: <code>\normalcr</code>
	Default: <code>justify</code>

**Semantics & Comments:** The `begin-hspace` (normally `0pt`) is the counterpart of `end-hspace` (which is normally `0pt` plus `1fil`). It can be useful in special paragraph shapes. The skip is only inserted into the paragraph if it is non-zero. If it is made non-zero then paragraphs are always at least one line including a construct like `\noindent\par!`

TODO: to be further documented

#### 2.2.4 The list template ‘std’

##### Attributes:

**counter** (*tokenlist*) Counter name to be used in a numbered list or empty, if the list is unnumbered.  
Default: `(empty)`

**item-label** (*tokenlist*) Label “string” for a fixed label or as generated from the current counter value.  
Default: `(empty)`

**start** (*integer*) Start value for the counter if the list is numbered, otherwise irrelevant.  
Default: 1

**resume** (*boolean*) Should a numbered list be resumed from the last instance?  
Default: `false`

**item-instance** (*instance*) Instance of type **item** to be used to format the label string.  
Default: `basic`

**item-vspace** (*skip*) The space in front of an item in the list. If not specified the value specified in the block template instance is used.

**item-penalty** (*integer*) Penalty for breaking before an item (except the first). If not specified the value specified in the block template instance is used.

**item-indent** (*length*) Horizontal displacement of the item.  
Default: `0pt`

**label-width** (*length*) Width reserved for the formatted item label.  
Default: `\labelwidth`

**label-sep** (*length*) Horizontal separation between label and following text.  
Default: `\labelsep`

**legacy-support** (*boolean*) Is formatting the label via `\makelabel` supported?  
Default: `false`

**Semantics & Comments:** Sets up handling of list material, e.g., numbering (if any), layout of items and list elements, and tagging, if requested.

#### 2.2.5 The **item** template ‘std’

##### Attributes:

**counter-label** (*function1*) *unused*.  
Default: `\arabic{#1}`

**counter-ref** (*function1*) *unused*.  
Default: value from **counter-label**

**label-ref** (*function1*) *unused*.  
Default: `#1`

**label-autoref** (*function1*) *unused*.  
Default: `item #1`

**label-format** (*function1*) Formatting of the label, questionable the way it is used.  
Default: `#1`

**label-strut** (*boolean*) Add a `\strut` to the label?  
Default: `false`

<b>label-align</b> ( <i>choice</i> )	Supported values <code>left</code> , <code>center</code> , <code>right</code> , and <code>parleft</code> . <i>Only partly implemented.</i>	Default: <code>right</code>
<b>label-placement</b> ( <i>choice</i> )	Placement of the label in relation to a directly following label (of a following inner list). Supported values are <code>chained</code> , <code>unchained</code> , and <code>standalone</code> .	Default: <code>chained</code>
<b>label-boxed</b> ( <i>boolean</i> )	Should the label be boxed?	Default: <code>true</code>
<b>next-line</b> ( <i>boolean</i> )		Default: <code>false</code>
<b>text-font</b> ( <i>tokenlist</i> )	<i>unused.</i>	
<b>compatibility</b> ( <i>boolean</i> )		Default: <code>true</code>

**Semantics & Comments:** This template is only rudimentary implemented at the moment. It probably needs other keys and the existing ones need a proper implementation!

### 2.2.6 The `captionedtext` template ‘thmlike’

**Attributes:**

<b>counter</b> ( <i>tokenlist</i> )	Counter name to be used if the caption is numbered, otherwise empty.	Default: <code>&lt;empty&gt;</code>
<b>title</b> ( <i>tokenlist</i> )	Fixed part of the caption, e.g., a theorem-like environment may want to specify “Lemma” here.	Default: <code>&lt;empty&gt;</code>
<b>style</b> ( <i>instance</i> )	Instance of type <code>thmstyle</code> that actually implements the theorem-like environment.	Default: <code>plain</code>

**Semantics & Comments:** The template combines the fixed `title` and a number (if present) with the caption text as specified on the document element, if one is given, e.g., “Theorem 1. (Fermat)”. See also the `proof` template, which handles this differently.

The bulk of the work is then outsourced to an instance of type `thmstyle`. As many such theorem-like environments share the same layout and only differ in the first caption string they use, there is this split for convenience.

### 2.2.7 The `captionedtext` template ‘proof’

**Attributes:**

<b>title</b> ( <i>tokenlist</i> )	Heading for the environment unless overwritten on document level.	Default: <code>Proof</code>
<b>punct</b> ( <i>tokenlist</i> )	Punctuation following the heading.	Default: <code>.</code>
<b>caption-placement</b> ( <i>choice</i> )	Supported values <code>chained</code> , <code>unchained</code> , and <code>standalone</code>	Default: <code>unchained</code>
<b>before-hspace</b> ( <i>skip</i> )	Horizontal displacement of the heading.	Default: <code>0pt</code>

<b>after-hspace</b> ( <i>skip</i> )	Space following the heading, only relevant if text follows on the same line.	Default: 5pt
<b>caption-decls</b> ( <i>tokenlist</i> )	Declarations that are applied to the whole caption, e.g., some font settings.	Default: <empty>
<b>title-format</b> ( <i>function1</i> )	Formatting applied to the <b>title</b> value.	Default: #1
<b>punct-format</b> ( <i>function1</i> )	Formatting applied to the <b>punct</b> value.	Default: #1
<b>body-decls</b> ( <i>tokenlist</i> )	Declarations that are applied to body of the environment, e.g., font settings.	Default: <empty>

**Semantics & Comments:** The “unnumbered?” argument (#2) is ignored, as proofs aren’t numbered. The template makes use of the **caption** argument (#3) but in contrast to theorem-like environments this template replaces the **title** key value with the content of this argument (if not `\NoValue`).

Typically there is only one layout for proofs so that there is no need to split the formatting over two templates as done for theorem-like environment. That’s the reason why the template has several layout customization parameters.

### 2.2.8 The `thmstyle` template ‘std’

#### Attributes:

<b>numbered</b> ( <i>boolean</i> )	Is this kind of environment numbered?	Default: true
<b>space</b> ( <i>tokenlist</i> )	Space to be applied between elements of the heading	Default: \quad
<b>punct</b> ( <i>tokenlist</i> )	Punctuation following the heading.	Default: .
<b>caption-placement</b> ( <i>choice</i> )	Supported values <code>chained</code> , <code>unchained</code> , and <code>standalone</code>	Default: <code>unchained</code>
<b>before-hspace</b> ( <i>skip</i> )	Horizontal displacement of the heading.	Default: 0pt
<b>after-hspace</b> ( <i>skip</i> )	Space following the heading, only relevant if text follows on the same line.	Default: 5pt
<b>order</b> ( <i>commalist</i> )	Order of elements in the environment <code>caption</code> / <code>heading</code> . Supported values are <code>title</code> , <code>number</code> , <code>punct</code> , <code>space</code> , and <code>note</code> .	Default: <code>title,space,number,space,note</code>
<b>caption-decls</b> ( <i>tokenlist</i> )	Declarations that are applied to the whole caption, e.g., some font settings.	Default: <empty>
<b>title-format</b> ( <i>function1</i> )	Formatting applied to the <b>title</b> value.	Default: #1
<b>number-format</b> ( <i>function1</i> )	Formatting applied to the <b>number</b> value.	Default: #1
<b>punct-format</b> ( <i>tokenlist</i> )	Formatting applied to the <b>punct</b> value.	Default: #1
<b>note-format</b> ( <i>function1</i> )	Formatting applied to the <b>note</b> value.	Default: (#1)
<b>body-decls</b> ( <i>tokenlist</i> )	Declarations that are applied to body of the environment, e.g., font settings.	Default: <empty>

**Semantics & Comments:** Numbering of the environment is suppressed unconditionally if the `numbered` is set to `false`. Otherwise the environment is numbered except when `#2` is `\BooleanTrue`, i.e., if the star form of the environment was used.

The caption of the environment can consist of a title, a number, a punctuation, some spaces and a note. Their order is defined by the key `order`. If a component is specified but has no value, e.g., no note or the numbering suppressed on an individual environment, then the component and any preceding spaces are ignored.

Spaces between elements are uniform (as one can only specify `space` in the `order` key, but it is possible to use this several times in a row and adjust the `space` key accordingly.

Alternatively, one can omit using `space` in the `order` key and instead put all necessary spacing into the individual `...-format` keys. This approach is used, for example, if a theorem style is set up with `\newtheoremstyle` and its ninth argument contains a declaration such as

```
\thmname{\#1}\thmnumber{\ #2}\thmnote{ (#3)}
```

This is then translated to

```
order      = {title,number,punct,note} ,
title-format = {\#1} ,
number-format = { #2} ,
note-format  = { (#3)} ,
```

when `\newtheoremstyle` sets up a new instance. The downside of this approach is that `\swapnumbers` would not work with such styles (because it would be necessary to transfer the space inside value for the `number-format` key to the value of `title-format`).

If you look closely you also see that in the `order` key a `punct` was added in the list even though it was not present originally. This is the way `\newtheoremstyle` worked and so we mimic that.

### 3 Declaring standard display block environments and their instances

Historically the L<sup>A</sup>T<sub>E</sub>X kernel has defined a number of block environments directly, e.g., `center` or lists like `itemize`, but left others to be set up by document classes. For now we declare all of them here, but in the future, some (or even all) might get moved to new class files.

`\SimpleBlockEnv` Most of the standard block environments have no need for a caption, so to simplify the setup we have added the command `\SimpleBlockEnv` that hides the arguments 2–4 required by a `blockenv` instance and gives them suitable values, i.e., `\BooleanFalse\NoValue\NoValue`. This way, a document level definition for the `center` environment will look like this:

```
\NewDocumentEnvironment{center} { !O{} }
  { \SimpleBlockEnv{center}{#1} } { \BlockEnvEnd }
```

instead of the more verbose

```
\NewDocumentEnvironment{center} { !O{} }
  { \UseInstance{blockenv}{center}{#1} \BooleanFalse \NoValue \NoValue }
  { \BlockEnvEnd }
```

We use `!0{}` for the optional argument so that it is only recognized if it immediately follows `\begin{center}` without any spaces to avoid that a `[` at the start of the body text is misinterpreted as the opening bracket of the optional argument. This is only done for environments where this could be a problem.

This will then call the `center` instance of type `blockenv` that handles the rest.

`\BlockEnv` For the environments that make use of the other arguments, we offer `\BlockEnv` as syntactic sugar so that most environment declarations look similar. And we use `\BlockEnvEnd` in both cases to finish off.

```
1  <*class-code>
```

In the following sections we provide for all block environments the top-level definition and all instances that are used by it. Instances of type `block` are often reused across the environments, in which case we just provide cross-references. Note that this is a design decision, different classes may want to have adjusted settings for individual environments, in which case they would provide special `block` instances instead of reusing, say, the `std-display-⟨level⟩` instances.

### 3.1 The display and `displayblockflattened` environments

`displayblock (env.)` There are two basic block environments (`displayblock` and `displayblockflattened`) which are similar to L<sup>A</sup>T<sub>E</sub>X 2<sub>ε</sub>’s `trivlist` except that they aren’t degenerated lists and thus have no hidden `\item` inside.

```
2  \NewDocumentEnvironment{displayblock}{ !0{} }
3    { \SimpleBlockEnv{displayblock} {#1} } { \BlockEnvEnd }
4  \NewDocumentEnvironment{displayblockflattened}{ !0{} }
5    { \SimpleBlockEnv{displayblockflattened} {#1} } { \BlockEnvEnd }
```

#### 3.1.1 Their `blockenv` instances

`blockenv displayblock (inst.)` This is like L<sup>A</sup>T<sub>E</sub>X 2<sub>ε</sub>’s `trivlist`, i.e., it produces a vertical block with default setting, but doesn’t put a list inside but uses a `<Div>` structure.

We list all keys, those with default values, commented out.

```
6  \DeclareInstance{blockenv}{displayblock}{std}
7  {
8    name          = displayblock
9    %,tagging-recipe = standard
10   %,tag-name      =
11   %,tag-attr-class =
12   ,transparent-level = true
13   %,legacy-code   =
14   %,block-instance = std-display
15   %,para-instance =
16   %,tagging-suppress-paras = false
17   %,inner-instance =
18   %,inner-instance-type =           % not relevant as there is no inner instance
19   %,inner-level-counter =          % not relevant as there is no inner instance
20   %,max-inner-levels = 4          % not relevant as there is no inner instance
21   %,final-code      = \ignorespaces
22 }
```

The `block` uses the instance `std-display` which is shown below.

nv `displayblockflattened` (*inst.*) This flattens inner paragraphs without any surrounding tag structure by using the `basic` tagging recipe.

```

23  \DeclareInstance{blockenv}{displayblockflattened}{std}
24  {
25      name          = displayblockflattened
26      ,tagging-recipe = basic
27      ,tagging-suppress-paras = true
28      ,transparent-level = true
29 }
```

### 3.1.2 Their block instances

We provide 6 nesting levels (as in  $\text{LATEX } 2\varepsilon$ ). If you want to provide more you need to change the `maxblocklevels` counter, offer further `std-display-⟨level⟩` instances but also define further (legacy) `\list{⟨romannumeral⟩}` commands for the defaults. If not, then the settings from the previous level are reused automatically—which may or may not be good enough).

```
30 \setcounter{maxblocklevels}{6}
```

`block std-display-1` (*inst.*) We show all keys here for reference, with those using their default values commented out:

```

block std-display-3 (inst.) 31 \DeclareInstance{block}{std-display-1}{std}
block std-display-4 (inst.) 32 {
block std-display-5 (inst.) 33 % ,begin-vspace = \topsep
block std-display-6 (inst.) 34 % ,begin-extra-vspace = \partopsep
35 % ,para-vspace = \parskip
36 % ,end-vspace = \KeyValue{begin-vspace}
37 % ,end-extra-vspace = \KeyValue{begin-extra-vspace}
38 % ,item-vspace = \itemsep
39 % ,begin-penalty = \UserName{@beginparpenalty}
40 % ,end-penalty = \UserName{@endparpenalty}
41 ,left-margin = 0pt
42 % ,right-margin = \rightmargin
43 % ,para-indent = 0pt
44 }
```

```

45 \DeclareInstanceCopy{block}{std-display-2}{std-display-1}
46 \DeclareInstanceCopy{block}{std-display-3}{std-display-1}
47 \DeclareInstanceCopy{block}{std-display-4}{std-display-1}
48 \DeclareInstanceCopy{block}{std-display-5}{std-display-1}
49 \DeclareInstanceCopy{block}{std-display-6}{std-display-1}
```

## 3.2 The `center`, `flushleft`, and `flushright` environments

All three environments use the `std-display` instance as block instance. They only differ in the choice of para instance.

`center` (*env.*) For now we redeclare various document environments as late as possible in order to make `flushleft` (*env.*) tagging work, even if classes have changed the definitions. Of course, this means that `flushright` (*env.*) such changes get lost.

```

50 \AddToHook{begindocument/before}{./legacy-core}{}
51   \RenewDocumentEnvironment{center}{!O{}}
52   { \SimpleBlockEnv{center}{#1} } { \BlockEnvEnd }
```

```

53  \RenewDocumentEnvironment{flushright} { !O{} }
54  { \SimpleBlockEnv{flushright}{#1} } { \BlockEnvEnd }
55  \RenewDocumentEnvironment{flushleft} { !O{} }
56  { \SimpleBlockEnv{flushleft}{#1} } { \BlockEnvEnd }
57 }

```

### 3.2.1 Their blockenv instances

**blockenv center** (*inst.*) The `center` environment is defined through the `blockenv` instance `center` which makes use of the `block` instance `std-display-⟨level⟩` and the `para` instance `center`. The block nesting level is not incremented. With respect to tagging, text separated by `\par` commands (or empty lines) inside the environment is not tagged as separate paragraphs, i.e., the whole environment is considered to be part of an outer paragraph.

```

58 \DeclareInstance{blockenv}{center}{std}
59 {
60   name          = center
61   ,tag-name     =
62   ,tag-attr-class =
63   ,tagging-recipe = basic
64   ,tagging-suppress-paras = true
65   ,inner-level-counter =
66   ,transparent-level = true
67   ,legacy-code =
68   ,block-instance = std-display
69   ,para-instance = center
70   ,inner-instance =
71 }

```

**blockenv flushleft** (*inst.*) Same as `center` except that we use the `para` instance `raggedright`.

```

72 %\DeclareInstance{blockenv}{flushleft}{std}
73 %{
74 %   name          = flushleft
75 %   ,tag-name     =
76 %   ,tag-attr-class =
77 %   ,tagging-recipe = basic
78 %   ,tagging-suppress-paras = true
79 %   ,inner-level-counter =
80 %   ,transparent-level = true
81 %   ,legacy-code =
82 %   ,block-instance = std-display
83 %   ,para-instance = raggedright
84 %   ,inner-instance =
85 %}

```

Or more concise in the source and perhaps even faster in processing if only few keys are changed:

```

86 \DeclareInstanceCopy{blockenv}{flushleft}{center}
87 \EditInstance{blockenv}{flushleft}{
88   name          = flushleft
89   ,para-instance = raggedright }

```

**blockenv flushright** (*inst.*) Same game for `flushright`.

```

90 \DeclareInstanceCopy{blockenv}{flushright}{center}

```

```

91 \EditInstance{blockenv}{flushright}{
92   name      = flushright
93   ,para-instance = raggedleft }

```

### 3.2.2 Their block instances

They all use the `block` instances `std` which have already been set up in section 3.1.2.

### 3.2.3 Their para instances

Formatting of paragraphs is handled through the `para-instance` key which either refers to a instance of type `para` or is empty, in which case the handling of paragraphs is inherited. The predefined instances are discussed in section 4.

## 3.3 The quote and quotation environments

`LATEX2E` has two environments for quoting: `quote` and `quotation`. By default they differ only in indentation of inner paragraphs. This is handled by using separate block instances. The paragraph setup is inherited. The block nesting level is incremented.

The tag names are both role-mapped to `<BlockQuote>`.

`quote (env.)` We can't use `\RenewDocumentEnvironment` for `quote` and other environments that `quotation (env.)` are class defined, because some classes aren't implementing them at all. So we use `\DeclareDocumentEnvironment` instead. This problem will vanish if all such definitions move in new versions of the classes instead.

```

94 \AddToHook{begindocument/before}{./legacy-quotes}{
95   \DeclareDocumentEnvironment{quote}{!O{}}
96   { \SimpleBlockEnv{quote} {#1} { \BlockEnvEnd }
97   \DeclareDocumentEnvironment{quotation}{!O{}}
98   { \SimpleBlockEnv{quotation} {#1} { \BlockEnvEnd }
99 }

```

### 3.3.1 Their blockenv instances

`blockenv quotation (inst.)` For the `quotation` environment:

```

100 \DeclareInstance{blockenv}{quotation}{std}
101 {
102   name      = quotation
103   ,tag-name = \UseStructureName{block/quotation}
104   ,tag-attr-class =
105   ,tagging-recipe = standard
106   ,inner-level-counter =
107   ,transparent-level = false
108   ,legacy-code =
109   ,block-instance = quotation
110   ,inner-instance =
111 }

```

`blockenv quote (inst.)` For the `quote` environment:

```

112 \DeclareInstance{blockenv}{quote}{std}
113 {
114   name      = quote

```

```

115 ,tag-name           = \UseStructureName{block/quote}
116 ,tag-attr-class     =
117 ,tagging-recipe     = standard
118 ,inner-level-counter =
119 ,transparent-level  = false
120 ,legacy-code        =
121 ,block-instance      = quote
122 ,inner-instance      =
123 }

```

### 3.3.2 Their block instances

**block quote-1 (inst.)** Default layout is to indent equally from both sides.

**block quote-2 (inst.)** 124 \DeclareInstance{block}{quote-1}{std}

**block quote-3 (inst.)** 125 { right-margin = \KeyValue{left-margin} }

**block quote-4 (inst.)**

126 \DeclareInstanceCopy{block}{quote-2}{quote-1}

**block quote-5 (inst.)**

127 \DeclareInstanceCopy{block}{quote-3}{quote-1}

**block quote-6 (inst.)**

128 \DeclareInstanceCopy{block}{quote-4}{quote-1}

129 \DeclareInstanceCopy{block}{quote-5}{quote-1}

130 \DeclareInstanceCopy{block}{quote-6}{quote-1}

**block quotation-1 (inst.)** Quotation additionally changes the para-indent.

**block quotation-2 (inst.)** 131 \DeclareInstance{block}{quotation-1}{std}

**block quotation-3 (inst.)** 132 { para-indent = 1.5em , right-margin = \KeyValue{left-margin} }

**block quotation-4 (inst.)**

133 \DeclareInstanceCopy{block}{quotation-2}{quotation-1}

**block quotation-5 (inst.)**

134 \DeclareInstanceCopy{block}{quotation-3}{quotation-1}

**block quotation-6 (inst.)**

135 \DeclareInstanceCopy{block}{quotation-4}{quotation-1}

136 \DeclareInstanceCopy{block}{quotation-5}{quotation-1}

137 \DeclareInstanceCopy{block}{quotation-6}{quotation-1}

## 3.4 The `verse` environment

The `verse` environment of L<sup>A</sup>T<sub>E</sub>X is intended for poetry. Not sure what that should mean with respect to tagging.

**verse (env.)** Implementation is like `quote` etc.

138 \AddToHook{begindocument/before}[./legacy]{

139 \DeclareDocumentEnvironment{verse}{!O{}}

140 { \SimpleBlockEnv{verse} {#1} } { \BlockEnvEnd }

141 }

### 3.4.1 Their `blockenv` instances

**blockenv verse (inst.)**

142 \DeclareInstance{blockenv}{verse}{std}

143 {

144 name = verse

145 ,tag-name = \UseStructureName{block/verse}

146 ,tag-attr-class =

147 ,tagging-recipe = standard

148 ,inner-level-counter =

149 ,transparent-level = false

```

150 ,legacy-code      =
151 ,block-instance   = quote      % reuse?
152 ,para-instance    = verse
153 ,inner-instance   =
154 }

```

The special indentation on continuation lines (the way L<sup>A</sup>T<sub>E</sub>X handled poetry is done in the `para` instance `verse`, defined later on.

### 3.5 The `verbatim`, `verbatim*` and `alltt` environments

`verbatim` (*env.*) Here are the definitions for the `verbatim` environments. They look somewhat different than `verbatim*` (*env.*) others (but this isn't the final definition). At the moment we use 2 optional arguments, the second is only there so that there is yet another scan even if one optional argument got detected. That then scans away the newline so that afterwards we can reinsert one via `\obeyedline`. A better solution will be to use a `c` specifier for grabbing the body, but that is for another day not Christmas Eve.

```

155 \AddToHook{begindocument/before}{./legacy-verbatim}{%
156   \RenewDocumentEnvironment{verbatim}{=}{\legacy-code}{!o}{!o}{%
157     \SimpleBlockEnv{verbatim}{\#1}{\obeyedline}{\BlockEnvEnd}{%
158       \RenewDocumentEnvironment{verbatim*}{=}{\legacy-code}{!o}{!o}{%
159         \SimpleBlockEnv{verbatim*}{\#1}{\obeyedline}{\BlockEnvEnd}{%

```

`alltt` (*env.*) The `alltt` package implements a variation on `verbatim` handling where backslash and `alltt*` (*env.*) braces retain their normal meanings. We also reimplement it using the template approach. The `alltt*` variant didn't exist in the package, but it is trivial to set it up as well.

```

160   \NewDocumentEnvironment{alltt}{=}{\legacy-code}{!o}{%
161     \SimpleBlockEnv{alltt}{\#1}{\BlockEnvEnd}{%
162   \NewDocumentEnvironment{alltt*}{=}{\legacy-code}{!o}{%
163     \SimpleBlockEnv{alltt*}{\#1}{\BlockEnvEnd}{%
164   }

```

#### 3.5.1 Their `blockenv` instances

`blockenv verbatim` (*inst.*) The `verbatim` environment is defined through `blockenv` instance `verbatim` that makes use of the `block` instance `verbatim-⟨level⟩` and the `para` instance `justify`. The block nesting level is not incremented. Verbatim processing requires various catcode changes, etc. and as a consequence a special parsing routine that grabs the whole environment while these catcodes are in force. This setup is done in the `final-code` key and its last action is to initiate the special parsing.

```

165 \DeclareInstance{blockenv}{verbatim}{std}{%
166 {%
167   name      = verbatim
168   ,tag-name = \UseStructureName{block/verbatim}
169   ,tag-attr-class =
170   ,tagging-recipe = standard
171   ,tagging-suppress-paras = true
172   ,inner-level-counter =
173   ,transparent-level = true
174   ,legacy-code =
175   ,block-instance = verbatim
176   ,inner-instance =

```

fix

The parsing here  
should be adjusted  
as well, eventually.

```
177 ,para-instance      = justify
```

Here is where `verbatim` and `verbatim*` technically differ: in the former we set up spaces to become nonbreakable spaces (if necessary followed by a `\pdfspace` in the pdfTeX engine) and in `verbatim*` we set it up to generate visible space chars.

```
178 ,final-code          = \legacyverbatimsetup{invisible}
```

Then we start the special scanning process to look for `\end{verbatim}` with special catcodes and grab everything in between. For `verbatim*` we use `\@sxverbatim` to look for `\end{verbatim*}` instead.<sup>1</sup>

```
179          \@xverbatim  
180 }
```

The role-mapping is `<verbatim>` to `<Code>` and `<codeline>` to `<Sub>` (which is role mapped to `<Span>` in pdf 1.7). Sub inside Code is allowed according the errata of ISO 32005. The paragraphs inside verbatim are flattened. Line numbers should be inside the `<codeline>` structure and be tagged either as `<Lb1>` or `<Artifact><Lb1>`.

`blockenv verbatim* (inst.)` The implementation of `verbatim*` is similar using the `blockenv` instance `verbatim*`. Its `final-code` sets up visible spaces and a slightly different parsing that grabs everything up to `\end{verbatim*}`. Otherwise the setup is identical.

```
181 \DeclareInstance{blockenv}{verbatim*}{std}  
182 {  
183   name          = verbatim  
184   ,tag-name     = \UseStructureName{block/verbatim}  
185   ,tag-attr-class =  
186   ,tagging-recipe = standard  
187   ,tagging-suppress-paras = true  
188   ,inner-level-counter =  
189   ,transparent-level = true  
190   ,legacy-code    =  
191   ,block-instance = verbatim  
192   ,inner-instance =  
193   ,para-instance  = justify  
194   ,final-code     = \legacyverbatimsetup{visible}  
195           \@sxverbatim  
196 }
```

`blockenv alltt (inst.)` The implementation of the `alltt` environment from the `alltt` is more or less identical as well. We just need a slightly different final code to keep backslash and braces functional.

```
197 \DeclareInstance{blockenv}{alltt}{std}  
198 {  
199   name          = alltt  
200   ,tag-name     = \UseStructureName{block/verbatim}  % private tag instead?  
201   ,tag-attr-class =  
202   ,tagging-recipe = standard  
203   ,tagging-suppress-paras = true  
204   ,inner-level-counter =  
205   ,transparent-level = true  
206   ,legacy-code    =  
207   ,block-instance = verbatim  
208   ,inner-instance =  
209   ,para-instance  = justify
```

---

<sup>1</sup>Perhaps there should be some other command names for this?

Now set up the special environment settings with most characters verbatim. We don't even have to scan ahead for the `\end{alltt}` because backslash and braces still have their normal meaning.

```
210   ,final-code          = \legacyallttsetup {invisible}
211 }
```

`blockenv alltt* (inst.)` The `alltt*` variant didn't exist in the `alltt` package, but it is trivial to set it up as well.

```
212 \DeclareInstance{blockenv}{alltt*}{std}
213 {
214   name          = alltt*
215   ,tag-name     = \UseStructureName{block/verbatim} % private tag instead?
216   ,tag-attr-class =
217   ,tagging-recipe = standard
218   ,tagging-suppress-paras = true
219   ,inner-level-counter =
220   ,transparent-level = true
221   ,legacy-code =
222   ,block-instance = verbatim
223   ,inner-instance =
224   ,para-instance = justify
225   ,final-code    = \legacyallttsetup {visible}
226 }
```

### 3.5.2 Their block instances

`block verbatim-1 (inst.)` Verbatim instances have their own levels so that one can specify specific indentations  
`block verbatim-2 (inst.)` or vertical separations between lines.

```
block verbatim-3 (inst.) 227 \DeclareInstance{block}{verbatim-1}{std}
block verbatim-4 (inst.) 228 {
block verbatim-5 (inst.) 229   ,left-margin    = 0pt
block verbatim-6 (inst.) 230   ,para-vspace   = 0pt
231 }

232 \DeclareInstanceCopy{block}{verbatim-2}{verbatim-1}
233 \DeclareInstanceCopy{block}{verbatim-3}{verbatim-1}
234 \DeclareInstanceCopy{block}{verbatim-4}{verbatim-1}
235 \DeclareInstanceCopy{block}{verbatim-5}{verbatim-1}
236 \DeclareInstanceCopy{block}{verbatim-6}{verbatim-1}
```

## 3.6 The `trivlist` environment

In L<sup>A</sup>T<sub>E</sub>X 2<sub>ε</sub> `trivlist` was used to define various display environments that aren't really lists at all. To support such legacy definitions (even though they should be updated to achieve proper tagging) we continue to support and implement it as a `list` environment with a few hardwired settings mimicking the original behavior.

### 3.7 The standard lists: `itemize`, `enumerate`, and `description`

For the standard lists everything is managed by the `blockenv` instances.

```
237 \AddToHook{begindocument/before}{./legacy-lists} {
238   \RenewDocumentEnvironment{itemize}{!O{}}
239   { \SimpleBlockEnv{itemize} {#1} } { \BlockEnvEnd }
```

maybe we should simply implement it as a `displayblock` instance (at least when doing tagging)  
`itemize (env.)`  
`enumerate (env.)`  
`description (env.)`

```

240 \RenewDocumentEnvironment{enumerate}{!O{}}
241   { \SimpleBlockEnv{enumerate} {#1} } { \BlockEnvEnd }
242 \DeclareDocumentEnvironment{description}{!O{}}
243   { \SimpleBlockEnv{description} {#1} } { \BlockEnvEnd }
244 }
```

### 3.7.1 Their blockenv instances

**blockenv itemize (inst.)** The `itemize` environment is defined through the `blockenv` instance `itemize` which makes use of the `block` instance `list-⟨level⟩`, and an inner instance `itemize-⟨inner-level⟩` of type `list`. The paragraph setup is inherited.<sup>2</sup> The `⟨inner-level⟩` is determined through `\@itemdepth`. The block nesting level and the inner list nesting level are incremented.

```

245 \DeclareInstance{blockenv}{itemize}{std}
246 {
247   name          = itemize
248   ,tag-name     = \UseStructureName{block/itemize}
249   ,tag-attr-class = itemize
250   ,tagging-recipe = list
251   ,inner-level-counter = \@itemdepth
252   ,transparent-level = false
253   ,max-inner-levels = 4
254   ,legacy-code   =
255   ,block-instance = std-list
256   ,inner-instance-type = list
257   ,inner-instance = itemize
258   ,para-instance =
259 }
```

**blockenv enumerate (inst.)** The `enumerate` environment is similar to `itemize` but uses the `blockenv` instance `enumerate`, the `block` instance `list-⟨level⟩`, and the inner instance `enumerate-⟨inner-level⟩`. The `⟨inner-level⟩` is determined through `\@enumdepth`.

```

260 \DeclareInstance{blockenv}{enumerate}{std}
261 {
262   name          = enumerate
263   ,tag-name     = \UseStructureName{block/enumerate}
264   ,tag-attr-class = enumerate
265   ,tagging-recipe = list
266   ,transparent-level = false
267   ,max-inner-levels = 4
268   ,legacy-code   =
269   ,block-instance = std-list
270   ,inner-level-counter = \@enumdepth
271   ,inner-instance-type = list
272   ,inner-instance = enumerate
273 }
```

---

<sup>2</sup>In the L<sup>A</sup>T<sub>E</sub>X 2<sub>ε</sub> implementation justified paragraphs where forced, even if the whole document was set in ragged text. If this slightly strange behavior is desired then one has to set the `para-instance` key to `justify`.

`blockenv description (inst.)` The `description` environment uses the `blockenv` instance `description`, the `block` instance `list-⟨level⟩`, and the inner instance `description` (no dependency on the nesting level), i.e., the environment has the same appearance on all nesting levels.

```

274  \DeclareInstance{blockenv}{description}{std}
275  {
276      name          = description
277      ,tag-name     = \UseStructureName{block/description}
278      ,tag-attr-class = description
279      ,tagging-recipe = list
280      ,inner-level-counter =
281      ,transparent-level = false
282      ,legacy-code =
283      ,block-instance = std-list
284      ,inner-instance-type = list
285      ,inner-instance = description
286  }

```

### 3.7.2 Their block instances

`block std-list-1 (inst.)` The block instances for the various list environments use the same underlying instance `block std-list-2 (inst.)` (well, by default) and nothing needs to be set up specifically (because that is already done in the legacy `\list⟨romannumeral⟩` unless a different layout is wanted).

```

block std-list-4 (inst.) 287 \DeclareInstance{block}{std-list-1}{std}{

block std-list-5 (inst.) 288 % begin-vspace = \topsep
block std-list-6 (inst.) 289 % ,begin-extra-vspace = \partopsep

```

This is the only one we have to explicitly set for lists if the default setup is wanted.

```

290      ,para-vspace      = \parsep
291      % ,end-vspace     = \KeyValue{begin-vspace}
292      % ,end-extra-vspace = \KeyValue{begin-extra-vspace}
293      % ,item-vspace     = \itemsep
294      % ,begin-penalty   = \UserName{@beginparpenalty}
295      % ,end-penalty     = \UserName{@endparpenalty}
296      % ,left-margin     = \leftmargin
297      % ,right-margin    = \rightmargin
298      % ,para-indent     = 0pt
299  }

300 \DeclareInstanceCopy{block}{std-list-2}{std-list-1}
301 \DeclareInstanceCopy{block}{std-list-3}{std-list-2}
302 \DeclareInstanceCopy{block}{std-list-4}{std-list-3}
303 \DeclareInstanceCopy{block}{std-list-5}{std-list-4}
304 \DeclareInstanceCopy{block}{std-list-6}{std-list-5}

```

If the legacy `\list⟨romannumeral⟩` is not used in a modern class then, of course, these instances all need to set up the different parameters explicitly. The new implementation of the standard classes (will) show that approach.

### 3.7.3 Their list instances

For all list instances we have to say what kind of label we want (`item-label`) and how it should be formatted.

**list itemize-1 (inst.)** For **itemize** environments this is all we need to do and we refer back to the external **list itemize-2 (inst.)** definitions rather than defining the **item-label** code in the instance to ensure that old **list itemize-3 (inst.)** documents still work.

**list itemize-4 (inst.)**

```
305 \DeclareInstance{list}{itemize-1}{std}{ item-label = \labelitemi }
306 \DeclareInstance{list}{itemize-2}{std}{ item-label = \labelitemii }
307 \DeclareInstance{list}{itemize-3}{std}{ item-label = \labelitemiii }
308 \DeclareInstance{list}{itemize-4}{std}{ item-label = \labelitemiv }
```

**list enumerate-1 (inst.)** **enumerate** environments are similar, except that we also have to say which counter to use on each level.

**list enumerate-3 (inst.)**

```
309 \DeclareInstance{list}{enumerate-1}{std}
310 { item-label = \labelenumi , counter = enumi }
311 \DeclareInstance{list}{enumerate-2}{std}
312 { item-label = \labelenumii , counter = enumii }
313 \DeclareInstance{list}{enumerate-3}{std}
314 { item-label = \labelenumiii , counter = enumiii }
315 \DeclareInstance{list}{enumerate-4}{std}
316 { item-label = \labelenumiv , counter = enumiv }
```

**list description (inst.)** The **description** lists also use only a single list instance with only one key not using the default:

```
317 \DeclareInstance{list}{description}{std} { item-instance = description }
```

Of course, if handling of **description** lists should differ in nested lists all one has to do is to provide an **inner-level-counter** and then define **description-1**, **description-2**, etc.

### 3.7.4 Their **item** instances

**item basic (inst.)** There are two **item** instances to set up: **description** for use with the **description** **item description (inst.)** environment and **basic** for use with all other lists (up to now).

```
318 \DeclareInstance{item}{basic}{std}
319 { label-align = right }
320 \DeclareInstance{item}{description}{std}
321 {
322 ,label-format = \normalfont\bfseries #1
323 ,label-align = left
324 }
```

## 3.8 The legacy **list** and **trivlist** environments

**list (env.)** The legacy 2e **list** environment is more complicated as we have to get the extra arguments accounted for.

```
325 \AddToHook{begindocument/before}{./legacy} {
326 \RenewDocumentEnvironment{list}{O{} m m }
327 }
```

We do this by storing them away and then call the **list** instance. Inside this instance the **legacy-code** key contains **\legacylistsetup** which makes use of the stored values.

```
328 \tl_set:Nn \l_@@_legacy_env_params_tl
329 {
330 \tl_set:Nn \citemlabel {#2}
```

```

331         #3
332     }

```

The L<sup>A</sup>T<sub>E</sub>X 2 <sub>$\varepsilon$</sub>  lists don't support captions so we use `\SimpleBlockEnv`.

```

333     \SimpleBlockEnv{list} {#1}
334   }
335   { \BlockEnvEnd }
336 }

```

**trivlist (env.)** L<sup>A</sup>T<sub>E</sub>X 2 <sub>$\varepsilon$</sub>  defined `trivlist` as an implementation of `list` (or rather the other way around).

```

337 \AddToHook{begindocument/before}{./legacy}{
338   \RenewDocumentEnvironment{trivlist}{!O{}}
339   { \list[#1]{}}
340   {
341     \dim_zero:N \leftmargin
342     \dim_zero:N \labelwidth
343     \cs_set_eq:NN \makelabel \use:n
344   }
345 }
346 { \BlockEnvEnd }
347 }

```

### 3.8.1 Its `blockenv` instance

**blockenv list (inst.)** The generic `list` environment of L<sup>A</sup>T<sub>E</sub>X 2 <sub>$\varepsilon$</sub>  is modeled with a `blockenv` instance named `list`, a `block` instance named `std-list-⟨level⟩`, and an inner instance named `legacy` (with no dependency on the nesting level). This environment has two arguments and customization of the layout is expected to be directly set in the second argument. For this reason this `legacy` instance is something that shouldn't be changed (all that is attempted to provide a way to support legacy setups).

To set up the default settings (as they were used in L<sup>A</sup>T<sub>E</sub>X 2 <sub>$\varepsilon$</sub> ) the `legacy-code` key gets `\legacylistsetup` assigned that contains the necessary code to set up these defaults. Changing the `blockenv` is therefore not recommended for the legacy `list` environment.

```

348 \DeclareInstance{blockenv}{list}{std}
349 {
350   name          = list
351   ,tag-name     = \UseStructureName{block/list}
352   ,tag-attr-class =
353   ,tagging-recipe = list
354   ,transparent-level = false
355   ,legacy-code   = \legacylistsetup
356   ,block-instance = std-list
357   ,inner-level-counter =
358   ,inner-instance-type = list
359   ,inner-instance = legacy
360 }

```

### 3.8.2 Its `list` instance

**list legacy (inst.)** For the legacy `list` environment there is only one instance which is reused on all levels. This is done this way because the legacy `list` environment sets all its parameters through

its arguments. So this instances shouldn't really be touched. It sets the `legacy-support` key to true, which means that the list code uses `\makelabel` for formatting the label.

```
361 \DeclareInstance{list}{legacy}{std} {
362   ,item-instance = basic
363   ,legacy-support = true
364 }
```

### 3.9 Theorem-like environments declared through `\newtheorem`

In standard L<sup>A</sup>T<sub>E</sub>X theorem-like environments are not defined directly, but with the help of a `\newtheorem` declaration. That allows specifying the typeset environment title, e.g., "Lemma", and the counter to use to number the environments, e.g., they could be all numbered individually or one could number them using the same counter as some other theorem-like environment.

This was first augmented by the `theorem` package which implemented the idea of a `\theoremstyle`; this is now considered obsolete. Michael Downes from the AMS improved on these early ideas and wrote the `amsthm` package, which offered more functionality including a `\newtheoremstyle` declaration and for the document level a `\swapnumbers` and an `proof` environment. It also provided star-forms for `\newtheorem` (to define an unnumbered environment) and allowed to use star-forms of the theorem-like environments to suppress numbering on an individual instance in the document.

This new implementation based on templates, is supposed to cover the functionality of `amsthm` including its declarations so that documents that use `amsthm` explicitly or implicitly via their class should continue to work seamlessly.

For other packages that provide theorem-like environments we have to see if they could be easily remodeled using the new implementation or if there is a need for extended templates.

Assuming declarations such as

```
% \swapnumbers % <- commented out
\theoremstyle{definition}
\newtheorem{axiom}[def]{Axiom}
```

in a document, then the following instances of type `blockenv` and `captionedtext` are declared by `\newtheorem`.

#### 3.9.1 The `blockenv` instances they use

Given the above input `\newtheorem` defines the following `blockenv` instance:

```
\DeclareInstance{blockenv}{axiom}{std}
{
  name          = theorem-like
  ,tag-name     = \UseStructureName{block/theorem-like}
  ,tagging-recipe = standalone
  ,transparent-level = true
  ,block-instance:e = thm-
    \IfInstanceExistsTF{block}
    { thm-definition-1 }
    { definition } { plain }
  ,inner-instance-type = captionedtext
```

```

,inner-instance      = axiom
,para-instance       = justify
}

```

The setting for `block-instance` means that it checks if a `block` instance with the name `thm-definition-1` exists. If so then the value `thm-definition` is used, otherwise `thm-plain` is used which is always defined, i.e., if the `theoremstyle` does not specify any special vertical spacing the `block` instance from the `plain` style is reused.

What varies from `blockenv` instance to instance are the values for `block-instance` and `inner-instance`.

We use `<theorem-like>` as the structure name and role-map it to a `<Sect>` because that can hold a `<Caption>`.

### 3.9.2 The `captionedtext` instances they use

The instance of type `captionedtext` is also defined by `\newtheorem` and in this case it looks like this:

```

\DeclareInstance{captionedtext}{axiom}{thmlike}
{
  ,counter = def
  ,title   = Axiom      % <-- that the title provided to \newtheorem
  ,style   = definition % <-- that's the used \theoremstyle
}

```

If we uncomment the `\swapnumbers` line in the example above then we get

```
,style = definition-swap
```

in the `captionedtext` instance instead.

### 3.9.3 The `thmstyle` instances they use

New theorem styles can be declared with `\newtheoremstyle` which then generates an instance of type `thmstyle`. Alternatively, it is, of course, possible to declare the instances directly (which gives you a bit more flexibility). A few such styles are predeclared, matching what is offered by `amsthm`. These are shown below.

`thmstyle plain (inst.)` The main style used for many theorem-like environments, i.e., the one you get if no special `\theoremstyle` has been specified.

```

365 \DeclareInstance{thmstyle}{plain}{std}
366 {
367   ,caption-placement = unchained
368   ,numbered          = true
369   ,space              = \
370   ,punct              = .
371   ,before-hspace      = 0pt
372   ,after-hspace       = 5pt plus 1pt minus 1pt
373   ,order              = {title, space, number, punct, space, note}
374   ,caption-decls      = \bfseries
375   ,title-format       = #1
376   ,number-format      = #1
377   ,punct-format       = #1

```

```

378     ,note-format      = (#1)
379     ,body-decls       = \itshape
380 }

```

**thmstyle** **remark** (*inst.*) The **remark** is like **plain** with two changes:

```

381 \DeclareInstanceCopy{thmstyle}{remark}{plain}
382 \EditInstance{thmstyle}{remark}
383 {
384     ,caption-decls = \itshape
385     ,body-decls    = \normalfont
386 }

```

**thmstyle** **definition** (*inst.*) The **definition** is like **plain** with only a difference in the font used for the body:

```

387 \DeclareInstanceCopy{thmstyle}{definition}{plain}
388 \EditInstance{thmstyle}{definition}
389 {
390     ,body-decls = \normalfont
391 }

```

**thmstyle** **legacy2e** (*inst.*) Vanilla L<sup>A</sup>T<sub>E</sub>X 2<sub>ε</sub> (without **amsthm** loaded) had a slightly different default. We provide this under the name **legacy2e**. It doesn't use a punctuation after the number and it has slightly different vertical spacing (defined by **thm-legacy2e-1** below).

Thus, to reprocess an old document for tagging that uses **\newtheorem** without loading **amsthm** one has to set **\theoremstyle{legacy2e}** to avoid layout changes. How such a compatibility setting is automated is not yet decided.

```

392 \DeclareInstanceCopy{thmstyle}{legacy2e}{plain}
393 \EditInstance{thmstyle}{legacy2e}{punct = }

```

### 3.9.4 The block instances they use

**block** **thm-plain-1** (*inst.*) Theorems do not support nesting, so in theory we have only one to set up. There are, **block** **thm-plain-2** (*inst.*) however, documents that put theorem-like environments inside of lists or other block environments. While that is in most case somewhat dubious, it can make sense, for example, in **description** lists. So we support it by providing **thm-plain** instances for levels 1 and 2. If somebody really nests them further down, then more such instances need to be declared.

The L<sup>A</sup>T<sub>E</sub>X default reused the general value of **\parindent** and **\parskip** and, of course, they start at the outer margin.

```

394 \DeclareInstance{block}{thm-plain-1}{std}
395 {
396     ,begin-extra-vspace = 0pt
397     ,left-margin       = 0pt
398     ,para-indent       = \parindent
399     ,para-vspace       = \parskip
400 }
401 \DeclareInstanceCopy{block}{thm-plain-2}{thm-plain-1}

```

**block** **thm-remark-1** (*inst.*) The **\thmstyle** for "remarks" is defined by **amsthm** to use less vertical spacing. It **block** **thm-remark-2** (*inst.*) therefore needs its own **block** instance.

```

402 \DeclareInstance{block}{thm-remark-1}{std}
403 {
404     ,begin-vspace      = 0.5\topsep

```

```

405   ,begin-extra-vspace = Opt
406   ,left-margin       = Opt
407   ,para-indent       = \parindent
408   ,para-vspace       = \parskip
409 }
410 \DeclareInstanceCopy{block}{thm-remark-2}{thm-remark-1}

```

`block thm-legacy2e-1 (inst.)` These are like the plain ones but without resetting `begin-extra-vspace` to zero.

`block thm-legacy2e-2 (inst.)` 411 \DeclareInstance{block}{thm-legacy2e-1}{std}

```

412 {
413   ,left-margin       = Opt
414   ,para-indent       = \parindent
415   ,para-vspace       = \parskip
416 }
417 \DeclareInstanceCopy{block}{thm-legacy2e-2}{thm-legacy2e-1}

```

### 3.10 The proof environment (from `amsthm`)

`proof (env.)` The `proof` environment expects one optional argument holding an alternative title for the proof. We parse this optional argument as an implicit key/value argument, so that it is possible to interpret it either as the value for the key `note` or as a key/value list that holds special key settings for this particular environment instance. The result is analyzed by `\ParseLaTeXeTheoremlike` which then calls a `blockenv` instance with the name `proof`.

In addition we have to set up handling of QED symbols using `\pushQED` and `\popQED` using the logic already defined in `amsthm`. Details on all this is given in the code section of this module but normally this top-level declaration doesn't require any changes.

```

418 \NewDocumentEnvironment{proof}{ ={note}o }
419   { \pushQED{\qed}%
420     \ParseLaTeXeTheoremlike {proof} \BooleanTrue {#1} }
421   { \popQED \BlockEnvEnd }

```

`blockenv proof (inst.)` A proof uses its own `proofblock` instance of type `block` for vertical spacing. As the proof has a heading we use a `captionedtext` instance with name `proof` as the inner instance and the paragraphs of the proof are justified.

```

422 \DeclareInstance{blockenv}{proof}{std}
423 {
424   name          = proof
425   ,tag-name     = \UseStructureName{block/proof}
426   ,tag-attr-class = 
427   ,tagging-recipe = standalone
428   ,inner-level-counter = 
429   ,transparent-level = true
430   ,legacy-code   = 
431   ,block-instance = proof
432   ,inner-instance-type = captionedtext
433   ,inner-instance = proof
434   ,para-instance = justify
435 }

```

`captionedtext proof (inst.)` We use a special `captionedtext` template to set up the proof because proofs are not numbered and the argument to a proof environment has a somewhat different semantic meaning than that of theorem-like environments.

```

436 \DeclareInstance{captionedtext}{proof}{proof}
437 {
438   ,title          = Proof
439   ,punct          = .
440   ,before-hspace = 0pt
441   ,after-hspace  = 5pt plus 1pt minus 1pt
442   ,caption-decls = \itshape
443   ,title-format  = #1
444   ,punct-format  = #1
445   ,body-decls    = \normalfont
446 }
```

### 3.10.1 Block instances for the proofs

`block proof-1 (inst.)` Blocks for proofs are pretty normal (the values are taken from the `amsthm` implementation):  
`block proof-2 (inst.)`:

```

447 \DeclareInstance{block}{proof-1}{std}
448 {
449   ,begin-vspace    = 6pt plus 6pt
450   ,left-margin     = 0pt
451   ,para-indent     = \parindent
452   ,para-vspace     = \parskip
453 }
454 \DeclareInstanceCopy{block}{proof-2}{proof-1}
```

## 4 Declaring para instances

Display block environments often require special paragraph settings and therefore have a `para-instance` key to specify and appropriate instance. Here are the standard instances that are predefined for this purpose.

`para justify (inst.)` Justifying is exactly what the default values do, so the instance hasn't any special setup.

```

455 \DeclareInstance{para}{justify}{std}
456 {
457   ,para-attr-class    = justify
458   ,para-indent        = \parindent
459   ,begin-hspace       = 0pt
460   ,left-hspace        = \z@skip
461   ,right-hspace       = \z@skip
462   ,end-hspace         = \flushglue
463   ,final-hyphen-demerits = 5000
464   ,newline-cmd        = \normalcr
465 }
```

`para center (inst.)` Centering a paragraph means putting stretchable glue on both sides.

```

466 \DeclareInstance{para}{center}{std}
467 {
468   ,para-attr-class    = center
469   ,para-indent        = 0pt
```

```

470 % ,begin-hspace      = 0pt
471 ,left-hspace        = \@flushglue
472 ,right-hspace       = \@flushglue
473 ,end-hspace         = \z@skip
474 ,final-hyphen-demerits = 0
475 ,newline-cmd        = \@centercr
476 }

```

`para raggedright (inst.)` This is the plain TeX version of ragged right, which basically means no hyphenation unless a word is truly longer than a line. This implements `flushleft`.

```

477 \DeclareInstance{para}{raggedright}{std}
478 {
479   ,para-attr-class      = raggedright
480   ,para-indent        = 0pt
481 % ,begin-hspace      = 0pt
482   ,left-hspace        = \z@skip
483   ,right-hspace       = \@flushglue
484   ,end-hspace         = \z@skip
485   ,final-hyphen-demerits = 0
486   ,newline-cmd        = \@centercr
487 }

```

`para raggedleft (inst.)` This here is for `flushright`.

```

488 \DeclareInstance{para}{raggedleft}{std}
489 {
490   ,para-attr-class      = raggedleft
491   ,para-indent        = 0pt
492 % ,begin-hspace      = 0pt
493   ,left-hspace        = \@flushglue
494   ,right-hspace       = \z@skip
495   ,end-hspace         = \z@skip
496   ,final-hyphen-demerits = 0
497   ,newline-cmd        = \@centercr
498 }

```

Here are the attribute definitions used in the `para-attr-class` in the above instances:

```

499 \tagpdfsetup
500 {
501   ,role/new-attribute = {justify}  {/0 /Layout /TextAlign/Justify}
502   ,role/new-attribute = {center}   {/0 /Layout /TextAlign/Center}
503   ,role/new-attribute = {raggedright}{/0 /Layout /TextAlign/Start}
504   ,role/new-attribute = {raggedleft} {/0 /Layout /TextAlign/End}
505 }

```

`\centering` These instances are also used to implement declarations for direct use in documents or in user definitions.

```

\raggedright
\justifying
506 \DeclareRobustCommand\centering  {\UseInstance{para}{center}{}}
507 \DeclareRobustCommand\raggedleft {\UseInstance{para}{raggedleft}{}}
508 \DeclareRobustCommand\raggedright{\UseInstance{para}{raggedright}{}}
509 \DeclareRobustCommand\justifying {\UseInstance{para}{justify}{}}

```

LaTeX's default is to typeset paragraphs justified.

```

510 \justifying

```

this should be  
moved elsewhere

(End of definition for `\centering` and others.)

`para verse (inst.)` For the `verse` environment we use a special para instance. If the right hand side should be ragged then a different `right-hspace` is needed.

```
511 \DeclareInstance{para}{verse}{std}
512 {
513   para-attr-class      = justify ,
514   para-indent          = 0pt ,
515   begin-hspace         = -1.5em ,
516   left-hspace          = 1.5em ,
517   right-hspace         = 0pt ,
518   end-hspace          = \flushglue ,
519   final-hyphen-demerits = 0 ,
520   newline-cmd          = \centercr ,
521 }
522 </class-code>
```

## 5 Advice on adjusting the layout of standard block environments

*to document*

## 6 Tagging support

### 6.1 Paragraph tags

Paragraphs in L<sup>A</sup>T<sub>E</sub>X can be nested, e.g., you can have a paragraph containing a display quote, which in turn consists of more than one (sub)paragraph, followed by some more text which all belongs to the same outer paragraph.

In the PDF model and in the HTML model that is not supported — a limitation that conflicts with real life, given that such constructs are quite normal in spoken and written language.

The approach we take to resolve this is to model such “big” paragraphs with a structure named `<text-unit>` and use `<text>` (role-mapped to `<P>`) only for (portions of) the actual paragraph text in a way that the `<text>`s are not nested. As a result we have for a simple paragraph the structures

```
<text>
  <text>
    The paragraph text ...
  </text>
</text>
```

The `<text-unit>` structure is role-mapped to `<Part>` or possibly to `<Div>` so we get a valid PDF, but processors who care can identify the complete paragraphs by looking for `<text-unit>` tags.

In the case of an element, such as a display quote or a display list inside the paragraph, we then have

```

<text-unit>
  <text>
    The paragraph text before the display element ...
  </text>
  <display element structure>
    Content of the display structure possibly involving inner <text-unit> tags
  </display element structure>
  <text>
    ... continuing the outer paragraph text
  </text>
</text-unit>

```

In other words such a display block is always embedded in a `<text-unit>` structure, possibly preceded by a `<text>...</text>` block and possibly followed by one, though both such blocks are optional.

Thus an `itemize` environment that has some introductory text but no text immediately following the list would be tagged as follows:

```

<text-unit>
  <text>
    The intro text for the itemize environment ...
  </text>
  <itemize>
    <LI>
      <itemlabel> label </itemlabel>
      <itembody>
        The text of the first item involving <text-unit> as necessary ...
      </itembody>
    </LI>
    <LI>
      The second item ...
    </LI>
    ... further items ...
  </itemize>
</text-unit>

```

The `<itemize>` is roll-mapped to `<L>`.

For some display blocks, such as centered text, we use a simpler strategy. Such blocks still ensure that they are inside a `<text-unit>` structure but their body uses simple `<text>` blocks and not `<text-unit><text>` inside, e.g., the input

```

This is a paragraph with some
\begin{center}
  centered lines

  with a paragraph break between them
\end{center}
followed by some more text.

```

will be tagged as follows:

```
<text-unit>
  <text>
    This is a paragraph with some
  </text>
  <text /0 /Layout /TextAlign/Center>
    centered lines
  </text>
  <text /0 /Layout /TextAlign/Center>
    with a paragraph break between them
  </text>
  <text>
    followed by some more text.
</text-unit>
```

The text-unit structures are added by using the tagging sockets `para/semantic/begin` and `para/semantic/end` declared in `ltagging.dtx`. They can be disabled by assigning these sockets the plug `noop`.

### 6.1.1 Tagging recipes

There are a number of different tagging recipes that implement different tagging approaches. They are selected through the `tagging-recipe` of the `blockenv` template. Currently the following values are implemented:

**standalone** This recipe does the following:

- Ensure that the `blockenv` is not inside a `<text-unit>` structure. If necessary, close the open one (and any open `<text>` structure).
- Text inside the body of the environment start with `<text-unit><text>` unless the key `tagging-suppress-paras` is set to `true` (which is most likely the wrong thing to do because we then get just `<text>` as the structure).
- At the end of the environment close `</text>` and possibly an inner `<text-unit>` if open.
- Finally, ensure that after the environment a new `<text-unit>` is started, if appropriate, e.g., if text is following.

**basic** This recipe does the following:

- Ensure that the `blockenv` is inside a `<text-unit>` structure, if necessary, start one.
- If inside a `<text-unit><text>`, then close the `</text>` but leave the `<text-unit>` open.
- Text inside the body of the environment start with `<text-unit><text>` if `tagging-suppress-paras` is set to `false`, otherwise just with `<text>`.
- At the end of the environment close `</text>` and possibly an inner `<text-unit>` if open.

- Then look if the environment is followed by an empty line (`\par`). If so, close the outer `<text-unit>` and start any following text with `<text-unit><text>`. Otherwise, don't and following text restarts with a just a `<text>` (and no paragraph indentation)

**standard** This recipe is like the **basic** one as far as handling `<text-unit>` and `<text>` is concerned. In addition

- it starts an inner tagging structure (i.e., which is therefore a child of the outer `<text-unit>`).
- By default this structure is a `<Div>` unless overwritten by the key `tag-name`. If that key is used, a suitable role-map needs to be provided for the name given.
- At the end of the environment that inner structure is closed again so that we are back on the `<text-unit>` level from the outside.
- Then the lookahead for an empty line is done as described previously.

**list** This recipe is like the **standard** one except that

- the inner structure is a list (`<L>`).
- Furthermore everything is set up so that we have list items (`<LI>`) with suitable substructures (`<itemlabel>` for the item labels and `<itembody>` for the item bodies).
- If the key `tag-name` is specified, this is used as the tag name for the whole list instead of `<L>`. Of course, it should then have a suitable rolemap.
- If the key `tag-attr-class` is specified then this is used as the class attribute. Again, this requires a suitable setup on the outside.
- At the end of the environment the `</itembody>`, `</LI>`, and `</L>` (or the tag name used) are closed.
- Then the lookahead for an empty line is done as described previously.

## 7 Tracing and debugging

---

```
\DebugBlocksOn
\DebugBlocksOff
\block_debug_on:
\block_debug_off:
```

---

These commands enable/disable debugging messages for blocks. They also enable/disable debugging of templates (e.g., call `\DebugTemplatesOn` or `\DebugTemplatesOff`).

The data that is produced is rather verbose and largely guided (so far) by what seemed helpful while developing the code. This needs some cleanup at a later stage. At the moment, if you have the following simple document

```
1 \DocumentMetadata{tagging=on, lang=en}
2
3 \documentclass{article}
4
5 \DebugBlocksOn
6
7 \begin{document}
```

cleanup

```

8      \begin{itemize}[item-vspace=3pt]
9          \item          A normal item
10         \item[\textbf{+}] A special item
11     \end{itemize}
12 \end{document}

```

then you will get the following information on the screen and in the .log file:

```

[Template] ==> Use 'blockenv' instance: itemize on input line 8
[Template] ==>   template: 'std'; arguments: |item-vspace=3pt|\BooleanFalse |\NoValue |\NoValue |
[Template] ==> Use 'block' instance: std-list-1 on input line 8
[Template] ==>   template: 'std'; argument: |item-vspace={3pt}|
[Blocks] ==> @endpe=false on input line 8
[Template] ==> Use 'list' instance: itemize-1 on input line 8
[Template] ==>   template: 'std'; arguments: ||\BooleanFalse |\NoValue |\NoValue |
[Blocks] ==> Set first block everypar on input line 8
[Blocks] ==> template:list:std end

[Template] ==> Use 'item' instance: basic on input line 9
[Template] ==>   template: 'std'; argument: ||
[Blocks] ==> Set item block everypar on input line 9
[Blocks] ==> ... in item block everypar on input line 9
[Blocks] ==> increment P on input line 9
[Blocks] ==> Set noop block everypar on input line 9

[Template] ==> Use 'item' instance: basic on input line 10
[Template] ==>   template: 'std'; argument: |label={\textbf{+}}|
[Blocks] ==> item with optional
[Blocks] ==> Set item block everypar on input line 10
[Blocks] ==> ... in item block everypar on input line 10
[Blocks] ==> increment P on input line 10
[Blocks] ==> Set noop block everypar on input line 10

[Blocks] ==> blockenv common ending on input line 11

[Blocks] ==> flattened=false on input line 12
[Blocks] ==> Structure-end text-unit after displayblock on input line 12

```

## 8 New and redefined kernel command

---

\SimpleBlockEnv *to be documented*

\BlockEnv

\BlockEnvEnd

\g\_block\_nesting\_depth\_int

---



---

\legacyverbatimsetup *to be documented*

\legacyallttsetup

\legacylistsetup

---



---

\@setupverbinspace A counterpart definition to the kernel command \@setupverbinspace, needed as we need to handle real space chars in verbatim.

---

`\newtheorem` `\newtheoremstyle` Reimplemented to fit the template approach. `\newtheoremstyle` was defined by `amsthm`.

---

`\@ntheorem` `\@xntheorem` `\@yntheorem` `\@thm` `\@xthm` `\@ythm` `\@othm` `\@begintheorem` `\@opargbegintheorem` `\@endtheorem`

---

---

`\item` `\@itemlabel` The `\item` is redefined.

---

`\c@maxblocklevels` A counter to increase or decrease the number of supported level. If increased, one needs to supply additional level instances.

---

`\begin` The `\begin` is slightly redefined to handle `\@doendpe` better. TODO: move to kernel

---

`\@doendpe` The original `LATEX 2 $\varepsilon$`  command is augmented to allow for tagging.

---

`\para_end:` TODO: consider name, document

---

`para/begin` The para/begin hook is enhanced to support list ends

# 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	
@@ commands:	
\l_@@_legacy_env_params_tl . . . . .	<u>328</u>
\l_ . . . . .	<u>369</u>
A	
\AddToHook . . . . .	<u>50, 94, 138, 155, 237, 325, 337</u>
alltt (env.) . . . . .	<u>160</u>
alltt* (env.) . . . . .	<u>160</u>
B	
\begin . . . . .	<u>37</u>
\bfseries . . . . .	<u>322, 374</u>
block commands:	
\block_debug_off: . . . . .	<u>35</u>
\block_debug_on: . . . . .	<u>35</u>
\g_block_nesting_depth_int . . . . .	<u>36</u>
block proof-1 (instance) . . . . .	<u>447</u>
block proof-2 (instance) . . . . .	<u>447</u>
block quotation-1 (instance) . . . . .	<u>131</u>
block quotation-2 (instance) . . . . .	<u>131</u>
block quotation-3 (instance) . . . . .	<u>131</u>
block quotation-4 (instance) . . . . .	<u>131</u>
block quotation-5 (instance) . . . . .	<u>131</u>
block quotation-6 (instance) . . . . .	<u>131</u>
block quote-1 (instance) . . . . .	<u>124</u>
block quote-2 (instance) . . . . .	<u>124</u>
block quote-3 (instance) . . . . .	<u>124</u>
block quote-4 (instance) . . . . .	<u>124</u>
block quote-5 (instance) . . . . .	<u>124</u>
block quote-6 (instance) . . . . .	<u>124</u>
block std-display-1 (instance) . . . . .	<u>31</u>
block std-display-2 (instance) . . . . .	<u>31</u>
block std-display-3 (instance) . . . . .	<u>31</u>
block std-display-4 (instance) . . . . .	<u>31</u>
block std-display-5 (instance) . . . . .	<u>31</u>
block std-display-6 (instance) . . . . .	<u>31</u>
block std-list-1 (instance) . . . . .	<u>287</u>
block std-list-2 (instance) . . . . .	<u>287</u>
block std-list-3 (instance) . . . . .	<u>287</u>
block std-list-4 (instance) . . . . .	<u>287</u>
block std-list-5 (instance) . . . . .	<u>287</u>
block std-list-6 (instance) . . . . .	<u>287</u>
block thm-legacy2e-1 (instance) . . . . .	<u>411</u>
block thm-legacy2e-2 (instance) . . . . .	<u>411</u>
block thm-plain-1 (instance) . . . . .	<u>394</u>
block thm-plain-2 (instance) . . . . .	<u>394</u>
block thm-remark-1 (instance) . . . . .	<u>402</u>
block thm-remark-2 (instance) . . . . .	<u>402</u>
block verbatim-1 (instance) . . . . .	<u>227</u>
block verbatim-2 (instance) . . . . .	<u>227</u>
block verbatim-3 (instance) . . . . .	<u>227</u>
block verbatim-4 (instance) . . . . .	<u>227</u>
block verbatim-5 (instance) . . . . .	<u>227</u>
block verbatim-6 (instance) . . . . .	<u>227</u>
\BlockEnv . . . . .	<u>14</u>
\BlockEnv . . . . .	<u>14, 36</u>
blockenv alltt (instance) . . . . .	<u>197</u>
blockenv alltt* (instance) . . . . .	<u>212</u>
blockenv center (instance) . . . . .	<u>58</u>
blockenv description (instance) . . . . .	<u>274</u>
blockenv displayblock (instance) . . . . .	<u>6</u>
blockenv displayblockflattened (in- stance) . . . . .	<u>23</u>
blockenv enumerate (instance) . . . . .	<u>260</u>
blockenv flushleft (instance) . . . . .	<u>72</u>
blockenv flushright (instance) . . . . .	<u>90</u>
blockenv itemize (instance) . . . . .	<u>245</u>
blockenv list (instance) . . . . .	<u>348</u>
blockenv proof (instance) . . . . .	<u>422</u>
blockenv quotation (instance) . . . . .	<u>100</u>
blockenv quote (instance) . . . . .	<u>112</u>
blockenv verbatim (instance) . . . . .	<u>165</u>
blockenv verbatim* (instance) . . . . .	<u>181</u>
blockenv verse (instance) . . . . .	<u>142</u>
\BlockEnvEnd . . . . .	<u>14</u>
\BlockEnvEnd . . . . .	<u>14, 36, 3,</u> <u>5, 52, 54, 56, 96, 98, 140, 157, 159,</u> <u>161, 163, 239, 241, 243, 335, 346, 421</u>
\BooleanFalse . . . . .	<u>13</u>
\BooleanTrue . . . . .	<u>13, 420</u>
C	
captionedtext proof (instance) . . . . .	<u>436</u>
center (env.) . . . . .	<u>50</u>
\centering . . . . .	<u>506</u>
cs commands:	
\cs_set_eq:NN . . . . .	<u>343</u>
D	
\DebugBlocksOff . . . . .	<u>35</u>
\DebugBlocksOn . . . . .	<u>35</u>
\DebugTemplatesOff . . . . .	<u>35</u>
\DebugTemplatesOn . . . . .	<u>35</u>
\DeclareDocumentEnvironment . . . . .	<u>17, 95, 97, 139, 242</u>

\DeclareInstance . . . . .	131
.. 6, 23, 31, 58, 72, 100, 112, 124, 131, 142, 165, 181, 197, 212, 227, 245, 260, 274, 287, 305, 306, 307, 308, 309, 311, 313, 315, 317, 318, 320, 348, 361, 365, 394, 402, 411, 422, 436, 447, 455, 466, 477, 488, 511	
\DeclareInstanceCopy . . . . .	124
45, 46, 47, 48, 49, 86, 90, 126, 127, 128, 129, 130, 133, 134, 135, 136, 137, 232, 233, 234, 235, 236, 300, 301, 302, 303, 304, 381, 387, 392, 401, 410, 417, 454	
\DeclareRobustCommand . . . . .	31
description (env.) . . . . .	237
dim commands:	
\dim_zero:N . . . . .	341, 342
displayblock (env.) . . . . .	2
displayblockflattened (env.) . . . . .	2
<b>E</b>	
\EditInstance . . . . .	393
enumerate (env.) . . . . .	237
environments:	
alltt . . . . .	160
alltt* . . . . .	160
center . . . . .	50
description . . . . .	237
displayblock . . . . .	2
displayblockflattened . . . . .	2
enumerate . . . . .	237
flushleft . . . . .	50
flushright . . . . .	50
itemize . . . . .	237
list . . . . .	325
proof . . . . .	418
quotation . . . . .	94
quote . . . . .	94
trivlist . . . . .	337
verbatim . . . . .	155
verbatim* . . . . .	155
verse . . . . .	138
<b>F</b>	
flushleft (env.) . . . . .	50
flushright (env.) . . . . .	50
<b>I</b>	
\ignorespaces . . . . .	21
instances:	
block proof-1 . . . . .	447
block proof-2 . . . . .	447
block quotation-1 . . . . .	131
block quotation-2 . . . . .	131
block quotation-3 . . . . .	131
block quotation-4 . . . . .	131
block quotation-5 . . . . .	131
block quotation-6 . . . . .	131
block quote-1 . . . . .	124
block quote-2 . . . . .	124
block quote-3 . . . . .	124
block quote-4 . . . . .	124
block quote-5 . . . . .	124
block quote-6 . . . . .	124
block std-display-1 . . . . .	31
block std-display-2 . . . . .	31
block std-display-3 . . . . .	31
block std-display-4 . . . . .	31
block std-display-5 . . . . .	31
block std-display-6 . . . . .	31
block std-list-1 . . . . .	287
block std-list-2 . . . . .	287
block std-list-3 . . . . .	287
block std-list-4 . . . . .	287
block std-list-5 . . . . .	287
block std-list-6 . . . . .	287
block thm-legacy2e-1 . . . . .	411
block thm-legacy2e-2 . . . . .	411
block thm-plain-1 . . . . .	394
block thm-plain-2 . . . . .	394
block thm-remark-1 . . . . .	402
block thm-remark-2 . . . . .	402
block verbatim-1 . . . . .	227
block verbatim-2 . . . . .	227
block verbatim-3 . . . . .	227
block verbatim-4 . . . . .	227
block verbatim-5 . . . . .	227
block verbatim-6 . . . . .	227
blockenv alltt . . . . .	197
blockenv alltt* . . . . .	212
blockenv center . . . . .	58
blockenv description . . . . .	274
blockenv displayblock . . . . .	6
blockenv displayblockflattened . . . . .	23
blockenv enumerate . . . . .	260
blockenv flushleft . . . . .	72
blockenv flushright . . . . .	90
blockenv itemize . . . . .	245
blockenv list . . . . .	348
blockenv proof . . . . .	422
blockenv quotation . . . . .	100
blockenv quote . . . . .	112
blockenv verbatim . . . . .	165
blockenv verbatim* . . . . .	181
blockenv verse . . . . .	142
captionedtext proof . . . . .	436
item basic . . . . .	318
item description . . . . .	318
list description . . . . .	317

list enumerate-1 .....	309	list itemize-3 (instance) .....	305
list enumerate-2 .....	309	list itemize-4 (instance) .....	305
list enumerate-3 .....	309	list legacy (instance) .....	361
list enumerate-4 .....	309	\listparindent .....	6
list itemize-1 .....	305		
list itemize-2 .....	305	M	
list itemize-3 .....	305	\makelabel .....	343
list itemize-4 .....	305		
list legacy .....	361	N	
para center .....	466	\NewDocumentEnvironment 2, 4, 160, 162, 418	
para justify .....	455	\newtheorem .....	26–28, 37
para raggedleft .....	488	\newtheoremstyle .....	13, 26, 27, 37
para raggedright .....	477	\normalfont .....	322, 385, 390, 445
para verse .....	511	\NoValue .....	3–5, 12, 13
thmstyle definition .....	387	\Novalue .....	13
thmstyle legacy2e .....	392		
thmstyle plain .....	365	O	
thmstyle remark .....	381	\obeyedline .....	19, 157, 159
\item .....	9, 37		
item basic (instance) .....	318	P	
item description (instance) .....	318	\par .....	16
itemize (env.) .....	237	para center (instance) .....	466
\itemsep .....	38, 293	para commands:	
\itshape .....	379, 384, 442	\para_end: .....	37
		para justify (instance) .....	455
		para raggedleft (instance) .....	488
		para raggedright (instance) .....	477
		para verse (instance) .....	511
		para/begin .....	37
		\parindent .....	398, 407, 414, 451, 458
		\ParseLaTeXeTheoremlike .....	29, 420
		\parsep .....	290
		\parskip .....	8, 35, 399, 408, 415, 452
		\partopsep .....	34, 289
		\popQED .....	29, 421
		proof (env.) .....	418
		\pushQED .....	29, 419
		Q	
\Key{Value} .....	36, 37, 125, 132, 291, 292	\qed .....	419
		quotation (env.) .....	94
		quote (env.) .....	94
		R	
\labelenumi .....	310	\raggedleft .....	506
\labelenumii .....	312	\raggedright .....	506
\labelenumiii .....	314	\RenewDocumentEnvironment .....	17,
\labelenumiv .....	316	51, 53, 55, 156, 158, 238, 240, 326, 338	
\labelitemi .....	305	\rightmargin .....	42, 297
\labelitemii .....	306		
\labelitemiii .....	307	S	
\labelitemiv .....	308	\setcounter .....	30
\labelwidth .....	342	\SimpleBlockEnv .....	13
\leftmargin .....	296, 341	\SimpleBlockEnv .....	13,
\legacyallttsetup .....	36, 210, 225		
\legacylistsetup .....	25, 36, 355		
\legacyverbatimsetup .....	36, 178, 194		
list (env.) .....	325	\swapnumbers .....	13, 26, 27
\list .....	339		
list description (instance) .....	317		
list enumerate-1 (instance) .....	309		
list enumerate-2 (instance) .....	309		
list enumerate-3 (instance) .....	309		
list enumerate-4 (instance) .....	309		
list itemize-1 (instance) .....	305		
list itemize-2 (instance) .....	305		

<b>T</b>	
\tagpdfsetup	499
TEX and L <sup>A</sup> T <sub>E</sub> X 2 <sub><math>\varepsilon</math></sub> commands:	
\@beginparpenalty	8
\@begintheorem	37
\@centercr	475, 486, 497, 520
\@doendpe	37
\@endparpenalty	8
\@endtheorem	37
\@enumdepth	22, 270
\@flushglue	9, 462, 471, 472, 483, 493, 518
\@itemdepth	22, 251
\@itemlabel	37, 330
\@itempenalty	8
\@list...	7
\@listdepth	7
\@listi	6, 7
\@listii	6, 7
\@listvi	7
\@normalcr	9, 464
\@nthm	37
\@opargbegintheorem	37
\@othm	37
\@setupverbinspace	36
\@sxverbatim	20, 195
\@thm	37
\@xnthm	37
\@xthm	37
\@xverbatim	179
\@ynthm	37
\@ythm	37
\arabic	10
\begin	37
\cmaxblocklevels	37
\ignorespaces	7
\item	14, 37
\itemsep	8
\labelsep	10
\labelwidth	10
\leftmargin	8
\legacylistsetup	24
\list	25
\list<romannumeral>	15, 23
\makelabel	10, 26
\par	35
\parindent	9, 28
\parskip	8, 28
\partopsep	8
\pdffakespace	20
\rightmargin	8
\strut	10
\topsep	8
\z@skip	460, 461, 473, 482, 484, 494, 495
\theoremstyle	26, 27
\thmstyle	28
thmstyle definition (instance)	387
thmstyle legacy2e (instance)	392
thmstyle plain (instance)	365
thmstyle remark (instance)	381
tl commands:	
\tl_set:Nn	328, 330
\topsep	33, 288, 404
trivlist (env.)	337
<b>U</b>	
use commands:	
\use:n	343
\UseInstance	506, 507, 508, 509
\UserName	39, 40, 294, 295
\UseStructureName	103, 115, 145, 168, 184, 200, 215, 248, 263, 277, 351, 425
<b>V</b>	
verbatim (env.)	155
verbatim* (env.)	155
verse (env.)	138