

# The `lthook` documentation\*

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November 2, 2023

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## 1 Introduction

### 1.1 Provided hooks

The code offers a number of hooks into which packages (or the user) can add code to support different use cases. Many hooks are offered as pairs (i.e., the second hook is reversed). Also important to know is that these pairs are properly nested with respect to other pairs of hooks.

There are hooks that are executed for all files of a certain type (if they contain code), e.g., for all “include files” or all “packages”, and there are also hooks that are specific to a single file, e.g., do something after the package `foo.sty` has been loaded.

### 1.2 General hooks for file reading

There are four hooks that are called for each file that is read using document-level commands such as `\input`, `\include`, `\usepackage`, etc. They are not called for files read using internal low-level methods, such as `\@input` or `\openin`.

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\*This code has version v1.0o dated 2023/07/10, © L<sup>A</sup>T<sub>E</sub>X Project.

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<code>file/before</code>	These are:
<code>file/.../before</code>	
<code>file/.../after</code>	<b>file/before, file/⟨file-name⟩/before</b> These hooks are executed in that order just
<code>file/after</code>	before the file is loaded for reading. The code of the first hook is used with every

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file, while the second is executed only for the file with matching ⟨file-name⟩ allowing you to specify code that only applies to one file.

**file/⟨file-name⟩/after, file/after** These hooks are after the file with name ⟨file-name⟩ has been fully consumed. The order is swapped (the specific one comes first) so that the /before and /after hooks nest properly, which is important if any of them involve grouping (e.g., contain environments, for example). Furthermore both hooks are reversed hooks to support correct nesting of different packages adding code to both /before and /after hooks.

So the overall sequence of hook processing for any file read through the user interface commands of L<sup>A</sup>T<sub>E</sub>X is:

```

\UseHook{⟨file/before⟩}
\UseHook{⟨file/⟨file name⟩/before⟩}
  ⟨file contents⟩
\UseHook{⟨file/⟨file name⟩/after⟩}
\UseHook{⟨file/after⟩}

```

The file hooks only refer to the file by its name and extension, so the ⟨file name⟩ should be the file name as it is on the filesystem with extension (if any) and without paths. Different from `\input` and similar commands, the `.tex` extension is not assumed in hook ⟨file name⟩, so `.tex` files must be specified with their extension to be recognized. Files within subfolders should also be addressed by their name and extension only.

Extensionless files also work, and should then be given without extension. Note however that T<sub>E</sub>X prioritizes `.tex` files, so if two files `foo` and `foo.tex` exist in the search path, only the latter will be seen.

When a file is input, the ⟨file name⟩ is available in `\CurrentFile`, which is then used when accessing the `file/⟨file name⟩/before` and `file/⟨file name⟩/after`.

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<code>\CurrentFile</code>	The name of the file about to be read (or just finished) is available to the hooks through <code>\CurrentFile</code> (there is no <code>expl3</code> name for it for now). The file is always provided with its extension, i.e., how it appears on your hard drive, but without any specified path to it. For example, <code>\input{sample}</code> and <code>\input{app/sample.tex}</code> would both have <code>\CurrentFile</code> being <code>sample.tex</code> .
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<code>\CurrentFilePath</code>	The path to the current file (complement to <code>\CurrentFile</code> ) is available in <code>\CurrentFilePath</code> if needed. The paths returned in <code>\CurrentFilePath</code> are only user paths, given through <code>\input@path</code> (or <code>expl3</code> 's equivalent <code>\l_file_search_path_seq</code> ) or by directly typing in the path in the <code>\input</code> command or equivalent. Files located by <code>kpsewhich</code> get the path added internally by the T <sub>E</sub> X implementation, so at the macro level it looks as if the file were in the current folder, so the path in <code>\CurrentFilePath</code> is empty in these cases (package and class files, mostly).
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<code>\CurrentFileUsed</code>	In normal circumstances these are identical to <code>\CurrentFile</code> and <code>\CurrentFilePath</code> . They will differ when a file substitution has occurred for <code>\CurrentFile</code> . In that case, <code>\CurrentFileUsed</code> and <code>\CurrentFilePathUsed</code> will hold the actual file name and path loaded by L <sup>A</sup> T <sub>E</sub> X, while <code>\CurrentFile</code> and <code>\CurrentFilePath</code> will hold the names that were <i>asked for</i> . Unless doing very specific work on the file being read, <code>\CurrentFile</code> and <code>\CurrentFilePath</code> should be enough.
<code>\CurrentFilePathUsed</code>	

### 1.3 Hooks for package and class files

Commands to load package and class files (e.g., `\usepackage`, `\RequirePackage`, `\LoadPackageWithOptions`, etc.) offer the hooks from section 1.2 when they are used to load a package or class file, e.g., `file/array.sty/after` would be called after the `array` package got loaded. But as packages and classes form as special group of files, there are some additional hooks available that only apply when a package or class is loaded.

<code>package/before</code>	These are:
<code>package/after</code>	
<code>package/.../before</code>	<code>package/before</code> , <code>package/after</code> These hooks are called for each package being loaded.
<code>package/.../after</code>	
<code>class/before</code>	<code>package/&lt;name&gt;/before</code> , <code>package/&lt;name&gt;/after</code> These hooks are additionally called if the package name is <i>&lt;name&gt;</i> (without extension).
<code>class/after</code>	
<code>class/.../before</code>	<code>class/before</code> , <code>class/after</code> These hooks are called for each class being loaded.
<code>class/.../after</code>	
	<code>class/&lt;name&gt;/before</code> , <code>class/&lt;name&gt;/after</code> These hooks are additionally called if the class name is <i>&lt;name&gt;</i> (without extension).

All `/after` hooks are implemented as reversed hooks.

The overall sequence of execution for `\usepackage` and friends is therefore:

```

\UseHook{<package/before>}
\UseHook{<package/<package name>/before>}
  \UseHook{<file/before>}
  \UseHook{<file/<package name>.sty/before>}
    <package contents>
  \UseHook{<file/<package name>.sty/after>}
  \UseHook{<file/after>}
  code from \AtEndOfPackage if used inside the package
\UseHook{<package/<package name>/after>}
\UseHook{<package/after>}

```

and similar for class file loading, except that `package/` is replaced by `class/` and `\AtEndOfPackage` by `\AtEndOfClass`.

If a package or class is not loaded (or it was loaded before the hooks were set) none of the hooks are executed!

All class or package hooks involving the name of the class or package are implemented as one-time hooks, whereas all other such hooks are normal hooks. This allows for the following use case

```
\AddToHook{package/varioref/after}
{ ... apply my customizations if the package gets
  loaded (or was loaded already) ... }
```

without the need to first test if the package is already loaded.

## 1.4 Hooks for `\include` files

To manage `\include` files, L<sup>A</sup>T<sub>E</sub>X issues a `\clearpage` before and after loading such a file. Depending on the use case one may want to execute code before or after these `\clearpages` especially for the one that is issued at the end.

Executing code before the final `\clearpage`, means that the code is processed while the last page of the included material is still under construction. Executing code after it means that all floats from inside the include file are placed (which might have added further pages) and the final page has finished.

Because of these different scenarios we offer hooks in three places.<sup>1</sup> None of the hooks are executed when an `\include` file is bypassed because of an `\includeonly` declaration. They are, however, all executed if L<sup>A</sup>T<sub>E</sub>X makes an attempt to load the `\include` file (even if it doesn't exist and all that happens is “No file `<filename>.tex`”).

<code>include/before</code> <code>include/.../before</code> <code>include/end</code> <code>include/.../end</code> <code>include/after</code> <code>include/.../after</code>	<p>These are:</p> <p><b><code>include/before</code>, <code>include/&lt;name&gt;/before</code></b> These hooks are executed (in that order) after the initial <code>\clearpage</code> and after <code>.aux</code> file is changed to use <code>&lt;name&gt;.aux</code>, but before the <code>&lt;name&gt;.tex</code> file is loaded. In other words they are executed at the very beginning of the first page of the <code>\include</code> file.</p> <p><b><code>include/&lt;name&gt;/end</code>, <code>include/end</code></b> These hooks are executed (in that order) after L<sup>A</sup>T<sub>E</sub>X has stopped reading from the <code>\include</code> file, but before it has issued a <code>\clearpage</code> to output any deferred floats.</p> <p><b><code>include/&lt;name&gt;/after</code>, <code>include/after</code></b> These hooks are executed (in that order) after L<sup>A</sup>T<sub>E</sub>X has issued the <code>\clearpage</code> but before it has switched back writing to the main <code>.aux</code> file. Thus technically we are still inside the <code>\include</code> and if the hooks generate any further typeset material including anything that writes to the <code>.aux</code> file, then it would be considered part of the included material and bypassed if it is not loaded because of some <code>\includeonly</code> statement.<sup>2</sup></p> <p><b><code>include/excluded</code>, <code>include/&lt;name&gt;/excluded</code></b> The above hooks for <code>\include</code> files are only executed when the file is loaded (or more exactly the load is attempted). If, however, the <code>\include</code> file is explicitly excluded (through an <code>\includeonly</code> statement) the above hooks are bypassed and instead the <code>include/excluded</code> hook followed by the <code>include/&lt;name&gt;/excluded</code> hook are executed. This happens after L<sup>A</sup>T<sub>E</sub>X has loaded the <code>.aux</code> file for this include file, i.e., after L<sup>A</sup>T<sub>E</sub>X has updated its counters to pretend that the file was seen.</p>
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<sup>1</sup>If you want to execute code before the first `\clearpage` there is no need to use a hook—you can write it directly in front of the `\include`.

<sup>2</sup>For that reason another `\clearpage` is executed after these hooks which normally does nothing, but starts a new page if further material got added this way.

All `include` hooks involving the name of the included file are implemented as one-time hooks (whereas all other such hooks are normal hooks).

If you want to execute code that is run for every `\include` regardless of whether or not it is excluded, use the `cmd/include/before` or `cmd/include/after` hooks.

## 1.5 High-level interfaces for L<sup>A</sup>T<sub>E</sub>X

We do not provide any additional wrappers around the hooks (like `filehook` or `scrfile` do) because we believe that for package writers the high-level commands from the hook management, e.g., `\AddToHook`, etc. are sufficient and in fact easier to work with, given that the hooks have consistent naming conventions.

## 1.6 Internal interfaces for L<sup>A</sup>T<sub>E</sub>X

---

```
\declare@file@substitution \declare@file@substitution <file> <replacement-file>
\undeclare@file@substitution \undeclare@file@substitution <file>
```

---

If `<file>` is requested for loading replace it with `<replacement-file>`. `\CurrentFile` remains pointing to `<file>` but `\CurrentFileUsed` will show the file actually loaded.

The main use case for this declaration is to provide a corrected version of a package that can't be changed (due to its license) but no longer functions because of L<sup>A</sup>T<sub>E</sub>X kernel changes, for example, or to provide a version that makes use of new kernel functionality while the original package remains available for use with older releases.

The `\undeclare@file@substitution` declaration undoes a substitution made earlier.

*Please do not misuse this functionality and replace a file with another unless if really needed and only if the new version is implementing the same functionality as the original one!*

---

```
\disable@package@load \disable@package@load <package> <alternate-code>
\reenable@package@load \reenable@package@load <package>
```

---

If `<package>` is requested do not load it but instead run `<alternate-code>` which could issue a warning, error or any other code.

The main use case is for classes that want to restrict the set of supported packages or contain code that make the use of some packages impossible. So rather than waiting until the document breaks they can set up informative messages why certain packages are not available.

The function is only implemented for packages not for arbitrary files.

## 1.7 A sample package for structuring the log output

As an application we provide the package `structuredlog` that adds lines to the `.log` when a file is opened and closed for reading keeping track of nesting level as well. For example, for the current document it adds the lines

```
= (LEVEL 1 START) t1lmr.fd
= (LEVEL 1 STOP) t1lmr.fd
= (LEVEL 1 START) supp-pdf.mkii
```

```

= (LEVEL 1 STOP) supp-pdf.mkii
= (LEVEL 1 START) nameref.sty
== (LEVEL 2 START) refcount.sty
== (LEVEL 2 STOP) refcount.sty
== (LEVEL 2 START) gettitlestring.sty
== (LEVEL 2 STOP) gettitlestring.sty
= (LEVEL 1 STOP) nameref.sty
= (LEVEL 1 START) ltfilehook-doc.out
= (LEVEL 1 STOP) ltfilehook-doc.out
= (LEVEL 1 START) ltfilehook-doc.out
= (LEVEL 1 STOP) ltfilehook-doc.out
= (LEVEL 1 START) ltfilehook-doc.hd
= (LEVEL 1 STOP) ltfilehook-doc.hd
= (LEVEL 1 START) ltfilehook.dtx
== (LEVEL 2 START) ot1lmr.fd
== (LEVEL 2 STOP) ot1lmr.fd
== (LEVEL 2 START) om1lmm.fd
== (LEVEL 2 STOP) om1lmm.fd
== (LEVEL 2 START) om1slmsy.fd
== (LEVEL 2 STOP) om1slmsy.fd
== (LEVEL 2 START) om1xlmex.fd
== (LEVEL 2 STOP) om1xlmex.fd
== (LEVEL 2 START) um1sa.fd
== (LEVEL 2 STOP) um1sa.fd
== (LEVEL 2 START) um1sb.fd
== (LEVEL 2 STOP) um1sb.fd
== (LEVEL 2 START) ts1lmr.fd
== (LEVEL 2 STOP) ts1lmr.fd
== (LEVEL 2 START) t1lmss.fd
== (LEVEL 2 STOP) t1lmss.fd
= (LEVEL 1 STOP) ltfilehook.dtx

```

Thus if you inspect an issue in the `.log` it is easy to figure out in which file it occurred, simply by searching back for `LEVEL` and if it is a `STOP` then remove 1 from the level value and search further for `LEVEL` with that value which should then be the `START` level of the file you are in.

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