

Prototype reimplementations of L^AT_EX 2_ε's block environments using templates

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Abstract

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

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1 Introduction

The list implementation in $\text{\LaTeX} 2_{\epsilon}$ 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.

For example, a `quote` environment would make use of a (display) `block` and some `para` instance while an standard `enumerate` would make use of a display `block`, a `list`, and an `item` and `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.

2 Template types and templates for blocks and lists

2.1 Template types

2.1.1 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.

2.1.2 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`.

2.1.3 The template type ‘list’

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

Semantics:

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

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

2.1.4 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.

2.1.5 The template type ‘blockenv’

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

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.

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 rolemapped and whether it adds additional attributes, etc.

2.2 Templates

2.2.1 The `blockenv` template ‘display’

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`
- increment-level** (*boolean*) Does this `blockenv` increase the block level if it is nested in an outer block? Default: `true`
- setup-code** (*tokenlist*) Initial 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: `displayblock`
- para-instance** (*tokenlist*) Paragraph settings to use within the environment. If `<empty>` then outer values are retained. However, the block template resets some values, which may not be the right thing to do. 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. Default: `list`
- inner-instance** (*tokenlist*) Name of the inner instance (if any). If there is an `inner-level-counter` then the instance name gets `-<counter value>` appended.
Default: `<empty>`
- tagging-suppress-paras** (*boolean*) *describe* Default: `false`
- final-code** (*tokenlist*) Final setup code Default: `\ignorespaces`

Semantics & Comments: 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 $\LaTeX 2\epsilon$ name).

It first checks that nothing is too deeply nested. If the level should increase then it increments the `\@listdepth` counter and calls the corresponding `\@list...` macro to update the legacy defaults. If `increment-level` is set to `false` this is bypassed.

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

Afterwards it calls the appropriate `block` instance based on `block-instance` and current level, e.g., `displayblock-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 \LaTeX counter `maxblocklevels` with a default value of 6. If this value is increased then it is necessary to provide additional instances, e.g., `displayblock-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 `increment-level` is set to `false` then such an environment doesn't alter the nesting level and therefore you can nest those environments as often as you like (a typical example would be `flushleft` anywhere in the nesting hierarchy, that would have no effect on hitting the boundary).

2.2.2 The block template ‘display’

Attributes:

<code>begin-vspace</code> (<i>skip</i>)	Default: <code>\topsep</code>
<code>begin-extra-vspace</code> (<i>skip</i>)	Default: <code>\partopsep</code>
<code>para-vspace</code> (<i>skip</i>)	Default: <code>\parsep</code>
<code>end-vspace</code> (<i>skip</i>)	Default: value from <code>begin-vspace</code>
<code>end-extra-vspace</code> (<i>skip</i>)	Default: value from <code>begin-extra-vspace</code>
<code>item-vspace</code> (<i>skip</i>)	The space in front of an item if the block is a list; if not the setting has no effect
	Default: <code>\itemsep</code>
<code>begin-penalty</code> (<i>integer</i>)	Default: <code>\@beginparpenalty</code>
<code>end-penalty</code> (<i>integer</i>)	Default: <code>\@endparpenalty</code>
<code>left-margin</code> (<i>length</i>)	Default: <code>\leftmargin</code>
<code>right-margin</code> (<i>length</i>)	Default: <code>\rightmargin</code>
<code>para-indent</code> (<i>length</i>)	Default: <code>0pt</code>

Semantics & Comments: The idea of a `heading` key needs some further thoughts and therefore has been removed for now. Maybe instead the template type should accept a second argument and receive input for such a heading from the document level instead.

The names of the keys need further thoughts and some decision. Right now it is a mixture of those with hyphens and those that match legacy register names (the way `enumitem` did its keys).

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>)	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>tokenlist</i>)	Default: <code>\@normalcr</code>
<code>para-attr-class</code> (<i>tokenlist</i>)	Default: <code>justify</code>

2.2.4 The `list` template ‘std’

Attributes:

<code>counter</code> (<i>tokenlist</i>)	Counter name to be used in a numbered list or empty, if the list is unnumbered
<code>item-label</code> (<i>tokenlist</i>)	Label “string” for a fixed label or as generated from the current <code>counter</code> value
<code>start</code> (<i>integer</i>)	Start value for the counter if the list is numbered, otherwise irrelevant Default: <code>1</code>
<code>resume</code> (<i>boolean</i>)	Should a numbered list be resumed from the last instance? Default: <code>false</code>
<code>item-instance</code> (<i>instance</i>)	Instance of type <code>item</code> to be used to format the label string Default: <code>basic</code>
<code>item-vspace</code> (<i>skip</i>)	The space in front of an item in the list. If not specified the value specified in the block template instance is used

item-indent (<i>length</i>)	Horizontal displacement of the item.	Default: 0pt
item-penalty (<i>integer</i>)	Penalty for breaking before an item (except the first)	Default: \@itempenalty
label-width (<i>length</i>)	Width reserved for the formatted item label	Default: \labelwidth
label-sep (<i>length</i>)	Horizontal separation between label and following text	Default: \labelsep
legacy-support (<i>boolean</i>)	Is formatting the label via \makelabel supported?	Default: false

2.2.5 The item template ‘std’

Attributes:

counter-label (<i>function1</i>)	<i>unused</i>	Default: \arabic{#1}
counter-ref (<i>function1</i>)	<i>unused</i>	Default: value from counter-label
label-ref (<i>function1</i>)	<i>unused</i>	Default: #1
label-autoref (<i>function1</i>)	<i>unused</i>	Default: item #1
label-format (<i>function1</i>)	Formatting of the label, questionable the way it is used	Default: #1
label-strut (<i>boolean</i>)	Add a \strut to the label?	Default: false
label-align (<i>choice</i>)	Supported values left, center, right, and parleft. <i>Only partly implemented</i>	Default: right
label-boxed (<i>boolean</i>)	Should the label be boxed?	Default: true
next-line (<i>boolean</i>)		Default: false
text-font (<i>tokenlist</i>)	<i>unused</i>	
compatibility (<i>boolean</i>)		Default: true

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

3 Declaration of standard block environments

3.1 The center, flushleft, and flushright environments

The `center` environment is defined through the `blockenv` instance `center` which makes use of the `block` instance `displayblock-⟨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. The default implementation is

```
\DeclareInstance{blockenv}{center}{display}
{
  name           = center,
  tagging-recipe = basic,
  tagging-suppress-paras = true ,
  increment-level = false,
  block-instance = displayblock ,
  para-instance  = center ,
}
```

The `flushleft` and `flushright` environments are defined in a similar way.

3.2 The quote and quotation environments

The `quote` environment is defined through the `blockenv` instance `quote` which makes use of the `block` instance `quoteblock-⟨level⟩`. The paragraph setup is inherited. The block nesting level is incremented. The default implementation is

```
\DeclareInstance{blockenv}{quote}{display}
{
  name           = quote,
  tag-name       = quote,
  tagging-recipe = standard,
  increment-level = true,
  block-instance = quoteblock ,
}
```

The implementation of `quotation` is similar but uses `quotationblock-⟨level⟩`.

3.3 The verbatim and verbatim* environments

Both the `verbatim` environment is defined through the `blockenv` instance `verbatim` which makes use of the `block` instance `verbatimblock-⟨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. The default implementation is

```

\DeclareInstance{blockenv}{verbatim}{display}
{
  name                = verbatim,
  tag-name            = verbatim,
  tagging-recipe      = standard,
  tagging-suppress-paras = true,
  increment-level     = false,
  block-instance      = verbatimblock ,
  para-instance       = justify ,
  final-code          = \legacyverbatimsetup
                      \@setupverbinvisiblespace \@vobeyspaces
                      \@xverbatim
}

```

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.

3.4 The `itemize` environment

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. The `⟨inner-level⟩` is determined through `\@itemdepth`. The block nesting level and the inner list nesting level are incremented. The default implementation is

```

\DeclareInstance{blockenv}{itemize}{display}
{
  name                = itemize,
  tag-name            = itemize,
  tag-attr-class      = itemize,
  tagging-recipe      = list,
  inner-level-counter = \@itemdepth,
  increment-level     = true,
  max-inner-levels    = 4,
  block-instance      = listblock ,
  inner-instance      = itemize ,
}

```

3.5 The `enumerate` environment

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`.

3.6 The `description` environment

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.

3.7 The list environment

The generic `list` environment of $\text{\LaTeX} 2_{\epsilon}$ is modeled with a `blockenv` instance named `list`, a `block` instance named `list- $\langle level \rangle$` , 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 $\text{\LaTeX} 2_{\epsilon}$) the `setup-code` key gets `\legacylistsetupcode` assigned, so the default setup (that should probably not be changed) looks as follows:

```
\DeclareInstance{blockenv}{list}{display}
{
  name           = list,
  tag-name       = list,
  tagging-recipe = list,
  increment-level = true,
  setup-code     = \legacylistsetupcode ,
  block-instance = listblock ,
  inner-instance = legacy ,
}
```

3.8 The verse environment

The `verse` environment is currently still implemented as a list without real items (as in $\text{\LaTeX} 2_{\epsilon}$). That needs updating.

fix

3.9 The trivlist environment

In $\text{\LaTeX} 2_{\epsilon}$ `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.

3.10 Environments declared through `\newtheorem`

to document

4 Adjusting the layout of standard block environments

to document

5 Tagging support

5.1 Paragraph tags

Paragraphs in L^AT_EX 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 live, 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>` (rollmapped 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-unit>
  <text>
    The paragraph text ...
  </text>
</text-unit>
```

The `<text-unit>` structure is rollmapped 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>
    <Lb1> label </Lb1>
    <LBody>
      The text of the first item involving <text-unit> as necessary ...
    </LBody>
  </LI>
  <LI>
    The second item ...
  </LI>
  ... further items ...
</itemize>
</text-unit>

```

The `<itemize>` is rollmapped 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>

```

5.2 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 rolemap 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 (``) with suitable substructures (`<Lb1>` for the item labels and `<LBody>` 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 rollmap.
- 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 `</LBody>`, ``, and `</L>` (or the tag name used) are closed.
- Then the lookahead for an empty line is done as described previously.

6 Debugging

```

\DebugBlocksOn
\DebugBlocksOff
\block_debug_on:
\block_debug_off:

```

These commands enable/disable debugging messages.

7 New and redefined kernel command

```

\@doendpe

```

The original $\text{\LaTeX} 2_{\epsilon}$ command is augmented to allow for tagging.

```

\legacyverbatimsetup
\legacylistsetupcode

```

to be documented

```

\@setupverbinvisiblespace

```

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

```

endblockenv
\g_block_nesting_depth_int

```

to be documented

```

\newtheorem
\@thm
\@begintheorem

```

Redefined to make theorems tagging aware.

```

\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

`\para_end`: TODO: consider name, document

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

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T _E X and L ^A T _E X 2 _ε commands:	
<code>\@beginparpenalty</code>	<i>5</i>
<code>\@begintheorem</code>	<i>14</i>
<code>\@doendpe</code>	<i>14</i>
<code>\@endparpenalty</code>	<i>5</i>
<code>\@enumdepth</code>	<i>9</i>
<code>\@flushglue</code>	<i>6</i>
<code>\@itemdepth</code>	<i>9</i>
<code>\@itemlabel</code>	<i>14</i>
<code>\@itempenalty</code>	<i>7</i>
<code>\@list...</code>	<i>5</i>
<code>\@listdepth</code>	<i>5</i>
<code>\@listi</code>	<i>4, 5</i>
<code>\@listii</code>	<i>4, 5</i>
<code>\@listvi</code>	<i>5</i>
<code>\@normalcr</code>	<i>6</i>
<code>\@setupverbinvisiblespace</code>	<i>14</i>
<code>\@thm</code>	<i>14</i>
<code>\arabic</code>	<i>7</i>
<code>\begin</code>	<i>14</i>
<code>\c@maxblocklevels</code>	<i>14</i>
<code>\ignorespaces</code>	<i>4, 5</i>
<code>\item</code>	<i>14</i>
<code>\itemsep</code>	<i>5</i>
<code>\labelsep</code>	<i>7</i>
<code>\labelwidth</code>	<i>7</i>
<code>\leftmargin</code>	<i>5</i>
<code>\makelabel</code>	<i>7</i>
<code>\par</code>	<i>13</i>
<code>\parindent</code>	<i>6</i>
<code>\parsep</code>	<i>5</i>
<code>\partopsep</code>	<i>5</i>
<code>\rightmargin</code>	<i>5</i>
<code>\strut</code>	<i>7</i>
<code>\topsep</code>	<i>5</i>