

The `lualatex-math` package*

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1 Introduction

`Lua\text{\LaTeX}` brings major improvements to all areas of \TeX typesetting and programming. They are made available through new primitives or the embedded Lua interpreter, and combining them with existing $\text{\LaTeX} 2_{\epsilon}$ packages is not a task the average \LaTeX user should have to care about. Therefore a multitude of $\text{\LaTeX} 2_{\epsilon}$ packages have been written to bridge the gap between documents and the new features. The `lualatex-math` package focuses on the additional possibilities for mathematical typesetting. The most eminent of the new features is the ability to use Unicode and OpenType fonts, as provided by Will Robertson's `unicode-math` package. However, there is a smaller group of changes unrelated to Unicode: these are

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to be dealt with in this package. While in principle most \TeX documents written for traditional engines should work just fine with \LuaTeX , there is a small number of breaking changes that require the attention of package authors. The `lualatex-math` package tries to fix some of the issues encountered while porting traditional macro packages to \LuaTeX .

The decision to write patches for existing macro packages should not be made lightly: monkey patching done by somebody different from the original package author ties the patching package to the implementation details of the patched functionality and breaks all rules of encapsulation. However, due to the lack of alternatives, it has become an accepted way of providing new functionality in \LaTeX . To keep the negative impact as small as possible, the `lualatex-math` package patches only the $\text{\LaTeX} 2_\epsilon$ kernel and a small number of popular packages. In general, this package should be regarded as a temporary kludge that should be removed once the math-related packages are updated to be usable with \LuaTeX . By its very nature, the package is likely to cause problems; in such cases, please refer to the issue tracker¹.

2 Interface

The `lualatex-math` package can be loaded with `\usepackage` or `\RequirePackage`, as usual. It has no options and no public interface; the patching is always done when the package is loaded and cannot be controlled. As a matter of course, the `lualatex-math` package needs \LuaTeX to function; it will produce error messages and refuse to load under other engines and formats. The package depends on the `expl3` bundle, the `etoolbox` package, the `luatexbase` bundle and the `filehook` package. The `lualatex-math` package is independent of the `unicode-math` package; the fixes provided here are valid for both Unicode and legacy math typesetting.

Currently patches for the $\text{\LaTeX} 2_\epsilon$ kernel and the `amsmath`, `mathtools` and `icomma` packages are provided. It is not relevant whether you load these packages before or after `lualatex-math`. They should work as expected (and ideally you shouldn't notice anything), but if you load other packages that by themselves overwrite commands patched by this package, bad things may happen, as it is usual with \LaTeX .

`\mathstyle`, `\luatexmathstyle`

`\frac`, `\binom`, `\genfrac`

One user-visible change is that the new `\mathstyle` primitive (usually called `\luatexmathstyle` in \LuaTeX) should work in all cases after the `lualatex-math` package has been loaded, provided you use the high-level macros `\frac`, `\binom`, and `\genfrac`. The fraction-like \TeX primitives like `\over` or `\atopwithdelims` and the plain \TeX leftovers like `\brack` or `\choose` cannot be patched, and you shouldn't use them.

3 Implementation of the $\text{\LaTeX} 2_\epsilon$ package

3.1 Requirements

```
1 <*package>
2 \NeedsTeXFormat{LaTeX2e}[2009/09/24]
3 \RequirePackage{expl3}[2012/08/14]
4 \ProvidesExplPackage{lualatex-math}{2012/08/23}{0.3c}%
5   {Patches for mathematics typesetting with LuaLaTeX}
6 \RequirePackage { etoolbox } [ 2007/10/08 ]
7 \RequirePackage { luatexbase } [ 2010/05/27 ]
8 \RequirePackage { filehook } [ 2011/03/09 ]
```

¹<https://github.com/phst/lualatex-math/issues>

```

9 \RequireLuaModule { luatex-math } [ 2011/05/05 ]
\lltxmath_restore_catcode:N Executing the exhaustive expansion of \lltxmath_restore_catcode:N⟨character
token⟩ restores the category code of the ⟨character token⟩ to its current value.
10 \cs_new_nopar:Npn \lltxmath_restore_catcode:N #1 {
11   \char_set_catcode:nn { \int_eval:n { `#1 } }
12   { \char_value_catcode:n { `#1 } }
13 }

```

We use the macro defined above to restore the category code of the dollar sign. There are packages that make the dollar sign active; hopefully they get loaded after the packages we are trying to patch.

```

14 \exp_args:Nx \AtEndOfPackage {
15   \lltxmath_restore_catcode:N \$
16 }
17 \char_set_catcode_math_toggle:N \$

```

3.2 Messages

luatex-required Issued when not running under LuaTeX.

```

18 \msg_new:nnn { luatex-math } { luatex-required } {
19   The~ luatex-math~ package~ requires~ LuaTeX. \\
20   I~ will~ stop~ loading~ now.
21 }

```

different-meanings Issued when two control sequences have different meanings, but should not.

```

22 \msg_new:nnnn { luatex-math } { different-meanings } {
23   I've~ expected~ the~ control~ sequences \\
24   #1~ and~ #3 \\
25   to~ have~ the~ same~ meaning,~ but~ their~ meanings~ are~ different.
26 } {
27   The~ meaning~ of~ #1~ is: \\
28   #2 \\
29   The~ meaning~ of~ #3~ is: \\
30   #4
31 }

```

macro-expected Issued when trying to patch a non-macro. The first argument must be the detokenized macro name.

```

32 \msg_new:nnn { luatex-math } { macro-expected } {
33   I've~ expected~ that~ #1~ is~ a~ macro,~ but~ it~ isn't.
34 }

```

wrong-meaning Issued when trying to patch a macro with an unexpected meaning. The first argument must be the detokenized macro name; the second argument must be the actual detokenized meaning; and the thied argument must be the expected detokenized meaning.

```

35 \msg_new:nnn { luatex-math } { wrong-meaning } {
36   I've~ expected~ #1~ to~ have~ the~ meaning \\
37   #3, \\
38   but~ it~ has~ the~ meaning \\
39   #2.
40 }

```

patch-macro Issued when a macro is patched. The first argument must be the detokenized macro name.

```

41 \msg_new:nnn { luatex-math } { patch-macro } {
42   I'm~ going~ to~ patch~ macro~ #1.
43 }

```

3.3 Initialization

Unless we are running under Lua_T_E_X, we issue an error and quit immediately. Loading the `luatexbase` module will already have produced an error, but we issue another one for clarity.

```
44 \luatex_if_engine:F {
45   \msg_error:nn { luatex-math } { luatex-required }
46   \endinput
47 }
```

3.4 Patching

`\lltxmath_temp:w` A scratch macro.

```
48 \cs_new_eq:NN \lltxmath_temp:w \prg_do_nothing:
```

`\luatexUmathcode` We need the extended versions of `\mathcode` and `\mathchardef`. The command
`\luatexUmathcodenum` `\luatexbase@ensure@primitive{<name>}` makes sure that the Lua_T_E_X primitive
`\luatexUmathchardef` `\<name>` is available under the qualified name `\luatex<name>`.

```
49 \luatexbase@ensure@primitive { Umathcode }
50 \luatexbase@ensure@primitive { Umathcodenum }
51 \luatexbase@ensure@primitive { Umathchardef }
```

`\lltxmath_assert_eq:NN` The macro `\lltxmath_assert_eq:NN<first command><second command>` tests whether the control sequences `<first command>` and `<second command>` have the same meaning, and prints an error message if they do not.

```
52 \cs_new_protected_nopar:Npn \lltxmath_assert_eq:NN #1 #2 {
53   \cs_if_eq:NNF #1 #2 {
54     \msg_error:nnxxxx { luatex-math } { different-meanings }
55     { \token_to_str:N #1 } { \token_to_meaning:N #1 }
56     { \token_to_str:N #2 } { \token_to_meaning:N #2 }
57   }
58 }
```

`\lltxmath_patch:NNnnn` The auxiliary macro `\lltxmath_patch:NNnnn<command><factory command><parameter text><expected replacement text><new replacement text>` tries to patch
`\lltxmath_patch:cNnnn` `<command>`. If `<command>` is undefined, do nothing. Otherwise it must be a macro with the given `<parameter text>` and `<expected replacement text>`, created by the given `<factory command>` or equivalent. In this case it will be overwritten using the `<parameter text>` and the `<new replacement text>`. Otherwise issue a warning and don't overwrite.

```
59 \cs_new_protected_nopar:Npn \lltxmath_patch:NNnnn #1 #2 #3 #4 #5 {
60   \cs_if_exist:NT #1 {
61     \token_if_macro:NTF #1 {
62       \group_begin:
63       #2 \lltxmath_temp:w #3 { #4 }
64       \cs_if_eq:NNTF #1 \lltxmath_temp:w {
65         \msg_info:nnx { luatex-math } { patch-macro }
66         { \token_to_str:N #1 }
67       \group_end:
68       #2 #1 #3 { #5 }
69     } {
70       \msg_warning:nnxxx { luatex-math } { wrong-meaning }
71       { \token_to_str:N #1 } { \token_to_meaning:N #1 }
72       { \token_to_meaning:N \lltxmath_temp:w }
73     \group_end:
74   }
75 }
```

```

76      \msg_warning:nnx { luatex-math } { macro-expected }
77      { \token_to_str:N #1 }
78    }
79  }
80 }
81 \cs_generate_variant:Nn \lltxmath_patch:NNnnn { c }

```

`\lltxmath_set_mathchar:NN` The macro `\lltxmath_set_mathchar:NN` $\langle control\ sequence \rangle \langle token \rangle$ defines the $\langle control\ sequence \rangle$ as an extended mathematical character shorthand whose mathematical code is given by the mathematical code of the character `` $\langle token \rangle$` . Since there is no `\Umathcharnumdef` primitive, we have to extract the class, family, and slot numbers separately.

```

82 \cs_new_protected_nopar:Npn \lltxmath_set_mathchar:NN #1 #2 {
83   \luatexUmathchardef #1
84   \lua_now_x:n {
85     luatex.math.print_class_fam_slot( \int_eval:n { `#2 } )
86   }
87   \scan_stop:
88 }

```

3.5 L^AT_EX 2_ε kernel

In LuaT_EX, we have 256 math families at our disposal. Therefore we modify the L^AT_EX allocation macros `\newfam` and `\new@mathgroup` accordingly.

First we test whether `\newfam` and `\new@mathgroup` are equal.

```

89 \lltxmath_assert_eq:NN \newfam \new@mathgroup

```

`\new@mathgroup` It is enough to modify the maximum number of families known to the allocation system; the macro `\alloc@` takes care of the rest. This would work even if the `etex` package weren't loaded.

```

90 \lltxmath_patch:NNnnn \new@mathgroup \cs_set_nopar:Npn { } {
91   \alloc@ 8 \mathgroup \chardef \sixt@@n
92 } {
93   \alloc@ 8 \mathgroup \chardef \c_two_hundred_fifty_six
94 }

```

`\newfam` We have to reset `\newfam` to equal `\new@mathgroup`.

```

95 \cs_set_eq:NN \newfam \new@mathgroup

```

LuaT_EX enables access to the current mathematical style via the `\mathstyle` primitive. For this to work, fraction-like constructs (e.g., $\langle numerator \rangle \over \langle denominator \rangle$) have to be enclosed in a `\Ustack` group. `\frac` can be patched to do this, but the plain T_EX remnants `\choose`, `\brack` and `\brace` should be discouraged.

`\luatexUstack` First we make sure that we can use the `\Ustack` primitive (under the name `\luatexUstack`).

```

96 \luatexbase@ensure@primitive { Ustack }

```

`\frac` Here we assume that nobody except `amsmath` redefines `\frac`. This is obviously not the case, but we ignore other packages (e.g., `nath`) for the moment. We only patch the L^AT_EX 2_ε kernel definition if the `amsmath` package is not loaded; the corresponding patch for `amsmath` follows below.

```

97 \AtEndPreamble {
98   \ifpackageloaded { amsmath } { } {
99     \lltxmath_patch:NNnnn \frac \cs_set_nopar:Npn { #1 #2 } {

```

```

100      {
101      \begingroup #1 \endgroup \over #2
102      }
103    } {

```

To do: do we need the additional set of braces around `\Ustack`?

```

104      {
105      \luatexUstack { \group_begin: #1 \group_end: \over #2 }
106      }
107    }
108  }
109 }

```

3.6 amsmath

The popular `amsmath` package is subject to three LuaTeX-related problems:

- The `\mathcode` primitive is used several times, which fails for Unicode math characters. `\Umathcode` should be used instead.
- Legacy font dimensions are used for constructing stacks in the `\substack` command and the `subarray` environment. This doesn't work if a Unicode math font is selected.
- The fraction commands `\frac` and `\genfrac` don't use the `\Ustack` primitive.

`\luatexalignmark` We use the primitives corresponding to the alignment mark (#) and to the inline math switches; this is more semantical and might lead to better error messages.

```

\luatexUstartmath 110 \luatexbase@ensure@primitive { alignmark }
\luatexUstopmath  111 \luatexbase@ensure@primitive { Ustartmath }
                  112 \luatexbase@ensure@primitive { Ustopmath }

```

`\luatexUmathstacknumup` Now we require the font parameters we will use.

```

\luatexUmathstackdenomdown 113 \luatexbase@ensure@primitive { Umathstacknumup }
\luatexUmathstackvgap      114 \luatexbase@ensure@primitive { Umathstackdenomdown }
                            115 \luatexbase@ensure@primitive { Umathstackvgap }

```

`\c_lltxmath_std_minus_mathcode_int` These constants contain the standard TeX mathematical codes for the minus and
`\c_lltxmath_std_equal_mathcode_int` the equal signs. We temporarily set the math codes to these constants before loading the `amsmath` package so that it can request the legacy math code without error.

```

116 \int_const:Nn \c_lltxmath_std_minus_mathcode_int { "2200 }
117 \int_const:Nn \c_lltxmath_std_equal_mathcode_int { "303D }

```

`\lltxmath_char_dim:NN` The macro `\lltxmath_char_dim:NN<primitive><token>` expands to a `<dimen>` whose value is the metric of the mathematical character corresponding to the character ``<token>` specified by `<primitive>`, which must be one of `\fontcharwd`, `\fontcharht` or `\fontchardp`, in the currently selected text style font.

```

118 \cs_new_nopar:Npn \lltxmath_char_dim:NN #1 #2 {
119   #1 \textfont
120   \lua_now_x:n {
121     lualatex.math.print_fam_slot( \int_eval:n { `#2 } )
122   }
123 }

```

`\l_lltxmath_minus_mathchar` These mathematical characters are saved before `amsmath` is loaded so that we can
`\l_lltxmath_equal_mathchar` temporarily assign the TeX values to the mathematical codes of the minus and equals signs. The `amsmath` package queries these codes, and if they represent

Unicode characters, the package loading will fail. If `amsmath` has already been loaded, there is nothing we can do, therefore we use the non-starred version of `\AtBeginOfPackageFile`.

```
124 \chk_if_free_cs:N \l_lltxmath_minus_mathchar
125 \chk_if_free_cs:N \l_lltxmath_equal_mathchar
126 \AtBeginOfPackageFile { amsmath } {
127   \lltxmath_set_mathchar:NN \l_lltxmath_minus_mathchar \-
128   \lltxmath_set_mathchar:NN \l_lltxmath_equal_mathchar \=
```

Now we temporarily reset the mathematical codes.

```
129 \char_set_mathcode:nn { \- } { \c_lltxmath_std_minus_mathcode_int }
130 \char_set_mathcode:nn { \= } { \c_lltxmath_std_equal_mathcode_int }
131 \AtEndOfPackageFile { amsmath } {
```

`\std@minus` The `amsmath` package defines the control sequences `\std@minus` and `\std@equal`
`\std@equals` as mathematical character shorthands while loading, but uses our restored mathematical codes, which must be fixed.

```
132 \cs_set_eq:NN \std@minus \l_lltxmath_minus_mathchar
133 \cs_set_eq:NN \std@equal \l_lltxmath_equal_mathchar
```

Finally, we restore the original mathematical codes of the two signs.

```
134 \luatexUmathcodenum \- \l_lltxmath_minus_mathchar
135 \luatexUmathcodenum \= \l_lltxmath_equal_mathchar
136 }
137 }
```

All of the following fixes work even if `amsmath` is already loaded.

`\@begindocumenthook` `amsmath` repeats the definition of `\std@minus` and `\std@equal` at the beginning of the document, so we also have to patch the internal kernel macro `\@begindocumenthook` which contains the hook code.

```
138 \AtEndOfPackageFile * { amsmath } {
139   \tl_replace_once:Nnn \@begindocumenthook {
140     \mathchardef \std@minus \mathcode \- \relax
141     \mathchardef \std@equal \mathcode \= \relax
142   } {
143     \lltxmath_set_mathchar:NN \std@minus \-
144     \lltxmath_set_mathchar:NN \std@equal \=
145   }
```

`\resetMathstrut@` `amsmath` uses the box `\Mathstrutbox@` for struts in mathematical mode. This box is defined to have the height and depth of the opening parenthesis taken from the current text font. The command `\resetMathstrut@` is executed whenever the mathematical fonts are changed and has to restore the correct dimensions. The original definition uses a temporary mathematical character shorthand definition whose meaning is queried to extract the family and slot. We can do this in Lua; furthermore we can avoid a temporary box because ε -TeX allows us to query glyph metrics directly.

```
146 \lltxmath_patch:NNnnn \resetMathstrut@ \cs_set_nopar:Npn { } {
147   \setbox \z@ \hbox {
148     \mathchardef \@tempa \mathcode \(\ \relax % \)
149     \def \@tempb ##1 "##2 ##3 { \the \textfont "##3 \char" }
150     \expandafter \@tempb \meaning \@tempa \relax
151   }
152   \ht \Mathstrutbox@ \ht \z@
153   \dp \Mathstrutbox@ \dp \z@
154 } {
```

```

155   \box_set_ht:Nn \Mathstrutbox@ {
156     \lltxmath_char_dim:NN \fontcharht \{ % \}
157   }
158   \box_set_dp:Nn \Mathstrutbox@ {
159     \lltxmath_char_dim:NN \fontchardp \}
160   }
161 }

```

subarray The `subarray` environment uses legacy font dimensions. We simply patch it to use LuaTeX font parameters (and L^AT_EX₃ expressions instead of T_EX arithmetic). Since subscript arrays are conceptually vertical stacks, we use the sum of top and bottom shift for the default vertical baseline distance (`\baselineskip`) and the minimum vertical gap for stack for the minimum baseline distance (`\lineskip`).

```

162 \lltxmath_patch:NNnnn \subarray \cs_set:Npn { #1 } {
163   \vcenter
164   \bgroup
165   \Let@
166   \restore@math@cr
167   \default@tag
168   \baselineskip \fontdimen 10~ \scriptfont \tw@
169   \advance \baselineskip \fontdimen 12~ \scriptfont \tw@
170   \lineskip \thr@@ \fontdimen 8~ \scriptfont \thr@@
171   \lineskiplimit \lineskip
172   \ialign
173   \bgroup
174   \ifx c #1 \hfil \fi
175   $ \m@th \scriptstyle ## $
176   \hfil
177   \crrc
178 } {
179   \vcenter
180   \c_group_begin_token
181   \Let@
182   \restore@math@cr
183   \default@tag
184   \skip_set:Nn \baselineskip {
185     \luatexUmathstacknumup \scriptstyle
186     + \luatexUmathstackdenomdown \scriptstyle
187   }
188   \lineskip \luatexUmathstackvgap \scriptstyle
189   \lineskiplimit \lineskip
190   \ialign
191   \c_group_begin_token
192   \token_if_eq_meaning:NNT c #1 { \hfil }
193   \luatexUstartmath
194   \m@th
195   \scriptstyle
196   \luatexalignmark \luatexalignmark
197   \luatexUstopmath
198   \hfil
199   \crrc
200 }

```

\frac Since `\frac` is declared by `\DeclareRobustCommand`, we must patch the macro `\frac_`.

```

201 \lltxmath_patch:cNnnn { frac~ } \cs_set:Npn { #1 #2 } {
202   {
203     \begingroup #1 \endgroup \@@over #2

```



```

204     }
205   } {
206     {
207       \luatexUstack { \group_begin: #1 \group_end: \@@over #2 }
208     }
209   }

```

`\@genfrac` Generalized fractions are typeset by the internal `\@genfrac` command.

```

210   \ltxmath_patch:NNnnn \@genfrac \cs_set_nopar:Npn {
211     #1 #2 #3 #4 #5
212   } {
213     {
214       #1 { \begingroup #4 \endgroup #2 #3 \relax #5 }
215     }
216   } {
217     {
218       #1 {
219         \luatexUstack {
220           \group_begin: #4 \group_end: #2 #3 \scan_stop: #5
221         }
222       }
223     }
224   }
225 }

```

3.7 mathtools

`mathtools`' `\cramped` command and others that make use of its internal version use a hack involving a null radical. LuaTeX has primitives for setting material in cramped mode, so we make use of them.

```

\luatexcrampeddisplaystyle First we make sure that the needed primitives for cramped styles are available.
\luatexcrampedtextstyle
\luatexcrampedscriptstyle
\luatexcrampedscriptscriptstyle
226 \luatexbase@ensure@primitive { crampeddisplaystyle }
227 \luatexbase@ensure@primitive { crampedtextstyle }
228 \luatexbase@ensure@primitive { crampedscriptstyle }
229 \luatexbase@ensure@primitive { crampedscriptscriptstyle }

```

`\MT_cramped_internal:Nn` The macro `\MT_cramped_internal:Nn<style>{<expression>}` typesets the *<expression>* in the cramped style corresponding to the given *<style>* (`\displaystyle` etc.); all we have to do in LuaTeX is to select the correct primitive. Rewriting the user-level `\cramped` command and employing `\mathstyle` would be possible as well, but we avoid this way since we want to patch only a single command.

```

230 \AtEndOfPackageFile * { mathtools } {
231   \ltxmath_patch:NNnnn \MT_cramped_internal:Nn
232   \cs_set_nopar:Npn { #1 #2 } {
233     \sbox \z@ {
234       $
235       \m@th
236       #1
237       \nulldelimiterspace = \z@
238       \radical \z@ { #2 }
239       $
240     }
241     \ifx #1 \displaystyle
242       \dimen@ = \fontdimen 8 \textfont 3
243       \advance \dimen@ .25 \fontdimen 5 \textfont 2
244     \else

```

```

245     \dimen@ = 1.25 \fontdimen 8
246     \ifx #1 \textstyle
247         \textfont
248     \else
249         \ifx #1 \scriptstyle
250             \scriptfont
251         \else
252             \scriptscriptfont
253         \fi
254     \fi
255     3
256 \fi
257 \advance \dimen@ -\ht\z@
258 \ht\z@ = -\dimen@
259 \box\z@
260 } {

```

Here the additional set of braces is absolutely necessary, otherwise the changed mathematical style would be applied to the material after the `\mathchoice` construct.

```

261 {
262     \use:c { luatexcramped \cs_to_str:N #1 } #2
263 }
264 }
265 }

```

3.8 icomma

The `icomma` package uses `\mathchardef` to save the mathematical code of the comma character. This breaks for Unicode fonts. The incompatibility was noticed by Peter Breitfeld.²

`\mathcomma` `icomma` defines the mathematical character shorthand `\icomma` at the beginning of the document, therefore we again patch `\@begindocumenthook`.

```

266 \AtEndOfPackageFile * { icomma } {
267     \tl_replace_once:Nnn \@begindocumenthook {
268         \mathchardef \mathcomma \mathcode `\",
269     } {
270         \lltxmath_set_mathchar:NN \mathcomma \,
271     }
272 }
273 \</package>

```

4 Implementation of the Lua_{La}T_EX module

For the Lua module, we use the standard `luatexbase-modutils` template and the `module` function.

```

274 <lua>
275 require("luatexbase.modutils")
276 require("luatexbase.cctb")
277 local err, warn, info, log = luatexbase.provides_module({
278     name = "lualatex-math",
279     date = "2011/05/05",
280     version = 0.1,
281     description = "Patches for mathematics typesetting with LuaLaTeX",

```

²<https://groups.google.com/d/topic/de.comp.text.tex/Cputk-AJS5I/discussion>

```

282  author = "Philipp Stephani",
283  licence = "LPPL v1.3+"
284 })
285 local unpack = unpack
286 local string = string
287 local tex = tex
288 local cctb = luatexbase.catcodetables
289 module("luatex.math")

print_fam_slot The function print_fam_slot takes one argument which must be a number.
It interprets the argument as a Unicode code point whose mathematical code
is printed in the form  $\langle family \rangle_{\langle slot \rangle}$ , suitable for the right-hand side of e.g.
\fontcharht\textfont.

290 function print_fam_slot(char)
291   local code = tex.getmathcode(char)
292   local class, family, slot = unpack(code)
293   local result = string.format("%i %i ", family, slot)
294   tex.sprint(cctb.string, result)
295 end

print_class_fam_slot The function print_class_fam_slot takes one argument which must be a number.
It interprets the argument as a Unicode code point whose mathematical code
is printed in the form  $\langle class \rangle_{\langle family \rangle_{\langle slot \rangle}}$ , suitable for the right-hand side of
\Umathchardef.

296 function print_class_fam_slot(char)
297   local code = tex.getmathcode(char)
298   local class, family, slot = unpack(code)
299   local result = string.format("%i %i %i ", class, family, slot)
300   tex.sprint(cctb.string, result)
301 end
302 \lua

```

5 Test files

Finally six small test files—but not a real test suite.

5.1 Common definitions

```

303 \test
304 \documentclass[pagesize=auto]{scrartcl}

Only xparse starting with 2008/08/03 has \NewDocumentCommand.
305 \usepackage{xparse}[2008/08/03]
306 \usepackage{luacode}
307 \ExplSyntaxOn
308 \AtBeginDocument { \errorcontextlines = \c_fifteen }

pass This message is issued when a test passed.
309 \msg_new:nnn { test } { pass } { #1 }

\test_pass:x The macro \test_pass:x{<text>} issues the pass message with description <text>.
310 \cs_new_protected_nopar:Npn \test_pass:x #1 {
311   \msg_info:nnx { test } { pass } { #1 }
312 }

fail This message is issued when a test failed.
313 \msg_new:nnn { test } { fail } { #1 }

```

`\test_fail:x` The macro `\test_fail:x{<text>}` issues the fail message with description *<text>*.

```

314 \cs_new_protected_nopar:Npn \test_fail:x #1 {
315   \msg_error:nnx { test } { fail } { #1 }
316 }

```

`\tl_const:Nx` We need expanding constants.

```

317 \cs_generate_variant:Nn \tl_const:Nn { Nx }

```

`\c_test_equal_tl` Two shorthands for pretty-printing test results.

```

\c_test_not_equal_tl 318 \tl_const:Nx \c_test_equal_tl { \c_space_tl == \c_space_tl }
319 \tl_const:Nx \c_test_not_equal_tl { \c_space_tl != \c_space_tl }

```

`\test_equal_pass:nxn` The macro `\test_equal_pass:nxn{<first expression>}{<first value>}{<second expression>}{<second value>}` is called when the two values arising from the two expressions are equal.

```

320 \cs_new_protected_nopar:Npn \test_equal_pass:nxn #1 #2 #3 #4 {
321   \test_pass:x {
322     \exp_not:n { #1 }
323     \c_test_equal_tl
324     #2
325     \c_test_equal_tl
326     #4
327     \c_test_equal_tl
328     \exp_not:n { #3 }
329   }
330 }

```

`\test_equal_fail:nxn` The macro `\test_equal_pass:nxn{<first expression>}{<first value>}{<second expression>}{<second value>}` is called when the two values arising from the two expressions are not equal.

```

331 \cs_new_protected_nopar:Npn \test_equal_fail:nxn #1 #2 #3 #4 {
332   \test_fail:x {
333     \exp_not:n { #1 }
334     \c_test_equal_tl
335     #2
336     \c_test_not_equal_tl
337     #4
338     \c_test_equal_tl
339     \exp_not:n { #3 }
340   }
341 }

```

`\test_assert_equal:NNNNNnn` The macro `\test_assert_equal:NNNNNnn<set command><use command><compare command><first temporary command><second temporary command>{<first expression>}{<second expression>}` asserts that the two expressions are equal. The *<set command>* must have the argument specification *Nn*, the *<use command>* *N*, and the *<compare command>* *nNnTF*.

```

\test_assert_equal:ccccnn 342 \cs_new_protected_nopar:Npn
343 \test_assert_equal:NNNNNnn #1 #2 #3 #4 #5 #6 #7 {
344   #1 #4 { #6 }
345   #1 #5 { #7 }
346   #3 { #4 } = { #5 } {
347     \test_equal_pass:nxn { #6 } { #2 #4 } { #7 } { #2 #5 }
348   } {
349     \test_equal_fail:nxn { #6 } { #2 #4 } { #7 } { #2 #5 }
350   }
351 }
352 \cs_generate_variant:Nn \test_assert_equal:NNNNNnn { ccccc }

```

`\test_assert_equal:nnn` The macro `\test_assert_equal:nnn{⟨data type⟩}{⟨first expression⟩}{⟨second expression⟩}` is a simplified version of `\test_assert_equal:NNNNnnn` for data types following the L^AT_EX3 naming conventions; `⟨data type⟩` must be `int`, `dim`, etc.

```

353 \cs_new_protected_nopar:Npn \test_assert_equal:nnn #1 #2 #3 {
354   \test_assert_equal:ccccnn
355   { #1 _set:Nn } { #1 _use:N } { #1 _compare:nNnTF }
356   { l_test_tmpa_ #1 } { l_test_tmpb_ #1 } { #2 } { #3 }
357 }

```

`\l_test_tmpa_int` Scratch registers for numbers.

```

358 \int_new:N \l_test_tmpa_int
359 \int_new:N \l_test_tmpb_int

```

`\AssertIntEqual` The command `\AssertIntEqual{⟨first expression⟩}{⟨second expression⟩}` asserts that the two integral expressions are equal.

```

360 \NewDocumentCommand \AssertIntEqual { m m } {
361   \test_assert_equal:nnn { int } { #1 } { #2 }
362 }

```

`\l_test_tmpa_dim` Scratch registers for dimensions.

```

363 \dim_new:N \l_test_tmpa_dim
364 \dim_new:N \l_test_tmpb_dim

```

`\AssertDimEqual` The command `\AssertDimEqual{⟨first expression⟩}{⟨second expression⟩}` asserts that the two dimension expressions are equal.

```

365 \NewDocumentCommand \AssertDimEqual { m m } {
366   \test_assert_equal:nnn { dim } { #1 } { #2 }
367 }

```

`\AssertMathStyle` The command `\AssertMathStyle{⟨expression⟩}` asserts that the current mathematical style is equal to the value of the integral `⟨expression⟩`.

```

368 \NewDocumentCommand \AssertMathStyle { m } {
369   \AssertIntEqual { \luatexmathstyle } { #1 }
370 }

```

`\test_assert_cramped:Nx` The macro `\test_assert_cramped:Nn⟨predicate⟩{⟨name⟩}` asserts that we are in math mode and that the current style fulfills the `⟨predicate⟩` (identified by the `⟨name⟩`) which must have the argument specification `n`.

```

371 \cs_new_protected_nopar:Npn \test_assert_cramped:Nx #1 #2 {
372   \int_set:Nn \l_test_tmpa_int { \luatexmathstyle }
373   \bool_if:nTF {
374     \int_compare_p:nNn { \l_test_tmpa_int } > { \c_minus_one }
375     &&
376     #1 { \l_test_tmpa_int }
377   } {
378     \test_pass:x {
379       \exp_not:N \luatexmathstyle
380       \c_test_equal_tl
381       \int_use:N \l_test_tmpa_int
382       \c_space_tl
383       is~ a~ #2~ style
384     }
385   } {
386     \test_fail:x {
387       \exp_not:N \luatexmathstyle
388       \c_test_equal_tl
389       \int_use:N \l_test_tmpa_int

```

```

390      \c_space_tl
391      is~ not~ a~ #2~ style
392    }
393  }
394 }

\AssertNoncrampedStyle The command \AssertNoncrampedStyle asserts that the current mathematical
style is one of the non-cramped styles.
395 \NewDocumentCommand \AssertNoncrampedStyle { } {
396   \test_assert_cramped:Nx \int_if_even_p:n { non-cramped }
397 }

\AssertCrampedStyle The command \AssertCrampedStyle asserts that the current mathematical style
is one of the cramped styles.
398 \NewDocumentCommand \AssertCrampedStyle { } {
399   \test_assert_cramped:Nx \int_if_odd_p:n { cramped }
400 }

\l_test_tmpa_box Scratch registers for box constructions.
\l_test_tmpb_box
401 \box_new:N \l_test_tmpa_box
402 \box_new:N \l_test_tmpb_box

contains_space The function contains_space(head, width) returns true if the node list starting
at head or any of its sublists contain a glue or kern node of width width (or any
glue or kern node if width is nil).
403 \begin{luacode*}
404 function contains_space(head, width)
405   for n in node.traverse(head) do
406     local id = n.id
407     if id == 10 or id == 11 then
408       if width then
409         if (id == 10 and n.spec.width == width)
410         or (id == 11 and n.kern == width) then
411           return true
412         end
413       else
414         return true
415       end
416     elseif id == 0 or id == 1 then
417       if contains_space(n.head, width) then
418         return true
419       end
420     end
421   end
422   return false
423 end
424 \end{luacode*}

\AssertNoSpace The command \AssertNoSpace{<text>} asserts that the node list that is the result
of typesetting <text> contains no glue or kern nodes.
425 \NewDocumentCommand \AssertNoSpace { m } {
426   \hbox_set:Nn \l_test_tmpa_box { #1 }
427   \int_if_odd:nTF {
428     \lua_now_x:n {
429       local~ b = tex.getbox(\int_use:N \l_test_tmpa_box)
430       if~ contains_space(b.head) then~
431         tex.sprint("0")

```

```

432     else~
433         tex.sprint("1")
434     end
435 }
436 } {
437     \test_pass:x {
438         \tl_to_str:n { #1 } ~
439         contains~ no~ skip~ or~ kern~ node
440     }
441 } {
442     \test_fail:x {
443         \tl_to_str:n { #1 } ~
444         contains~ a~ skip~ or~ kern~ node
445     }
446 }
447 }

```

`\AssertMuSpace` The command `\AssertMuSpace{<text>}{<muskip>}` asserts that the node list that is the result of typesetting `<text>` contains at least one glue or kern node of with `<muskip>`.

```

448 \makeatletter
449 \NewDocumentCommand \AssertMuSpace { m m } {
450     \hbox_set:Nn \l_test_tmpa_box { #1 }
451     \hbox_set:Nn \l_test_tmpb_box { $ \mskip #2 \m@th $ }
452     \int_if_odd:nTF {
453         \lua_now_x:n {
454             local~ b = tex.getbox(\int_use:N \l_test_tmpa_box)
455             local~ s = tex.getbox(\int_use:N \l_test_tmpb_box)
456             if~ contains_space(b.head, s.width) then~
457                 tex.sprint("1")
458             else~
459                 tex.sprint("0")
460             end
461         }
462     } {
463         \test_pass:x {
464             \tl_to_str:n { #1 } ~
465             contains~ a~ skip~ or~ kern~ node~ of~ width~
466             \tl_to_str:n { #2 }
467         }
468     } {
469         \test_fail:x {
470             \tl_to_str:n { #1 } ~
471             contains~ no~ skip~ or~ kern~ node~ of~ width~
472             \tl_to_str:n { #2 }
473         }
474     }
475 }
476 \makeatother
477 \ExplSyntaxOff
478 </test>

```

5.2 L^AT_EX 2_ε kernel, allocation of math families

The L^AT_EX 2_ε kernel itself allocates four families (also known as “math groups” in L^AT_EX parlance). Therefore we should still be able to allocate 252 families. We do this alternately with `\newfam`, `\new@mathgroup` and `\DeclareSymbolFont`.

```

479 <*test-kernel-alloc>
480 \usepackage{lualatex-math}
481 \makeatletter
482 \ExplSyntaxOn
483 \prg_stepwise_inline:nnnn { \c_four } { \c_one } {
484   \c_two_hundred_fifty_five - \c_one
485 } {
486   \prg_case_int:nnn { \int_mod:nn { #1 } { \c_three } } {
487     { \c_zero } {
488       \chk_if_free_cs:N \g_test_family_int
489       \newfam \g_test_family_int
490       \AssertIntEqual { \g_test_family_int } { #1 }
491       \cs_undefine:N \g_test_family_int
492     }
493     { \c_one } {
494       \chk_if_free_cs:N \g_test_mathgroup_int
495       \new@mathgroup \g_test_mathgroup_int
496       \AssertIntEqual { \g_test_mathgroup_int } { #1 }
497       \cs_undefine:N \g_test_mathgroup_int
498     }
499     { \c_two } {
500       \DeclareSymbolFont { Test #1 } { OT1 } { cmr } { m } { n }
501       \exp_args:Nc \AssertIntEqual { sym Test #1 } { #1 }
502     }
503   } {
504     \test_fail:x { This~ cannot~ happen }
505   }
506 }
507 \DeclareSymbolFont { Test 255 } { OT1 } { cmr } { bx } { it }
508 \DeclareSymbolFontAlphabet { \TestAlphabet } { Test 255 }
509 \exp_args:Nc \AssertIntEqual { sym Test 255 }
510 { \c_two_hundred_fifty_five }
511 \ExplSyntaxOff
512 \makeatother
513 \begin{document}
514 \[
515 \TestAlphabet{
516   abc
517   \AssertIntEqual{\fam}{255}
518   \AssertIntEqual{\mathgroup}{255}
519 }
520 \]
521 \end{document}
522 </test-kernel-alloc>

```

5.3 L^AT_EX 2_ε kernel, \mathstyle primitive

Here we only check whether different fractions and other style-changing commands result in the correct mathematical style.

```

523 <*test-kernel-style>
524 \usepackage{lualatex-math}
525 \begin{document}
526 \begin{displaymath}
527   \AssertMathStyle{0} \sqrt{\AssertMathStyle{1}}
528   \frac{\AssertMathStyle{2}}{\AssertMathStyle{3}}
529   a^{\frac{\AssertMathStyle{6}}{\AssertMathStyle{7}}}
530   \sqrt{\frac{\AssertMathStyle{3}}{\AssertMathStyle{3}}}
531   \displaystyle

```



```

532 \frac{\AssertMathStyle{2}}{\AssertMathStyle{3}}
533 \luatexcrampeddisplaystyle
534 \frac{\AssertMathStyle{3}}{\AssertMathStyle{3}}
535 \textstyle
536 \frac{\AssertMathStyle{4}}{\AssertMathStyle{5}}
537 \luatexcrampedtextstyle
538 \frac{\AssertMathStyle{5}}{\AssertMathStyle{5}}
539 \scriptstyle
540 \frac{\AssertMathStyle{6}}{\AssertMathStyle{7}}
541 \luatexcrampedscriptstyle
542 \frac{\AssertMathStyle{7}}{\AssertMathStyle{7}}
543 \end{displaymath}
544 \begin{math}
545 \AssertMathStyle{2} \sqrt{\AssertMathStyle{3}}
546 \frac{\AssertMathStyle{4}}{\AssertMathStyle{5}}
547 a^{\frac{\AssertMathStyle{6}}{\AssertMathStyle{7}}}
548 \sqrt{\frac{\AssertMathStyle{5}}{\AssertMathStyle{5}}}
549 \displaystyle
550 \frac{\AssertMathStyle{2}}{\AssertMathStyle{3}}
551 \luatexcrampeddisplaystyle
552 \frac{\AssertMathStyle{3}}{\AssertMathStyle{3}}
553 \textstyle
554 \frac{\AssertMathStyle{4}}{\AssertMathStyle{5}}
555 \luatexcrampedtextstyle
556 \frac{\AssertMathStyle{5}}{\AssertMathStyle{5}}
557 \scriptstyle
558 \frac{\AssertMathStyle{6}}{\AssertMathStyle{7}}
559 \luatexcrampedscriptstyle
560 \frac{\AssertMathStyle{7}}{\AssertMathStyle{7}}
561 \end{math}
562 \end{document}
563 \end{test-kernel-style}

```

5.4 amsmath and mathtools

Since mathtools loads amsmath anyway, we test both in one file.

\testbox First a scratch box register.

```

564 \newtestbox{test-amsmath}
565 \usepackage{lualatex-math}
566 \newsavebox{\testbox}

```

We set the mathematical code for the minus sign to some arbitrary Unicode value to test whether the load-time patch works.

```

567 \luatexUmathcode`\-="2 "33 "44444 \relax
568 \usepackage{amsmath}
569 \AssertIntEqual{\luatexUmathcode`\-}{33444444}
570 \makeatletter
571 \AssertIntEqual{\std@minus}{33444444}
572 \makeatother
573 \usepackage{mathtools}

```

The same for the document begin hook.

```

574 \luatexUmathcode`\="5 "66 "77777 \relax
575 \begin{document}
576 \AssertIntEqual{\luatexUmathcode`\=}{66A77777}
577 \makeatletter
578 \AssertIntEqual{\std@equal}{66A77777}
579 \makeatother

```

Here we test whether the strut box has the correct height and depth.

```

580 \sbox{\testbox}{$(\$ \% )}
581 \makeatletter
582 \AssertDimEqual{\ht\Mathstrutbox@}{\ht\testbox}
583 \AssertDimEqual{\dp\Mathstrutbox@}{\dp\testbox}
584 \makeatother

```

Here we test for the various `amsmath` features that have to be patched: sub-arrays and various kind of fraction-like objects. The `\substack` command and `subarray` environment aren't really tested since it is hard to check whether the outcome looks right in an automated way. All tests are done in both inline and display mode.

```

585 \begin{equation*}
586   \AssertMathStyle{0} \sqrt{\AssertMathStyle{1}}
587   \sum_{
588     \substack{\frac{1}{2} \ \ \ \frac{3}{4} \ \ \ \frac{5}{6}}
589   }
590   \sum_{
591     \begin{subarray}{l} \frac{1}{2} \ \ \ \frac{3}{4} \ \ \ \frac{5}{6} \end{subarray}
592   }
593   \frac{\AssertMathStyle{2}}{\AssertMathStyle{3}}
594   a^{\frac{\AssertMathStyle{6}}{\AssertMathStyle{7}}}
595   \dfrac{\AssertMathStyle{2}}{\AssertMathStyle{3}}
596   \tfrac{\AssertMathStyle{4}}{\AssertMathStyle{5}}
597   \binom{\AssertMathStyle{2}}{\AssertMathStyle{3}}
598   a^{\binom{\AssertMathStyle{6}}{\AssertMathStyle{7}}}
599   \dbinom{\AssertMathStyle{2}}{\AssertMathStyle{3}}
600   \tbinom{\AssertMathStyle{4}}{\AssertMathStyle{5}}
601   \genfrac{}{}{}{\AssertMathStyle{2}}{\AssertMathStyle{3}}
602   \genfrac{<}{/}{0pt}{0}{\AssertMathStyle{2}}{\AssertMathStyle{3}}
603   \genfrac{}{}{}{1}{\AssertMathStyle{4}}{\AssertMathStyle{5}}
604   \genfrac{|}{|}{4pt}{2}{\AssertMathStyle{6}}{\AssertMathStyle{7}}
605   \genfrac{}{}{}{3}{\AssertMathStyle{6}}{\AssertMathStyle{7}}
606 \end{equation*}
607 \begin{math}
608   \AssertMathStyle{2} \sqrt{\AssertMathStyle{3}}
609   \sum_{
610     \substack{\frac{1}{2} \ \ \ \frac{3}{4} \ \ \ \frac{5}{6}}
611   }
612   \sum_{
613     \begin{subarray}{l} \frac{1}{2} \ \ \ \frac{3}{4} \ \ \ \frac{5}{6} \end{subarray}
614   }
615   \frac{\AssertMathStyle{4}}{\AssertMathStyle{5}}
616   a^{\frac{\AssertMathStyle{6}}{\AssertMathStyle{7}}}
617   \dfrac{\AssertMathStyle{2}}{\AssertMathStyle{3}}
618   \tfrac{\AssertMathStyle{4}}{\AssertMathStyle{5}}
619   \binom{\AssertMathStyle{4}}{\AssertMathStyle{5}}
620   a^{\binom{\AssertMathStyle{6}}{\AssertMathStyle{7}}}
621   \dbinom{\AssertMathStyle{2}}{\AssertMathStyle{3}}
622   \tbinom{\AssertMathStyle{4}}{\AssertMathStyle{5}}
623   \genfrac{}{}{}{\AssertMathStyle{4}}{\AssertMathStyle{5}}
624   \genfrac{<}{/}{0pt}{0}{\AssertMathStyle{2}}{\AssertMathStyle{3}}
625   \genfrac{}{}{}{1}{\AssertMathStyle{4}}{\AssertMathStyle{5}}
626   \genfrac{|}{|}{4pt}{2}{\AssertMathStyle{6}}{\AssertMathStyle{7}}
627   \genfrac{}{}{}{3}{\AssertMathStyle{6}}{\AssertMathStyle{7}}
628 \end{math}

```

Since `mathtools`' `\cramped` command uses `\mathchoice`, we cannot test for a single mathematical style since all of them are executed; instead, we just verify that all styles encountered are cramped.

```

629 \begin{equation*}
630   \AssertMathStyle{0}
631   a^{\AssertMathStyle{4} a}
632   \cramped{\AssertCrampedStyle a^{\AssertCrampedStyle a}}
633   a^{
634     \AssertMathStyle{4}
635     a^a
636     \cramped{\AssertCrampedStyle a^{\AssertCrampedStyle a}}
637     a^a
638     \AssertMathStyle{4}
639   }
640   a^{
641     a^{
642       \AssertMathStyle{6}
643       a^a
644       \cramped{\AssertCrampedStyle a^{\AssertCrampedStyle a}}
645       a^a
646       \AssertMathStyle{6}
647     }
648   }
649   a^{\AssertMathStyle{4} a}
650   \AssertMathStyle{0}
651 \end{equation*}
652 \begin{math}
653   \AssertMathStyle{2}
654   a^{\AssertMathStyle{4} a}
655   \cramped{\AssertCrampedStyle a^{\AssertCrampedStyle a}}
656   a^{
657     \AssertMathStyle{4}
658     a^a
659     \cramped{\AssertCrampedStyle a^{\AssertCrampedStyle a}}
660     a^a
661     \AssertMathStyle{4}
662   }
663   a^{
664     a^{
665       \AssertMathStyle{6}
666       a^a
667       \cramped{\AssertCrampedStyle a^{\AssertCrampedStyle a}}
668       a^a
669       \AssertMathStyle{6}
670     }
671   }
672   a^{\AssertMathStyle{4} a}
673   \AssertMathStyle{2}
674 \end{math}
675 \end{document}
676 \end{test-amsmath}

```

5.5 unicode-math

This test file loads both `amsmath` and `unicode-math`. The latter package contains fixes that somewhat overlap with ours. We have to take care in all packages that no attempt is made to patch a single macro twice. Therefore we treat warnings (that occur when trying to patch a macro with an unknown meaning) as errors here. However, the auxiliary package `fontspec-patches` uses `\RenewDocumentCommand` from the `xparse` package, which generates a warning that we don't want to turn into an error.

Therefore we treat the offending message `redefine-command` specially.

```

677 \test-unicode>
678 \ExplSyntaxOn
679 \msg_redirect_class:nn { warning } { error }
680 \msg_redirect_name:nnn { LaTeX } { xparse / redefine-command } { info }
681 \ExplSyntaxOff
682 \usepackage{amsmath}
683 \usepackage{unicode-math}[2011/05/05]
684 \setmathfont{XITS Math}
685 \usepackage{lualatex-math}
686 \begin{document}
687 \begin{equation*}
688   \AssertMathStyle{0} \sqrt{\AssertMathStyle{1}}
689   \frac{\AssertMathStyle{2}}{\AssertMathStyle{3}}
690   a^{\frac{\AssertMathStyle{6}}{\AssertMathStyle{7}}}
691   \dfrac{\AssertMathStyle{2}}{\AssertMathStyle{3}}
692   \tfrac{\AssertMathStyle{4}}{\AssertMathStyle{5}}
693 \end{equation*}
694 \end{document}
695 \test-unicode>

```

5.6 icomma without unicode-math

This test file loads only `icomma` to test whether our patch works for Computer Modern.

```

696 \test-icomma>
697 \usepackage{lualatex-math}
698 \usepackage{icomma}
699 \begin{document}
700 $1,234 \; (x, y)$
701 \AssertNoSpace{$1,234$}
702 \AssertMuSpace{$(x, y)$}{\thinmuskip}
703 \AssertIntEqual{\mathcomma}{"1C0003B}
704 \end{document}
705 \test-icomma>

```

5.7 icomma with unicode-math

This test file loads both `icomma` and `unicode-math` to test whether they interact well.

```

706 \test-icomma-unicode>
707 \usepackage{unicode-math}[2011/05/05]
708 \setmathfont{XITS Math}
709 \usepackage{lualatex-math}
710 \usepackage{icomma}
711 \begin{document}
712 $1,234 \; (x, y)$
713 \AssertNoSpace{$1,234$}
714 \AssertMuSpace{$(x, y)$}{\thinmuskip}
715 \AssertIntEqual{\mathcomma}{"0C0002C}
716 \end{document}
717 \test-icomma-unicode>

```

Change History

v0.1	
General: Initial version	1
v0.2	
General: Added patch for the icomma package	10
Added test file for icomma with unicode-math	20
Added test file for icomma without unicode-math	20
v0.3	
General: Added test file for modified family allocation scheme	15
Patched math group allocation to gain access to all families	5
v0.3a	
General: Updated for changes in l3kernel	1
v0.3b	
\@begindocumenthook: Another update for a change in l3kernel	7
v0.3c	
General: Added special treatment for <code>redefine-command</code> warning	20
\AssertMuSpace: l3kernel renamed \lua_now:x to \lua_now_x:n	15
\AssertNoSpace: l3kernel renamed \lua_now:x to \lua_now_x:n	14
\lltxmath_char_dim:NN: l3kernel renamed \lua_now:x to \lua_now_x:n	6
\lltxmath_set_mathchar:NN: l3kernel renamed \lua_now:x to \lua_now_x:n	5

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