1 \texttt{l3draw} implementation

\begin{verbatim}
(*package)
\ProvidesExpPackage{l3draw}{2022-04-20}{}
{L3 Experimental core drawing support}
\end{verbatim}

1.1 Internal auxiliaries

\begin{verbatim}
\_draw_mark
\_draw_stop
\end{verbatim}

Internal scan marks.

\begin{verbatim}
\scan_new:N \_draw_mark
\scan_new:N \_draw_stop
\end{verbatim}

(End definition for \_draw_mark and \_draw_stop.)

\begin{verbatim}
\_draw_recursion_tail
\_draw_recursion_stop
\end{verbatim}

Internal recursion quarks.

\begin{verbatim}
\quark_new:N \_draw_recursion_tail
\quark_new:N \_draw_recursion_stop
\end{verbatim}

(End definition for \_draw_recursion_tail and \_draw_recursion_stop.)

\begin{verbatim}
\_draw_if_recursion_tail_stop_do:Nn
\_kernel_quark_new_test:N \_draw_if_recursion_tail_stop_do:Nn
\_draw_if_recursion_tail_stop_do:Nn
\end{verbatim}

Functions to query recursion quarks.

(End definition for \_draw_if_recursion_tail_stop_do:Nn.)

Everything else is in the sub-files!

\begin{verbatim}
(/package)
\end{verbatim}

2 \texttt{l3draw-boxes} implementation

\begin{verbatim}
(*package)
\ProvidesExpPackage{l3draw-boxes}{2022-04-20}{}
{L3 Experimental core drawing support}
\end{verbatim}

Inserting boxes requires us to “interrupt” the drawing state, so is closely linked to scoping. At the same time, there are a few additional features required to make text work in a flexible way.

\begin{verbatim}
\_draw_tmp_box
\end{verbatim}

Before inserting a box, we need to make sure that the bounding box is being updated correctly. As drawings track transformations as a whole, rather than as separate operations, we do the insertion using an almost-raw matrix. The process is split into two so that coffins are also supported.

\begin{verbatim}
\cs_new_protected:Npn \draw_box_use:N
\_draw_box_use:Nnnnn
\end{verbatim}
\__draw_box_use:Nnnnn #1
{ 0pt } { -\box_dp:N #1 } { \box_wd:N #1 } { \box_ht:N #1 }
\cs_new_protected:Npn \__draw_box_use:Nnnnn #1#2#3#4#5
{ \bool_if:NT \l_draw_bb_update_bool
\__draw_point_process:nn
{ \__draw_path_update_limits:nn }
{ \draw_point_transform:n { #2 , #3 } }
\__draw_point_process:nn
{ \__draw_path_update_limits:nn }
{ \draw_point_transform:n { #4 , #3 } }
\__draw_point_process:nn
{ \__draw_path_update_limits:nn }
{ \draw_point_transform:n { #4 , #5 } }
\__draw_point_process:nn
{ \__draw_path_update_limits:nn }
{ \draw_point_transform:n { #2 , #5 } }
\group_begin:
\hbox_set:Nn \l__draw_tmp_box
{ \use:x
{ \__draw_backend_box_use:Nnnnn #1
{ \fp_use:N \l__draw_matrix_a_fp }
{ \fp_use:N \l__draw_matrix_b_fp }
{ \fp_use:N \l__draw_matrix_c_fp }
{ \fp_use:N \l__draw_matrix_d_fp }
}
\hbox_set:Nn \l__draw_tmp_box
{ \__kernel_kern:n { \l__draw_xshift_dim }
\box_move_up:nn { \l__draw_yshift_dim }
{ \box_use_drop:N \l__draw_tmp_box }
}
\box_set_ht:Nn \l__draw_tmp_box { 0pt }
\box_set_dp:Nn \l__draw_tmp_box { 0pt }
\box_set_wd:Nn \l__draw_tmp_box { 0pt }
\box_use_drop:N \l__draw_tmp_box
\group_end:
\group_end:
(End definition for \draw_box_use:N and \__draw_box_use:Nnnnn. This function is documented on page ??.)
\draw_coffin_use:Nnn
Slightly more than a shortcut: we have to allow for the fact that coffins have no apparent
width before the reference point.
\cs_new_protected:Npn \draw_coffin_use:Nnn #1#2#3
{ \group_begin:
\hbox_set:Nn \l__draw_tmp_box
\group_end:
\draw_coffin_use:Nnn
Slightly more than a shortcut: we have to allow for the fact that coffins have no apparent
width before the reference point.
\draw_layer_new:n
\draw_layer_ttn:
\draw_layer_clist
\g__draw_layers_clist

\l__draw_layer_ttn: The name of the current layer: we start off with main.
\l__draw_layer_close_bool: Used to track if a layer needs to be closed.
\l__draw_layers_clist: The list of layers to use starts off with just the main one.
Layers may be called multiple times and have to work when nested. That drives a bit of grouping to get everything in order. Layers have to be zero width, so they get set as we go along.

\draw_layer_begin:n
\draw_layer_end:

\cs_new_protected:Npn \draw_layer_begin:n #1
\group_begin:
\box_if_exist:cTF { g__draw_layer_ #1 _box }
\{ \str_if_eq:VnTF \l__draw_layer_tl {#1}
\{ \bool_set_false:N \l__draw_layer_close_bool 
\{ \bool_set_true:N \l__draw_layer_close_bool 
\tl_set:Nn \l__draw_layer_tl {#1}
\box_gset_wd:cn { g__draw_layer_ #1 _box } { Opt }
\hbox_gset:cv { g__draw_layer_ #1 _box }
\box_use_drop:c { g__draw_layer_ #1 _box }
\group_begin:
\draw_linewidth:n \{ \l_draw_default_linewidth_dim \}
\}
\}
\str_if_eq:nnTF {#1} { main }
\{ \msg_error:nnn { draw } { unknown-layer } {#1} \}
\{ \msg_error:nnn { draw } { main-layer } \}
\}
\}
\cs_new_protected:Npn \draw_layer_end:
\bool_if:NT \l__draw_layer_close_bool
\{ \group_end:
\hbox_gset_end:
\}
\}
\}
\end definition for \draw_layer_begin:n and \draw_layer_end:. These functions are documented on page ??.

3.2 Internal cross-links

\__draw_layers_insert: The main layer is special, otherwise just dump the layer box inside a scope.

\cs_new_protected:Npn \__draw_layers_insert:
\clist_map_inline:Nn \l_draw_layers_clist
\{ \str_if_eq:nnTF {##1} { main }
\{ \bool_if:NT \l__draw_layer_close_bool
\{ \group_end:
\hbox_gset_end:
\}
\}
\}
\end definition for \__draw_layers_insert: and \__draw_backend_scope_begin:. These functions are documented on page ??.
\box_use_drop:c { g__draw_layer_ #1 _box }
\__draw_backend_scope_end:
}
}

(End definition for \__draw_layers_insert:)

\__draw_layers_save:
\__draw_layers_restore:
Simple save/restore functions.
\cs_new_protected:Npn \__draw_layers_save:
{\clist_map_inline:Nn \l_draw_layers_clist
 \str_if_eq:nnF {##1} { main }
 { \box_set_eq:cc { l__draw_layer_ #1 _box } { g__draw_layer_ #1 _box }
  }
}
\cs_new_protected:Npn \__draw_layers_restore:
{\clist_map_inline:Nn \l_draw_layers_clist
 \str_if_eq:nnF {##1} { main }
 { \box_gset_eq:cc { g__draw_layer_ #1 _box } { l__draw_layer_ #1 _box }
  }
}

(End definition for \__draw_layers_save: and \__draw_layers_restore:)
\msg_new:nnnn { draw } { main-layer }
\msg_new:nnnn { draw } { main-reserved }
\msg_new:nnnn { draw } { unknown-layer }
\msg_new:nnn { draw } { main-layer }
{ Material-cannot-be-added-to-'main'-layer. }
\msg_new:nnn { draw } { main-reserved }
{ The-'main'-layer-is-reserved. }
\msg_new:nnn { draw } { unknown-layer }
{ Layer-'#1'-has-not-been-created. }
\msg_new:nnn { draw } { main-layer }
{ You-have-tried-to-use-layer-'#1',-but-it-was-never-set-up. }
\end{macrocode}
\begin{macrocode}
\end{macrocode}
\begin{macrocode}
\end{macrocode}
\endinput

4 \texttt{l3draw-paths} implementation

(*package)
\begin{macrocode}
(0@=draw)
\end{macrocode}

This sub-module covers more-or-less the same ideas as \texttt{pgfcorepathconstruct.code.tex}, though using the expandable FPU means that the implementation often varies. At present, equivalents of the following are currently absent:
\begin{itemize}
  \item \texttt{\pgfpatharcto, \pgfpatharctoprecomputed}: These are extremely specialised and are very complex in implementation. If the functionality is required, it is likely that it will be set up from scratch here.
  \item \texttt{\pgfpathparabola}: Seems to be unused other than defining a TikZ interface, which itself is then not used further.
  \item \texttt{\pgfpathsine, \pgfpathcosine}: Need to see exactly how these need to work, in particular whether a wider input range is needed and what approximation to make.
  \item \texttt{\pgfpathcurvetimebetween, \pgfpathcurvetimecontinue}: These don’t seem to be used at all.
\end{itemize}

\begin{verbatim}
\l__draw_path_tmp_tl
\l__draw_path_tmpa_fp
\l__draw_path_tmpb_fp
\end{verbatim}

Scratch space.

\begin{verbatim}
\l__draw_path_tmp_tl
\l__draw_path_tmpa_fp
\l__draw_path_tmpb_fp
\end{verbatim}

(End definition for \texttt{\l__draw_path_tmp_tl, \l__draw_path_tmpa_fp, and \l__draw_path_tmpb_fp}.)

\subsection{4.1 Tracking paths}

\begin{verbatim}
\g__draw_path_lastx_dim
\g__draw_path_lasty_dim
\end{verbatim}

The last point visited on a path.

\begin{verbatim}
\g__draw_path_xmax_dim
\g__draw_path_xmin_dim
\g__draw_path_ymax_dim
\g__draw_path_ymin_dim
\end{verbatim}

The limiting size of a path.

\begin{verbatim}
\g__draw_path_xmax_dim
\g__draw_path_xmin_dim
\g__draw_path_ymax_dim
\g__draw_path_ymin_dim
\end{verbatim}

(End definition for \texttt{\g__draw_path_xmax_dim and \g__draw_path_xmin_dim}.)

\begin{verbatim}
\__draw_path_update_limits:nn
\__draw_path_reset_limits:
\end{verbatim}

Track the limits of a path and (perhaps) of the picture as a whole. (At present the latter is always true: that will change as more complex functionality is added.)

\begin{verbatim}
\cs_new_protected:Npn \__draw_path_update_limits:nn #1#2
\end{verbatim}

\begin{verbatim}
{ \dim_gset:Nn \g__draw_path_xmax_dim { \dim_max:nn \g__draw_path_xmax_dim {#1} } }
\end{verbatim}

(End definition for \texttt{\g__draw_path_xmax_dim and \g__draw_path_xmin_dim}.)

\begin{verbatim}
\__draw_path_update_limits:nn
\__draw_path_reset_limits:
\end{verbatim}
\dim_gset:Nn \g__draw_ymin_dim
\dim_max:nn \g__draw_ymin_dim {#2}
\dim_gset:Nn \g__draw_ymax_dim
\dim_min:nn \g__draw_ymax_dim {#2}
}

\dim_gset:Nn \g__draw_path_xmax_dim { -\c_max_dim }
\dim_gset:Nn \g__draw_path_xmin_dim { \c_max_dim }
\dim_gset:Nn \g__draw_path_ymax_dim { -\c_max_dim }
\dim_gset:Nn \g__draw_path_ymin_dim { \c_max_dim }
}
\cs_new_protected:Npn \__draw_path_reset_limits:
{
\dim_gset:Nn \l__draw_corner_xarc_dim {#1}
\dim_gset:Nn \l__draw_corner_yarc_dim {#2}
\bool_lazy_and:nnTF
{
\dim_compare_p:nNn \l__draw_corner_xarc_dim = { 0pt }
\dim_compare_p:nNn \l__draw_corner_yarc_dim = { 0pt }

\bool_set_false:N \l__draw_corner_arc_bool
\bool_set_true:N \l__draw_corner_arc_bool
}

\draw_path_corner_arc:nn
Calculate the arcs, check they are non-zero.
\cs_new_protected:Npn \draw_path_corner_arc:nn #1#2
{
\dim_set:Nn \l__draw_corner_xarc_dim {#1}
\dim_set:Nn \l__draw_corner_yarc_dim {#2}
\bool_lazy_and:nnTF
{
\dim_compare_p:nNn \l__draw_corner_xarc_dim = { 0pt }
\dim_compare_p:nNn \l__draw_corner_yarc_dim = { 0pt }

\bool_set_false:N \l__draw_corner_arc_bool
\bool_set_true:N \l__draw_corner_arc_bool
}

\__draw_path_update_last:nn
A simple auxiliary to avoid repetition.
\cs_new_protected:Npn \__draw_path_update_last:nn #1#2
{
\dim_gset:Nn \g__draw_path_lastx_dim {#1}
\dim_gset:Nn \g__draw_path_lasty_dim {#2}
}

4.2 Corner arcs
At the level of path construction, rounded corners are handled by inserting a marker into
the path: that is then picked up once the full path is constructed. Thus we need to set
up the appropriate data structures here, such that this can be applied every time it is
relevant.

\l__draw_corner_xarc_dim
The two arcs in use.
\dim_new:N \l__draw_corner_xarc_dim
\dim_new:N \l__draw_corner_yarc_dim
(End definition for \l__draw_corner_xarc_dim and \l__draw_corner_yarc_dim.)

\l__draw_corner_arc_bool
A flag to speed up the repeated checks.
\bool_new:N \l__draw_corner_arc_bool
(End definition for \l__draw_corner_arc_bool.)
Mark up corners for arc post-processing.

4.3 Basic path constructions

At present, stick to purely linear transformation support and skip the soft path business: that will likely need to be revisited later.
\begin{verbatim}
\cs_new_protected:Npn \_\__draw_path_curveto:nnnnn { #1 } { #2 } { #3 } { #4 } { #5 } { #6 }
\__draw_path_update_limits:nn { #1 } { #2 }
\__draw_path_update_limits:nn { #3 } { #4 }
\__draw_path_update_limits:nn { #5 } { #6 }
\__draw_softpath_curveto:nnnnn { #1 } { #2 } { #3 } { #4 } { #5 } { #6 }
\__draw_path_update_last:nn { #5 } { #6 }
\}
\end{verbatim}

(End definition for \draw_path_moveto:n and others. These functions are documented on page ??.)

\begin{verbatim}
\draw_path_close:
\cs_new_protected:Npn \draw_path_close:
{ \__draw_path_mark_corner:
\__draw_softpath_closepath:
}
\end{verbatim}

(End definition for \draw_path_close:. This function is documented on page ??.)

\section{Canvas path constructions}

Operations with no application of the transformation matrix.

\begin{verbatim}
\cs_new_protected:Npn \draw_path_canvas_moveto:n
\cs_new_protected:Npn \draw_path_canvas_lineto:n
\cs_new_protected:Npn \draw_path_canvas_curveto:nnn
\__draw_point_process:nnnn
\__draw_path_mark_corner:
\__draw_path_curveto:nnnnn
\c__draw_path_curveto_a_fp
\c__draw_path_curveto_b_fp
\end{verbatim}

A quadratic curve with one control point \((x_c, y_c)\). The two required control points are then

\[
x_1 = \frac{1}{3} x_s + \frac{2}{3} x_c \quad y_1 = \frac{1}{3} y_s + \frac{2}{3} y_c
\]

and

\[
x_2 = \frac{1}{3} x_e + \frac{2}{3} x_c \quad x_2 = \frac{1}{3} y_e + \frac{2}{3} y_c
\]

using the start (last) point \((x_s, y_s)\) and the end point \((x_e, y_e)\).

\section{Computed curves}

More complex operations need some calculations. To assist with those, various constants are pre-defined.

\begin{verbatim}
\draw_path_curveto:nn
\draw_path_curveto:nnnn
\__draw_path_curveto_a_fp
\__draw_path_curveto_b_fp
\end{verbatim}
\cs_new_protected:Npn \draw_path_curveto:nn \#1\#2
\{\__draw_point_process:nnn
\{\__draw_path_curveto:nnnn \}
\{\draw_point_transform:n \{\#1\} \}
\{\draw_point_transform:n \{\#2\} \}
\}
\cs_new_protected:Npn \__draw_path_curveto:nnnn \#1\#2\#3\#4
\{\fp_set:Nn \l__draw_path_tmpa_fp \{\c__draw_path_curveto_b_fp * \#1\}
\fp_set:Nn \l__draw_path_tmpb_fp \{\c__draw_path_curveto_b_fp * \#2\}
\use:x
\{\__draw_path_mark_corner:
\__draw_path_curveto:nnnnn
\}
\fp_to_dim:n
\{\c__draw_path_curveto_a_fp * \g__draw_path_lastx_dim + \l__draw_path_tmpa_fp\}
\}
\fp_to_dim:n
\{\c__draw_path_curveto_a_fp * \g__draw_path_lasty_dim + \l__draw_path_tmpb_fp\}
\}
\fp_to_dim:n
\{\c__draw_path_curveto_a_fp * \#3 + \l__draw_path_tmpa_fp\}
\}
\fp_to_dim:n
\{\c__draw_path_curveto_a_fp * \#4 + \l__draw_path_tmpb_fp\}
\}
\{\#3\}
\{\#4\}
\}
\fp_const:Nn \c__draw_path_curveto_a_fp \{1/3\}
\fp_const:Nn \c__draw_path_curveto_b_fp \{2/3\}

(End definition for \draw_path_curveto:nn and others. This function is documented on page ??.)

\draw_path_arc:nnn
\draw_path_arc:nnnn
\__draw_path_arc:nnnn
\__draw_path_arc:nnNnn
\__draw_path_arc_auxi:nnnNnn
\__draw_path_arc_auxi:fsfsfs
\__draw_path_arc_auxii:nnNnn
\__draw_path_arc_auxiii:nn
\__draw_path_arc_auxiv:nnnn
\__draw_path_arc_auxvn:nn
\__draw_path_arc_add:nnnn
\l__draw_path_arc_delta_fp
\l__draw_path_arc_start_fp
\c__draw_path_arc_90_fp
\c__draw_path_arc_60_fp

Drawing an arc means dividing the total curve required into sections: using Bézier curves we can cover at most 90° at once. To allow for later manipulations, we aim to have roughly equal last segments to the line, with the split set at a final part of 115°.

\cs_new_protected:Npn \draw_path_arc:nnn \#1\#2\#3
\{\draw_path_arc:nnnn \{\#1\} \{\#2\} \{\#3\} \}
\cs_new_protected:Npn \draw_path_arc:nnnn \#1\#2\#3\#4
\{\use:x
\}

10
The auxiliary is responsible for calculating the required points. The “magic” number required to determine the length of the control vectors is well-established for a right-angle: $\frac{1}{2}(\sqrt{2} - 1) \approx 0.55228475$. For other cases, we follow the calculation used by pgf but with the second common case of 60° pre-calculated for speed.
We can now calculate the required points. As everything here is non-expandable, that is best done by using x-type expansion to build up the tokens. The three points are calculated out-of-order, since finding the second control point needs the position of the end point. Once the points are found, fire-off the fundamental path operation and update the record of where we are up to. The final point has to be

```
\cs_new_protected:Npn \__draw_path_arc_auxii:nnnNnnn { fnf , ff }
```

```
\cs_generate_variant:Nn \__draw_path_arc_auxi:nnnNnnn { fnf , ff }
```

```
\exp_after:wN \__draw_path_curveto:nnnn \l__draw_path_tmp_tl
```

\fp_set:Nn \l__draw_path_arc_delta_fp \{ \abs \{ \#2 - \#3 \} \}
\fp_set:Nn \l__draw_path_arc_start_fp \{\#2\}

The first control point.
\cs_new_protected:Npn \__draw_path_arc_auxiii:nn \#1\#2 
{ \__draw_path_arc_aux_add:nn 
\{ \g__draw_path_lastx_dim + \#1 \} 
\{ \g__draw_path_lasty_dim + \#2 \} }

The end point: simple arithmetic.
\cs_new_protected:Npn \__draw_path_arc_auxiv:nnnn \#1\#2\#3\#4 
{ \__draw_path_arc_aux_add:nn 
\{ \g__draw_path_lastx_dim - \#1 + \#3 \} 
\{ \g__draw_path_lasty_dim - \#2 + \#4 \} }

The second control point: extract the last point, do some rearrangement and record.
\cs_new_protected:Npn \__draw_path_arc_auxv:nn \#1\#2 
{ \exp_after:wN \__draw_path_arc_auxvi:nn 
\l__draw_path_tmp_tl \{\#1\} \{\#2\} }
\cs_new_protected:Npn \__draw_path_arc_auxvi:nn \#1\#2\#3\#4\#5\#6 
{ \tl_set:Nn \l__draw_path_tmp_tl \{ \{\#1\} \{\#2\} \} 
\__draw_path_arc_aux_add:nn 
\{ \#5 + \#3 \} 
\{ \#6 + \#4 \} 
\tl_put_right:Nn \l__draw_path_tmp_tl \{ \{\#3\} \{\#4\} \} }
\cs_new_protected:Npn \__draw_path_arc_aux_add:nn \#1\#2 
{ \tl_put_right:Nx \l__draw_path_tmp_tl \{ \{ \fp_to_dim:n \{\#1\} \} \{ \fp_to_dim:n \{\#2\} \} \} }
\fp_new:N \l__draw_path_arc_delta_fp
\fp_new:N \l__draw_path_arc_start_fp
\fp_const:cn \{ \c__draw_path.arc_90_fp \} \{ \frac{4}{3} * (\sqrt{2} - 1) \}
\fp_const:cn \{ \c__draw_path.arc_60_fp \} \{ \frac{4}{3} * \tan(15) \}

(End definition for \draw_path.arc:nnn and others. These functions are documented on page ??.)

\draw_path.arc:nnn A simple wrapper.
\cs_new_protected:Npn \draw_path.arc:nnn \#1\#2\#3\#4 
{ \draw_transform_triangle:nnn \{ \#1 \} \{ \#2 \} \{ \#3 \} 
\draw_path.arc:nnn \{ \#1 \} \{ \#2 \} \{ \#1 + \#2 \} }

(End definition for \draw_path.arc:nnn. This function is documented on page ??.)
Drawing an ellipse is an optimised version of drawing an arc, in particular reusing the same constant. We need to deal with the ellipse in four parts and also deal with moving to the right place, closing it and ending up back at the center. That is handled on a per-arc basis, each in a separate auxiliary for readability.

\cs_new_protected:Npn \draw_path_ellipse:nnn #1#2#3
\__draw_point_process:nnnn
\draw_point_transform:n {#1}
\draw_point_transform_noshift:n {#2}
\draw_point_transform_noshift:n {#3}
\cs_new_protected:Npn \__draw_path_ellipse:nnnnnn #1#2#3#4#5#6
\__draw_path_moveto:nn
\__draw_path_ellipse_arci:nnnnnn {#1} {#2} {#3} {#4} {#5} {#6}
\__draw_path_ellipse_arcii:nnnnnn {#1} {#2} {#3} {#4} {#5} {#6}
\__draw_path_ellipse_arciii:nnnnnn {#1} {#2} {#3} {#4} {#5} {#6}
\__draw_path_ellipse_arciv:nnnnnn {#1} {#2} {#3} {#4} {#5} {#6}
\__draw_softpath_closepath:
\__draw_path_moveto:nn {#1} {#2}
\cs_new:Npn \__draw_path_ellipse_arci:nnnnnn #1#2#3#4#5#6
\__draw_path_curveto:nnnnnn
\__draw_path_ellipse_arcii:nnnnnn {#1} {#2} {#3} {#4} {#5} {#6}
\__draw_path_ellipse_arciii:nnnnnn {#1} {#2} {#3} {#4} {#5} {#6}
\__draw_path_ellipse_arciv:nnnnnn {#1} {#2} {#3} {#4} {#5} {#6}
\__draw_softpath_closepath:
\__draw_path_moveto:nn {#1} {#2}
4.6 Rectangles

Building a rectangle can be a single operation, or for rounded versions will involve step-by-step construction.

\draw_path_rectangle:nn

\draw_path_rectangle_rounded:nn

\draw_path_rectangle:nnnn

\draw_path_rectangle_rounded:nnnn
Another shortcut wrapper.

\draw_path_rectangle_corners:nn
\__draw_path_rectangle_corners:nnnn

\draw_path_grid:nnnn
\__draw_path_grid_auxi:nnnnnn
\__draw_path_grid_auxi:ffnnnn
\__draw_path_grid_auxii:nnnnnn
\__draw_path_grid_auxii:ffnnnn
\__draw_path_grid_auxiii:nnnnnn
\__draw_path_grid_auxiii:ffnnnn
\__draw_path_grid_auxiv:nnnnnnnn
\__draw_path_grid_auxiv:ffnnnnnn

The main complexity here is lining up the grid correctly. To keep it simple, we tidy up the argument ordering first.

\draw_path_grid:nnnn #1#2#3#4
{ \__draw_point_process:nnn
\__draw_path_grid_auxi:ffnnnn
\dim_eval:n \dim_abs:n {#1}
\dim_eval:n \dim_abs:n {#2}
}
\__draw_path_grid_auxii:nnnnnn
\__draw_path_grid_auxii:ffnnnn
\__draw_path_grid_auxiii:nnnnnn
\__draw_path_grid_auxiii:ffnnnn
\__draw_path_grid_auxiv:nnnnnnnn
\__draw_path_grid_auxiv:ffnnnnnn

\dim_step_inline:nnnn
#1
16

4.7 Grids

(End definition for \draw_path_rectangle:nn, \__draw_path_rectangle:nnnn, and \__draw_path_rectangle_rounded:nnnn. This function is documented on page ??.)

(End definition for \draw_path_rectangle_corners:nn and \__draw_path_rectangle_corners:nnnn. This function is documented on page ??.)
4.8 Using paths

Actions to pass to the driver.

\draw_path_use:n
\draw_path_clear:n
\draw_path_clear:n
\draw_path_action_draw:
\draw_path_action_stroke:
\draw_path_action_stroke_bb:
\draw_path_action_stroke_bb_aux:n

There are a range of actions which can apply to a path: they are handled in a single function which can carry out several of them. The first step is to deal with the special case of clearing the path.

\cs_new_protected:Npn \draw_path_use:n #1
\cs_new_protected:Npn \draw_path_clear:n #1
\bool_lazy_or:nnTF
{ \tl_if_blank:nF {#1} }
{ \__draw_path_use:n {#1} }
\__draw_path_reset_limits:
\__draw_softpath_clear:
\__draw_path_reset_limits:
{ \__draw_path_use:n {#1, clear} }

(End definition for \draw_path_grid:n and others. This function is documented on page ??.)
Map over the actions and set up the data: mainly just booleans, but with the possibility to cover more complex cases. The business end of the function is a series of checks on the various flags, then taking the appropriate action(s).

\cs_new_protected:Npn \__draw_path_use:n #1
\bool_set_false:N \l__draw_path_use_clip_bool
\bool_set_false:N \l__draw_path_use_fill_bool
\bool_set_false:N \l__draw_path_use_stroke_bool
\clist_map_inline:nn {#1}
\cs_if_exist:cTF { l__draw_path_use_ ##1 _ bool } 
{ \bool_set_true:c { l__draw_path_use_ ##1 _ bool } } 
{ \cs_if_exist_use:cF { __draw_path_use_action_ ##1 : } 
{ \msg_error:nnn { draw } { invalid-path-action } {##1} } }
\__draw_softpath_round_corners:
\bool_lazy_and:nnT
{ \l_draw_bb_update_bool }
{ \l__draw_path_use_stroke_bool }
\__draw_backend_clip:
\bool_set_false:N \l_draw_bb_update_bool
\bool_lazy_or:nnF 
{ \l__draw_path_use_fill_bool }
{ \l__draw_path_use_stroke_bool }
{ \__draw_backend_discardpath: }
\bool_lazy_or:nnT 
{ \l__draw_path_use_fill_bool }
{ \l__draw_path_use_stroke_bool }
{ \use:c 
{ \__draw_backend_
\bool_if:NT \l__draw_path_use_fill_bool \{ fill \}
\bool_if:NT \l__draw_path_use_stroke_bool \{ stroke \}
\} }
\bool_if:NT \l__draw_path_use_clear_bool
{ \__draw_softpath_clear: }
\cs_new_protected:Npn \__draw_path_use_action_draw:
{ \bool_set_true:N \l__draw_path_use_stroke_bool }
\cs_new_protected:Npn \__draw_path_use_action_fillstroke:
{ \bool_set_true:N \l__draw_path_use_fill_bool }
\bool_set_true:N \l__draw_path_use_stroke_bool

Where the path is relevant to size and is stroked, we need to allow for the part which overlaps the edge of the bounding box.

\cs_new_protected:Npn \__draw_path_use_stroke_bb:
\cs_new_protected:Npn \__draw_path_use_stroke_bb_aux:NnN #1 #2 #3
\dim_new:N \l__draw_path_lastx_dim
\dim_new:N \l__draw_path_lasty_dim
\dim_new:N \l__draw_path_xmax_dim
\dim_new:N \l__draw_path_xmin_dim
\dim_new:N \l__draw_path_ymax_dim
\dim_new:N \l__draw_path_ymin_dim
\dim_new:N \l__draw_softpath_lastx_dim
\dim_new:N \l__draw_softpath_lasty_dim
\bool_new:N \l__draw_softpath_corners_bool

(End definition for \draw_path_use:n and others. These functions are documented on page ???.)

4.9 Scoping paths

Local storage for global data. There is already a \l__draw_softpath_main_tl for path manipulation, so we can reuse that (it is always grouped when the path is being reconstructed).

\dim_new:N \l__draw_path_lastx_dim
\dim_new:N \l__draw_path_lasty_dim
\dim_new:N \l__draw_path_xmax_dim
\dim_new:N \l__draw_path_xmin_dim
\dim_new:N \l__draw_path_ymax_dim
\dim_new:N \l__draw_path_ymin_dim
\dim_new:N \l__draw_softpath_lastx_dim
\dim_new:N \l__draw_softpath_lasty_dim
\bool_new:N \l__draw_softpath_corners_bool

(End definition for \l__draw_path_lastx_dim and others.)

\draw_path_scope_begin:  Scoping a path is a bit more involved, largely as there are a number of variables to keep hold of.
\draw_path_scope_end:  \cs_new_protected:Npn \draw_path_scope_begin:
\cs_new_protected:Npn \draw_path_scope_end:
\dim_set_eq:NN \l__draw_path_xmax_dim \g__draw_path_xmax_dim
\dim_set_eq:NN \l__draw_path_xmin_dim \g__draw_path_xmin_dim
\dim_set_eq:NN \l__draw_path_ymax_dim \g__draw_path_ymax_dim
\dim_set_eq:NN \l__draw_path_ymin_dim \g__draw_path_ymin_dim
\dim_set_eq:NN \l__draw_softpath_lastx_dim \g__draw_softpath_lastx_dim
\dim_set_eq:NN \l__draw_softpath_lasty_dim \g__draw_softpath_lasty_dim
\__draw_path_reset_limits:
\tl_build_get:NN \g__draw_softpath_main_tl \l__draw_softpath_main_tl
\bool_set_eq:NN \l__draw_softpath_corners_bool \g__draw_softpath_corners_bool
\__draw_softpath_clear:
\cs_new_protected:Npn \draw_path_scope_end:
\__draw_softpath_clear:
\bool_gset_eq:NN \g__draw_softpath_corners_bool \l__draw_softpath_corners_bool
\__draw_softpath_add:o \l__draw_softpath_main_tl
\dim_gset_eq:NN \g__draw_softpath_lastx_dim \l__draw_softpath_lastx_dim
\dim_gset_eq:NN \g__draw_softpath_lasty_dim \l__draw_softpath_lasty_dim
\dim_gset_eq:NN \g__draw_path_xmax_dim \l__draw_path_xmax_dim
\dim_gset_eq:NN \g__draw_path_xmin_dim \l__draw_path_xmin_dim
\dim_gset_eq:NN \g__draw_path_ymax_dim \l__draw_path_ymax_dim
\dim_gset_eq:NN \g__draw_path_ymin_dim \l__draw_path_ymin_dim
\dim_gset_eq:NN \g__draw_path_lastx_dim \l__draw_path_lastx_dim
\dim_gset_eq:NN \g__draw_path_lasty_dim \l__draw_path_lasty_dim
\group_end:
\end{macrocode}

(End definition for \draw_path_scope_begin: and \draw_path_scope_end:. These functions are documented on page ??.)

\msg_new:nnnn { draw } { invalid-path-action }
\{ Invalid-action-"#1"-for-path. \}
\{ Paths-can-be-used-with-actions-"draw",-"clip",-"fill"-or-"stroke". \}
\end{macrocode}

\newpage

\section{\texttt{l3draw-points} implementation}

\begin{verbatim}
\@@=draw
\end{verbatim}

This sub-module covers more-or-less the same ideas as \texttt{pgfcorepoints.code.tex},
though the approach taken to returning values is different: point expressions here are
processed by expansion and return a co-ordinate pair in the form \{(x)\{(y)\}. Equivalents
of following \texttt{pgf} functions are deliberately omitted:
\begin{itemize}
\item \texttt{\pgfpointorIGIN}: Can be given explicitly as \texttt{0pt,0pt}.
\item \texttt{\pgfpointadd, \pgfpointrdiff, \pgfpointrscale}: Can be given explicitly.
\end{itemize}
• \texttt{\pgfextractx}, \texttt{\pgfextracty}: Available by applying \texttt{\use_i:nn/\use_i:nn} or similar to the x-type expansion of a point expression.

• \texttt{\pgfgetlastxy}: Unused in the entire \texttt{pgf} core, may be emulated by x-type expansion of a point expression, then using the result.

In addition, equivalents of the following may be added in future but are currently absent:

• \texttt{\pgfpointcylindrical}, \texttt{\pgfpointspherical}: The usefulness of these commands is not currently clear.

• \texttt{\pgfpointborderrectangle}, \texttt{\pgfpointborderellipse}: To be revisited once the semantics and use cases are clear.

• \texttt{\pgfppoint}, \texttt{\pgfppointscale}, \texttt{\pgfppointpolar}, \texttt{\pgfppointx}, \texttt{\pgfppointxyz}: The expandable approach taken in the code here, along with the absolute requirement for \texttt{\epsilon-T\LaTeX}, means it is likely many use cases for these commands may be covered in other ways. This may be revisited as higher-level structures are constructed.

5.1 Support functions

Execute whatever code is passed to extract the $x$ and $y$ co-ordinates. The first argument here should itself absorb two arguments. There is also a version to deal with two co-ordinates: common enough to justify a separate function.

\begin{verbatim}
\cs_new:Npn \__draw_point_process:nn #1#2
\{ \exp_args:Nf \__draw_point_process_auxi:nn { \draw_point:n {#2} } {#1} \}
\cs_new:Npn \__draw_point_process:nnn #1#2#3
\{ \exp_args:Nff \__draw_point_process_auxiii:nnn { \draw_point:n {#2} } { \draw_point:n {#3} } {#1} \}
\cs_new:Npn \__draw_point_process:nnnn #1#2#3#4
\{ \exp_args:Nfff \__draw_point_process_auxv:nnnn { \draw_point:n {#2} } { \draw_point:n {#3} } { \draw_point:n {#4} } {#1} \}
\end{verbatim}
5.2 Basic points

Co-ordinates are always returned as two dimensions.

\draw_point:n
\draw_point_to_dim:n
\draw_point_to_dim:f
\draw_point_to_dim:w

5.3 Polar co-ordinates

Polar co-ordinates may have either one or two lengths, so there is a need to do a simple split before the calculation. As the angle gets used twice, save on any expression evaluation there and force expansion.

\draw_point_polar:nn
\draw_point_polar:nnn
\__draw_draw_polar:nnn
\__draw_draw_polar:fnn

5.4 Point expression arithmetic

These functions all take point expressions as arguments.
The outcome is the normalised vector from \((0, 0)\) in the direction of the point, \textit{i.e.}

\[
P_x = \frac{x}{\sqrt{x^2 + y^2}} \quad P_y = \frac{y}{\sqrt{x^2 + y^2}}
\]

except where the length is zero, in which case a vertical vector is returned.

The intersection point \(P\) between a line joining points \((x_1, y_1)\) and \((x_2, y_2)\) with a second line joining points \((x_3, y_3)\) and \((x_4, y_4)\) can be calculated using the formulae

\[
P_x = \frac{(x_1y_2 - y_1x_2)(x_3 - x_4) - (x_3y_4 - y_3x_4)(x_1 - x_2)}{(x_1 - x_2)(y_3 - y_4) - (y_1 - y_2)(x_3 - x_4)}
\]

\[
P_y = \frac{(x_1y_2 - y_1x_2)(y_3 - y_4) - (x_3y_4 - y_3x_4)(y_1 - y_2)}{(x_1 - x_2)(y_3 - y_4) - (y_1 - y_2)(x_3 - x_4)}
\]

The work therefore comes down to expanding the incoming data, then pre-calculating as many parts as possible before the final work to find the intersection. (Expansion and argument re-ordering is much less work than additional floating point calculations.)
so now just have to do all of the calculation.

Another long expansion chain to get the values in the right places. We have two circles, the first with center \((a, b)\) and radius \(r\), the second with center \((c, d)\) and radius \(s\). We use the intermediate values

\[
e = c - a
\]
\[
f = d - b
\]
\[
p = \sqrt{e^2 + f^2}
\]
\[
k = \frac{p^2 + r^2 - s^2}{2p}
\]

in either

\[
P_x = a + \frac{ek}{p} + \frac{f}{p} \sqrt{r^2 - k^2}
\]
\[
P_y = b + \frac{fk}{p} - \frac{e}{p} \sqrt{r^2 - k^2}
\]

or

\[
P_x = a + \frac{ek}{p} - \frac{f}{p} \sqrt{r^2 - k^2}
\]
\[
P_y = b + \frac{fk}{p} + \frac{e}{p} \sqrt{r^2 - k^2}
\]
depending on which solution is required. The rest of the work is simply forcing the appropriate expansion and shuffling arguments.

\begin{verbatim}
\cs_new:Npn \draw_point_intersect_circles:nnnn #1#2#3#4#5
\{ \__draw_point_process:nnn
\{ \__draw_point_intersect_circles_auxi:nnnnnn {#2} {#4} {#5} \}
\{#1\} {#3}\}
\}
\cs_new:Npn \__draw_point_intersect_circles_auxi:nnnnnn #1#2#3#4#5#6#7
\{ \__draw_point_intersect_circles_auxii:ffnnnnnn
\{ \fp_eval:n {#1} \} \{ \fp_eval:n {#2} \} {#4} {#5} {#6} {#7} \}
\}
\cs_generate_variant:Nn \__draw_point_intersect_circles_auxii:nnnnnn { ff }
\cs_new:Npn \__draw_point_intersect_circles_auxiii:nnnnnn #1#2#3#4#5#6#7
\{ \__draw_point_intersect_circles_auxiv:fnnnnnnnn
\{ \fp_eval:n { sqrt( #1 * #1 + #2 * #2 ) } \}
\{#1\} {#2} {#3} {#4} {#5} {#6} {#7}\}
\}
\cs_generate_variant:Nn \__draw_point_intersect_circles_auxiii:nnnnnnn { ff }
\cs_new:Npn \__draw_point_intersect_circles_auxiv:nnnnnnnnnn #1#2#3#4#5#6#7#8
\{ \__draw_point_intersect_circles_auxv:ffnnnnnnnn
\{ \fp_eval:n { 1 / #1 } \}
\{ \fp_eval:n { #4 * #4 } \}
\{#1\} {#2} {#3} {#5} {#6} {#7} {#8}\}
\end{verbatim}

At this stage we have all of the information we need, fully expanded:

\begin{verbatim}
#1 r
#2 s
#3 a
#4 b
#5 c
#6 d
#7 n
\end{verbatim}

Once we evaluate \( e \) and \( f \), the co-ordinate \((c,d)\) is no longer required: handy as we will need various intermediate values in the following.

\begin{verbatim}
\end{verbatim}

We now have \( p \): we pre-calculate \( 1/p \) as it is needed a few times and is relatively expensive. We also need \( r^2 \) twice so deal with that here too.

\begin{verbatim}
\end{verbatim}
We now have all of the intermediate values we require, with one division carried out up-front to avoid doing this expensive step twice:

\[
\begin{align*}
#1 & \quad k \\
#2 & \quad 1/p \\
#3 & \quad r^2 \\
#4 & \quad c \\
#5 & \quad f \\
#6 & \quad a \\
#7 & \quad b \\
#8 & \quad n
\end{align*}
\]

There are some final pre-calcinations, \( k/p, \sqrt{r^2 - k^2} \) and the usage of \( n \), then we can yield a result.

The intersection points \( P_1 \) and \( P_2 \) between a line joining points \((x_1, y_1)\) and \((x_2, y_2)\) and
a circle with center \((x_3, y_3)\) and radius \(r\). We use the intermediate values

\[
\begin{align*}
    a &= (x_2 - x_1)^2 + (y_2 - y_1)^2 \\
    b &= 2 \times ((x_2 - x_1) \times (x_1 - x_3) + (y_2 - y_1) \times (y_1 - y_3)) \\
    c &= x_3^2 + y_3^2 + x_1^2 + y_1^2 - 2 \times (x_3 \times x_1 + y_3 \times y_1) - r^2 \\
    d &= b^2 - 4 \times a \times c \\
    \mu_1 &= \frac{-b + \sqrt{d}}{2 \times a} \\
    \mu_2 &= \frac{-b - \sqrt{d}}{2 \times a}
\end{align*}
\]

in either

\[
\begin{align*}
P_{1x} &= x_1 + \mu_1 \times (x_2 - x_1) \\
P_{1y} &= y_1 + \mu_1 \times (y_2 - y_1)
\end{align*}
\]

or

\[
\begin{align*}
P_{2x} &= x_1 + \mu_2 \times (x_2 - x_1) \\
P_{2y} &= y_1 + \mu_2 \times (y_2 - y_1)
\end{align*}
\]

depending on which solution is required. The rest of the work is simply forcing the appropriate expansion and shuffling arguments.

At this stage we have all of the information we need, fully expanded:

\[
\begin{align*}
    \#1 & r \\
    \#2 & x_1 \\
    \#3 & y_1 \\
    \#4 & x_2 \\
    \#5 & y_2 \\
    \#6 & x_3 \\
    \#7 & y_3 \\
    \#8 & n
\end{align*}
\]
Once we evaluate $a$, $b$ and $c$, the co-ordinate $(x_3, y_3)$ and $r$ are no longer required: handy as we will need various intermediate values in the following.

\[
\begin{align*}
&\text{\texttt{\textbackslash cs\_new:Npn } \texttt{\_\_draw\_point\_intersect\_line\_circle\_auxii::nnnnnnn #1\#2\#3\#4\#5\#6\#7\#8}} \\
&\{
\texttt{\_\_draw\_point\_intersect\_line\_circle\_auxiii::fffnnnnn}
\texttt{\{ \fp\_eval:n \{ (#4-#2)*(#4-#2)+(#5-#3)*(#5-#3) \} \}}
\texttt{\{ \fp\_eval:n \{ 2*((#4-#2)*(#2-#6)+(#5-#3)*(#3-#7)) \} \}}
\texttt{\{ \fp\_eval:n \{ (#6*#6+#7*#7)+(#2*#2+#3*#3)-(2*#6*#2+#7*#3)-(#!#1) \} \}}
\texttt{\{#2\} \{#3\} \{#4\} \{#5\} \{#6\} \{#8\}}
\}
\end{align*}
\]

\[
\begin{align*}
&\texttt{\cs\_generate\_variant:Nn \_\_draw\_point\_intersect\_line\_circle\_auxii::nnnnnnn \{ f \}}
\end{align*}
\]

then we can get $d = b^2 - 4 \times a \times c$ and the usage of $n$.

\[
\begin{align*}
&\text{\texttt{\textbackslash cs\_new:Npn } \texttt{\_\_draw\_point\_intersect\_line\_circle\_auxii::nnnnnnn #1\#2\#3\#4\#5\#6\#7\#8}} \\
&\{
\texttt{\_\_draw\_point\_intersect\_line\_circle\_auxiv::ffnnnnnn}
\texttt{\{ \fp\_eval:n \{ #2 * #2 - 4 * #1 * #3 \} \}}
\texttt{\int\_if\_odd:nTF \{#8\} \{ 1 \} \{-1 \} \}}
\texttt{\{#1\} \{#2\} \{#4\} \{#5\} \{#6\} \{#7\}}
\}
\end{align*}
\]

\[
\begin{align*}
&\texttt{\cs\_generate\_variant:Nn \_\_draw\_point\_intersect\_line\_circle\_auxii::nnnnnnn \{ fff \}}
\end{align*}
\]

We now have all of the intermediate values we require, with one division carried out up-front to avoid doing this expensive step twice:

\[
\begin{align*}
&\texttt{#1 a} \\
&\texttt{#2 b} \\
&\texttt{#3 c} \\
&\texttt{#4 d} \\
&\texttt{#5 ±(the usage of n)} \\
&\texttt{#6 x_1} \\
&\texttt{#7 y_1} \\
&\texttt{#8 x_2} \\
&\texttt{#9 y_2}
\end{align*}
\]

There are some final pre-calculations, $\mu = -b \pm \sqrt{d^2 - 4 \times a \times c}$ then, we can yield a result.

\[
\begin{align*}
&\text{\texttt{\textbackslash cs\_new:Npn } \texttt{\_\_draw\_point\_intersect\_line\_circle\_auxv::nnnnnnn #1\#2\#3\#4\#5\#6\#7\#8}} \\
&\{
\texttt{\_\_draw\_point\_intersect\_line\_circle\_auxvi::ffnnnnnn}
\texttt{\{ \fp\_eval:n \{ (-1 * #4 + #2 * sqrt(#1)) / (2 * #3) \} \}}
\texttt{\{#5\} \{#6\} \{#7\} \{#8\}}
\}
\end{align*}
\]

\[
\begin{align*}
&\texttt{\cs\_generate\_variant:Nn \_\_draw\_point\_intersect\_line\_circle\_auxiv::nnnnnnn \{ ff \}}
\end{align*}
\]

\[
\begin{align*}
&\texttt{\texttt{\textbackslash cs\_new:Npn } \texttt{\_\_draw\_point\_intersect\_line\_circle\_auxv::nnnnnnn \#1\#2\#3\#4\#5}} \\
&\{
\texttt{\texttt{\begin{align*}
&\texttt{\draw\_point:n} \\
&\{ \texttt{#2 + #1 * (#4 - #2), #3 + #1 * (#5 - #3) } \}
\end{align*}}
\}
\texttt{\cs\_generate\_variant:Nn \_\_draw\_point\_intersect\_line\_circle\_auxv::nnnnnn \{ f \}}
\end{align*}
\]
5.6 Interpolation on a line (vector) or arc

Simple maths after expansion.

```
\draw_point_interpolate_line:nnn \draw_point_interpolate_line:nnn #1\#2\#3
\{ \__draw_point_process:nnn
\{ \__draw_point_interpolate_line_aux:fnnnn { \fp_eval:n {#1} } \}
\{#2\} \{#3\}
\}
\draw_point_interpolate_distance:nnn \draw_point_interpolate_distance:nnn #1\#2\#3
\{ \__draw_point_process:nn
\{ \__draw_point_interpolate_distance:nnnn {#1} \{#3\} \}
\{#2\}
\}
\draw_point_interpolate_arcaxes:nnnnn \draw_point_interpolate_arcaxes:nnnnn #1\#2\#3\#4\#5\#6
\{ \__draw_point_process:nnnnn
\{ \__draw_point_interpolate_arcaxes_auxii:ffnnnnnn
\{ \fp_eval:n {#1} } \{#3\} \{#4\} \{#5\} \{#6\}
\}
\}
\__draw_point_interpolate_arcaxes_auxi:nnnnnnn
\{ \__draw_point_interpolate_arcaxes_auxii:ffnnnnnnn
\{ \fp_eval:n {#1} \{#5\} \{#6\}
\}
\}
```

Same idea but using the normalised length to obtain the scale factor. The start point is needed twice, so we force evaluation, but the end point is needed only the once.

```
\draw_point_interpolate_distance:nnn \draw_point_interpolate_distance:nnn #1\#2\#3
\{ \__draw_point_process:nn
\{ \__draw_point_interpolate_distance:nnnn {#1} \{#3\} \}
\{#2\}
\}
\draw_point_interpolate_arcaxes:nnnnn \draw_point_interpolate_arcaxes:nnnnn #1\#2\#3\#4\#5\#6
\{ \__draw_point_process:nnnnn
\{ \__draw_point_interpolate_arcaxes_auxii:ffnnnnnnn
\{ \fp_eval:n {#1} \{#5\} \{#6\}
\}
\}
```

Finding a point on an ellipse arc is relatively easy: find the correct angle between the two given, use the sine and cosine of that angle, apply to the axes. We just have to work a bit with the co-ordinate expansion.

```
\draw_point_interpolate_arcaxes:nnnnn \draw_point_interpolate_arcaxes:nnnnn #1\#2\#3\#4\#5\#6
\{ \__draw_point_process:nnnnn
\{ \__draw_point_interpolate_arcaxes_auxi:nnnnnnnnn \{#1\} \{#5\} \{#6\} \}
\{#2\} \{#3\} \{#4\}
\}
\draw_point_interpolate_arcaxes:nnnnn \draw_point_interpolate_arcaxes:nnnnn #1\#2\#3\#4\#5\#6\#7\#8\#9
\{ \__draw_point_interpolate_arcaxes_auxii:ffnnnnnnn
```
At this stage, the three co-ordinate pairs are fully expanded but somewhat re-ordered:

\[ \begin{align*}
\text{#1} & \quad p \\
\text{#2} & \quad \theta_1 \\
\text{#3} & \quad \theta_2 \\
\text{#4} & \quad x_c \\
\text{#5} & \quad y_c \\
\text{#6} & \quad x_{a1} \\
\text{#7} & \quad y_{a1} \\
\text{#8} & \quad x_{a2} \\
\text{#9} & \quad y_{a2}
\end{align*} \]

We are now in a position to find the target angle, and from that the sine and cosine required.

Here we start with a proportion of the curve \( (p) \) and four points

1. The initial point \((x_1, y_1)\)
2. The first control point \((x_2, y_2)\)
3. The second control point \((x_3, y_3)\)
4. The final point \((x_4, y_4)\)

The first phase is to expand out all of these values.

\[
\begin{align*}
4. \text{ The final point } (x_4, y_4) \\
\text{The first phase is to expand out all of these values.}
\end{align*}
\]

At this stage, everything is fully expanded and back in the input order. The approach to finding the required point is iterative. We carry out three phases. In phase one, we need all of the input co-ordinates

\[
\begin{align*}
    x_1' &= (1 - p)x_1 + px_2 \\
    y_1' &= (1 - p)y_1 + py_2 \\
    x_2' &= (1 - p)x_2 + px_3 \\
    y_2' &= (1 - p)y_2 + py_3 \\
    x_3' &= (1 - p)x_3 + px_4 \\
    y_3' &= (1 - p)y_3 + py_4
\end{align*}
\]

In the second stage, we can drop the final point

\[
\begin{align*}
    x_1'' &= (1 - p)x_1' + px_2' \\
    y_1'' &= (1 - p)y_1' + py_2' \\
    x_2'' &= (1 - p)x_2' + px_3' \\
    y_2'' &= (1 - p)y_2' + py_3'
\end{align*}
\]

and for the final stage only need one set of calculations

\[
\begin{align*}
    P_x &= (1 - p)x_1'' + px_2'' \\
    P_y &= (1 - p)y_1'' + py_2''
\end{align*}
\]

Of course, this does mean a lot of calculations and expansion!
everything in play at once. So her even use a bit of argument re-ordering
and a single auxiliary to get the job done.
\begin{macrocode}
cs_new:Npn \_\_\_draw_point_interpolate_curve_auxiii:nnnnn #1#2#3#4#5#6
{
\_\_\_draw_point_interpolate_curve_auxiv:nnnnn (#1) {#2} #3 #4
\_\_\_draw_point_interpolate_curve_auxiv:nnnnn (#1) {#2} #4 #5
\_\_\_draw_point_interpolate_curve_auxiv:nnnnn (#1) {#2} #5 #6
\prg_do_nothing:
\_\_\_draw_point_interpolate_curve_auxvi:n { (#1) {#2} }
\}
cs_generate_variant:Nn \_\_\_draw_point_interpolate_curve_auxiii:nnnnn { f }
cs_new:Npn \_\_\_draw_point_interpolate_curve_auxv:nnnnn #1#2#3#4#5#6
{
\_\_\_draw_point_interpolate_curve_auxv:ffw
{ \fp_eval:n { #1 * #3 + #2 * #5 } }
{ \fp_eval:n { #1 * #4 + #2 * #6 } }
\}
cs_new:Npn \_\_\_draw_point_interpolate_curve_auxv:nnn #1#2#3
{ \_\_\_draw_point_interpolate_curve_auxv:nnn #3 #4 #5#6
\prg_do_nothing: #4#5
\}
cs_generate_variant:Nn \_\_\_draw_point_interpolate_curve_auxv:nnn { ff }
cs_new:Npn \_\_\_draw_point_interpolate_curve_auxv:nnw #1#2#3
{ \_\_\_draw_point_interpolate_curve_auxv:nnw #3 #4 #5
\prg_do_nothing: #4{ #5 {#1} {#2} }
\}
cs_generate_variant:Nn \_\_\_draw_point_interpolate_curve_auxv:nnw { ff }
cs_new:Npn \_\_\_draw_point_interpolate_curve_auxv:nnn #1 #2#3#4#5#6
\begin{macrocode}
\% Get the arguments back into the right places and to the second and
\% third cycles directly.
\begin{macrocode}
cs_new:Npn \_\_\_draw_point_interpolate_curve_auxvi:n #1
{ \_\_\_draw_point_interpolate_curve_auxvi:n #1
\}
cs_new:Npn \_\_\_draw_point_interpolate_curve_auxvii:nnnnnnn #1#2#3#4#5#6#7#8
{ \_\_\_draw_point_interpolate_curve_auxvii:nnnnnnn #1#2#3#4#5#6#7#8
\}
cs_new:Npn \_\_\_draw_point_interpolate_curve_auxviii:nnnnnnn #1#2#3#4#5#6
{ \_\_\_draw_point_interpolate_curve_auxviii:nnnnnnn #1#2#3#4#5#6
\}
cs_new:Npn \_\_\_draw_point_interpolate_curve_auxviii:nnnnn #1#2#3#4#5#6
{ \_\_\_draw_point_interpolate_curve_auxviii:nnnnn #1#2#3#4#5#6
\}
cs_generate_variant:Nn \_\_\_draw_point_interpolate_curve_auxviii:nnnnn { ffff }
cs_generate_variant:Nn \_\_\_draw_point_interpolate_curve_auxviii:nnnnn { ffff }
cs_new:Npn \_\_\_draw_point_interpolate_curve_auxviii:nnnnn #1#2#3#4#5#6
{ \_\_\_draw_point_interpolate_curve_auxviii:nnnnn #1#2#3#4#5#6
\}
draw_point:n
{ #5 * #3 + #6 * #1 , #5 * #4 + #6 * #2 }
cs_generate_variant:Nn \_\_\_draw_point_interpolate_curve_auxviii:nnnnn { ffff }
\end{macrocode}
(End definition for \texttt{\_\_\_draw_point_interpolate_curve:nnnn} and others. These functions are documented
on page ??.)

5.7 Vector support
As well as co-ordinates relative to the drawing
Base vectors to map to the underlying two-dimensional drawing space.

\begin{align*}
\dim\text{new:}&N \l_\text{draw}_x\text{vec}_x\text{dim} \\
\dim\text{new:}&N \l_\text{draw}_x\text{vec}_y\text{dim} \\
\dim\text{new:}&N \l_\text{draw}_y\text{vec}_x\text{dim} \\
\dim\text{new:}&N \l_\text{draw}_y\text{vec}_y\text{dim} \\
\dim\text{new:}&N \l_\text{draw}_z\text{vec}_x\text{dim} \\
\dim\text{new:}&N \l_\text{draw}_z\text{vec}_y\text{dim}
\end{align*}

(End definition for \l_\text{draw}_x\text{vec}_x\text{dim} and others.)

\begin{align*}
\text{\texttt{\textbackslash draw}_x\text{vec}:n} \\
\text{\texttt{\textbackslash draw}_y\text{vec}:n} \\
\text{\texttt{\textbackslash draw}_z\text{vec}:n} \\
\text{\texttt{\textbackslash \_\_\_draw_vec:nn}} \\
\text{\texttt{\textbackslash \_\_\_draw_vec:nnn}}
\end{align*}

Calculate the underlying position and store it.

\begin{align*}
&\text{\texttt{\cs\text{new\_protected:Npn}} \text{\textbackslash draw}_x\text{vec}:n \ #1} \\
&\text{\{ \_\_\_draw_vec:nn \ { x } \ {#1} \}} \\
&\text{\cs\text{new\_protected:Npn}} \text{\textbackslash draw}_y\text{vec}:n \ #1 \\
&\text{\{ \_\_\_draw_vec:nn \ { y } \ {#1} \}} \\
&\text{\cs\text{new\_protected:Npn}} \text{\textbackslash draw}_z\text{vec}:n \ #1 \\
&\text{\{ \_\_\_draw_vec:nn \ { z } \ {#1} \}} \\
&\text{\cs\text{new\_protected:Npn}} \text{\_\_\_draw_vec:nn \ #1#2} \\
&\{ \\
&\text{\_\_\_draw_point_process:nn} \ { \_\_\_draw_vec:nnn \ {#1} \} \ {#2} \\
&\}
\end{align*}

(End definition for \texttt{\textbackslash draw}_x\text{vec}:n and others. These functions are documented on page ??.)

Initialise the vectors.

\begin{align*}
&\text{\texttt{\textbackslash draw}_x\text{vec}:n} \ {1cm \ , \ 0cm} \\
&\text{\texttt{\textbackslash draw}_y\text{vec}:n} \ {0cm \ , \ 1cm} \\
&\text{\texttt{\textbackslash draw}_z\text{vec}:n} \ {-0.385cm \ , \ -0.385cm}
\end{align*}

Force a single evaluation of each factor, then use these to work out the underlying point.

\begin{align*}
&\text{\texttt{\cs\text{new:Npn}} \text{\_\_\_draw_point_vec:nnn \ #1#2#3}} \\
&\{ \\
&\text{\_\_\_draw_point_vec:nnn \ {#1}} \\
&\text{\_\_\_draw_point_vec:nnn \ {#2}} \\
&\text{\_\_\_draw_point_vec:nnn \ {#3}} \\
&\}
\end{align*}

\begin{align*}
&\text{\texttt{\cs\text{new:Npn}} \text{\_\_\_draw_point_vec:ffffff}} \\
&\{ \\
&\text{\_\_\_draw_point_vec:ffffff \ {#1}} \\
&\text{\_\_\_draw_point_vec:ffffff \ {#2}} \\
&\text{\_\_\_draw_point_vec:ffffff \ {#3}} \\
&\}
\end{align*}

\begin{align*}
&\text{\texttt{\cs\text{generate\_variant:Nn}}} \text{\_\_\_draw_point_vec:nn \ { ff }} \\
&\text{\texttt{\cs\text{new:Npn}} \text{\_\_\_draw_point_vec:nnn \ #1#2#3}} \\
&\{ \\
&\text{\_\_\_draw_point_vec:ffield} \\
&\{ \text{fp\_eval:n \ {#1}} \} \ { \text{fp\_eval:n \ {#2}} \} \ { \text{fp\_eval:n \ {#3}} \}
\end{align*}

\begin{align*}
&\text{\texttt{\cs\text{new:Npn}} \text{\_\_\_draw_point_vec:nnn \ #1#2#3}} \\
&\{ \\
&\text{\_\_\_draw_point_vec:ffield} \\
&\{ \text{fp\_eval:n \ {#1}} \} \ { \text{fp\_eval:n \ {#2}} \} \ { \text{fp\_eval:n \ {#3}} \}
\end{align*}

\begin{align*}
&\text{\texttt{\textbackslash draw}_x\text{vec}:n} \\
&\{ \\
&\}
\end{align*}

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\draw_point_vec_polar:nn\draw_point_vec_polar:nn\draw_point_vec_polar:nn\__draw_point_vec_polar:nn\__draw_point_vec_polar:fnn

Much the same as the core polar approach.

5.8 Transformations

Applies a transformation matrix to a point: see \texttt{l3draw-transforms} for the business end. Where possible, we avoid the relatively expensive multiplication step.

(End definition for \texttt{\draw_point_vec:nn} and others. These functions are documented on page ??.)
\__draw_point_transform:n
\__draw_point_transform:nn
A version with no shift: used for internal purposes.
\cs_new:Npn \__draw_point_transform_noshift:n #1
{ \__draw_point_process:nn { \__draw_point_transform_noshift:nn } {#1} }
\cs_new:Npn \__draw_point_transform_noshift:nn #1#2
{ \bool_if:NTF \l__draw_matrix_active_bool
{ \draw_point:n
{ ( \l__draw_matrix_a_fp * #1
+ \l__draw_matrix_c_fp * #2
,\l__draw_matrix_b_fp * #1
+ \l__draw_matrix_d_fp * #2 )
} }
{ \draw_point:n { (#1, #2) } } }
(End definition for \__draw_point_transform:n and \__draw_point_transform:nn. This function is documented on page ??.)
\langle /package \rangle
6 l3draw-scopes implementation
\langle *package \rangle
\langle @@=draw \rangle
This sub-module covers more-or-less the same ideas as pgfcorescopes.code.tex. At present, equivalents of the following are currently absent:
6.1 Drawing environment

\draw_begin: Drawings are created by setting them into a box, then adjusting the box before inserting into the surroundings. Color is set here using the drawing mechanism largely as it then sets up the internal data structures. It may be that a coffin construct is better here in the longer term: that may become clearer as the code is completed. As we need to avoid any insertion of baseline skips, the outer box here has to be an hbox. To allow for layers, there is some box nesting: notice that we

\draw_end:
\_\_draw_path_reset_limits:
\bool_set_true:N \l\_draw_bb_update_bool
\draw_transform_matrix_reset:
\draw_transform_shift_reset:
\_\_draw_softpath_clear:
\draw_linewidth:n { \l\_draw_default_linewidth_dim }
\color_select:n { . }\n\draw_nonzero_rule:
\draw_cap_butt:
\draw_join_miter:
\draw_miterlimit:n { 10 }
\draw_dash_pattern:nn { } { 0cm }
\hbox_set:Nw \l\_draw_layer_main_box
}
\cs_new_protected:Npn \draw_end:
{\n\__draw_baseline_finalise:w
\exp_args:NNNW \hbox_set_end:
\clist_set:Nn \l\_draw_layers_clist \l\_draw_layers_clist
\_\_draw_layers_insert:
\_\_draw_backend_end:
\hbox_set_end:
\dim_compare:nNnT \g\_\_draw_xmin_dim = \c\_max_dim
{\n\dim_gzero:N \g\_\_draw_xmax_dim
\dim_gzero:N \g\_\_draw_xmin_dim
\dim_gzero:N \g\_\_draw_ymin_dim
\dim_gzero:N \g\_\_draw_ymax_dim
} \n\_\_draw_finalise:
\box_set_wd:Nn \l\_\_draw_main_box { \g\_\_draw_xmax_dim - \g\_\_draw_xmin_dim }
\mode_leave_vertical:
\box_use_drop:N \l\_\_draw_main_box
\group_end:
}

(End definition for \draw_begin: and \draw_end:. These functions are documented on page ??.)

\_\_draw_finalise:
\_\_draw_finalise_baseline:n

Finalising the (vertical) size of the output depends on whether we have an explicit baseline or not. To allow for that, we have two functions, and the one that’s used depends on whether the user has set a baseline. Notice that in contrast to pgf we do allow for a non-zero depth if the explicit baseline is above the lowest edge of the initial bounding box.

\cs_new_protected:Npn \__\_draw_finalise:
{\n\hbox_set:Nn \l\_\_draw_main_box
{\n\skip_horizontal:n { -\g\_\_draw_xmin_dim }
\box_move_down:nn
{ \g\_\_draw_ymin_dim }
\box_use_drop:N \l\_\_draw_main_box
}
\box_set_dp:Nn \l\_\_draw_main_box { Opt }
\box_set_ht:Nn \l__draw_main_box
{ \g__draw_ymax_dim - \g__draw_ymin_dim }
\cs_new_protected:Npn \_draw_finalise_baseline:n #1
{ \hbox_set:Nn \l__draw_main_box
 { \skip_horizontal:n { -\g__draw_xmin_dim }
 \box_move_down:nn
 { \#1}
 { \box_use_drop:N \l__draw_main_box }
 }
 \box_set_dp:Nn \l__draw_main_box
 { \dim_max:nn
 { \#1 - \g__draw_ymin_dim }
 { 0pt }
 }
 \box_set_ht:Nn \l__draw_main_box
{ \g__draw_ymax_dim + #1 }
}
(End definition for \_draw_finalise: and \_draw_finalise_baseline:n.)

6.2 Baseline position

\l__draw_baseline_bool For tracking the explicit baseline and whether it is active.
\l__draw_baseline_dim
(End definition for \l__draw_baseline_bool and \l__draw_baseline_dim.)

\draw_baseline:n A simple setting of the baseline along with the flag we need to know that it is active.
\cs_new_protected:Npn \draw_baseline:n #1
{ \bool_set_true:N \l__draw_baseline_bool
 \dim_set:Nn \l__draw_baseline_dim { \fp_to_dim:n {#1} }
 }
(End definition for \draw_baseline:n. This function is documented on page ??.)

\_draw_finalise:w Rather than use a global data structure, we can arrange to put the baseline value at the right group level with a small amount of shuffling. That happens here.
\cs_new_protected:Npn \_draw_finalise:w #1 \_draw_finalise:
{ \bool_if:NTF \l__draw_baseline_bool
 { \use:x
 { \exp_not:n {#1}
 \_draw_finalise_baseline:n \{ \dim_use:N \l__draw_baseline_dim \}
 } }
 { #1 \_draw_finalise: }
}

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6.3 Scopes

As well as the graphics (and \TeX) scope, also deal with global data structures.

\begin{verbatim}
\draw_scope_begin: \draw_scope_begin:
    \cs_new_protected:Npn \draw_scope_begin:
        { \__draw_backend_scope_begin:
            \group_begin:
                \dim_set_eq:NN \l__draw_linewidth_dim \g__draw_linewidth_dim
                \draw_path_scope_begin:
            \group_end:
        }
\draw_scope_end: \draw_scope_end:
    \cs_new_protected:Npn \draw_scope_end:
        { \draw_path_scope_end:
            \dim_gset_eq:NN \g__draw_linewidth_dim \l__draw_linewidth_dim
            \__draw_backend_scope_end:
        }
\end{verbatim}

(End definition for \draw_scope_begin:. This function is documented on page ??.)

Storage for the bounding box.

\begin{verbatim}
\draw_scope_bb_begin: \draw_scope_bb_begin:
    \cs_new_protected:Npn \draw_scope_bb_begin:
        { \__draw_reset_bb:
            \group_begin:
                \dim_set_eq:NN \l__draw_xmax_dim \g__draw_xmax_dim
                \dim_set_eq:NN \l__draw_xmin_dim \g__draw_xmin_dim
                \dim_set_eq:NN \l__draw_ymax_dim \g__draw_ymax_dim
                \dim_set_eq:NN \l__draw_ymin_dim \g__draw_ymin_dim
            \group_end:
        }
\draw_scope_bb_end: \draw_scope_bb_end:
    \cs_new_protected:Npn \draw_scope_bb_end:
        { \dim_gset_eq:NN \g__draw_xmax_dim \l__draw_xmax_dim
            \dim_gset_eq:NN \g__draw_xmin_dim \l__draw_xmin_dim
            \dim_gset_eq:NN \g__draw_ymax_dim \l__draw_ymax_dim
            \dim_gset_eq:NN \g__draw_ymin_dim \l__draw_ymin_dim
            \__draw_reset_bb:
        }
\end{verbatim}

(End definition for \_\_\_draw_xmax_dim and others.)

The bounding box is simple: a straight group-based save and restore approach.
\draw_suspend_begin: Suspend all parts of a drawing.
\draw_suspend_end:

\cs_new_protected:Npn \draw_suspend_begin: \draw_suspend_end: { \__draw_scope_bb_begin: \draw_path_scope_begin: \draw_transform_matrix_reset: \draw_transform_shift_reset: \__draw_layers_save: \__draw_layers_restore: \draw_path_scope_end: \__draw_scope_bb_end: }

\g__draw_softpath_main_tl The soft path itself.
\tl_new:N \g__draw_softpath_main_tl

\l__draw_softpath_internal_tl The soft path itself.
\tl_new:N \l__draw_softpath_internal_tl

\g_draw_softpath_corners_bool Allow for optimised path use.
\bool_new:N \g_draw_softpath_corners_bool

\section{l3draw-softmaxpath implementation}

\subsection{Managing soft paths}

There are two linked aims in the code here. The most significant is to provide a way to modify paths, for example to shorten the ends or round the corners. This means that the path cannot be written piecemeal as specials, but rather needs to be held in macros. The second aspect that follows from this is performance: simply adding to a single macro a piece at a time will have poor performance as the list gets long so we use \tl_build_... functions.

Each marker (operation) token takes two arguments, which makes processing more straightforward. As such, some operations have dummy arguments, whilst others have to be split over several tokens. As the code here is at a low level, all dimension arguments are assumed to be explicit and fully-expanded.
\__draw_softpath_add:n
\__draw_softpath_add:o
\__draw_softpath_add:x
\cs_new_protected:Npn \__draw_softpath_add:n
\{ \tl_build_gput_right:Nn \g__draw_softpath_main_tl \}
\cs_generate_variant:Nn \__draw_softpath_add:n { o, x }

\__draw_softpath_use:
\__draw_softpath_clear:
\cs_new_protected:Npn \__draw_softpath_use:
\{ \tl_build_get:NN \g__draw_softpath_main_tl \l__draw_softpath_internal_tl \}
\l__draw_softpath_internal_tl
\cs_new_protected:Npn \__draw_softpath_clear:
\{ \tl_build_gclear:N \g__draw_softpath_main_tl \bool_gset_false:N \g__draw_softpath_corners_bool \}

\g__draw_softpath_lastx_dim
\g__draw_softpath_lasty_dim
\dim_new:N \g__draw_softpath_lastx_dim
\dim_new:N \g__draw_softpath_lasty_dim

\g__draw_softpath_move_bool
\bool_new:N \g__draw_softpath_move_bool
\bool_gset_true:N \g__draw_softpath_move_bool

\__draw_softpath_curveto:nnnnnn #1#2#3#4#5#6
\__draw_softpath_lineto:nn #1#2
\__draw_softpath_moveto:nn #1#2
\__draw_softpath_rectangle:nnnn #1#2#3#4
\__draw_softpath_roundpoint:nn #1#2
\__draw_softpath_roundpoint:VV #1#2

For tracking the end of the path (to close it).
\dim_new:N \g__draw_softpath_lastx_dim
\dim_new:N \g__draw_softpath_lasty_dim

Track if moving a point should update the close position.
\bool_new:N \g__draw_softpath_move_bool
\bool_gset_true:N \g__draw_softpath_move_bool

The various parts of a path expressed as the appropriate soft path functions.
\cs_new_protected:Npn \__draw_softpath_closepath:
\{ \__draw_softpath_add:x
\{ \__draw_softpath_close_op:nn
\{ \dim_use:N \g__draw_softpath_lastx_dim \}
\{ \dim_use:N \g__draw_softpath_lasty_dim \}
\}
\}
\cs_new_protected:Npn \__draw_softpath_curveto:nnnnnn #1#2#3#4#5#6
\{ \__draw_softpath_curveo:nnnnnnn \}
\cs_new_protected:Npn \__draw_softpath_lineto:nn #1#2
\{ \__draw_softpath_add:n
\{ \__draw_softpath_curveo:nnnnnnn \}
\}

\End definition for \__draw_softpath_add:n.

\End definition for \__draw_softpath_use: and \__draw_softpath_clear:.

\End definition for \g__draw_softpath_lastx_dim and \g__draw_softpath_lasty_dim.

\End definition for \g__draw_softpath_move_bool.

\End definition for \g__draw_softpath_move_bool.

(End definition for \g__draw_softpath_corners_bool.)
\__draw_softpath_add:n
\__draw_softpath_lineto_op:nn \#1 \#2
\cs_new_protected:Npn \__draw_softpath_moveto:nn #1 #2
\\__draw_softpath_add:n
\\__draw_softpath_moveto_op:nn \#1 \#2
\bool_if:NT \g__draw_softpath_move_bool
\{\dim_gset:Nn \g__draw_softpath_lastx_dim \#1
\dim_gset:Nn \g__draw_softpath_lasty_dim \#2\}
\cs_new_protected:Npn \__draw_softpath_rectangle:nnnn #1 #2 #3 #4
\\__draw_softpath_add:n
\\__draw_softpath_rectangle_opi:nn \#1 \#2
\\__draw_softpath_rectangle_opii:nn \#3 \#4
\cs_new_protected:Npn \__draw_softpath_roundpoint:nn #1 #2
\\__draw_softpath_add:n
\\__draw_backend_closepath: \}
\cs_new_protected:Npn \__draw_softpath_curveto_opi:nn #1 #2
\\__draw_softpath_curveto_opi:nnNnnNnn \#1 \#2
\cs_new_protected:Npn \__draw_softpath_curveto_opii:nn #1 #2
\\__draw_backend_curveto:nnnnnn \#1 \#2 \#4 \#5 \#7 \#8
\cs_new_protected:Npn \__draw_softpath_curveto_opiii:nn #1 #2
\\__draw_softpath_curveto_opii:nn
\cs_new_protected:Npn \__draw_softpath_lineto_op:nn #1 #2
\\__draw_backend_lineto:nn \#1 \#2
\cs_new_protected:Npn \__draw_softpath_moveto_op:nn #1 #2
\\__draw_backend_moveto:nn \#1 \#2
\cs_new_protected:Npn \__draw_softpath_roundpoint_op:nn #1 #2
\\__draw_backend_roundpoint:nn
\cs_new_protected:Npn \__draw_softpath_rectangle_opi:nn #1 #2 #3 #4 #5
\\__draw_backend_rectangle:nnnn \#1 \#2 \#4 \#5
\cs_new_protected:Npn \__draw_softpath_rectangle_opii:nn #1 #2 #3 #4 #5
\\__draw_backend_rectangle:nnnn \#1 \#2 \#4 \#5
\cs_generate_variant:Nn \__draw_softpath_roundpoint:nn { VV }

(End definition for \__draw_softpath_curveto:nnnnnn and others.)

The markers for operations: all the top-level ones take two arguments. The support tokens for curves have to be different in meaning to a round point, hence being quark-like.
7.2 Rounding soft path corners

The aim here is to find corner rounding points and to replace them with arcs of appropriate length. The approach is exactly that in \texttt{pgf}: step through, find the corners, find the supporting data, do the rounding.

\begin{verbatim}
\l__draw_softpath_main_tl
\tl_new:N \l__draw_softpath_main_tl
\tl_new:N \l__draw_softpath_part_tl
\tl_new:N \l__draw_softpath_lastx_fp
\tl_new:N \l__draw_softpath_lasty_fp
\tl_new:N \l__draw_softpath_curve_end_tl
\tl_new:N \l__draw_softpath_first_tl
\tl_new:N \l__draw_softpath_move_tl
\tl_new:N \l__draw_softpath_corneri_dim
\tl_new:N \l__draw_softpath_cornerii_dim
\fp_new:N \l__draw_softpath_lastx_fp
\fp_new:N \l__draw_softpath_lasty_fp
\dim_new:N \l__draw_softpath_corneri_dim
\dim_new:N \l__draw_softpath_cornerii_dim
\tl_new:N \l__draw_softpath_curve_end_tl
\tl_new:N \l__draw_softpath_first_tl
\tl_new:N \l__draw_softpath_move_tl
\tl_build_get:NN \g__draw_softpath_main_tl \l__draw_softpath_internal_tl
\exp_after:wN \__draw_softpath_round_loop:Nnn \l__draw_softpath_internal_tl
\q__draw_recursion_tail ? ? \q__draw_recursion_stop
\end{verbatim}

Rounding corners on a path means going through the entire path and adjusting it. As such, we avoid this entirely if we know there are no corners to deal with. Assuming there is work to do, we recover the existing path and start a loop.

\begin{verbatim}
\cs_new_protected:Nnpn \__draw_softpath_round_corners:nn #1#2 { }
(End definition for \__draw_softpath_close_op:nn and others.)
\end{verbatim}
The loop can take advantage of the fact that all soft path operations are made up of a
token followed by two arguments. At this stage, there is a simple split: have we round a
round point. If so, is there any actual rounding to be done: if the arcs have come through
zero, just ignore it. In cases where we are not at a corner, we simply move along the
path, allowing for any new part starting due to a moveto.
\cs_new_protected:Npn \__draw_softpath_round_loop:Nnn \#1\#2\#3
\{\__draw_if_recursion_tail_stop_do:Nn \#1 \{ \__draw_softpath_round_end: \}
\token_if_eq_meaning:NNTF \#1 \__draw_softpath_roundpoint_op:nn
\{ \__draw_softpath_round_action:nn \{\#2\} \{\#3\} \}
\}
\tl_if_empty:NT \l__draw_softpath_first_tl
\{ \tl_set:Nn \l__draw_softpath_first_tl \{ \{\#2\} \{\#3\} \}
\fp_set:Nn \l__draw_softpath_lastx_fp \#2
\fp_set:Nn \l__draw_softpath_lasty_fp \#3
\token_if_eq_meaning:NNTF \#1 \__draw_softpath_moveto_op:nn
\{ \tl_put_right:No \l__draw_softpath_main_tl
\l__draw_softpath_move_tl
\tl_put_right:No \l__draw_softpath_main_tl
\l__draw_softpath_part_tl
\tl_set:Nn \l__draw_softpath_move_tl \{ \#1 \{\#2\} \{\#3\} \}
\tl_clear:N \l__draw_softpath_first_tl
\tl_clear:N \l__draw_softpath_part_tl
\}
\{ \tl_put_right:Nn \l__draw_softpath_part_tl \{ \#1 \{\#2\} \{\#3\} \}
\__draw_softpath_round_loop:Nnn
\}
\cs_new_protected:Npn \__draw_softpath_round_action:nn \#1\#2\#3
\{\tl_if_empty:NT \l__draw_softpath_first_tl
\{ \tl_set:Nn \l__draw_softpath_first_tl \{ \{\#2\} \{\#3\} \}
\token_if_eq_meaning:NNTF \#1 \__draw_softpath_curveto_opi:nn
\{ \__draw_softpath_round_action:nn \}
\}
\cs_new_protected:Npn \__draw_softpath_round_action:nn \#1\#2\#3
\{\tl_if_empty:NT \l__draw_softpath_first_tl
\{ \tl_set:Nn \l__draw_softpath_first_tl \{ \{\#2\} \{\#3\} \}
\token_if_eq_meaning:NNTF \#1 \__draw_softpath_curveto_opi:nn
\{ \__draw_softpath_round_action:nn \}
\}

We now have a round point to work on and have grabbed the next item in the path.
There are only a few cases where we have to do anything. Each of them is picked up by
looking for the appropriate action.
For a curve, we collect the two control points then move on to grab the end point and add the curve there: the second control point becomes our starter.

At this stage we have a current (sub)operation (\#1) and the next operation (\#4), and can therefore decide whether to round or not. In the case of yet another rounding marker, we have to look a bit further ahead.
We now have all of the data needed to construct a rounded corner: all that is left to do is to work out the detail! At this stage, we have details of where the corner itself is ($#5$, $#6$), and where the next point is ($#2$, $#3$). There are two types of calculations to do. First, we need to interpolate from those two points in the direction of the corner, in order to work out where the curve we are adding will start and end. From those, plus the points we already have, we work out where the control points will lie. All of this is done in an expansion to avoid multiple calls to \tl_put_right:Nx. The end point of the line is worked out up-front and saved: we need that if dealing with a close-path operation.

At this stage we have the two curve end points, but they are in co-ordinate form. So we split them up (with some more reordering).
The calculations themselves are relatively straight-forward, as we use a quadratic Bézier curve.

To deal with a close-path operation, we need to do some manipulation. It needs to be treated as a line operation for rounding, and then have the close path operation re-added at the point where the curve ends. That means saving the end point in the calculation step (see earlier), and shuffling a lot.
\__draw_softpath_round_loop:Nnn
\__draw_softpath_close_op:nn
\exp_not:N \exp_after:wN
\exp_not:N \\__draw_softpath_round_close:w
\exp_not:N \l__draw_softpath_curve_end_tl
\s__draw_stop
}\s__draw_stop
}
\cs_new:Npn \__draw_softpath_round_close:w #1 , #2 \s__draw_stop { {#1} {#2} }

\cs_new_protected:Npn \\__draw_softpath_round_end: {\tl_build_gclear:N \g__draw_softpath_main_tl \__draw_softpath_add:o \l__draw_softpath_main_tl }
\tl_put_right:No \l__draw_softpath_main_tl \l__draw_softpath_move_tl
\tl_put_right:No \l__draw_softpath_main_tl \l__draw_softpath_part_tl
\tl_build_gclear:N \g__draw_softpath_main_tl
\\__draw_softpath_add:o \l__draw_softpath_main_tl
\}
}(End definition for \\__draw_softpath_round_corners: and others.)

8 \texttt{l3draw-state} implementation

(*package)

\texttt{@=draw}

This sub-module covers more-or-less the same ideas as \texttt{pgfcoregraphicstate.code.tex}.
At present, equivalents of the following are currently absent:
- \texttt{\pgfsetinnerlinewidth, \pgfinnerlinewidth, \pgfsetinnerstrokecolor, \pgfsetinnerstrokecolor}

Likely to be added on further work is done on paths/stroking.

\texttt{\g__draw_linewidth_dim} Linewidth for strokes: global as the scope for this relies on the graphics state. The inner line width is used for places where two lines are used.
\dim_new:N \g__draw_linewidth_dim
(End definition for \g__draw_linewidth_dim.)

\texttt{\l_draw_default_linewidth_dim} A default: this is used at the start of every drawing.
\dim_new:N \l_draw_default_linewidth_dim
\dim_set:Nn \l_draw_default_linewidth_dim { 0.4pt }
(End definition for \l_draw_default_linewidth_dim. This variable is documented on page ??.)
\draw_linewidth:n Set the linewidth: we need a wrapper as this has to pass to the driver layer.
\begin{verbatim}
\cs_new_protected:Npn \draw_linewidth:n #1
\{\dim_gset:Nn \g__draw_linewidth_dim \{\fp_to_dim:n \{#1\}\}\}
\end{verbatim}
(End definition for \draw_linewidth:n. This function is documented on page ??.)

\draw_dash_pattern:nn Evaluated all of the list and pass it to the driver layer.
\begin{verbatim}
\cs_new_protected:Npn \draw_dash_pattern:nn #1#2
\{\group_begin:\seq_set_from_clist:Nn \l__draw_tmp_seq \{#1\}\seq_set_map:NNn \l__draw_tmp_seq \l__draw_tmp_seq
{\fp_to_dim:n \{##1\}}\use:x{\__draw_backend_dash_pattern:nn{\seq_use:Nn \l__draw_tmp_seq {,}}\fp_to_dim:n \{#2\}}\group_end:\}
\seq_new:N \l__draw_tmp_seq
\end{verbatim}
(End definition for \draw_dash_pattern:nn and \l__draw_tmp_seq. This function is documented on page ??.)

\draw_miterlimit:n Pass through to the driver layer.
\begin{verbatim}
\cs_new_protected:Npn \draw_miterlimit:n #1
\{\exp_args:Nx \__draw_backend_miterlimit:n \{\fp_eval:n \{#1\}\}\}
\end{verbatim}
(End definition for \draw_miterlimit:n. This function is documented on page ??.)

\draw_cap_butt: \draw_cap_rectangle: \draw_cap_round:
\draw_evenodd_rule: \draw_nonzero_rule:
\draw_join_bevel: \draw_join_miter: \draw_join_round:
All straight wrappers.
\begin{verbatim}
\cs_new_protected:Npn \draw_cap_butt: \{\__draw_backend_cap_butt: \}
\cs_new_protected:Npn \draw_cap_rectangle: \{\__draw_backend_cap_rectangle: \}
\cs_new_protected:Npn \draw_cap_round: \{\__draw_backend_cap_round: \}
\cs_new_protected:Npn \draw_evenodd_rule: \{\__draw_backend_evenodd_rule: \}
\cs_new_protected:Npn \draw_nonzero_rule: \{\__draw_backend_nonzero_rule: \}
\cs_new_protected:Npn \draw_join_bevel: \{\__draw_backend_join_bevel: \}
\cs_new_protected:Npn \draw_join_miter: \{\__draw_backend_join_miter: \}
\cs_new_protected:Npn \draw_join_round: \{\__draw_backend_join_round: \}
\end{verbatim}
(End definition for \draw_cap_butt: and others. These functions are documented on page ??.)
(//package)
9 l3draw-transforms implementation

This sub-module covers more-or-less the same ideas as \texttt{pgfcoretransformations.code.tex}. At present, equivalents of the following are currently absent:

- \texttt{\pgfgettransform}, \texttt{\pgfgettransformentries}: Awaiting use cases.
- \texttt{\pgftransformlineattime}, \texttt{\pgftransformarcaxesattime}, \texttt{\pgftransformcurveattime}: Need to look at the use cases for these to fully understand them.
- \texttt{\pgftransformarrow}: Likely to be done when other arrow functions are added.
- \texttt{\pgftransformationadjustments}: Used mainly by CircuiTiKZ although also for shapes, likely needs more use cases before addressing.
- \texttt{\pgfdefoutsideclip}, \texttt{\pgfdefoutsideclip}: Likely to be added when use cases are encountered in other parts of the code.
- \texttt{\pgfviewboxscope}: Seems very specialised, need to understand the requirements here.

\begin{verbatim}
\l__draw_matrix_active_bool
An internal flag to avoid redundant calculations.
\bool_new:N \l__draw_matrix_active_bool
\end{verbatim}

\begin{verbatim}
\l__draw_matrix_a_fp \l__draw_matrix_b_fp \l__draw_matrix_c_fp \l__draw_matrix_d_fp \l__draw_xshift_dim \l__draw_yshift_dim
The active matrix and shifts.
\fp_new:N \l__draw_matrix_a_fp \fp_new:N \l__draw_matrix_b_fp \fp_new:N \l__draw_matrix_c_fp \fp_new:N \l__draw_matrix_d_fp \dim_new:N \l__draw_xshift_dim \dim_new:N \l__draw_yshift_dim
\end{verbatim}

\begin{verbatim}
\draw_transform_matrix_reset: \draw_transform_shift_reset:
Fast resetting.
\cs_new_protected:Npn \draw_transform_matrix_reset: \cs_new_protected:Npn \draw_transform_shift_reset:
\end{verbatim}
Setting the transform matrix is straightforward, with just a bit of expansion to sort out. With the mechanism active, the identity matrix is set.

\cs_new_protected:Npn \draw_transform_matrix_absolute:nnnn #1#2#3#4
\begin{verbatim}
{ \fp_set:Nn \l__draw_matrix_a_fp {#1} \\
  \fp_set:Nn \l__draw_matrix_b_fp {#2} \\
  \fp_set:Nn \l__draw_matrix_c_fp {#3} \\
  \fp_set:Nn \l__draw_matrix_d_fp {#4} \\
  \bool_lazy_all:nTF \\
  { \fp_compare_p:nNn \l__draw_matrix_a_fp = \c_one_fp } \\
  { \fp_compare_p:nNn \l__draw_matrix_b_fp = \c_zero_fp } \\
  { \fp_compare_p:nNn \l__draw_matrix_c_fp = \c_zero_fp } \\
  { \fp_compare_p:nNn \l__draw_matrix_d_fp = \c_one_fp } \\
  } \\
{ \bool_set_false:N \l__draw_matrix_active_bool } \\
{ \bool_set_true:N \l__draw_matrix_active_bool }
\end{verbatim}

\cs_new_protected:Npn \draw_transform_shift_absolute:n #1
\begin{verbatim}
{ \__draw_point_process:nn \\
  \__draw_transform_shift_absolute:nn } {#1}
\end{verbatim}

\cs_new_protected:Npn \__draw_transform_shift_absolute:nn #1#2
\begin{verbatim}
{ \dim_set:Nn \l__draw_xshift_dim {#1} \\
  \dim_set:Nn \l__draw_yshift_dim {#2} }
\end{verbatim}

(End definition for \draw_transform_matrix_absolute:nnnn, \draw_transform_shift_absolute:n, and \__draw_transform_shift_absolute:nn. These functions are documented on page ??.)

Much the same story for adding to an existing matrix, with a bit of pre-expansion so that the calculation uses “frozen” values.

\cs_new_protected:Npn \draw_transform_matrix:nnnn #1#2#3#4
\begin{verbatim}
{ \use:x \\
  \__draw_transform:nnnn \\
  \__draw_transform_shift_absolute:nn \\
  \__draw_transform_shift:nn \\
  \draw_transform_matrix_absolute:nnnn \\
  \draw_transform_shift:n \\
  \draw_transform_shift:nn }
\end{verbatim}

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\cs_new_protected:Npn \draw_transform_shift:n #1
\__draw_point_process:nn { \__draw_transform_shift:nn } {#1}
\cs_new_protected:Npn \__draw_transform_shift:nn #1#2
\dim_set:Nn \l__draw_xshift_dim { \l__draw_xshift_dim + #1 }
\dim_set:Nn \l__draw_yshift_dim { \l__draw_yshift_dim + #2 }

(End definition for \draw_transform_matrix:nnn and others. These functions are documented on page ??.)

\draw_transform_matrix_invert:
\__draw_transform_invert:n
\__draw_transform_invert:f
\draw_transform_shift_invert:

\begin{verbatim}
Standard mathematics: calculate the inverse matrix and use that, then undo the shifts.
\cs_new_protected:Npn \draw_transform_matrix_invert:
\bool_if:NT \l__draw_matrix_active_bool
\__draw_transform_invert:f
\fp_eval:n
\l__draw_matrix_a_fp * \l__draw_matrix_d_fp
- \l__draw_matrix_b_fp * \l__draw_matrix_c_fp
\l__draw_matrix_c_fp
\l__draw_matrix_d_fp
\l__draw_matrix_a_fp * #1}
\cs_new_protected:Npn \__draw_transform_invert:n #1
\fp_set:Nn \l__draw_matrix_a_fp
\l__draw_matrix_d_fp * #1}
\fp_set:Nn \l__draw_matrix_b_fp
\l__draw_matrix_b_fp * #1}
\fp_set:Nn \l__draw_matrix_c_fp
\l__draw_matrix_c_fp * #1}
\fp_set:Nn \l__draw_matrix_d_fp
\l__draw_matrix_d_fp
\l__draw_matrix_a_fp * #1}
\cs_generate_variant:Nn \__draw_transform_invert:n { f }
\cs_new_protected:Npn \draw_transform_shift_invert:
\dim_set:Nn \l__draw_xshift_dim { -\l__draw_xshift_dim }
\dim_set:Nn \l__draw_yshift_dim { -\l__draw_yshift_dim }
\end{verbatim}

(End definition for \draw_transform_matrix_invert:, \__draw_transform_invert:n, and \draw_transform_shift_invert:. These functions are documented on page ??.)
Simple maths to move the canvas origin to $#1$ and the two axes to $#2$ and $#3$.

```latex
\cs_new_protected:Npn \draw_transform_triangle:nnn #1#2#3
\{
  \__draw_point_process:nnn
  \{
    \__draw_point_process:nn
      { \__draw_transform_triangle:nnnnn } #1
  \}
  { #2 } { #3 }
\}
\cs_new_protected:Npn \__draw_transform_triangle:nnnnn #1#2#3#4#5#6
\{
  \use:x
  \{
    \draw_transform_matrix_absolute:nnnn
      { #3 - #1 }
      { #4 - #2 }
      { #5 - #1 }
      { #6 - #2 }
    \draw_transform_shift_absolute:n { #1 , #2 }
  \}
\}
```

(End definition for \draw_transform_triangle:nnn. This function is documented on page ??.)

Lots of shortcuts.

```latex
\cs_new_protected:Npn \draw_transform_scale:n #1
\{
  \draw_transform_matrix:nnnn { #1 } { 0 } { 0 } { #1 }
\}
\cs_new_protected:Npn \draw_transform_xscale:n #1
\{
  \draw_transform_matrix:nnnn { #1 } { 0 } { 0 } { 1 }
\}
\cs_new_protected:Npn \draw_transform_yscale:n #1
\{
  \draw_transform_matrix:nnnn { 1 } { 0 } { 0 } { #1 }
\}
\cs_new_protected:Npn \draw_transform_xshift:n #1
\{
  \draw_transform_shift:n { #1 , 0pt }
\}
\cs_new_protected:Npn \draw_transform_yshift:n #1
\{
  \draw_transform_shift:n { 0pt , #1 }
\}
\cs_new_protected:Npn \draw_transform_xslant:n #1
\{
  \draw_transform_matrix:nnnn { 1 } { 0 } { #1 } { 1 }
\}
\cs_new_protected:Npn \draw_transform_yslant:n #1
\{
  \draw_transform_matrix:nnnn { 1 } { #1 } { 0 } { 1 }
\}
\cs_generate_variant:Nn \__draw_transform_rotate:n { f }
```

(End definition for \draw_transform_scale:n and others. These functions are documented on page ??.)

Slightly more involved: evaluate the angle only once, and the sine and cosine only once.

```latex
\cs_new_protected:Npn \draw_transform_rotate:n #1
\{
  \__draw_transform_rotate:f \fp_eval:n { #1 }
\}
\cs_new_protected:Npn \__draw_transform_rotate:f \fp_eval:n { #1 }
\{
  \fp_eval:n { \cosd(#1) }
  \fp_eval:n { \sind(#1) }
\}
```

\cs_generate_variant:Nn \__draw_transform_rotate:n { f }

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\cs_new_protected:Npn \__draw_transform_rotate:nn \#1\#2
\begin{Verbatim}
\{ \draw_transform_matrix:nmmm \#1 \#2 \{ \#2 \} \{ \#1 \} \}
\end{Verbatim}
\cs_generate_variant:Nn \__draw_transform_rotate:nn { ff }
\begin{Verbatim}
\{ \__draw_transform_rotate:n \#1\#2 \}
\end{Verbatim}
(End definition for \draw_transform_rotate:n, \__draw_transform_rotate:n, and \__draw_transform_rotate:nn. This function is documented on page ??.)

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