

The Changebar package *

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Abstract

This package implements a way to indicate modifications in a L^AT_EX-document by putting bars in the margin. It realizes this by making use of the `\special` commands supported by ‘dvi drivers’. Currently six different drivers are supported. More can easily be added.

1 Introduction

Important note Just as with cross references and labels, you usually need to process the document twice (and sometimes three times) to ensure that the changebars come out correctly. However, a warning will be given if another pass is required.

Features

*This file has version number v3.4d, last revised 2001/09/04.

- Changebars may be nested within each other. Each level of nesting can be given a different thickness bar.
- Changebars may be nested in other environments including floats and footnotes.
- Changebars are applied to all the material within the “barred” environment, including floating bodies regardless of where the floats float to. An exception to this is margin floats.
- Changebars may cross page boundaries.
- Changebars can appear on the *outside* of the columns of `twocolumn` text.
- The colour of the changebars can be changed. This has so far only been tested with the `dvips` driver, but it may also work with other PostScript based drivers. It will *not* work for the `DVItoLN03` and `emTeX` drivers..

2 The user interface

This package has options to specify some details of its operation, and also defines several macros.

2.1 The package options

One set of package options¹ specify the driver that will be used to print the document can be indicated. The driver may be one of:

- `DVItoLN03`
- `DVItoPS`
- `DVIps`
- `emTeX`
- `VTeX`

The drivers are represented in the normal typewriter method of typing these names, or by the same entirely in lower case.

The position of the bars may either be on the inner edge of the page (the left column on a recto or single-sided page, the right column of a verso page) by use of the `innerbars` package option (the default), or on the outer edge of the page by use of the `outerbars` package option.

Another set of options gives the user the possibility of specifying that the bars should *always* come out on the left side of the text (`leftbars`) or on the right side of the text (`rightbars`).

For people who want their changebars to be colourfull the option `color` is available. It defines the user command `\cbcolor` and loads the `color` package.

The package also implements tracing for its own debugging. The package options `traceon` and `traceoff` control tracing. An additional option `tracestacks` is available for the die hard who wants to know what goes on in the internal stacks this package maintains.

¹For older documents the command `\driver` is available in the preamble of the document. It takes the options as defined for `LATEX 2ε` as argument.

2.2 Macros defined by the package

<code>\cbstart</code>	All material between the macros <code>\cbstart</code> and <code>\cbend</code> is barred. The nesting of multiple changebars is allowed. The macro <code>\cbstart</code> has an optional parameter that specifies the width of the bar. The syntax is <code>\cbstart[⟨dimension⟩]</code> . If no width is specified, the current value of the parameter <code>\changebarwidth</code> is used. Note that <code>\cbstart</code> and <code>\cbend</code> can be used anywhere but must be correctly nested with floats and footnotes. That is, one cannot have one end of the bar inside a floating insertion and the other outside, but that would be a meaningless thing to do anyhow.
<code>\cbend</code>	
<code>changebar</code>	Apart from the macros <code>\cbstart</code> and <code>\cbend</code> a proper \LaTeX environment is defined. The advantage of using the environment whenever possible is that \LaTeX will do all the work of checking the correct nesting of different environments.
<code>\cbdelete</code>	The macro <code>\cbdelete</code> puts a square bar in the margin to indicate that some text was removed from the document. The macro has an optional argument to specify the width of the bar. When no argument is specified the current value of the parameter <code>\deletebarwidth</code> will be used.
<code>\nochangebars</code>	The macro <code>\nochangebars</code> disables the changebar commands.
<code>\cbcolor</code>	This macro is defined when the <code>color</code> option is selected. It's syntax is the same as the <code>\color</code> command from the <code>color</code> package.

2.3 Changebar parameters

<code>\changebarwidth</code>	The width of the changebars is controlled with the \LaTeX length parameter <code>\changebarwidth</code> . Its value can be changed with the <code>\setlength</code> command. Changing the value of <code>\changebarwidth</code> affects all subsequent changebars subject to the scoping rules of <code>\setlength</code> .
<code>\deletebarwidth</code>	The width of the deletebars is controlled with the \LaTeX length parameter <code>\deletebarwidth</code> . Its value can be changed with the <code>\setlength</code> command. Changing the value of <code>\changebarwidth</code> affects all subsequent deletebars subject to the scoping rules of <code>\setlength</code> .
<code>\changebarsep</code>	The separation between the text and the changebars is determined by the value of the \LaTeX length parameter <code>\changebarsep</code> .
<code>changebargrey</code>	When one of the supported dvi to PostScript translators is used the ‘blackness’ of the bars can be controlled. The \LaTeX counter <code>changebargrey</code> is used for this purpose. Its value can be changed with a command like:

```
\setcounter{changebargrey}{85}
```

The value of the counter is a percentage, where the value 0 yields black bars, the value 100 yields white bars.

<code>outerbars</code>	The changebars will be printed in the ‘inside’ margin of your document. This means they appear on the left side of the page. When <code>twoside</code> is in effect the bars will be printed on the right side of even pages. This behaviour can be changed by including the command <code>\outerbarstrue</code> in your document.
------------------------	--

3 Deficiencies and bugs

- The macros blindly use special points `\cb@minpoint` through `\cb@maxpoint`. If this conflicts with another set of macros, the results will be unpredictable.

(What is really needed is a `\newspecialpoint`, analogous to `\newcount` etc. — it’s not provided because the use of the points is rather rare.)

- There is a limit of $(\backslash\text{cb@maxpoint} - \backslash\text{cb@minpoint} + 1) / 4$ bars per page (four special points per bar). Using more than this number yields unpredictable results (but that could be called a feature for a page with so many bars). This limitation could be increased if desired.
- Internal macro names are all of the form `\cb@xxxx`. No checking for conflicts with other macros is done.
- This implementation does not work with the `multicolumn` package.
- The algorithms may fail if a floating insertion is split over multiple pages. In \LaTeX floats are not split but footnotes may be. The simplest fix to this is to prevent footnotes from being split but this may make \TeX very unhappy.
- The `\cbend` normally gets “attached” to the token after it rather than the one before it. This may lead to a longer bar than intended. For example, consider the sequence ‘word1 `\cbend` word2’. If there is a line break between ‘word1’ and ‘word2’ the bar will incorrectly be extended an extra line. This particular case can be fixed with the incantation ‘word1`\cbend{}` word2’.
- The colour support has only been tested with the `dvips` driver.

4 The basic algorithm

The changebars are implemented using the `\specials` of various `dvi` interpreting programs like `DVItolN03` or `DVIps`. In essence, the start of a changebar defines two `\special` points in the margins at the current vertical position on the page. The end of a changebar defines another set of two points and then joins (using the “connect” `\special`) either the two points to the left or the two points to the right of the text, depending on the setting of `innerbars`, `outerbars`, `leftbars`, `rightbars` and/or `twoside`.

This works fine as long as the two points being connected lie on the same page. However, if they don’t, the bar must be artificially terminated at the page break and restarted at the top of the next page. The only way to do this (that I can think of) is to modify the output routine so that it checks if any bar is in progress when it ships out a page and, if so, adds the necessary artificial end and begin.

The obvious way to indicate to the output routine that a bar is in progress is to set a flag when the bar is begun and to unset this flag when the bar is ended. This works most of the time but, because of the asynchronous behavior of the output routine, errors occur if the bar begins or ends near a page break. To illustrate, consider the following scenario.

```

blah blah blah           % page n
blah blah blah
\cbstart                 % this does its thing and set the flag
more blah
                           <----- pagebreak occurs here
more blah
\cbend                   % does its thing and unsets flag

```

blah blah

Since \TeX processes ahead of the page break before invoking the output routine, it is possible that the `\cbend` is processed, and the flag unset, before the output routine is called. If this happens, special action is required to generate an artificial end and begin to be added to page n and $n + 1$ respectively, as it is not possible to use a flag to signal the output routine that a bar crosses a page break.

The method used by these macros is to create a stack of the beginning and end points of each bar in the document together with the page number corresponding to each point. Then, as a page is completed, a modified output routine checks the stack to determine if any bars begun on or before the current page are terminated on subsequent pages, and handles those bars appropriately. To build the stack, information about each changebar is written to the `.aux` file as bars are processed. This information is re-read when the document is next processed. Thus, to ensure that changebars are correct, the document must be processed twice. Luckily, this is generally required for \LaTeX anyway.

This approach is sufficiently general to allow nested bars, bars in floating insertions, and bars around floating insertions. Bars inside floats and footnotes are handled in the same way as bars in regular text. Bars that encompass floats or footnotes are handled by creating an additional bar that floats with the floating material. Modifications to the appropriate \LaTeX macros check for this condition and add the extra bar.

5 The implementation

5.1 Declarations And Initializations

`\cb@maxpoint` The original version of `changebar.sty` only supported the `DVItolN03` specials. The `LN03` printer has a maximum number of points that can be defined on a page. Also for some PostScript printers the number of points that can be defined can be limited by the amount of memory used. Therefore, the consecutive numbering of points has to be reset when the maximum is reached. This maximum can be adapted to the printers needs.

```
1 (*package)
2 \def\cb@maxpoint{80}
```

`\cb@minpoint` When resetting the point number we need to know what to reset it to, this is minimum number is stored in `\cb@minpoint`. **This number has to be *odd*** because the algorithm that decides whether a bar has to be continued on the next page depends on this.

```
3 \def\cb@minpoint{1}
```

`\cb@nil` Sometimes a void value for a point has to be returned by one of the macros. For this purpose `\cb@nil` is used.

```
4 \def\cb@nil{0}
```

`\cb@nextpoint` The number of the next special point is stored in the count register `\cb@nextpoint` and initially equal to `\cb@minpoint`.

```
5 \newcount\cb@nextpoint
6 \cb@nextpoint=\cb@minpoint
```

`\cb@topleft` These four counters are used to identify the four special points that specify a
`\cb@topright` changebar. The point defined by `\cb@topleft` is the one used to identify the
`\cb@botleft` changebar; the values of the other points are derived from it.
`\cb@botright`

```

7 \newcount\cb@topleft
8 \newcount\cb@topright
9 \newcount\cb@botleft
10 \newcount\cb@botright

```

`\cb@curbarwd` The dimension register `\cb@curbarwd` is used to store the width of the current
bar.

```

11 \newdimen\cb@curbarwd

```

`\cb@page` The macros need to keep track of the number of pages output so far. To this end
`\cb@pagecount` the counter `\cb@pagecount` is used. When a pagenumber is read from the history
stack, it is stored in the counter `\cb@page`. The counter `\cb@pagecount` is initially
0; it gets incremented during the call to `\@makebox` (see section 5.5).

```

12 \newcount\cb@page
13 \newcount\cb@pagecount
14 \cb@pagecount=0

```

`outerbars` A switch is provided to control where the changebars will be printed.

```

15 \newif\ifouterbars

```

`@cb@trace` A switch to enable tracing of the actions of this package

```

16 \newif\if@cb@trace

```

`\cb@positions` This macro calculates the (horizontal) positions of the changebars.

`\cb@odd@left` Because the margins can differ for even and odd pages and because changebars
`\cb@odd@right` are sometimes on different sides of the paper we need four dimensions to store the
`\cb@even@left` result.
`\cb@even@right`

```

17 \newdimen\cb@odd@left
18 \newdimen\cb@odd@right
19 \newdimen\cb@even@left
20 \newdimen\cb@even@right

```

Since the changebars are drawn with the POSTSCRIPT command `lineto` and not as T_EX-like rules the reference points lie on the center of the changebar, therefore the calculation has to add or subtract half of the width of the bar to keep `\changebarsep` whitespace between the bar and the body text.

First the position for odd pages is calculated. I

```

21 \def\cb@positions{%
22   \global\cb@odd@left=\hoffset
23   \global\cb@even@left\cb@odd@left
24   \global\advance\cb@odd@left by \oddsidemargin
25   \global\cb@odd@right\cb@odd@left
26   \global\advance\cb@odd@right by \textwidth
27   \global\advance\cb@odd@right by \changebarsep
28   \global\advance\cb@odd@right by 0.5\changebarwidth
29   \global\advance\cb@odd@left by -\changebarsep
30   \global\advance\cb@odd@left by -0.5\changebarwidth

```

On even sided pages we need to use `\evensidemargin` in the calculations when `twoside` is in effect.

```

31 \if@twoside
32   \global\advance\cb@even@left by \evensidemargin
33   \global\cb@even@right\cb@even@left
34   \global\advance\cb@even@left by -\changebarsep
35   \global\advance\cb@even@left by -0.5\changebarwidth
36   \global\advance\cb@even@right by \textwidth
37   \global\advance\cb@even@right by \changebarsep
38   \global\advance\cb@even@right by 0.5\changebarwidth
39 \else

```

Otherwise just copy the result for odd pages.

```

40   \global\let\cb@even@left\cb@odd@left
41   \global\let\cb@even@right\cb@odd@right
42 \fi
43 }

```

`\cb@removedim` In PostScript code, length specifications are without dimensions. Therefore we need a way to remove the letters ‘pt’ from the result of the operation `\the\langle dimen \rangle`. This can be done by defining a command that has a delimited argument like:

```
\def\cb@removedim#1pt{#1}
```

We encounter one problem though, the category code of the letters ‘pt’ is 12 when produced as the output from `\the\langle dimen \rangle`. Thus the characters that delimit the argument of `\cb@removedim` also have to have category code 12. To keep the changes local the macro `\cb@removedim` is defined in a group.

```
44 {\catcode‘\p=12\catcode‘\t=12 \gdef\cb@removedim#1pt{#1}}
```

5.2 Option Processing

The user should select the specials that should be used by specifying the driver name as an option to the `\usepackage` call. Possible choices are:

- DVIToLN03
- DVIToPS
- DVIPs
- emT_EX
- Textures
- VT_EX

The intent is that the driver names should be case-insensitive, but the following code doesn’t achieve this: it only permits the forms given above and their lower-case equivalents.

```

45 \DeclareOption{DVIToLN03}{\global\chardef\cb@driver@setup=0\relax}
46 \DeclareOption{dvitoln03}{\global\chardef\cb@driver@setup=0\relax}
47 \DeclareOption{DVIToPS}{\global\chardef\cb@driver@setup=1\relax}

```

```

48 \DeclareOption{dvitops}{\global\chardef\cb@driver@setup=1\relax}
49 \DeclareOption{DVIPs}{\global\chardef\cb@driver@setup=2\relax}
50 \DeclareOption{dvips}{\global\chardef\cb@driver@setup=2\relax}
51 \DeclareOption{emTeX}{\global\chardef\cb@driver@setup=3\relax}
52 \DeclareOption{emtex}{\global\chardef\cb@driver@setup=3\relax}
53 \DeclareOption{textures}{\global\chardef\cb@driver@setup=4\relax}
54 \DeclareOption{Textures}{\global\chardef\cb@driver@setup=4\relax}
55 \DeclareOption{VTeX}{\global\chardef\cb@driver@setup=5\relax}
56 \DeclareOption{vtex}{\global\chardef\cb@driver@setup=5\relax}

```

The new features of L^AT_EX 2_ε make it possible to implement the outerbars option.

```

57 \DeclareOption{outerbars}{\outerbarstrue}
58 \DeclareOption{innerbars}{\outerbarsfalse}

```

It is also possible to specify that the change bars should *always* be printed on either the left or the right side of the text. For this we have the options `leftbars` and `rightbars`. Specifying *either* of these options will overrule a possible `twoside` option at the document level.

```

59 \DeclareOption{leftbars}{%
60   \def\cb@positions{%
61     \global\cb@odd@left=\hoffset
62     \global\cb@even@left\cb@odd@left
63     \global\advance\cb@odd@left by \oddsidemargin
64     \global\advance\cb@odd@left by -\changebarsep
65     \global\advance\cb@odd@left by -0.5\changebarwidth
66     \if@twoside
67       \global\advance\cb@even@left by \evensidemargin
68       \global\advance\cb@even@left by -\changebarsep
69       \global\advance\cb@even@left by -0.5\changebarwidth
70     \else
71       \global\let\cb@even@left\cb@odd@left
72     \fi
73     \global\let\cb@odd@right\cb@odd@left
74     \global\let\cb@even@right\cb@even@left
75   }}
76 \DeclareOption{rightbars}{%
77   \def\cb@positions{%
78     \global\cb@odd@right=\hoffset
79     \global\cb@even@right\cb@odd@right
80     \global\advance\cb@odd@right by \oddsidemargin
81     \global\advance\cb@odd@right by \textwidth
82     \global\advance\cb@odd@right by \changebarsep
83     \global\advance\cb@odd@right by 0.5\changebarwidth
84     \if@twoside
85       \global\advance\cb@even@right by \evensidemargin
86       \global\advance\cb@even@right by \textwidth
87       \global\advance\cb@even@right by \changebarsep
88       \global\advance\cb@even@right by 0.5\changebarwidth
89     \else
90       \global\let\cb@even@right\cb@odd@right
91     \fi
92     \global\let\cb@odd@left\cb@odd@right
93     \global\let\cb@even@left\cb@even@right

```



```

94   }}
A set of options to control tracing.
95 \DeclareOption{traceon}{\cb@tracetrue}
96 \DeclareOption{traceoff}{\cb@tracefalse}
97 \DeclareOption{tracestacks}{%
98   \let\cb@trace@stack\cb@@show@stack
99   \def\cb@trace@push#1{\cb@trace{%
100     Pushed point \the\cb@topleft\space on \noexpand#1: #1}}%
101   \def\cb@trace@pop#1{\cb@trace{%
102     Popped point \the\cb@topleft\space from \noexpand#1: #1}}%
103   }

```

Two options are introduced for colour support. The first one, `grey`, is activated by default.

```

104 \DeclareOption{grey}{%
105   \def\cb@ps@color{\thechangebargrey\space 100 div setgray}}
106 \DeclareOption{color}{%
107   \def\cb@ps@color{\expandafter\color@to@ps\cb@current@color\@@}}
Signal an error if an unknown option was specified.
108 \DeclareOption*{\OptionNotUsed\PackageError
109   {Unrecognised option '\CurrentOption'}%
110   {known options are dviton03, dvitops, dvips,
111     emtex, textures and vtex\MessageBreak
112     grey, color,
113     outerbars, innerbars, leftbars and rightbars.}}

```

The default is to have grey change bars on the left side of the text on odd pages. When `VTeX` is used the option `dvips` is not the right one, so in that case we have `vtex` as the default driver.

```

114 \ifx\VTeXversion\undefined
115   \ExecuteOptions{innerbars,traceoff,dvips,grey}
116 \else
117   \ExecuteOptions{innerbars,traceoff,vtex,grey}
118 \fi

```

A local configuration file may be used to define a site wide default for the driver, by calling `\ExecuteOptions` with the appropriate option. This will override the default specified above.

```

119 \InputIfFileExists{changebar.cfg}{}{}

```

`\cb@@show@stack` When the stack tracing facility is turned on this command is executed. It needs to be defined *before* we call `\ProcessOptions`. This command shows the contents of the stack with currently ‘open’ bars, the stack with pending ends and the history stack. It does *not* show the temporary stack.

```

120 \def\cb@@show@stack#1{%
121   \cb@trace{%
122     stack status at #1:\MessageBreak
123     current stack: \cb@currentstack\MessageBreak
124     \@spaces end stack: \cb@endstack\MessageBreak
125     \space\space begin stack: \cb@beginstack\MessageBreak
126     history stack: \cb@historystack
127   }}

```

The default is to *not* trace the stacks. This is achieved by `\letting \cb@trace@stack` to `\@gobble`.

```
128 \let\cb@trace@stack\@gobble
```

`\cb@trace@push` `\cb@trace@pop` These macros are used to display the push and pop operations that go on when stack tracing is turned on. They are defined when the package option `tracestacks` is selected.

The default is to *not* trace the stacks.

```
129 \let\cb@trace@push\@gobble
```

```
130 \let\cb@trace@pop\@gobble
```

```
131 \ProcessOptions\relax
```

`\cb@trace` A macro that formats the tracing messages.

```
132 \newcommand{\cb@trace}[1]{%
```

```
133   \if@cb@trace
```

```
134     \GenericWarning
```

```
135       {(changebar)\@spaces\@spaces}%
```

```
136       {Package changebar: #1\@gobble}%
```

```
137   \fi
```

```
138 }
```

5.3 User Level Commands And Parameters

`\driver` The user can select the specials that should be used by calling the command `\driver{<drivername>}`. Possible choices are:

- DVItolN03
- DVItops
- DVIPs
- emT_EX
- T_EXtures
- VT_EX

This command can only be used in the preamble of the document.

The argument should be case-insensitive, so it is turned into a string containing all uppercase characters. To keep some definitions local, everything is done within a group.

```
139 % \changes{v3.3e}{1998/02/24}{Added \cs{Textures}}
```

```
140 \if@compatibility
```

```
141   \def\driver#1{%
```

```
142     \bgroup\edef\next{\def\noexpand\tempa{#1}}%
```

```
143     \uppercase\expandafter{\next}%
```

```
144     \def\LN{DVITOLN03}%
```

```
145     \def\DVItops{DVITOPS}%
```

```
146     \def\DVIPs{DVIPS}%
```

```
147     \def\emTeX{EMTEX}%
```

```
148     \def\Textures{TEXTURES}%
```

```
149     \def\VTEx{VTEX}%
```

The choice has to be communicated to the macro `\cb@setup@specials` that will be called from within `\document`. For this purpose the control sequence `\cb@driver@setup` is used. It receives a numeric value using `\chardef`.

```

150     \global\chardef\cb@driver@setup=0\relax
151     \ifx\tempa\LN      \global\chardef\cb@driver@setup=0\fi
152     \ifx\tempa\DVItO PS \global\chardef\cb@driver@setup=1\fi
153     \ifx\tempa\DVIPS   \global\chardef\cb@driver@setup=2\fi
154     \ifx\tempa\emTeX   \global\chardef\cb@driver@setup=3\fi
155     \ifx\tempa\Textures \global\chardef\cb@driver@setup=4\fi
156     \ifx\tempa\VTex    \global\chardef\cb@driver@setup=5\fi
157     \egroup}

```

We add `\driver` to `\@preamblecmds`, which is a list of commands to be used only in the preamble of a document.

```

158     {\def\do{\noexpand\do\noexpand}
159     \xdef\@preamblecmds{\@preamblecmds \do\driver}
160     }
161 \fi

```

`\cb@setup@specials` The macro `\cb@setup@specials` defines macros containing the driver specific `\special` macros. It will be called from within the `\begin{document}` command.

`\cb@trace@defpoint` When tracing is on, write information about the point being defined to the log file.

```

162 \def\cb@trace@defpoint#1#2{%
163   \cb@trace{%
164     defining point \the#1 at position \the#2
165     \MessageBreak
166     cb@pagecount: \the\cb@pagecount; page \thepage}}

```

`\cb@trace@connect` When tracing is on, write information about the points being connected to the log file.

```

167 \def\cb@trace@connect#1#2#3{%
168   \cb@trace{%
169     connecting points \the#1 and \the#2; barwidth: \the#3
170     \MessageBreak
171     cb@pagecount: \the\cb@pagecount; page \thepage}}

```

`\cb@defpoint` The macro `\cb@defpoint` is used to define one of the two points of a bar. It has two arguments, the number of the point and the distance from the left side of the paper. Its syntax is: `\cb@defpoint{<number>}{<length>}`.

`\cb@resetpoints` The macro `\cb@resetpoints` can be used to instruct the printer driver that it should send a corresponding instruction to the printer. This is really only used for the LN03 printer.

`\cb@connect` The macro `\cb@connect` is used to instruct the printer driver to connect two points with a bar. The syntax is `\cb@connect{<number>}{<number>}{<length>}`. The two `<number>`s indicate the two points to be connected; the `<length>` is the width of the bar.

```

172 \def\cb@setup@specials{%

```

The control sequence `\cb@driver@setup` expands to a number which indicates the driver that will be used. The original `changebar.sty` was written with only the `\special` syntax of the program `DVItoLN03` (actually one of its predecessors, `ln03dvi`). Therefore this syntax is defined first.

```

173 \ifcase\cb@driver@setup
174   \def\cb@defpoint##1##2{%
175     \special{ln03:defpoint \the##1(\the##2,)}%
176     \cb@trace@defpoint##1##2}
177   \def\cb@connect##1##2##3{%
178     \special{ln03:connect \the##1\space\space \the##2\space \the##3}%
179     \cb@trace@connect##1##2##3}
180   \def\cb@resetpoints{%
181     \special{ln03:resetpoints \cb@minpoint \space\cb@maxpoint}}

```

The first extension to the `changebar` option was for the `\special` syntax of the program `DVItoPS` by James Clark.

```

182 \or
183   \def\cb@defpoint##1##2{%
184     \special{dvitops: inline
185               \expandafter\cb@removedim\the##2\space 6.5536 mul\space
186               /CBarX\the##1\space exch def currentpoint exch pop
187               /CBarY\the##1\space exch def}%
188     \cb@trace@defpoint##1##2}
189   \def\cb@connect##1##2##3{%
190     \special{dvitops: inline
191               gsave \cb@ps@color\space
192               \expandafter\cb@removedim\the##3\space 6.5536 mul\space
193               CBarX\the##1\space\space CBarY\the##1\space\space moveto
194               CBarX\the##2\space\space CBarY\the##2\space\space lineto
195               stroke grestore}%
196     \cb@trace@connect##1##2##3}
197   \let\cb@resetpoints\relax

```

The program `DVIps` by Thomas Rokicki is also supported. The PostScript code is nearly the same as for `DVItoPS`, but the coordinate space has a different dimension. Also this code has been made resolution independent, whereas the code for `DVItoPS` might still be resolution dependent.

So far all the positions have been calculated in `pt` units. `DVIps` uses pixels internally, so we have to convert `pts` into pixels which of course is done by dividing by 72.27 (`pts per inch`) and multiplying by `Resolution` giving the resolution of the `POSTSCRIPT` device in use as a `POSTSCRIPT` variable.

```

198 \or
199   \def\cb@defpoint##1##2{%
200     \special{ps:
201               \expandafter\cb@removedim\the##2\space
202               Resolution\space mul\space 72.27\space div\space
203               /CBarX\the##1\space exch def currentpoint exch pop
204               /CBarY\the##1\space exch def}%
205     \cb@trace@defpoint##1##2}
206   \def\cb@connect##1##2##3{%
207     \special{ps:
208               gsave \cb@ps@color\space
209               \expandafter\cb@removedim\the##3\space

```

```

210             Resolution\space mul\space 72.27\space div\space
211             setlinewidth
212             CBarX\the##1\space\space CBarY\the##1\space\space moveto
213             CBarX\the##2\space\space CBarY\the##2\space\space lineto
214             stroke grestore}%
215     \cb@trace@connect##1##2##3}
216     \let\cb@resetpoints\relax

```

The latest addition is for the drivers written by Eberhard Mattes. The `\special` syntax used here is supported since version 1.5 of his driver programs.

```

217 \or
218 \def\cb@defpoint##1##2{%
219     \special{em:point \the##1,\the##2}%
220     \cb@trace@defpoint##1##2}
221 \def\cb@connect##1##2##3{%
222     \special{em:line \the##1,\the##2,\the##3}%
223     \cb@trace@connect##1##2##3}
224 \let\cb@resetpoints\relax

```

The following definitions are validated with $\text{T}_\text{E}\text{X}$ tures version 1.7.7, but will very likely also work with later releases of $\text{T}_\text{E}\text{X}$ tures.

The `\cbdelete` command seemed to create degenerate lines (i.e., lines of 0 length). PostScript will not render such lines unless the `linecap` is set to 1, (semi-circular ends) in which case a filled circle is shown for such lines.

```

225 \or
226 \def\cb@defpoint##1##2{%
227     \special{rawpostscript
228         \expandafter\cb@removedim\the##2\space
229         /CBarX\the##1\space exch def currentpoint exch pop
230         /CBarY\the##1\space exch def}%
231     \ifcb@trace\cb@trace@defpoint##1##2\fi}
232 \def\cb@connect##1##2##3{%
233     \special{rawpostscript
234         gsave 1 setlinecap \cb@ps@color\space
235         \expandafter\cb@removedim\the##3\space
236         setlinewidth
237         CBarX\the##1\space\space CBarY\the##1\space\space moveto
238         CBarX\the##2\space\space CBarY\the##2\space\space lineto
239         stroke grestore}%
240     \ifcb@trace\cb@trace@connect##1##2##3\fi}
241     \let\cb@resetpoints\relax

```

The following definitions were kindly provided by Michael Vulis.

```

242 \or
243 \def\cb@defpoint##1##2{%
244     \special{pS:
245         \expandafter\cb@removedim\the##2\space
246         Resolution\space mul\space 72.27\space div\space
247         /CBarX\the##1\space exch def currentpoint exch pop
248         /CBarY\the##1\space exch def}%
249     \cb@trace@defpoint##1##2}
250 \def\cb@connect##1##2##3{%
251     \special{pS:
252         gsave \cb@ps@color\space

```

```

253             \expandafter\cb@removedim\the##3\space
254             Resolution\space mul\space 72.27\space div\space
255             setlinewidth
256             CBarX\the##1\space\space CBarY\the##1\space\space moveto
257             CBarX\the##2\space\space CBarY\the##2\space\space lineto
258             stroke grestore}%
259     \cb@trace@connect##1##2##3}
260     \let\cb@resetpoints\relax

```

When code for other drivers should be added it can be inserted here. When someone makes a mistake and somehow selects an unknown driver a warning is issued and the macros are defined to be no-ops.

```

261 \else
262   \PackageWarning{Changebar}{changebars not supported in unknown setup}
263   \def\cb@defpoint##1##2{\cb@trace@defpoint##1##2}
264   \def\cb@connect##1##2##3{\cb@trace@connect##1##2##3}
265   \let\cb@resetpoints\relax
266 \fi

```

The last thing to do is to forget about `\cb@setup@specials`.

```

267 \global\let\cb@setup@specials\relax}

```

`\cbstart` The macro `\cbstart` starts a new changebar. It has an (optional) argument that will be used to determine the width of the bar. The default width is `\changebarwidth`.

```

268 \newcommand*{\cbstart}{\begin{changebar}}

```

`\cbend` The macro `\cbend` (surprisingly) ends a changebar. The macros `\cbstart` and `\cbend` can be used when the use of a proper \LaTeX environment is not possible.

```

269 \newcommand*{\cbend}{\end{changebar}}

```

`\cbdelete` The macro `\cbdelete` inserts a ‘deletebar’ in the margin. It too has an optional argument to determine the width of the bar. The default width (and length) of it are stored in `\deletebarwidth`.

```

270 \newcommand*{\cbdelete}{\ifnextchar [{\cb@delete}
271                               {\cb@delete[\deletebarwidth]}}

```

`\cb@delete` Deletebars are implemented as a special ‘change bar’. The bar is started and immediately ended. It is as long as it is wide.

```

272 \def\cb@delete[#1]{\vbox to \z@{\vss\cb@start[#1]\vskip #1\cb@end}}

```

`\changebar` The macros `\changebar` and `\endchangebar` have the same function as `\cbstart` and `\cbend` but they can be used as a \LaTeX environment to enforce correct nesting. They can *not* be used in the `tabular` and `tabbing` environments.

```

273 \newenvironment{changebar}%
274     {\ifnextchar [{\cb@start}%
275     {\cb@start[\changebarwidth]}}%
276     {\cb@end}

```

`\nochangebars` To disable changebars altogether without having to remove them from the document the macro `\nochangebars` is provided. It makes no-ops of three internal macros.

```

277 \newcommand*{\nochangebars}{%

```

```

278 \def\cb@start[##1]{}%
279 \def\cb@delete[##1]{}%
280 \let\cb@end\relax

```

`\changebarwidth` The default width of the changebars is stored in the dimension register `\changebarwidth`.

```

281 \newlength{\changebarwidth}
282 \setlength{\changebarwidth}{2pt}

```

`\deletebarwidth` The default width of the deletebars is stored in the dimension register `\deletebarwidth`.

```

283 \newlength{\deletebarwidth}
284 \setlength{\deletebarwidth}{4pt}

```

`\changebarsep` The default separation between all bars and the text is stored in the dimen register `\changebarsep`.

```

285 \newlength{\changebarsep}
286 \setlength{\changebarsep}{30pt}

```

`changebargrey` When the document is printed using one of the PostScript drivers the bars do not need to be black; with PostScript it is possible to have grey, and colored, bars. The percentage of greyness of the bar is stored in the count register `\changebargrey`. It can have values between 0 (meaning white) and 100 (meaning black).

```

287 \newcounter{changebargrey}
288 \setcounter{changebargrey}{65}

```

When the option `color` was selected we need to load the `color` package.

```

289 \@ifpackagewith{changebar}{color}{%
290 \RequirePackage{color}%

```

Then we need to define the command `\cbcolor` which is a slightly modified copy of the command `\color` from the `color` package.

`\cbcolor` `\cbcolor{declared-colour}` switches the colour of the changebars to *declared-colour*, which must previously have been defined using `\definecolor`. This colour will stay in effect until the end of the current TeX group.

`\cbcolor[model]{colour-specification}` is similar to the above, but uses a colour not declared by `\definecolor`. The allowed *model*'s vary depending on the driver. The syntax of the *colour-specification* argument depends on the model.

```

291 \DeclareRobustCommand\cbcolor{%
292 \ifnextchar[\@undeclaredcbcolor\@declaredcbcolor}

```

`\@undeclaredcbcolor` Call the driver-dependent command `\color@<model>` to define `\cb@current@color`.

```

293 \def\@undeclaredcbcolor[#1]#2{%
294 \ifundefined{color@#1}%
295 {\color@error{model ' #1 '}}%
296 {\csname color@#1\endcsname\cb@current@color{#2}}%
297 \ignorespaces}

```

`\@declaredcbcolor`

```

298 \def\@declaredcbcolor#1{%
299 \ifundefined{\string\color @#1}%
300 {\color@error{' #1 '}}%
301 {\expandafter\let\expandafter\cb@current@color
302 \csname\string\color @#1\endcsname}%
303 \ignorespaces}%
304 }{%

```

When the color option wasn't specified the usage of the `\cbcolor` command results in an error message.

```

305 \def\cbcolor{\@ifnextchar[%]
306   \@@cbcolor\cbcolor}%
307 \def\@@cbcolor[#1]#2{\cb@colwarn\def\@@cbcolor[##1]##2{}}%
308 \def\cbcolor#1{\cb@colwarn\def\cbcolor##1{}}%
309 \def\cb@colwarn{\PackageError{Changebar}%
310   {You didn't specify the option 'color';\MessageBreak
311     your command \string\cbcolor\space will be ignored}%
312   {Either add the option 'color' or remove the offending commands}}%
313
314 }
```

5.4 Macros for beginning and ending bars

`\cb@start` This macro starts a change bar. It assigns a new value to the current point and advances the counter for the next point to be assigned. It pushes this info onto `\cb@currentstack` and then sets the point by calling `\cb@setBeginPoints` with the point number. Finally, it writes the `.aux` file.

```

315 \def\cb@start[#1]{%
316   \cb@topleft=\cb@nextpoint
317   Store the width of the current bar in \cb@curbarwd.
318   \cb@curbarwd#1\relax
319   \cb@push\cb@currentstack
```

Now find out on which page the start of this bar finally ends up; due to the asynchronous nature of the output routine it might be a different page. The macro `\cb@checkpage` finds the page number on the history stack.

```

319 \cb@checkpage\@ne
320 Temporarily assign the page number to \cb@pagecount as that register is used by
321 \cb@setBeginPoints. Note that it's value is offset by one from the page counter.
322 \@tempcnta\cb@pagecount
323 \cb@pagecount\cb@page\advance\cb@pagecount\m@ne
324 \ifvmode
325   \cb@setBeginPoints
326 \else
327   \vbox to \z@{%
```

When we are in horizontal mode we jump up a line to set the starting point of the changebar.

```

326   \vskip -\ht\strutbox
327   \cb@setBeginPoints
328   \vskip \ht\strutbox}%
329 \fi
```

Restore `\cb@agecount`.

```

330 \cb@pagecount\@tempcnta
331 \cb@advancePoint}
```

`\cb@advancePoint` The macro `\cb@advancePoint` advances the count register `\cb@nextpoint`. When the maximum number is reached, the numbering is reset.

```

332 \def\cb@advancePoint{%
```



```

333 \global\advance\cb@nextpoint by 4\relax
334 \ifnum\cb@nextpoint>\cb@maxpoint
335   \global\cb@nextpoint=\cb@minpoint\relax
336 \fi}

```

`\cb@end` This macro ends a changebar. It pops the current point and nesting level off `\cb@currentstack` and sets the end point by calling `\cb@setEndPoints` with the parameter corresponding to the *beginning* point number. It writes the `.aux` file and joins the points.

```

337 \def\cb@end{%
338   \cb@trace@stack{end of bar on page \the\c@page}%
339   \cb@pop\cb@currentstack
340   \ifnum\cb@topleft=\cb@nil
341     \PackageWarning{Changebar}%
342       {Badly nested changebars; Expect erroneous results}%
343   \else

```

Call `\cb@checkpage` to find the page this point finally ends up on.

```

344   \cb@checkpage\tw@

```

Again, we need to temporarily overwrite `\cb@pagecount`.

```

345   \@tempcnta\cb@pagecount
346   \cb@pagecount\cb@page\advance\cb@pagecount\m@ne
347   \cb@setEndPoints
348   \cb@pagecount\@tempcnta
349   \fi
350   \ignorespaces}

```

`\cb@checkpage` The macro `\cb@checkpage` checks the history stack in order to find out on which page a set of points finally ends up.

We expect the identification of the points in `\cb@topleft` and `\cb@page`. The resulting page will be stored in `\cb@page`.

```

351 \def\cb@checkpage#1{%

```

First store the identifiers in temporary registers.

```

352   \@tempcnta\cb@topleft\@tempcntb\cb@page

```

Then pop the history stack.

```

353   \cb@pop\cb@historystack

```

If it was empty there is nothing to check and we're done.

```

354   \ifnum\cb@topleft=\cb@nil
355   \else

```

Now keep popping the stack until `\cb@topleft` is no longer less than the value of `\@tempcnta`. The values popped from the stack are pushed on a temporary stack to be pushed back later. This could perhaps be implemented more efficiently if the stacks had a different design.

```

356   \@whilenum\cb@topleft<\@tempcnta\do{%
357     \cb@push\cb@tempstack
358     \cb@pop\cb@historystack

```

When the user adds changebars to his document we might run out of the history stack before we find a match. This would send `TEX` into an endless loop if it wasn't detected and handled.

```

359     \ifnum\cb@topleft=\cb@nil
360       \cb@trace{Ran out of history stack, new changebar?}%

```

In this case we give `\cb@topleft` an ‘impossible value’ to remember this special situation.

```
361     \cb@topleft\cb@maxpoint\advance\cb@topleft\@ne
362     \fi
363     }%
```

If we are looking for the start point of a bar we may have found it now, for the end point we need to pop one more value. If `\cb@topleft` has become larger than `\cb@maxpoint` we haven’t found what we’re looking for and we’ve run out of the stack.

```
364     \ifnum\cb@topleft>\cb@maxpoint\else
365     \ifodd#1\else
366     \cb@push\cb@tempstack
367     \cb@pop\cb@historystack
368     \fi
```

Now that we’ve found it overwrite `\@tempcntb` with the `\cb@page` from the stack.

```
369     \@tempcntb\cb@page
370     \fi
```

Now we restore the history stack to it’s original state.

```
371     \@whilenum\cb@topleft>\cb@nil\do{%
372     \cb@push\cb@historystack
373     \cb@pop\cb@tempstack}%
374     \fi
```

Finally return the correct values.

```
375     \cb@topleft\@tempcnta\cb@page\@tempcntb
376     }
```

`\cb@setBeginPoints` The macro `\cb@setBeginPoints` assigns a position to the top left and top right points. It determines whether the point is on an even or an odd page and uses the right dimension to position the point. Keep in mind that the value of `\cb@pagecount` is one less than the value of `\c@page` unless the latter has been reset by the user.

The top left point is used to write an entry on the `.aux` file to create the history stack on the next run.

```
377 \def\cb@setBeginPoints{%
378   \cb@topright=\cb@topleft\advance\cb@topright by\@ne
379   \ifodd\cb@pagecount
380     \cb@defpoint\cb@topleft\cb@even@left
381     \cb@defpoint\cb@topright\cb@even@right
382   \else
383     \cb@defpoint\cb@topleft\cb@odd@left
384     \cb@defpoint\cb@topright\cb@odd@right
385   \fi
386   \cb@writeAux\cb@topleft
387 }
```

`\cb@setEndPoints` The macro `\cb@setEndPoints` assigns positions to the bottom points for a change bar. It then instructs the driver to connect two points with a bar. The macro assumes that the width of the bar is stored in `\cb@curbarwd`.

The bottom right point is used to write to the `.aux` file to signal the end of the current bar on the history stack.

```

388 \def\cb@setEndPoints{%
389   \cb@topright=\cb@topleft\advance\cb@topright by\@ne
390   \cb@botleft=\cb@topleft\advance\cb@botleft by\tw@
391   \cb@botright=\cb@topleft\advance\cb@botright by\thr@@
392   \ifodd\cb@pagecount
393     \cb@defpoint\cb@botleft\cb@even@left
394     \cb@defpoint\cb@botright\cb@even@right
395   \else
396     \if@twoside
397       \cb@defpoint\cb@botleft\cb@odd@left
398       \cb@defpoint\cb@botright\cb@odd@right
399     \else
400       \cb@defpoint\cb@botleft\cb@even@left
401       \cb@defpoint\cb@botright\cb@even@right
402     \fi
403   \fi
404   \cb@writeAux\cb@botright
405   \edef\cb@leftbar{%
406     \noexpand\cb@connect{\cb@topleft}{\cb@botleft}{\cb@curbarwd}}%
407   \edef\cb@rightbar{%
408     \noexpand\cb@connect{\cb@topright}{\cb@botright}{\cb@curbarwd}}%
409   \if@twocolumn
410     \if@firstcolumn\cb@leftbar\else\cb@rightbar\fi
411   \fi
412   \ifouterbars
413     \ifodd\cb@pagecount
414       \cb@leftbar
415     \else
416       \if@twoside\cb@rightbar\else\cb@leftbar\fi
417     \fi
418   \else
419     \ifodd\cb@pagecount
420       \cb@rightbar
421     \else
422       \if@twoside\cb@leftbar\else\cb@rightbar\fi
423     \fi
424   \fi
425 }%

```

\cb@writeAux The macro `\cb@writeAux` writes information about a changebar point to the auxiliary file. The number of the point, the pagenummer and the width of the bar are written out as arguments to `\cb@barpoint`. This latter macro will be expanded when the auxiliary file is read in. The macro assumes that the width of bar is stored in `\cb@curbarwd`.

The code is only executed when auxiliary files are enabled, as there's no sense in trying to write to an unopened file.

```

426 \def\cb@writeAux#1{%
427   \if@filesw
428     \begingroup
429     \edef\point{\the#1}%
430     \edef\level{\the\cb@curbarwd}%
431     \let\the=\z@
432     \edef\cb@temp{\write\@auxout

```

```

433     {\string\cb@barpoint{\point}{\the\cb@pagecount}{\level}}}%
434     \cb@temp
435   \endgroup
436 \fi}

```

5.5 Macros for Making It Work Across Page Breaks

`\@makecol` These internal L^AT_EX macros are modified in order to end the changebars spanning the current page break (if any) and restart them on the next page. The modifications are needed to reset the special points for this page and add begin bars to top of box255. The bars carried over from the previous page, and hence to be restarted on this page, have been saved on the stack `\cb@beginstack`. This stack is used to define new starting points for the change bars, which are added to the top of box `\@cclv`. Then the stack `\cb@endstack` is built and processed by `\cb@processActive`. Finally the original `\@makecol` (saved as `\cb@makecol`) is executed.

```

437 \let\cb@makecol\@makecol
438 \def\@makecol{%
439   \cb@trace@stack{before makecol, page \the\c@page}%
440   \let\cb@writeAux\@gobble
441   \setbox\@cclv \vbox{%
442     \cb@resetpoints
443     \cb@startSpanBars
444     \unvbox\@cclv
445     \boxmaxdepth\maxdepth}%
446   \global\advance\cb@pagecount by\@ne
447   \cb@buildstack\cb@processActive
448   \cb@makecol
449   \cb@trace@stack{after makecol, page \the\c@page}%
450 }

```

When L^AT_EX makes a page with only floats it doesn't use `\@makecol`; instead it calls `\@vtryfc`, so we have to modify this macro as well.

```

451 \let\cb@vtryfc\@vtryfc
452 \def\@vtryfc{%
453   \let\cb@writeAux\@gobble
454   \setbox\@outputbox \vbox{%
455     \cb@resetpoints
456     \cb@startSpanBars
457     \unvbox\@cclv
458     \boxmaxdepth\maxdepth}%
459   \global\advance\cb@pagecount by \@ne
460   \cb@buildstack\cb@processActive
461   \cb@vtryfc}

```

`\cb@processActive` This macro processes each element on span stack. Each element represents a bar that crosses the page break. There could be more than one if bars are nested. It works as follows:

```

pop top element of span stack
if point null (i.e., stack empty) then done
else
do an end bar on box255

```

save start for new bar at top of next page in \cb@startSaves
push active point back onto history stack (need to reprocess
on next page).

```

462 \def\cb@processActive{%
463   \cb@pop\cb@endstack
464   \ifnum\cb@topleft=\cb@nil
465   \else
466     \setbox\@cclv\vbox{%
467       \unvbox\@cclv
468       \boxmaxdepth\maxdepth
469       \advance\cb@pagecount by -1\relax
470       \cb@setEndPoints}%
471     \cb@push\cb@historystack
472     \cb@push\cb@beginstack
473     \expandafter\cb@processActive
474   \fi}

```

`\cb@startSpanBars` This macro defines new points for each bar that was pushed on the `\cb@beginstack`. Afterwards `\cb@beginstack` is empty.

```

475 \def\cb@startSpanBars{%
476   \cb@pop\cb@beginstack
477   \ifnum\cb@topleft=\cb@nil
478   \else
479     \cb@setBeginPoints
480     \cb@trace@stack{after StartSpanBars, page \the\c@page}%
481     \expandafter\cb@startSpanBars
482   \fi
483 }

```

`\cb@buildstack` The macro `\cb@buildstack` initializes the stack with open bars and starts populating it.
`\cb@endstack`

```

484 \def\cb@buildstack{%
485   \cb@initstack\cb@endstack
486   \cb@pushNextActive}

```

`\cb@pushNextActive` This macro pops the top element off the history stack (`\cb@historystack`). If the top left point is on a future page, it is pushed back onto the history stack and processing stops. If the point on the current or a previous page and it has an odd number, the point is pushed on the stack with end points `\cb@endstack`; if the point has an even number, it is popped off the stack with end points since the bar to which it belongs has terminated on the current page.

```

487 \def\cb@pushNextActive{%
488   \cb@pop\cb@historystack
489   \ifnum\cb@topleft=\cb@nil
490   \else
491     \ifnum\cb@page>\cb@pagecount
492       \cb@push\cb@historystack
493     \else
494       \ifodd\cb@topleft
495         \cb@push\cb@endstack
496       \else

```

```

497     \cb@pop\cb@endstack
498     \fi
499     \expandafter\expandafter\expandafter\cb@pushNextActive
500     \fi
501 \fi}

```

5.6 Macros For Managing The Stacks of Bar points

The macros make use of four stacks corresponding to `\special` defpoints. Each stack takes the form `<element> ... <element>`

Each element is of the form `xxxnyyppzzzl` where `xxx` is the number of the special point, `yyy` is the page on which this point is set, and `zzz` is the dimension used when connecting this point.

The stack `\cb@historystack` is built from the log information and initially lists all the points. As pages are processed, points are popped off the stack and discarded.

The stack `\cb@endstack` and `\cb@beginstack` are two temporary stacks used by the output routine and contain the stack with definitions for of all bars crossing the current pagebreak (there may be more than one with nested bars). They are built by popping elements off the history stack.

The stack `\cb@currentstack` contains all the current bars. A `\cb@start` pushes an element onto this stack. A `\cb@end` pops the top element off the stack and uses the info to terminate the bar.

For performance and memory reasons, the history stack, which can be very long, is special cased and a file is used to store this stack rather than an internal macro. The “external” interface to this stack is identical to what is described above. However, when the history stack is popped, a line from the file is first read and appended to the macro `\cb@historystack`.

`\cb@initstack` A macro to (globally) initialize a stack.

```
502 \def\cb@initstack#1{\xdef#1{}}
```

`\cb@historystack` We need to initialise a stack to store the entries read from the external history
`\cb@write` file.

```
\cb@read 503 \cb@initstack\cb@historystack
```

We also need to allocate a read and a write stream for the history file.

```
504 \newwrite\cb@write
```

```
505 \newread\cb@read
```

And we open the history file for writing (which is done when the `.aux` file is read in).

```
506 \immediate\openout\cb@write=\jobname.cb\relax
```

`\cb@endstack` Allocate two stacks for the bars that span the current page break.

```
\cb@beginstack 507 \cb@initstack\cb@endstack
```

```
508 \cb@initstack\cb@beginstack
```

`\cb@tempstack` Allocate a stack for temporary storage

```
509 \cb@initstack\cb@tempstack
```

`\cb@currentstack` And we allocate an extra stack that is needed to implement nesting without having to rely on \TeX 's grouping mechanism.

```
510 \cb@initstack\cb@currentstack
```

`\cb@pop` This macro pops the top element off the named stack and puts the point value into `\cb@topleft`, the page value into `\cb@page` and the bar width into `\cb@curbarwd`. If the stack is empty, it returns a void value (`\cb@nil`) in `\cb@topleft` and sets `\cb@page=0`.

```
511 \def\cb@pop#1{%
512   \ifx #1\cb@historystack
513     \ifeof\cb@read
514       \else
515         {\endlinechar=-1\read\cb@read to\@temp
516          \xdef\cb@historystack{\cb@historystack\@temp}%
517         }%
518     \fi
519 \fi
520 \ifx#1\@empty
521   \global\cb@topleft\cb@nil
522   \global\cb@page\z@ \relax
523 \else
524   \expandafter\cb@carcdr#1e#1%
525 \fi
526 \cb@trace@pop{#1}}
```

`\cb@carcdr` This macro is used to ‘decode’ a stack entry.

```
527 \def\cb@carcdr#1n#2p#3l#4e#5{%
528   \global\cb@topleft#1\relax
529   \global\cb@page#2\relax
530   \global\cb@curbarwd#3\relax
531   \xdef#5{#4}}
```

`\cb@push` The macro `\cb@push` Pushes `\cb@topleft`, `\cb@page` and `\cb@curbarwd` onto the top of the named stack.

```
532 \def\cb@push#1{%
533   \xdef#1{\the\cb@topleft n\the\cb@page p\the\cb@curbarwd l#1}%
534   \cb@trace@push{#1}}
535
```

`\cb@barpoint` The macro `\cb@barpoint` populates the history file. It writes one line to `.cb` file which is equivalent to one *element* described above.

```
536 \def\cb@barpoint#1#2#3{\immediate\write\cb@write{#1n#2p#3l}}
```

5.7 Macros For Checking That The `.aux` File Is Stable

`\AtBeginDocument` While reading the `.aux` file, \LaTeX has created the history stack in a separate file. We need to close that file and open it for reading. Also the ‘initialisation’ of the `\special` commands has to take place. While we are modifying the macro we also include the computation of the possible positions of the changebars

For these actions we need to add to the \LaTeX begin-document hook.

```
537 \AtBeginDocument{%
538   \cb@setup@specials
```

```

539 \cb@positions
540 \immediate\closeout\cb@write
541 \immediate\openin\cb@read=\jobname.cb}

```

`\AtEndDocument` We need to issue a `\clearpage` to flush rest of document. (Note that I believe there is contention in this area: are there in fact situations in which the end-document hooks need to be called *before* the final `\clearpage`? — the documentation of L^AT_EX itself implies that there are.) Then closes the `.cb` file and reopens it for checking. Initialize history stack (to be read from file). Let `\cb@barpoint=\cb@checkHistory` for checking.

```

542 \AtEndDocument{%
543   \clearpage
544   \cb@initstack\cb@historystack
545   \immediate\closein\cb@read
546   \immediate\openin\cb@read=\jobname.cb%
547   \let\cb@barpoint=\cb@checkHistory}

```

`\cb@checkHistory` Pops the top of the history stack (`\jobname.cb`) and checks to see if the point and page numbers are the same as the arguments `#1` and `#2` respectively. Prints a warning message if different.

```

548 \def\cb@checkHistory#1#2#3{%
549   \cb@pop\cb@historystack
550   \ifnum #1=\cb@topleft\relax
551     \ifnum #2=\cb@page\relax

```

Both page and point numbers are equal; do nothing,

```

552   \else
but generate a warning when page numbers don't match, or
553     \cb@error
554     \fi
555   \else
when point numbers don't match.
556     \cb@error
557     \fi}

```

`\cb@error` When a mismatch between the changebar information in the auxiliary file and the history stack is detected a warning is issued; further checking is disabled.

```

558 \def\cb@error{%
559   \PackageWarning{Changebar}%
560     {Changebar info has changed.\MessageBreak
561     Rerun to get the bars right}
562   \gdef\cb@checkHistory##1##2##3{%
563     \let\cb@barpoint=\cb@checkHistory}

```

5.8 Macros For Making It Work With Nested Floats/Footnotes

`\end@float` This is a replacement for the L^AT_EX-macro of the same name. All it does is check to see if changebars are active and, if so, it puts changebars around the box containing the float. Then it calls the original L^AT_EX `\end@float`.

```

564 \let\cb@endfloat=\end@float

```



```

565 \def\end@float{%
566   \cb@trace@stack{end float on page \the\c@page}%
567   \cb@pop\cb@currentstack
568   \ifnum\cb@topleft=\cb@nil
569   \else
570     \cb@push\cb@currentstack
571     \global\cb@curbarwd=\cb@curbarwd
572     \@endfloatbox
573     \global\setbox\@currbox
574       \color@vbox
575       \normalcolor
576       \vbox\bgroup\cb@start[\cb@curbarwd]\unvbox\@currbox\cb@end
577   \fi
578   \cb@endfloat}

```

This only works if this new version of `\end@float` is really used. With L^AT_EX 2.09 the documentstyles used to contain:

```
\let\endfigure\end@float
```

In that case this binding has to be repeated after the redefinition of `\end@float`. However, the L^AT_EX 2_ε class files use `\newenvironment` to define the figure and table environments. In that case there is no need to rebind `\endfigure`.

`\@footnotetext` This is a replacement for the L^AT_EX macro of the same name. It simply checks to see if changebars are active, and if so, wraps the macro argument (i.e., the footnote) in `changebars`.

```

579 \let\cb@footnote=\@footnotetext
580 \long\def\@footnotetext#1{%
581   \cb@trace@stack{end footnote on page \the\c@page}%
582   \cb@pop\cb@currentstack
583   \ifnum\cb@topleft=\cb@nil
584     \cb@footnote{#1}%
585   \else
586     \cb@push\cb@currentstack
587     \edef\cb@temp{\the\cb@curbarwd}%
588     \cb@footnote{\cb@start[\cb@temp]#1\cb@end}%
589   \fi}

```

`\@mpfootnotetext` Replacement for the L^AT_EX macro of the same name. Same thing as `\@footnotetext`.

```

590 \let\cb@mpfootnote=\@mpfootnotetext
591 \long\def\@mpfootnotetext#1{%
592   \cb@pop\cb@currentstack
593   \ifnum\cb@topleft=\cb@nil
594     \cb@mpfootnote{#1}%
595   \else
596     \cb@push\cb@currentstack
597     \edef\cb@temp{\the\cb@curbarwd}%
598     \cb@mpfootnote{\cb@start[\cb@temp]#1\cb@end}%
599   \fi}
600 </package>

```

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Numbers in *italics* indicate the page where the macro is described, the underlined numbers indicate the number of the line of code where the macro is defined, all other numbers indicate where a macro is used.

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