E

1 Introduction

1.1 When should you write a public module?

1.2 What to aim for

E

E

1.3 What to avoid

A_E

2 File naming conventions

-
-
-
-
-

-
-   E   E
-
-
-

3 Directory structure

E

-
-
-

- [1]

-

-

-

-

4 Licensing

E   E

5 Module template

1
2
3
4
5
6

---

[1]

7
8
9
10
11
12
13
14
15
16
17
18
19
20
21
22
23
24
25
26
27
28
29
30
31
32

5.1 Preamble

5.2 Info block

5.3 Examples

5.4 Private area

E

6 Namespace and setups

6.1 Rise of the command handler

2

E[3]

_____

2

3

6.2 Namespaces

6.3 \define handler

6.3.1 Define hooks

 E

6.3.2 Example

6.4 \setup handler

6.4.1 Example

6.5 Parameter handlers

-
-
-
-
-
-

6.5.1 Example

6.5.2 Root parameter handler

6.6 Style and color handler

-
-
-
-

6.6.1 Example

6.6.2 Parameter names

E

6.7 Parameter set handler

-
-
-
-
-

6.7.1 Example

6.8 Inherit from \framed

E

-
-
-
-
-
-

6.8.1 Example

6.9 Basic parameter handler

E

-
-
-
-

6.10 Command handler

-
-

-
-

6.10.1 Namespace inheritance

6.11 Simple command handler

-
-
-

6.12 Framed command handler

-
-

6.13 Local variables

6.13.1 Example

7 Complete example

1
2
3
4
5
6
7
8
9
10
11
12
13
14
15
16
17
18
19
20
21
22
23
24
25
26
27
28
29

30
31
32
33
34
35
36
37
38
39
40
41
42
43
44
45
46
47
48
49
50
51
52
53
54
55
56
57
58
59
60
61
62
63
64
65
66
67
68
69
70

71
72
73
74
75
76
77
78
79
80
81
82
83
84
85
86
87
88
89
90
91
92

8 Documentation

8.1 README

-
-
-   E
-
-
-
-
-

8.2 Manual

8.3 Self-documenting sourcecode

8.3.1 T_EX files

E   E

        E
        E

8.3.2 Lua files

8.4 XML interface file

E

```
\type   [..,..=..,..]   {...}
              1          2
             OPT
1   inherits: \setuptype

2   CONTENT
```

E

E

9 Publication and maintenance

E

-
-
-
-

  –
  –
  –
  –
  –
  –
  –

-
-
-
-
-

-

-
-
-

4

4