

The luacolor package

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Abstract

Package `luacolor` implements color support based on LuaTeX's node attributes.

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1 Documentation

1.1 Introduction

This package uses a LuaTeX's attribute register to to annotate nodes with color information. If a color is set, then the attribute register is set to this color and all nodes created in its scope (current group) are annotated with this attribute. Now the color property behaves much the same way as the font property.

1.2 Usage

Package `color` is loaded automatically by this package `luacolor`. If you need a special driver option or you prefer package `xcolor`, then load it before package `luacolor`, for example:

```
\usepackage[dvipdfmx]{xcolor}
```

The package `luacolor` is loaded without options:

```
\usepackage{luacolor}
```

It is able to detect PDF mode and DVI drivers are differentiated by its color specials. Therefore the package do need driver options.

Then it redefines the color setting commands to set attributes instead of whatsits for color.

At last the attribute annotations of the nodes in the output box must be analyzed to insert the necessary color whatsits. Currently LuaTeX lacks an appropriate callback function. Therefore package `atbegshi` is used to get control before a box is shipped out.

`\luacolorProcessBox {\langle box \rangle}`

Macro `\luacolorProcessBox` processes the box `\langle box \rangle` in the previously described manner. It is automatically called for pages, but not for XForm objects. Before passing a box to `\pdfxform`, call `\luacolorProcessBox` first.

1.3 Limitations

Ligatures with different colored components: Package `luacolor` sees the ligature after the paragraph building and page breaking, when a page is to be shipped out. Therefore it cannot break ligatures, because the components might occupy different space. Therefore it is the responsibility of the ligature forming process to deal with different colored glyphs that form a ligature. The user can avoid the problem entirely by explicitly breaking the ligature at the places where the color changes.

...

2 Implementation

¹ `(*package)`

2.1 Catcodes and identification

```

2 \begingroup\catcode61\catcode48\catcode32=10\relax%
3   \catcode13=5 % ^~M
4   \endlinechar=13 %
5   \catcode123=1 % {
```

```

6   \catcode125=2 %
7   \catcode64=11 %
8   \def\x{\endgroup
9     \expandafter\edef\csname LuaCol@AtEnd\endcsname{%
10       \endlinechar=\the\endlinechar\relax
11       \catcode13=\the\catcode13\relax
12       \catcode32=\the\catcode32\relax
13       \catcode35=\the\catcode35\relax
14       \catcode61=\the\catcode61\relax
15       \catcode64=\the\catcode64\relax
16       \catcode123=\the\catcode123\relax
17       \catcode125=\the\catcode125\relax
18     }%
19   }%
20 \x\catcode61\catcode48\catcode32=10\relax%
21 \catcode13=5 % ^~M
22 \endlinechar=13 %
23 \catcode35=6 % #
24 \catcode64=11 % @
25 \catcode123=1 % {
26 \catcode125=2 % }
27 \def\TMP@EnsureCode#1#2{%
28   \edef\LuaCol@AtEnd{%
29     \LuaCol@AtEnd
30     \catcode#1=\the\catcode#1\relax
31   }%
32   \catcode#1=#2\relax
33 }
34 \TMP@EnsureCode{34}{12}%
35 \TMP@EnsureCode{39}{12}%
36 \TMP@EnsureCode{40}{12}%
37 \TMP@EnsureCode{41}{12}%
38 \TMP@EnsureCode{42}{12}%
39 \TMP@EnsureCode{43}{12}%
40 \TMP@EnsureCode{44}{12}%
41 \TMP@EnsureCode{45}{12}%
42 \TMP@EnsureCode{46}{12}%
43 \TMP@EnsureCode{47}{12}%
44 \TMP@EnsureCode{58}{12}%
45 \TMP@EnsureCode{60}{12}%
46 \TMP@EnsureCode{62}{12}%
47 \TMP@EnsureCode{91}{12}%
48 \TMP@EnsureCode{93}{12}%
49 \TMP@EnsureCode{95}{12}%
50 \TMP@EnsureCode{96}{12}%
51 \edef\LuaCol@AtEnd{\LuaCol@AtEnd\noexpand\endinput}

    Package identification.
52 \NeedsTeXFormat{LaTeX2e}
53 \ProvidesPackage{luacolor}%
54 [2011/04/23 v1.6 Coloring based on LuaTeX's node attributes (HO)]

```

2.2 Check for LuatEX

Without LuatEX there is no point in using this package.

```

55 \RequirePackage{infwarerr}[2010/04/08]%
56 \RequirePackage{ifluatex}[2010/03/01]%
57 \RequirePackage{ifpdf}[2011/01/30]%
58 \RequirePackage{ltxcmds}[2011/04/18]%
59 \RequirePackage{color}

60 \ifluatex
61   \ltx@ifpackageloaded{luatexbase-attr}{%
62   }{%

```

```

63      \RequirePackage{luatex}[2010/03/09]%
64  }%
65 \else
66   \PackageError{luacolor}{%
67     This package may only be run using LuaTeX%
68   }{\@ehc
69   \expandafter\LuaCol@AtEnd
70 \fi%

```

\LuaCol@directlua

```

71 \ifnum\luatexversion<36 %
72   \def\LuaCol@directlua{\directlua0 }%
73 \else
74   \let\LuaCol@directlua\directlua
75 \fi

```

2.3 Check for disabled colors

```

76 \ifcolors@
77 \else
78   \PackageWarningNoLine{luacolor}{%
79     Colors are disabled by option ‘monochrome’%
80   }%
81   \def\set@color{}%
82   \def\reset@color{}%
83   \def\set@page@color{}%
84   \def\define@color#1#2{}%
85   \expandafter\LuaCol@AtEnd
86 \fi%

```

2.4 Load module and check version

```

87 \LuaCol@directlua{%
88   require("oberdiek.luacolor\ifnum\luatexversion<65 -pre065\fi")%
89 }

90 \begingroup
91   \edef\x{\LuaCol@directlua{tex.write("2011/04/23 v1.6")}}%
92   \edef\y{%
93     \LuaCol@directlua{%
94       if oberdiek.luacolor.getversion then %
95         oberdiek.luacolor.getversion()%
96       end%
97     }%
98   }%
99   \ifx\x\y
100   \else
101     \PackageError{luacolor}{%
102       Wrong version of lua module.\MessageBreak
103       Package version: \x\MessageBreak
104       Lua module: \y
105     }{\@ehc
106   \fi
107 \endgroup

```

2.5 Find driver

```

108 \ifpdf
109 \else
110   \begingroup
111   \def\current@color{}%
112   \def\reset@color{}%
113   \setbox\z@\hbox{%
114     \begingroup

```

```

115      \set@color
116      \endgroup
117  }%
118  \edef\reserved@a{%
119    \LuaCol@directlua{%
120      oberdiek.luacolor.dvidetect()%
121    }%
122  }%
123  \ifx\reserved@a\empty
124    \PackageError{luacolor}{%
125      DVI driver detection failed because of\MessageBreak
126      unrecognized color \string\special
127    }%
128    \endgroup
129    \expandafter\expandafter\expandafter\LuaCol@AtEnd
130  \else
131    \PackageInfoNoLine{luacolor}{%
132      Type of color \string\special: \reserved@a
133    }%
134  \fi%
135  \endgroup
136 \fi

```

2.6 Attribute setting

```

\LuaCol@Attribute

137 \ltx@ifundefined{newluatexattribute}{%
138   \newattribute\LuaCol@Attribute
139 }{%
140   \newluatexattribute\LuaCol@Attribute
141 }
142 \ltx@ifundefined{setluatexattribute}{%
143   \let\LuaCol@setattribute\setattribute
144 }{%
145   \let\LuaCol@setattribute\setluatexattribute
146 }
147 \LuaCol@directlua{%
148   oberdiek.luacolor.setattribute(\number\allocationnumber)%
149 }

\set@color

150 \protected\def\set@color{%
151   \LuaCol@setattribute\LuaCol@Attribute{%
152     \LuaCol@directlua{%
153       oberdiek.luacolor.get("\luatexluaescapestring{\current@color}")%
154     }%
155   }%
156 }

\reset@color

157 \def\reset@color{}



```

2.7 Whatsit insertion

```

\luacolorProcessBox

158 \def\luacolorProcessBox#1{%
159   \LuaCol@directlua{%
160     oberdiek.luacolor.process(\number#1)%
161   }%
162 }


```

```

163 \RequirePackage{atbegshi}[2011/01/30]
164 \AtBeginShipout{%
165   \luacolorProcessBox\AtBeginShipoutBox
166 }

      Set default color.

167 \set@color

2.8 \pdfxform support

168 \ifpdf
169   \ltx@ifundefined{pdfxform}{%
170     \ifnum\luatexversion>36 %
171       \directlua{%
172         tex.enableprimitives('','{%
173           'pdfxform','pdflastxform','pdfrefxform'%}
174         })%
175       }%
176     \fi
177   }{%
178   \ltx@ifundefined{protected}{%
179     \ifnum\luatexversion>36 %
180       \directlua{tex.enableprimitives('','{'protected'})}%
181     \fi
182   }{%
183   \ltx@ifundefined{pdfxform}{%
184     \PackageWarning{luacolor}{\string\pdfxform\space not found}%
185   }{%
186     \let\LuaCol@org@pdfxform\pdfxform
187     \begingroup\expandafter\expandafter\expandafter\endgroup
188     \expandafter\ifx\csname protected\endcsname\relax
189       \PackageWarning{luacolor}{\string\protected\space not found}%
190     \else
191       \expandafter\protected
192     \fi
193     \def\pdfxform{%
194       \begin{group}
195         \afterassignment\LuaCol@pdfxform
196         \count@=%
197     }%
198     \def\LuaCol@pdfxform{%
199       \luacolorProcessBox\count@
200       \LuaCol@org@pdfxform\count@
201       \endgroup
202     }%
203   }%
204 \fi
205 \LuaCol@AtEnd%
206 
```

2.9 Lua module

```
207 <*lua>
```

Box zero contains a \hbox with the color \special. That is analyzed to get the prefix for the color setting \special.

```
208 module("oberdiek.luacolor", package.seeall)
```

```
getversion()
```

```
209 function getversion()
210   tex.write("2011/04/23 v1.6")
211 end
```

2.9.1 Driver detection

```
212 local ifpdf
213 if tonumber(tex.pdfoutput) > 0 then
214   ifpdf = true
215 else
216   ifpdf = false
217 end
218 local prefix
219 local prefixes = {
220   dvips = "color ",
221   dvipdfm = "pdf:sc ",
222   truetex = "textcolor:",
223   pctexps = "ps::",
224 }
225 local patterns = {
226   ["^color "]           = "dvips",
227   ["^pdf: *begincolor "] = "dvipdfm",
228   ["^pdf: *bcolor "]    = "dvipdfm",
229   ["^pdf: *bc "]        = "dvipdfm",
230   ["^pdf: *setcolor "]  = "dvipdfm",
231   ["^pdf: *scolor "]   = "dvipdfm",
232   ["^pdf: *sc "]        = "dvipdfm",
233   ["^textcolor:]"]     = "truetex",
234   ["^ps::"]            = "pctexps",
235 }
236 local function info(msg, term)
237   local target = "log"
238   if term then
239     target = "term and log"
240   end
241   texio.write_nl(target, "Package luacolor info: " .. msg .. ".")
242   texio.write_nl(target, "")
243 end
244 function dvidetect()
245   local v = tex.box[0]
246   assert(v.id == node.id("hlist"))
247   for v in node.traverse_id(node.id("whatsit"), v.head) do
248     for v in node.traverse_id(node.id("whatsit"), v.list) do
249       if v and v.subtype == 3 then -- special
250         local data = v.data
251         for pattern, driver in pairs(patterns) do
252           if string.find(data, pattern) then
253             prefix = prefixes[driver]
254             tex.write(driver)
255             return
256           end
257         end
258         info("\special{ " .. data .. "}", true)
259         return
260       end
261     end
262     info("Missing \\special", true)
263 end
```

2.9.2 Color strings

```
264 local map = {
265   n = 0,
```

```

266 }

get()

267 function get(color)
268   local n = map[color]
269   if not n then
270     n = map.n + 1
271     map.n = n
272     map[n] = color
273     map[color] = n
274   end
275   tex.write(" " .. n)
276 end

```

2.9.3 Attribute register

```

setattribute()

277 local attribute
278 function setattribute(attr)
279   attribute = attr
280 end

```

2.9.4 Whatsit insertion

```

281 local LIST = 1
282 local LIST_LEADERS = 2
283 local COLOR = 3
284 local RULE = node.id("rule")
285 local node_types = {
286   [node.id("hlist")] = LIST,
287   [node.id("vlist")] = LIST,
288   [node.id("rule")] = COLOR,
289   [node.id("glyph")] = COLOR,
290   [node.id("disc")] = COLOR,
291   [node.id("whatsit")] = {
292     [3] = COLOR, -- special
293     [8] = COLOR, -- pdf_literal
294     [14] = COLOR, -- pdf_refximage
295   },
296   [node.id("glue")] =
297     function(n)
298       if n.subtype >= 100 then -- leaders
299         if n.leader.id == RULE then
300           return COLOR
301         else
302           return LIST_LEADERS
303         end
304       end
305     end,
306 }

```

```

get_type()

307 local function get_type(n)
308   local ret = node_types[n.id]
309   if type(ret) == 'table' then
310     ret = ret[n.subtype]
311   end
312   if type(ret) == 'function' then
313     ret = ret(n)
314   end
315   return ret
316 end

```

```

317 local mode = 2 -- luatex.pdfliteral.direct
318 local WHATSIT = node.id("whatsit")
319 local SPECIAL = 3
320 local PDFLITERAL = 8
321 local DRY_FALSE = false
322 local DRY_TRUE = true

traverse()

323 local function traverse(list, color, dry)
324   if not list then
325     return color
326   end
327   if get_type(list) ~= LIST then
328     texio.write_nl("!!! Error: Wrong list type: " .. node.type(list.id))
329     return color
330   end
331 <debug>texio.write_nl("traverse: " .. node.type(list.id))
332 <!pre065> local head = list.head
333 <pre065> local head = list.list
334 for n in node.traverse(head) do
335 <debug>texio.write_nl(" node: " .. node.type(n.id))
336   local t = get_type(n)
337   if t == LIST then
338     color = traverse(n, color, dry)
339   elseif t == LIST_LEADERS then
340     local color_after = traverse(n.leader, color, DRY_TRUE)
341     if color == color_after then
342       traverse(n.leader, color, DRY_FALSE or dry)
343     else
344       traverse(n.leader, ',', DRY_FALSE or dry)
345 % The color status is unknown here, because the leader box
346 % will or will not be set.
347     color = ''
348   end
349   elseif t == COLOR then
350     local v = node.has_attribute(n, attribute)
351     if v then
352       local newColor = map[v]
353       if newColor ~= color then
354         color = newColor
355       if dry == DRY_FALSE then
356         local newNode
357         if ifpdf then
358           newNode = node.new(WHATSIT, PDFLITERAL)
359           newNode.mode = mode
360           newNode.data = color
361         else
362           newNode = node.new(WHATSIT, SPECIAL)
363           newNode.data = prefix .. color
364         end
365 <!*pre065>
366         head = node.insert_before(head, n, newNode)
367 </!pre065>
368 <*pre065>
369         if head == n then
370           newNode.next = head
371           local old_prev = head.prev
372           head.prev = newNode
373           head = newNode
374           head.prev = old_prev
375         else
376           head = node.insert_before(head, n, newNode)
377         end

```

```

378 </pre065>
379         end
380     end
381     end
382     end
383 end
384 <!pre065> list.head = head
385 <pre065> list.list = head
386 return color
387 end

process()
388 function process(box)
389     local color = ""
390     local list = tex.getbox(box)
391     traverse(list, color, DRY_FALSE)
392 end

393 </lua>

```

3 Test

```

394 /*test1>
395 \documentclass{article}
396 \usepackage{color}
397 </test1>

3.1 Catcode checks for loading

398 /*test1>
399 \catcode`\'=1 %
400 \catcode`\'=2 %
401 \catcode`\'=6 %
402 \catcode`\'@=11 %
403 \expandafter\ifx\csname count@\endcsname\relax
404     \countdef\count@=255 %
405 \fi
406 \expandafter\ifx\csname @gobble\endcsname\relax
407     \long\def\@gobble#1{}%
408 \fi
409 \expandafter\ifx\csname @firstofone\endcsname\relax
410     \long\def\@firstofone#1{#1}%
411 \fi
412 \expandafter\ifx\csname loop\endcsname\relax
413     \expandafter\@firstofone
414 \else
415     \expandafter\@gobble
416 \fi
417 {%
418     \def\loop#1\repeat{%
419         \def\body{#1}%
420         \iterate
421     }%
422     \def\iterate{%
423         \body
424         \let\next\iterate
425     \else
426         \let\next\relax
427     \fi
428     \next
429 }%
430 \let\repeat=\fi

```

```

431 }%
432 \def\RestoreCatcodes{%
433 \count@=0 %
434 \loop
435   \edef\RestoreCatcodes{%
436     \RestoreCatcodes
437     \catcode\the\count@=\the\catcode\count@\relax
438   }%
439 \ifnum\count@<255 %
440   \advance\count@ 1 %
441 \repeat
442
443 \def\RangeCatcodeInvalid#1#2{%
444   \count@=#1\relax
445   \loop
446     \catcode\count@=15 %
447   \ifnum\count@<#2\relax
448     \advance\count@ 1 %
449   \repeat
450 }
451 \def\RangeCatcodeCheck#1#2#3{%
452   \count@=#1\relax
453   \loop
454     \ifnum#3=\catcode\count@
455     \else
456       \errmessage{%
457         Character \the\count@\space
458         with wrong catcode \the\catcode\count@\space
459         instead of \number#3%
460       }%
461     \fi
462   \ifnum\count@<#2\relax
463     \advance\count@ 1 %
464   \repeat
465 }
466 \def\space{ }
467 \expandafter\ifx\csname LoadCommand\endcsname\relax
468   \def\LoadCommand{\input luacolor.sty\relax}%
469 \fi
470 \def\Test{%
471   \RangeCatcodeInvalid{0}{47}%
472   \RangeCatcodeInvalid{58}{64}%
473   \RangeCatcodeInvalid{91}{96}%
474   \RangeCatcodeInvalid{123}{255}%
475   \catcode`\@=12 %
476   \catcode`\\=0 %
477   \catcode`\%=14 %
478   \LoadCommand
479   \RangeCatcodeCheck{0}{36}{15}%
480   \RangeCatcodeCheck{37}{37}{14}%
481   \RangeCatcodeCheck{38}{47}{15}%
482   \RangeCatcodeCheck{48}{57}{12}%
483   \RangeCatcodeCheck{58}{63}{15}%
484   \RangeCatcodeCheck{64}{64}{12}%
485   \RangeCatcodeCheck{65}{90}{11}%
486   \RangeCatcodeCheck{91}{91}{15}%
487   \RangeCatcodeCheck{92}{92}{0}%
488   \RangeCatcodeCheck{93}{96}{15}%
489   \RangeCatcodeCheck{97}{122}{11}%
490   \RangeCatcodeCheck{123}{255}{15}%
491   \RestoreCatcodes
492 }

```

```

493 \Test
494 \csname @@end\endcsname
495 \end
496 </test1>

```

3.2 Driver detection

```

497 {*test2}
498 \NeedsTeXFormat{LaTeX2e}
499 \ifcsname driver\endcsname
500   \expandafter\PassOptionsToPackage\expandafter{\driver}{color}%
501   \pdfoutput=0 %
502 \fi
503 \documentclass{minimal}
504 \usepackage{luacolor}[2011/04/23]
505 \csname @@end\endcsname
506 \end
507 </test2>
508 {*test3}
509 \NeedsTeXFormat{LaTeX2e}
510 \documentclass{minimal}
511 \usepackage{luacolor}[2011/04/23]
512 \usepackage{qstest}
513 \IncludeTests{*}
514 \LogTests{log}{*}{*}
515 \makeatletter
516 \@@end
517 </test3>

```

4 Installation

4.1 Download

Package. This package is available on CTAN¹:

CTAN:macros/latex/contrib/oberdiek/luacolor.dtx The source file.

CTAN:macros/latex/contrib/oberdiek/luacolor.pdf Documentation.

Bundle. All the packages of the bundle ‘oberdiek’ are also available in a TDS compliant ZIP archive. There the packages are already unpacked and the documentation files are generated. The files and directories obey the TDS standard.

CTAN:install/macros/latex/contrib/oberdiek.tds.zip

TDS refers to the standard “A Directory Structure for TeX Files” (CTAN:tds/tds.pdf). Directories with `texmf` in their name are usually organized this way.

4.2 Bundle installation

Unpacking. Unpack the `oberdiek.tds.zip` in the TDS tree (also known as `texmf` tree) of your choice. Example (linux):

```
unzip oberdiek.tds.zip -d ~/texmf
```

Script installation. Check the directory `TDSScripts/oberdiek/` for scripts that need further installation steps. Package `attachfile2` comes with the Perl script `pdflatfi.pl` that should be installed in such a way that it can be called as `pdflatfi`. Example (linux):

```
chmod +x scripts/oberdiek/pdflatfi.pl
cp scripts/oberdiek/pdflatfi.pl /usr/local/bin/
```

¹[ftp://ftp.ctan.org/tex-archive/](http://ftp.ctan.org/tex-archive/)

4.3 Package installation

Unpacking. The `.dtx` file is a self-extracting `docstrip` archive. The files are extracted by running the `.dtx` through plain `TeX`:

```
tex luacolor.dtx
```

TDS. Now the different files must be moved into the different directories in your installation TDS tree (also known as `texmf` tree):

<code>luacolor.sty</code>	→ <code>tex/latex/oberdiek/luacolor.sty</code>
<code>oberdiek.luacolor.lua</code>	→ <code>scripts/oberdiek/oberdiek.luacolor.lua</code>
<code>luacolor.lua</code>	→ <code>scripts/oberdiek/luacolor.lua</code>
<code>oberdiek.luacolor-pre065.lua</code>	→ <code>scripts/oberdiek/oberdiek.luacolor-pre065.lua</code>
<code>luacolor-pre065.lua</code>	→ <code>scripts/oberdiek/luacolor-pre065.lua</code>
<code>luacolor.pdf</code>	→ <code>doc/latex/oberdiek/luacolor.pdf</code>
<code>test/luacolor-test1.tex</code>	→ <code>doc/latex/oberdiek/test/luacolor-test1.tex</code>
<code>test/luacolor-test2.tex</code>	→ <code>doc/latex/oberdiek/test/luacolor-test2.tex</code>
<code>test/luacolor-test3.tex</code>	→ <code>doc/latex/oberdiek/test/luacolor-test3.tex</code>
<code>luacolor.dtx</code>	→ <code>source/latex/oberdiek/luacolor.dtx</code>

If you have a `docstrip.cfg` that configures and enables `docstrip`'s TDS installing feature, then some files can already be in the right place, see the documentation of `docstrip`.

4.4 Refresh file name databases

If your `TeX` distribution (`teTeX`, `mikTeX`, ...) relies on file name databases, you must refresh these. For example, `teTeX` users run `texhash` or `mktexlsr`.

4.5 Some details for the interested

Attached source. The PDF documentation on CTAN also includes the `.dtx` source file. It can be extracted by AcrobatReader 6 or higher. Another option is `pdftk`, e.g. unpack the file into the current directory:

```
pdftk luacolor.pdf unpack_files output .
```

Unpacking with L^AT_EX. The `.dtx` chooses its action depending on the format:

plain TeX: Run `docstrip` and extract the files.

L^AT_EX: Generate the documentation.

If you insist on using L^AT_EX for `docstrip` (really, `docstrip` does not need L^AT_EX), then inform the autodetect routine about your intention:

```
latex \let\install=y\input{luacolor.dtx}
```

Do not forget to quote the argument according to the demands of your shell.

Generating the documentation. You can use both the `.dtx` or the `.drv` to generate the documentation. The process can be configured by the configuration file `ltxdoc.cfg`. For instance, put this line into this file, if you want to have A4 as paper format:

```
\PassOptionsToClass{a4paper}{article}
```

An example follows how to generate the documentation with pdfL^AT_EX:

```
pdflatex luacolor.dtx
makeindex -s gind.ist luacolor.idx
pdflatex luacolor.dtx
makeindex -s gind.ist luacolor.idx
pdflatex luacolor.dtx
```

5 History

[2007/12/12 v1.0]

- First public version.

[2009/04/10 v1.1]

- Fixes for changed syntax of `\directlua` in LuaTeX 0.36.

[2010/03/09 v1.2]

- Adaptation for package `luatex` 2010/03/09 v0.4.

[2010/12/13 v1.3]

- Support for `\pdffxform` added.
- Loaded package `luatexbase-attr` recognized.
- Update for LuaTeX: ‘list’ fields renamed to ‘head’ in v0.65.0.

[2011/03/29 v1.4]

- Avoid whatsit insertion if option `monochrome` is used (thanks Manuel Pégourié-Gonnard).

[2011/04/22 v1.5]

- Bug fix by Manuel Pégourié-Gonnard: A typo prevented the detection of whatsits and applying color changes for `\pdfliteral` and `\special` nodes that might contain typesetting material.
- Bug fix by Manuel Pégourié-Gonnard: Now colors are also applied to leader boxes.
- Unnecessary color settings are removed for leaders boxes, if after the leader box the color has not changed. The costs are a little runtime, leader boxes are processed twice.
- Additional whatsits that are colored: `pdf_refximage`.
- Workaround for bug with `node.insert_before` removed for the version after LuaTeX 0.65, because bug was fixed in 0.27. (Thanks Manuel Pégourié-Gonnard.)

[2011/04/23 v1.6]

- Bug fix for nested leader boxes.
- Bug fix for leader boxes that change color, but are not set because of missing place.
- Version check for Lua module added.

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