The **LuAXML** library

Paul Chakravarti       Michal Hoftich

Version v0.1q
2021-10-06

Contents

1 Introduction 2

2 The **DOM_Object** library 3

2.1 Void elements ............................................. 3
2.2 Node selection methods ..................................... 3
  2.2.1 The **DOM_Object:get_path** method ......................... 4
  2.2.2 The **DOM_Object:query_selector** method .................... 4
  2.2.3 Supported CSS selectors ................................. 4
2.3 Element traversing ............................................. 6
  2.3.1 The **DOM_Object:traverse_elements** method ............... 6
2.4 DOM modifications ............................................ 6

3 The **CssQuery** library 7

3.1 Example usage ................................................ 7

4 The **luaxml-transform** library 8

4.1 Basic example ................................................ 8
4.2 The **Transform** object ..................................... 8
  4.2.1 Transforming using templates ................................ 9
  4.2.2 Transforming using Lua functions ........................ 10
  4.2.3 Character handling ..................................... 11

5 The API documentation 11

5.1 **luaxml-domobject** ........................................ 11
  5.1.1 Class: Functions ..................................... 11
  5.1.2 Class: Class **DOM_Object** ................................. 12
5.2 **luaxml-cssquery** .......................................... 16
  5.2.1 Class: Functions ..................................... 16
  5.2.2 Class: Class **CssQuery** ................................ 16
5.3 **luaxml-transform** .......................................... 17
  5.3.1 Class: Functions ..................................... 17
  5.3.2 Class: Class **Transformer** ............................... 19
LuaXML is pure Lua library for processing and serializing of the XML files. The base code code has been written by Paul Chakravarti, with minor changes which brings Lua 5.3 or HTML 5 support. On top of that, new modules for accessing the XML files using DOM like methods or CSS selectors have been added.

The documentation is divided to three parts – first part deals with the DOM library, second part describes the low-level libraries and the third part is original documentation by Paul Chakravarti.

1 Thanks to Leaf Corcoran for CSS selector parsing code.
2 The DOM_Object library

This library can process a xml sources using DOM like functions. To load it, you need to require luaxml-domobject.lua file. The parse function provided by the library creates DOM_Object object, which provides several methods for processing the xml tree.

```lua
local dom = require "luaxml-domobject"
local document = [[
<html>
<head><title>sample</title></head>
<body>
<h1>test</h1>
<p>hello</p>
</body>
</html>
]]

-- dom.parse returns the DOM_Object
local obj = dom.parse(document)
-- it is possible to call methods on the object
local root_node = obj:root_node()
for _, x in ipairs(root_node:get_children()) do
  print(x:get_element_name())
end
```

The details about available methods can be found in the API docs, section 5.1.
The above code will load a xml document, it will get the ROOT element and print all it’s children element names. The DOM_Object:get_children function returns Lua table, so it is possible to loop over it using standard table functions.

### 2.1 Void elements

The DOM_Object.parse function tries to support the HTML void elements, such as `<img>` or `<hr>`. They cannot have closing tags, a parse error occurs when the closing tags are used.

It is possible to define a different set of void elements using the second parameter for DOM_Object.parse:

```lua
obj = dom.parse(document, {custom_void = true})
```

An empty table will disable all void elements. This setting is recommended for common xml documents.

### 2.2 Node selection methods

There are some other methods for element retrieving.
2.2.1 The DOM_Object:get_path method

If you want to print text content of all child elements of the body element, you can use DOM_Object:get_path:

```
local path = obj:get_path("html body")
for _, el in ipairs(path[1]:get_children()) do
    print(el:get_text())
end
```

The DOM_Object:get_path function always return array with all elements which match the requested path, even it there is only one such element. In this case, it is possible to use standard Lua table indexing to get the first and only one matched element and get it’s children using DOM_Object:get_children method. It the children node is an element, it’s text content is printed using DOM_Object:get_text.

```
test
hello
```

2.2.2 The DOM_Object:query_selector method

This method uses CSS selector syntax to select elements, similarly to JavaScript jQuery library.

```
for _, el in ipairs(obj:query_selector("h1,p")) do
    print(el:get_text())
end
```

```
test
hello
```

It supports also XML namespaces, using namespace|element syntax.

2.2.3 Supported CSS selectors

The query_selector method supports following CSS selectors:

**Universal selector** – * – select any element.

**Type selector** – elementname – Selects all elements that have the given node name.

**Class selector** – .classname – Selects all elements that have the given class attribute.

**ID selector** – #idname – Selects an element based on the value of its id attribute.
Attribute selector – [attrname='value'] – Selects all elements that have the given attribute. It can have the following variants: [attrname] – elements that contain given attribute, [attr|=value] – attribute text is exactly the value, with optional hyphen at the end, [attr-=value] – attribute name of attr whose value is a whitespace-separated list of words, one of which is exactly value, [attr$=value] – attribute text starts with value, [attr$=value] – attribute text ends with value.

Grouping selector – , – This is a grouping method, it selects all the matching nodes.

It is also possible to combine selectors using combinators to make more specific searches. Supported combinators:

Descendant combinator – A B – match all B elements that are inside A elements.

Child combinator – A > B – match B elements that are nested directly inside a A element.

General sibling combinator – A ~ B – the second element follows the first (though not necessarily immediately), and both share the same parent.

Adjacent sibling combinator – A + B – the second element directly follows the first, and both share the same parent.

LuaXML also supports some CSS pseudo-classes. A pseudo-class is a keyword added to a selector that specifies a special state of the selected element. The following are supported:

:first-child – matches an element that is the first of its siblings.

:first-of-type – matches an element that is the first of its siblings, and also matches a certain type selector.

:last-child – matches an element that is the last of its siblings.

:last-of-type – matches an element that is the last of its siblings, and also matches a certain type selector.

:nth-child – matches elements based on their position in a group of siblings. It can be used like this: li:nth-child(2).
2.3 Element traversing

2.3.1 The DOM_Object:traverse_elements method

It may be useful to traverse over all elements and apply a function on all of them.

```lua
obj:traverse_elements(function(node)
    print(node:get_text())
end)
```

```
sample  test hello
sample  test hello
sample
sample
test hello
test
hello
```

The `get_text` method gets text from all children elements, so the first line shows all text contained in the `<html>` element, the second one in `<head>` element and so on.

2.4 DOM modifications

It is possible to add new elements, text nodes, or to remove them.

```lua
local headers = obj:query_selector("h1")
for _, header in ipairs(headers) do
    header:remove_node()
end
-- query selector returns array, we must retrieve the first element
-- to get the actual body element
local body = obj:query_selector("body")[1]
local paragraph = body:create_element("p", { })
body:add_child_node(paragraph)
paragraph:add_child_node(paragraph:create_text_node("This is a second paragraph"))

for _, el in ipairs(body:get_children()) do
    if el:is_element() then
        print(el:get_element_name().. ": ". el:get_text())
    end
end
```

In this example, `<h1>` element is being removed from the sample document, and new paragraph is added. Two paragraphs should be shown in the output:
3 The CssQuery library

This library serves mainly as a support for the DOM/Object:query_selector function. It also supports adding information to the DOM tree.

3.1 Example usage

```lua
local cssobj = require "luaxml-cssquery"
local domobj = require "luaxml-domobject"

local xmltext = [[
<html>
<body>
<h1>Header</h1>
<p>Some text, <i>italics</i></p>
</body>
</html>]]

local dom = domobj.parse(xmltext)
local css = cssobj()

css:add_selector("h1", function(obj)
    print("header found: " .. obj:get_text())
end)

css:add_selector("p", function(obj)
    print("paragraph found: " .. obj:get_text())
end)

css:add_selector("i", function(obj)
    print("found italics: " .. obj:get_text())
end)

dom:traverse_elements(function(el)
    -- find selectors that match the current element
    local querylist = css:match_querylist(el)
    -- add templates to the element
    css:apply_querylist(el, querylist)
end)
```

7
4 The luaxml-transform library

This library is still a bit experimental. It enables XML transformation based on CSS selector templates.

It isn’t nearly as powerful as XSLT, but it may suffice for simpler tasks.

4.1 Basic example

```lua
local transform = require "luaxml-transform"

local transformer = transform:new()
local xml_text = [=[<section>hello <b>world</b></section>]=]  

-- transformation rules
transformer:add_action("section", "\section{@<.>}")
transformer:add_action("b", "\textbf{@<.>}")

-- transform and print the result to the document
local result = transformer:parse_xml(xml_text)
transform.print_tex(\verb|" .. result .. "|)

\section{hello \textbf{world}}
```

4.2 The Transform object

The luaxml-transform library provides several functions. Most important of them is **new()**. It returns a Transform object, that can be used for the transformations. It is possible to transform XML using text templates, or Lua functions. In both cases, actions for elements are selected using CSS selectors. If there is no action for an element, it’s text content and text from transformed child elements, is placed to the output string.

There are two methods for action specification, **add_action** for text templates, and **add_custom_action** for Lua functions.

[8](https://github.com/michal-h21/LuaXML/blob/master/examples/xmltotex.lua)
4.2.1 Transforming using templates

Template actions can be added using the `add_action` method:

```
transformer:add_action("CSS selector", "template", {parameters table})
```

For details about CSS selectors, see the `CssQuery` library (see page 7). Templates can contain arbitrary text, with special instructions that can insert transformed text contents of the element, contents of specific element, or element’s attributes.

**Instruction syntax:**

@{attribute name} insert value of an attribute

@<> insert transformed content of the element

@<number> insert transformed content of the child element selected by it’s number in the list of children

@<element name> insert transformed content of the named child element

**Parameters**

The parameters table can hold following values:

`verbatim` – by default, spaces are collapsed. This is useful in general, but you may want to keep spaces, for example in program listings. Set `verbatim=true` in this case.

`separator` – when you select element by names (@<element name>), you can use this parameter set the separator between possible multiple instances of the child element.

**Examples:**

**Process children**

```lua
local transformer = transform.new()
transformer:add_action("a", "@<>")
-- ignore element <b>
transformer:add_action("b", "")
local result = transformer:parse_xml("<x><a>Hello</a><b>, world</b></x>")
transform.print_tex(result)
```

```
hello
```

**Select elements by their position**

```lua
local transformer = transform.new()
-- swap child elements
transformer:add_action("x", "@<2>, @<1>"")
local result = transformer:parse_xml("<x><a>world</a>, <b>hello</b></x>")
transform.print_tex(result)
```

```text
9
```
Select elements by name

```lua
local transformer = transform.new()
transform:add_action("x", "@<a>")
local result = transformer:parse_xml("<x><a>hello</a><b>, world</b></x>")
transform.print_tex(result)
```

```latex
hello
```

Select attributes

```lua
local transformer = transform.new()
transform:add_action("b", "\textbf{@<.>}")
-- this will select only <b> elements with "style" attribute
transform:add_action("b[style]", "\textcolor{@{style}}{\textbf{@<.>}}")
local text = '<x><b>hello</b> <b style="red">world</b></x>'
local result = transformer:parse_xml(text)
transform.print_tex(result)
```

```latex
\textbf{hello} \textcolor{red}{\textbf{world}}
```

4.2.2 Transforming using Lua functions

You can use Lua functions for more complex transformations where simple templates don’t suffice.

```lua
transformer:add_custom_action("CSS selector", function)
```

Example

```lua
local transformer = transform.new()
local xml_text = "<x><a>world</a><b>hello, </b></x>
-- load helper functions
local get_child_element = transform.get_child_element
local process_children = transform.process_children
-- define custom action
transformer:add_custom_action("x", function(el)
    -- it basically just swaps child elements,
    -- like in the template @<2>@<1>
    local first = process_children(get_child_element(el, 2))
    local second = process_children(get_child_element(el, 1))
    return second .. first
end)
local result = transformer:parse_xml(xml_text)
transform.print_tex(result)
```

```latex
world hello
```
4.2.3 Character handling

You may want to escape certain characters, or replace them with \TeX{} commands. You can use the \texttt{unicodes} table contained in the Transform object:

```lua
local transformer = transform.new()
-- you must use the Unicode character code
transform.unicodes[124] = "\textbar"
local text = '<x>|</x>'
local result = transformer:parse_xml(text)
transform.print_tex(result)
```

5 The API documentation

5.1 luaxml-domobject

DOM module for LuaXML

5.1.1 Class: Functions

\texttt{serialize_dom(parser, current, level, output)}

It serializes the DOM object back to the XML.

- **Parameters:**
  - \texttt{parser}: DOM object
  - \texttt{current}: Element which should be serialized
  - \texttt{level}:
  - \texttt{output}:

- **Return:**
  - table Table with XML strings. It can be concatenated using \texttt{table.concat()} function to get XML string corresponding to the DOM\_Object.

\texttt{parse(xmltext, voidElements)}

XML parsing function Parse the XML text and create the DOM object.

- **Parameters:**
  - \texttt{xmltext}:
  - \texttt{voidElements}: hash table with void elements

- **Return:**
  - DOM\_Object
5.1.2 Class: Class DOM_Object

DOM_Object:root_node()
Returns root element of the DOM_Object
Parameters:
Return:
DOM_Object

DOM_Object:get_node_type(el)
Get current node type
Parameters:
el: [optional] node to get the type of

DOM_Object:is_element(el)
Test if the current node is an element.
Parameters:
el: [optional] element to test
Return:
boolean

DOM_Object:is_text(el)
Test if current node is text
Parameters:
el: [optional] element to test
Return:
boolean

DOM_Object:get_element_name(el)
Return name of the current element
Parameters:
el: [optional] element to test
Return:
string

DOM_Object:get_attribute(name)
Get value of an attribute
Parameters:
name: Attribute name
Return:
string

DOM_Object:set_attribute(name, value)
Set value of an attribute
Parameters:
name:
value: Value to be set
Return:
boolean

DOM_Object:serialize(current)
Serialize the current node back to XML
Parameters:
current: [optional] element to be serialized
Return:
string

DOM_Object:get_text(current)
Get text content from the node and all of it’s children
Parameters:
current: [optional] element which should be converted to text
Return:
string

DOM_Object:get_path(path, current)
Retrieve elements from the given path.
Parameters:
path: string
    current: [optional] element which should be traversed. Default element is the
    root element of the DOM_Object
Return:
table of elements which match the path

DOM_Object:query_selector(selector)
Select elements children using CSS selector syntax
Parameters:
selector: String using the CSS selector syntax
Return:
table with elements matching the selector.

DOM_Object:get_children(el)
Get table with children of the current element
Parameters:
e1: [optional] element to be selected
Return:
table with children of the selected element

DOM_Object:get_parent(el)
Get the parent element
Parameters:
e1: [optional] element to be selected
Return:
DOM_Object parent element
DOM_Object:traverse_elements(fn, current)
Execute function on the current element and all it’s children elements.
Parameters:
fn: function which will be executed on the current element and all it’s children
current: [optional] element to be selected
Return:
nothing

DOM_Object:traverse_node_list(nodelist, fn)
Execute function on list of elements returned by DOM_Object:get_path()
Parameters:
nodelist:
fn: function to be executed

DOM_Object:replace_node(new)
Replace the current node with new one
Parameters:
new: element which should replace the current element
Return:
boolean, message

DOM_Object:add_child_node(child, position)
Add child node to the current node
Parameters:
child: element to be inserted as a current node child
position: [optional] position at which should the node be inserted

DOM_Object:copy_node(element)
Create copy of the current node
Parameters:
element: [optional] element to be copied
Return:
DOM_Object element

DOM_Object:create_element(name, attributes, parent)
Create a new element
Parameters:
name: New tag name
attributes: Table with attributes
parent: [optional] element which should be saved as the element’s parent
Return:
DOM_Object element

DOM_Object:create_text_node(text, parent)
Create new text node
Parameters:
  text: string
  parent: [optional] element which should be saved as the element’s parent
Return:
  DOM_Object text object

DOM_Object:remove_node(element)
Delete current node
Parameters:
  element: [optional] element to be removed

DOM_Object:find_element_pos(el)
Find the element position in the current node list
Parameters:
  el: [optional] element which should be looked up
Return:
  integer position of the current element in the element table

DOM_Object:get_siblings(el)
Get node list which current node is part of
Parameters:
  el: [optional] element for which the sibling element list should be retrieved
Return:
  table with elements

DOM_Object:get_sibling_node(change)
Get sibling node of the current node
Parameters:
  change: Distance from the current node
Return:
  DOM_Object node

DOM_Object:get_next_node(el)
Get next node
Parameters:
  el: [optional] node to be used
Return:
  DOM_Object node

DOM_Object:get_prev_node(el)
Get previous node
Parameters:
  el: [optional] node to be used
Return:
  DOM_Object node
5.2 luaxml-cssquery

CSS query module for LuaXML

5.2.1 Class: Functions

cssquery()
CssQuery constructor
Parameters:
Return:
CssQuery object

5.2.2 Class: Class CssQuery

CssQuery:calculate_specificity(query)
Calculate CSS specificity of the query
Parameters:
query: table created by CssQuery:prepare_selector() function
Return:
inget specificity value

CssQuery:match_querylist(domobj, querylist)
Test prepared querylist
Parameters:
domobj: DOM element to test
querylist: [optional] List of queries to test
Return:
table with CSS queries, which match the selected DOM element

CssQuery:get_selector_path(domobj, selectorlist)
Get elements that match the selector
Parameters:
domobj: DOM_Object
selectorlist: prepare_selector
Return:
table with DOM_Object elements

CssQuery:prepare_selector(selector)
Parse CSS selector to a query table.
Parameters:
selector: string CSS selector query
Return:
table querylist
CssQuery:add_selector(selector, func, params)
Add selector to CSS object list of selectors, func is called when the selector matches a DOM object params is table which will be passed to the func

Parameters:
- selector: CSS selector string
- func: function which will be executed on matched elements
- params: table with parameters for the function

Return:
integer number of elements in the prepared selector

CssQuery:sort_querylist(querylist)
Sort selectors according to their specificity It is called automatically when the selector is added

Parameters:
- querylist: [optional] querylist table

Return:
querylist table

CssQuery:apply_querylist(domobj, querylist)
It tests list of queries against a DOM element and executes the corresponding function that is saved for the matched query.

Parameters:
- domobj: DOM element
- querylist: querylist table

Return:
nothing

5.3 luaxml-transform
XML transformation module for LuaXML

5.3.1 Class: Functions

process_children(element, parameters)
Transform DOM element and its children

Parameters:
- element: DOM element
- parameters: Table with settings

Return:
Transformed string

get_child_element(element, count)
return nth child element

Parameters:
element: DOM element to be processed
count: Number of child element that should be returned
Return:
DOM object, or nil if it cannot be found

simple_content(s, parameters)
Default transforming function.
Parameters:
s: Template string
parameters: Table with settings
Return:
transforming function

add_custom_action(selector, fn, csspar)
Use function to transform selected element
Parameters:
selector: CSS selector for the matching element
fn: Function that transforms the selected DOM element.
csspar: cssquery object. Default is set by the library, so it is not necessary to use.

add_action(selector, template, parameters, csspar)
Use template to transform selected template
Parameters:
selector: CSS selector for the matching element
template: String template
parameters: Table with extra parameters. Use ”verbatim=true” to keep spacing in the processed text.
csspar: cssquery object. Default is set by the library, so it is not necessary to use.

parse_xml(content)
Transform XML string
Parameters:
content: String with XML content
Return:
transformed string

load_file(filename)
Transform XML file
Parameters:
filename: XML file name
Return:
transformed string

process_dom(dom)
Transform XML DOM object
Parameters:
dom: DOM object
Return: transformed string

print_tex(content)
print transformed file to PDF using LuaTeX functions
Parameters:
content: String to be printed

new()
Make new Transformer object
Parameters:
Return: Transformer object

5.3.2 Class: Class Transformer

Transformer:add__action(selector, template, parameters)
add a new template
Parameters:
selector: CSS selector that should be matched
template: use %s for element’s text, and @ {name} to access attribute "name"
parameters: table with extra parameters

Transformer:add_custom__action(selector, fn)
Use function for transformation
Parameters:
selector: CSS selector that should be matched
fn: DOM transforming function

Transformer:parse__xml(content)
Parse XML string
Parameters:
content: String with XML content
Return: transformed string

Transformer:load__file(filename)
Transform XML file
Parameters:
filename: XML file name
Return: transformed string

Transformer:process__dom(dom)
Transform XML DOM object

**Parameters:**
dom: DOM object

**Return:**
transformed string

---

# 6Low-level functions usage

The original LuaXML library provides some low-level functions for XML handling. First of all, we need to load the libraries:

```lua
xml = require('luaxml-mod-xml')
handler = require('luaxml-mod-handler')
```

The `luaxml-mod-xml` file contains the xml parser and also the serializer. In `luaxml-mod-handler`, various handlers for dealing with xml data are defined. Handlers transforms the xml file to data structures which can be handled from the Lua code. More information about handlers can be found in the original documentation, section [13](#).

## 6.1 The simpleTreeHandler

```lua
sample = [['
  <a>
    <d>hello</d>
    <b>world.</b>
    <b at="Hi">another</b>
  </a>']
treehandler = handler.simpleTreeHandler()
x = xml.xmlParser(treehandler)
x:parse(sample)
```

You have to create handler object, using `handler.simpleTreeHandler()` and xml parser object using `xml.xmlParser(handler object)`. `simpleTreeHandler` creates simple table hierarchy, with top root node in `treehandler.root`

```lua
-- pretty printing function
function printable(tb, level)
  level = level or 1
  local spaces = string.rep(' ', level*2)
  for k,v in pairs(tb) do
    if type(v) ~= "table" then
      print(spaces .. k..'='..v)
    else
      print(spaces .. k)
      level = level + 1
      printable(v, level)
    end
  end
end
```
-- print table
printable(treehandler.root)
-- print xml serialization of table
print(xml.serialize(treehandler.root))
-- direct access to the element
print(treehandler.root["a"]["b"][1])

This code produces the following output:

output:
a
d=hello
b
  1=world.
  2
    i=another
      _attr
        at=Hi
</a>
  <d>hello</d>
  <b>world.</b>
</b>
  <b at="Hi">
    another
  </b>
</a>
world.

First part is pretty-printed dump of Lua table structure contained in the handler, the second part is XML serialized from that table and the last part demonstrates direct access to particular elements.

Note that simpleTreeHandler creates tables that can be easily accessed using standard lua functions, but if the xml document is of mixed-content type\(^3\):

\[<a>hello
  <b>world</b>
</a>\]

then it produces wrong results. It is useful mostly for data xml files, not for text formats like xhtml.

\(^3\)This means that element may contain both children elements and text.
6.2 The domHandler

For complex xml documents, it is best to use the domHandler, which creates object which contains all information from the xml document.

```lua
-- file dom-sample.lua
-- next line enables scripts called with texlua to use luatex libraries
--kpse.set_program_name("luatex")
function traverseDom(current, level)
    local level = level or 0
    local spaces = string.rep(" ", level)
    local root = current or current.root
    local name = root._name or "unnamed"
    local xtype = root._type or "untyped"
    local attributes = root._attr or {}
    if xtype == "TEXT" then
        print(spaces .. "TEXT : " .. root._text)
    else
        print(spaces .. xtype .. " : " .. name)
    end
    for k, v in pairs(attributes) do
        print(spaces .. " .. k .. " .. v)
    end
    local children = root._children or {}
    for _, child in ipairs(children) do
        traverseDom(child, level + 1)
    end
end

local xml = require('luaxml-mod-xml')
local handler = require('luaxml-mod-handler')
local x = '<p>hello <a href="http://world.com/">world</a>, how are you?</p>
local domHandler = handler.domHandler()
local parser = xml.xmlParser(domHandler)
parser:parse(x)
traverseDom(domHandler.root)
```

The ROOT element is stored in domHandler.root table, it’s child nodes are stored in _children tables. Node type is saved in _type field, if the node type is ELEMENT, then _name field contains element name, _attr table contains element attributes. TEXT node contains text content in _text field.

The previous code produces following output in the terminal:

```
ROOT : unnamed
ELEMENT : p
TEXT : hello
ELEMENT : a
    href=http://world.com/
TEXT : world
TEXT : , how are you?
```
Part I
Original LuaXML documentation by Paul Chakravarti

This document was created automatically from the original source code comments using Pandoc[^1].

7 Overview

This module provides a non-validating XML stream parser in Lua.

8 Features

- Tokenises well-formed XML (relatively robustly)
- Flexible handler based event api (see below)
- Parses all XML Infoset elements - ie.
  - Tags
  - Text
  - Comments
  - CDATA
  - XML Decl
  - Processing Instructions
  - DOCTYPE declarations
- Provides limited well-formedness checking (checks for basic syntax & balanced tags only)
- Flexible whitespace handling (selectable)
- Entity Handling (selectable)

9 Limitations

- Non-validating
- No charset handling
- No namespace support
- Shallow well-formedness checking only (fails to detect most semantic errors)

[^1]: http://johnmacfarlane.net/pandoc/
10 API

The parser provides a partially object-oriented API with functionality split into tokeniser and handler components.

The handler instance is passed to the tokeniser and receives callbacks for each XML element processed (if a suitable tokeniser function is defined). The API is conceptually similar to the SAX API but implemented differently.

The following events are generated by the tokeniser:

- handler:starttag - Start Tag
- handler:endtag - End Tag
- handler:text - Text
- handler:decl - XML Declaration
- handler:pi - Processing Instruction
- handler:comment - Comment
- handler:dtd - DOCTYPE definition
- handler:cdata - CDATA

The function prototype for all the callback functions is:

```plaintext
callback(val,attrs,start,end)
```

where attrs is a table and val/attrs are overloaded for specific callbacks - ie.

<table>
<thead>
<tr>
<th>Callback</th>
<th>Val</th>
<th>Attrs (table)</th>
</tr>
</thead>
<tbody>
<tr>
<td>starttag</td>
<td>name</td>
<td>{ attributes (name=val).. }</td>
</tr>
<tr>
<td>endtag</td>
<td>name</td>
<td>nil</td>
</tr>
<tr>
<td>text</td>
<td>&lt;text&gt;</td>
<td>nil</td>
</tr>
<tr>
<td>cdata</td>
<td>&lt;text&gt;</td>
<td>nil</td>
</tr>
<tr>
<td>decl</td>
<td>&quot;xml&quot;</td>
<td>{ attributes (name=val).. }</td>
</tr>
<tr>
<td>pi</td>
<td>pi name</td>
<td>{ attributes (if present).. }</td>
</tr>
<tr>
<td></td>
<td></td>
<td>_text = &lt;PI Text}</td>
</tr>
<tr>
<td>comment</td>
<td>&lt;text&gt;</td>
<td>nil</td>
</tr>
<tr>
<td>dtd</td>
<td>root element</td>
<td>{ _root = &lt;Root Element&gt;,</td>
</tr>
<tr>
<td></td>
<td></td>
<td>_type = SYSTEM</td>
</tr>
<tr>
<td></td>
<td></td>
<td>_name = &lt;name&gt;,</td>
</tr>
<tr>
<td></td>
<td></td>
<td>_uri = &lt;uri&gt;,</td>
</tr>
<tr>
<td></td>
<td></td>
<td>_internal = &lt;internal dtd&gt;                      }</td>
</tr>
</tbody>
</table>

(starttag & endtag provide the character positions of the start/end of the element)

XML data is passed to the parser instance through the ‘parse’ method (Note: must be passed as single string currently)
11 Options

Parser options are controlled through the ‘self.options’ table. Available options are -

- stripWS
  Strip non-significant whitespace (leading/trailing) and do not generate events for empty text elements

- expandEntities
  Expand entities (standard entities + single char numeric entities only currently - could be extended at runtime if suitable DTD parser added elements to table (see obj._ENTITIES). May also be possible to expand multibyre entities for UTF-8 only

- errorHandler
  Custom error handler function

NOTE: Boolean options must be set to ‘nil’ not ‘0’

12 Usage

Create a handler instance -

```lua
h = { starttag = function(t,a,s,e) .... end,
     endtag = function(t,a,s,e) .... end,
     text = function(t,a,s,e) .... end,
     cdata = text }
```

(or use predefined handler - see luaxml-mod-handler.lua)

Create parser instance -

```lua
p = xmlParser(h)
```

Set options -

```lua
p.options.xxxx = nil
```

Parse XML data -

```lua
xmlParser:parse("<?xml... ")
```

13 Handlers

13.1 Overview

Standard XML event handler(s) for XML parser module (luaxml-mod-xml.lua)
13.2 Features

printHandler - Generate XML event trace
domHandler - Generate DOM-like node tree
simpleTreeHandler - Generate 'simple' node tree
simpleTeXHandler - SAX like handler with support for CSS selectros

13.3 API

Must be called as handler function from xmlParser and implement XML event callbacks (see xmlParser.lua for callback API definition)

13.3.1 printHandler

printHandler prints event trace for debugging

13.3.2 domHandler

domHandler generates a DOM-like node tree structure with a single ROOT node
parent - each node is a table comprising fields below.

node = { _name = <Element Name>,
         _type = ROOT|ELEMENT|TEXT|COMMENT|PI|DECL|DTD,
         _attr = { Node attributes - see callback API },
         _parent = <Parent Node>
         _children = { List of child nodes - ROOT/NODE only }
}

13.3.3 simpleTreeHandler

simpleTreeHandler is a simplified handler which attempts to generate a more 'natural' table based structure which supports many common XML formats.

The XML tree structure is mapped directly into a recursive table structure with node names as keys and child elements as either a table of values or directly as a string value for text. Where there is only a single child element this is inserted as a named key - if there are multiple elements these are inserted as a vector (in some cases it may be preferable to always insert elements as a vector which can be specified on a per element basis in the options). Attributes are inserted as a child element with a key of '_attr'.

Only Tag/Text & CDATA elements are processed - all others are ignored.
This format has some limitations - primarily

- Mixed-Content behaves unpredictably - the relationship between text elements and embedded tags is lost and multiple levels of mixed content does not work
- If a leaf element has both a text element and attributes then the text must be accessed through a vector (to provide a container for the attribute)
In general however this format is relatively useful.

### 13.4 Options

```lua
simpleTreeHandler.options.noReduce = { <tag> = bool,.. }
```

- Nodes not to reduce children vector even if only one child

```lua
domHandler.options.(comment|pi|dtd|decl)Node = bool
```

- Include/exclude given node types

### 13.5 Usage

Passed as delegate in xmlParser constructor and called as callback by xmlParser:parse(xml) method.

### 14 History

This library is fork of LuaXML library originally created by Paul Chakravarti. Some files not needed for use with luatex were dropped from the distribution. Documentation was converted from original comments in the source code.

### 15 License

This code is freely distributable under the terms of the Lua license ([http://www.lua.org/copyright.html](http://www.lua.org/copyright.html))