

The `minted` package: Highlighted source code in \LaTeX^*

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Abstract

`minted` is a package that facilitates expressive syntax highlighting using the powerful `Pygments` library. The package also provides options to customize the highlighted source code output.

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1 Introduction

minted is a package that allows formatting source code in L^AT_EX. For example:

```
\begin{minted}{language}
code
\end{minted}
```

will highlight a piece of code in a chosen language. The display can be customized by a number of arguments and colour schemes.

Unlike some other packages, most notably `listings`, `minted` requires the installation of an additional software, `Pygments`. This may seem like a disadvantage but there are advantages, as well:

`Pygments` provides far superior syntax highlighting compared to conventional packages. For example, `listings` basically only highlights strings, comments and keywords. `Pygments`, on the other hand, can be completely customized to highlight any token kind the source language might support. This might include special formatting sequences inside strings, numbers, different kinds of identifiers and exotic constructs such as HTML tags.

Some languages make this especially desirable. Consider the following Ruby code as an extreme, but at the same time typical, example:

```
class Foo
  def init
    pi = Math::PI
    @var = "Pi is approx. #{pi}"
  end
end
```

Here we have four different colors for identifiers (five, if you count keywords) and escapes from inside strings, none of which pose a problem to `Pygments`.

Additionally, installing `Pygments` is actually incredibly easy (see the next section).

2 Installation

2.1 Prerequisites

`Pygments` is written in Python so make sure that at least Python 2.6 is installed on you system:

```
$ python --version
Python 2.6.2
```

If that's not the case, you can download it from [the website](#) or use your operating system's package manager.

Next, install `setuptools` which facilitates the distribution of Python applications.

You can then install `Pygments` using the following simple command:

```
$ sudo easy_install Pygments
```

(If you've already got `Pygments` installed, be advised that `minted` requires at least version 1.2.)

2.2 Required packages

`minted` requires the following packages to be available and reasonably up to date on your system, all of which ship with recent `TEX` distributions:

- `keyval`
- `fancyvrb`
- `xcolor`
- `float`
- `ifthen`
- `calc`
- `ifplatform`

2.3 Installing `minted`

If the file `minted.sty` doesn't exist yet, we first have to create this. If you're using a system that supports the `make` command, then you can simply type the following command in the folder where you've extracted the `minted` package code:

```
$ make
```

Alternatively, you may download this file separately from the [project's homepage](#), or create it manually by executing the command

```
$ tex minted.ins
```

on the command line.

We now have to install the file so that `TEX` is able to find them. In order to do that, please refer to the [T_EX FAQ](#) on that subject.

2.4 Windows

Windows support is sketchy / untested at the moment. There are two complications: installation and usage.

Installation The above setting assumes that `easy_install` is in a path that Windows automatically find. to do this, you must usually set your `PATH` environment variable accordingly (e.g. to `C:\Python26\Scripts`).

Usage `Pygments` currently does not ship with a Windows compatible application. In order to still run it, you need to create a small command script and put it someplace where Windows will find it (e.g. the aforementioned `Scripts` directory, which you will have registered in the `PATH` variable anyway). The script needs to be called `pygmentize.cmd` and it needs to contain the following content:

```
@echo off
set PYTHONPATH=C:\Python26
%PYTHONPATH%\python.exe %PYTHONPATH%\Scripts\pygmentize %*
```

3 Basic usage

3.1 Preliminary

Since `minted` makes calls to the outside world (i.e. `Pygments`), you need to tell the `LATEX` processor about this by passing it the `-shell-escape` option or it won't allow such calls. In effect, instead of calling the processor like this:

```
$ latex input
```

you need to call it like this:

```
$ latex -shell-escape input
```

The same holds for other processors, such as `pdflatex` or `xelatex`.

3.2 A minimal complete example

The following file `minimal.tex` shows the basic usage of `minted`.

```
\documentclass{article}
\usepackage{minted}
\begin{document}
\begin{minted}{c}
int main() {
    printf("hello, world");
    return 0;
}
```

```
}
\end{minted}
\end{document}
```

By compiling the source file like this:

```
$ pdflatex -shell-escape minimal
```

we end up with the following output in `minimal.pdf`:

```
int main() {
    printf("hello, world");
    return 0;
}
```

3.3 Formatting source code

`minted` Using `minted` is straightforward. For example, to highlight a Python source code we might use the following code snippet (result on the right):

```
\begin{minted}{python}
def boring(args = None):
    pass
\end{minted}
def boring(args = None):
    pass
```

Optionally, the environment accepts a number of options in `key=value` notation, which are described in more detail below.

`\mint` For one-line source codes, you can alternatively use a shorthand notation similar to `\verb`:

```
\mint{python}|import this|
import this
```

The complete syntax is `\mint[options]{language}/code/`, where the code delimiter `/`, like with `\verb`, can be almost any punctuation character. Again, this command supports a number of options described below.

`\inputminted` Finally, there's the comment `\inputminted` command to read and format whole files. Its syntax is `\inputminted[options]{language}{filename}`.

3.4 Using different styles

`\usemintedstyle` Instead of using the default style you may choose an another stylesheet provided by `Pygments` by its name. For example, this document uses the “`trac`” style. To do this, put the following into the prelude of your document:

```
\usemintedstyle{name}
```

To get a list of all available stylesheets, execute the following command on the command line:

```
$ pygmentize -L styles
```

Creating own styles is also very easy. Just follow the instructions provided on the website.

3.5 Supported languages

Pygments at the moment supports over 150 different programming languages, template languages and other markup languages. To see an exhaustive list of the currently supported languages, use the command

```
$ pygmentize -L lexers
```

4 Floated listings

`listing` `minted` provides the `listing` environment to wrap around a source code block. That way, the source code will be put into a floating box. You can also provide a `\caption` and a `\label` for such a listing in the usual way (that is, as for the `table` and `figure` environments):

```
\begin{listing}[H]
  \mint{cl}/(car (cons 1 '(2)))/
  \caption{Example of a listing.}
  \label{lst:example}
\end{listing}
```

Listing `\ref{lst:example}` contains an example of a listing.

will yield:

```
(car (cons 1 '(2)))
```

Listing 1: Example of a listing.

Listing 1 contains an example of a listing.

`\listoflistings` The `\listoflistings` macro will insert a list of all (floated) listings into the document:

	List of listings
<code>\listoflistings</code>	1 Example of a listing. 6

`\listingscaption` The string “Listing” in a listing’s caption can be changed. To do this, simply redefine the macro `\listingscaption`, e.g.:

```
\renewcommand\listingscaption{Program code}
```

`\listoflistingscaption`

Likewise, the caption of the listings list, “List of listings” can be changed by redefining `\listoflistingscaption` like so:

```
\renewcommand\listoflistingscaption{List of program codes}
```

5 Options

5.1 Package options

section
chapter

To control how \LaTeX counts the listing floats, you can pass either the `section` or `chapter` option when loading the `minted` package. For example, the following will cause listings to be counted per-section:

```
\usepackage[section]{minted}
```

5.2 Macro option usage

All `minted` highlight commands accept the same set of options. Options are specified as a comma-separated list of `key=value` pairs. For example, we can specify that the lines should be numbered:

```
\begin{minted}[linenos=true]{c++}
#include <iostream>
int main() {
    std::cout << "Hello "
               << "world"
               << std::endl;
}
\end{minted}
1 #include <iostream>
2 int main() {
3     std::cout << "Hello "
4               << "world"
5               << std::endl;
6 }
```

An option value of `true` may also be omitted entirely (including the “=”). To customize the display of the line numbers further, override the `\theFancyVerbLine` command. Consult the `fancyvrb` documentation for details.

`\mint` accepts the same options:

```
\mint[linenos]{perl}|$x=~/.foo/| 1 $x=~/.foo/
```

Here’s another example: we want to use the \LaTeX math mode inside comments:

```
\begin{minted}[mathescape]{python}
# Returns  $\sum_{i=1}^n i$ 
def sum_from_one_to(n):
    r = range(1, n + 1)
    return sum(r)
\end{minted}
# Returns  $\sum_{i=1}^n i$ 
def sum_from_one_to(n):
    r = range(1, n + 1)
    return sum(r)
```

To make your L^AT_EX code more readable you might want to indent the code inside a `minted` environment. The option `gobble` removes these unnecessary whitespace characters from the output:

<code>\begin{minted}[gobble=2, showspaces]{python}</code>	<code>def boring(args = None):</code>	<code>def_boring(args=_None):</code>
<code>pass</code>	<code>pass</code>	<code>pass</code>
<code>\end{minted}</code>		
versus		versus
<code>\begin{minted}[showspaces]{python}</code>	<code>def boring(args = None):</code>	<code>def_boring(args=_None):</code>
<code>pass</code>	<code>pass</code>	<code>pass</code>
<code>\end{minted}</code>		

5.3 Available options

Following is a full list of available options. For more detailed option descriptions please refer to the `fancyvrb` documentation, except where noted otherwise.

- `baselinestretch` (auto|dimension) (default: auto)
Value to use as for `baselinestretch` inside the listing.
- `bgcolor` (string) (default: none)
Background color of the listing. Notice that the value of this option must *not* be a color command. Instead, it must be a color *name*, given as a string, of a previously-defined color:

<code>\definecolor{bg}{rgb}{0.95,0.95,0.95}</code>	
<code>\begin{minted}[bgcolor=bg]{php}</code>	<code><?php</code>
<code><?php</code>	<code>echo "Hello, \$x";</code>
<code>echo "Hello, \$x";</code>	<code>echo "Hello, \$x";</code>
<code>?></code>	<code>?></code>
<code>\end{minted}</code>	

- `firstline` (integer) (default: 1)
The first line to be shown. All lines before that line are ignored and do not appear in the output.
- `firstnumber` (auto|integer) (default: auto = 1)
Line number of the first line.
- `fontfamily` (family name) (default: tt)
The font family to use. `tt`, `courier` and `helvetica` are pre-defined.
- `fontseries` (series name) (default: auto – the same as the current font)
The font series to use.
- `fontsize` (font size) (default: auto – the same as the current font)
The size of the font to use, as a size command, e.g. `\footnotesize`.
- `fontshape` (font shape) (default: auto – the same as the current font)
The font shape to use.
- `formatcom` (command) (default: none)

A format to execute before printing verbatim text.

<code>frame</code>	(<code>none leftline topline bottomline lines single</code>) The type of frame to put around the source code listing.	(default: <code>none</code>)
<code>framerule</code>	(dimension) Width of the frame.	(default: 0.4pt)
<code>framesep</code>	(dimension) Distance between frame and content.	(default: <code>\fboxsep</code>)
<code>funcnamehighlighting</code>	(boolean) [For PHP only] If <code>true</code> , highlights built-in function names.	(default: <code>true</code>)
<code>gobble</code>	(integer) Remove the first n characters from each input line.	(default: 0)
<code>label</code>	([string]string) Add a label to the top, the bottom or both of the frames around the code. See the <code>fancyvrb</code> documentation for more information and examples. <i>Note:</i> This does <i>not</i> add a <code>\label</code> to the current listing. To achieve that, use a floating environment (section 4) instead.	(default: <code>empty</code>)
<code>labelposition</code>	(<code>none topline bottomline all</code>) Position where to print the label (see above; default: <code>topline</code> if one label is defined, <code>all</code> if two are defined, <code>none</code> else). See the <code>fancyvrb</code> documentation for more information.	(default: <code>topline</code> , <code>all</code> or <code>none</code>)
<code>lastline</code>	(integer) The last line to be shown.	(default: <i>last line of input</i>)
<code>linenos</code>	(boolean) Enables line numbers. In order to customize the display style of line numbers, you need to redefine the <code>\theFancyVerbLine</code> macro:	(default: <code>false</code>)

```

\renewcommand{\theFancyVerbLine}{\sffamily
  \textcolor[rgb]{0.5,0.5,1.0}{\scriptsize
    \oldstylenums{\arabic{FancyVerbLine}}}}
\begin{minted}[linenos,
  firstnumber=11]{python}
def all(iterable):
    for i in iterable:
        if not i:
            return False
    return True
\end{minted}
11 def all(iterable):
12     for i in iterable:
13         if not i:
14             return False
15     return True

```

<code>mathescape</code>	(boolean) Enable \LaTeX math mode inside comments. Do <i>not</i> use spaces inside math mode – they will be rendered like other full-width verbatim spaces. Usage as in package listings.	(default: <code>false</code>)
<code>numberblanklines</code>	(boolean) Enables or disables numbering of blank lines.	(default: <code>true</code>)
<code>numbersep</code>	(dimension) Gap between numbers and start of line.	(default: 12pt)

<code>obeytabs</code>	(boolean)	(default: <code>false</code>)
	Treat tabs as tabs instead of converting them to spaces.	
<code>resetmargins</code>	(boolean)	(default: <code>false</code>)
	Resets the left margin inside other environments.	
<code>rulecolor</code>	(color command)	(default: <code>black</code>)
	The color of the frame.	
<code>samepage</code>	(boolean)	(default: <code>false</code>)
	Forces the whole listing to appear on the same page, even if it doesn't fit.	
<code>showspaces</code>	(boolean)	(default: <code>false</code>)
	Enables visible spaces: <code>visible_spaces</code> .	
<code>showtabs</code>	(boolean)	(default: <code>false</code>)
	Enables visible tabs – only works in combination with <code>obeytabs</code> .	
<code>startinline</code>	(boolean)	(default: <code>false</code>)
	[For PHP only] Specifies that the code starts in PHP mode, i.e. leading <code><?php</code> is omitted.	
<code>stepnumber</code>	(integer)	(default: 1)
	Interval at which line numbers appear.	
<code>tabsize</code>	(integer)	(default: 8)
	The number of spaces a tab is equivalent to if <code>obeytabs</code> is not active.	
<code>texcl</code>	(boolean)	(default: <code>false</code>)
	Enables L ^A T _E X code inside comments. Usage as in package <code>listings</code> .	
<code>xleftmargin</code>	(dimension)	(default: 0)
	Indentation to add before the listing.	
<code>xrightmargin</code>	(dimension)	(default: 0)
	Indentation to add after the listing.	

6 Defining shortcuts

Large documents with a lot of listings will nonetheless use the same source language and the same set of options for most listings. Always specifying all options is redundant, a lot to type and makes performing changes hard.

`minted` therefore defines a set of commands that lets you define shortcuts for the highlighting commands. Each shortcut is specific for one programming language.

`\newminted` `\newminted` defines a new alias for the `minted` environment:

```
\newminted{cpp}{gobble=2,linenos}

\begin{cppcode}
  template <typename T>
  T id(T value) {
    return value;
  }
\end{cppcode}

1 template <typename T>
2 T id(T value) {
3     return value;
4 }
```

If you want to provide extra options on the fly, or override existing default options, you can do that, too:

```
\newminted{cpp}{gobble=2,linenos}
\begin{cppcode*}{linenos=false,
                 frame=single}
    int const answer = 42;
\end{cppcode*}
```

Notice the star “*” behind the environment name – due to restrictions in fancyvrb’s handling of options, it is necessary to provide a *separate* environment that accepts options, and the options are *not* optional on the starred version of the environment.

The default name of the environment is `\langle language \rangle code`. If this name clashes with another environment or if you want to choose an own name for another reason, you may do so by specifying it as the first argument: `\newminted[\langle environment name \rangle]{\langle language \rangle}{\langle options \rangle}`.

`\newmint` The above macro only defines shortcuts for the `minted` environment. The main reason is that the short command form `\mint` often needs different options – at the very least, it will generally not use the `gobble` option. A shortcut for `\mint` is defined using `\newmint[\langle macro name \rangle]{\langle language \rangle}{\langle options \rangle}`. The arguments and usage are identical to `\newminted`. If no `\langle macro name \rangle` is specified, `\langle language \rangle` is used.

```
\newmint{perl}{showspaces}
\perl/my $foo = $bar;/
my_$foo_=_$bar;
```

7 Known issues

- Extended characters do not work inside the `minted` environment, even in conjunction with package `inputenc`. **Solution:** Use `xelatex` instead of plain L^AT_EX.
- The command `\captionof` and other commands from the `caption` package produce an error when used in combination with `minted`. **Solution:** Load the `caption` package with the option `compatibility=false`.
- `minted` doesn’t work on Windows 7. **Solution:** As a workaround, try the accepted answer at tex.stackexchange.com/q/23458.
- ... See list at code.google.com/p/minted/issues.

8 Implementation

8.1 Package options

`\minted@float@within` Define an option that controls the section numbering of the `listing float`.

```

1 \DeclareOption{chapter}{\def\minted@float@within{chapter}}
2 \DeclareOption{section}{\def\minted@float@within{section}}

```

Process package options.

```

3 \ProcessOptions\relax

```

8.2 System-specific settings

Since we communicate with the “outside world”, some operations must be defined system-dependently.

`\DeleteFile` Delete a file; we’re careful in case someone has already defined this macro elsewhere.

```

4 \ifwindows
5   \providecommand\DeleteFile[1]{\immediate\write18{del #1}}
6 \else
7   \providecommand\DeleteFile[1]{\immediate\write18{rm #1}}
8 \fi

```

`\TestAppExists` Check whether a given application exists on the system. Usage is a bit roundabout (should be fixed?) – to test whether an application exists, use the following code:

```

\TestAppExists{appname}
\ifthenelse{\boolean{AppExists}}
  {app exists}{app doesn't exist}

9 \newboolean{AppExists}
10 \newcommand\TestAppExists[1]{
11   \ifwindows

```

On Windows, we need to use path expansion and write the result to a file. If the application doesn’t exist, the file will be empty (except for a newline); otherwise, it will contain the full path of the application.

```

12   \DeleteFile{\jobname.aex}
13   \immediate\write18{for \string^\@percentchar i in (#1.exe #1.bat #1.cmd)
14     do set >\jobname.aex <nul: /p x=\string^\@percentchar \string~$PATH:i>>\jobn
15   \newread\@appexistsfile
16   \immediate\openin\@appexistsfile\jobname.aex
17   \expandafter\def\expandafter\@tmp@cr\expandafter{\the\endlinechar}
18   \endlinechar=-1\relax
19   \readline\@appexistsfile to \@appathifexists
20   \endlinechar=\@tmp@cr
21   \ifthenelse{\equal{\@appathifexists}{}}
22     {\AppExistsfalse}
23     {\AppExiststrue}
24   \immediate\closein\@appexistsfile
25   \DeleteFile{\jobname.aex}
26 \immediate\typeout{file deleted}
27 \else

```

On Unix-like systems, we do a straightforward which test and create a file upon success, whose existence we can then check.

```
28 \immediate\write18{which #1 && touch \jobname.aex}
29 \IfFileExists{\jobname.aex}
30   {\AppExiststrue
31    \DeleteFile{\jobname.aex}}
32   {\AppExistfalse}
33 \fi}
```

8.3 Option processing

`\minted@resetoptions` Reset options.

```
34 \newcommand\minted@resetoptions{}
```

`\minted@defopt` Define an option internally and register it with in the `\minted@resetoptions` command.

```
35 \newcommand\minted@defopt[1]{
36   \expandafter\def\expandafter\minted@resetoptions\expandafter{%
37     \minted@resetoptions
38     \@namedef{minted@opt@#1}{}}}
```

`\minted@opt` Actually use (i.e. read) an option value. Options are passed to `\detokenize` so that `\immediate\write18` will work properly.

```
39 \newcommand\minted@opt[1]{
40   \expandafter\detokenize%
41   \expandafter\expandafter\expandafter{\csname minted@opt@#1\endcsname}}
```

`\minted@define@opt` Define a generic option with an optional default argument. If a key option is specified without `=value`, the default is assumed.

```
42 \newcommand\minted@define@opt[3][ ]{
43   \minted@defopt{#2}
44   \ifthenelse{\equal{#1}}{ }{
45     \define@key{minted@opt}{#2}{\@namedef{minted@opt@#2}{#3}}
46     {\define@key{minted@opt}{#2}[#1]{\@namedef{minted@opt@#2}{#3}}}
```

`\minted@define@switch` Define an option switch (values are either true or false, and true may be omitted, e.g. `foobar` is the same as `foobar=true`).

```
47 \newcommand\minted@define@switch[3][ ]{
48   \minted@defopt{#2}
49   \define@booleankey{minted@opt}{#2}
50   {\@namedef{minted@opt@#2}{#3}}
51   {\@namedef{minted@opt@#2}{#1}}}
```

`\minted@define@extra` Extra options are passed on to `fancyvrb`.

```
52 \minted@defopt{extra}
53 \newcommand\minted@define@extra[1]{
54   \define@key{minted@opt}{#1}{
55     \expandafter\def\expandafter\minted@opt@extra\expandafter{%
56       \minted@opt@extra,#1=#1}}
```

`\minted@define@extra@switch` Extra switch options are also passed on to `fancyvrb`.

```
57 \newcommand\minted@define@extra@switch[1]{
58   \define@booleankey{minted@opt}{#1}
59   {\expandafter\def\expandafter\minted@opt@extra\expandafter{%
60     \minted@opt@extra,#1}}
61   {\expandafter\def\expandafter\minted@opt@extra\expandafter{%
62     \minted@opt@extra,#1=false}}
```

Actual option definitions.

```
63 \minted@define@switch{texcl}{-P texcomments}
64 \minted@define@switch{mathescape}{-P mathescape}
65 \minted@define@switch{linenos}{-P linenos}
66 \minted@define@switch{startinline}{-P startinline}
67 \minted@define@switch[-P funcnamehighlighting=False]%
68   {funcnamehighlighting}{-P funcnamehighlighting}
69 \minted@define@opt{gobble}{-F gobble:n=#1}
70 \minted@define@opt{bgcolor}{#1}
71 \minted@define@extra{frame}
72 \minted@define@extra{framesep}
73 \minted@define@extra{framerule}
74 \minted@define@extra{rulecolor}
75 \minted@define@extra{numbersep}
76 \minted@define@extra{firstnumber}
77 \minted@define@extra{stepnumber}
78 \minted@define@extra{firstline}
79 \minted@define@extra{lastline}
80 \minted@define@extra{baselinestretch}
81 \minted@define@extra{xleftmargin}
82 \minted@define@extra{xrightmargin}
83 \minted@define@extra{fillcolor}
84 \minted@define@extra{tabsize}
85 \minted@define@extra{fontfamily}
86 \minted@define@extra{fontsize}
87 \minted@define@extra{fontshape}
88 \minted@define@extra{fontseries}
89 \minted@define@extra{formatcom}
90 \minted@define@extra{label}
91 \minted@define@extra@switch{numberblanklines}
92 \minted@define@extra@switch{showspaces}
93 \minted@define@extra@switch{resetmargins}
94 \minted@define@extra@switch{samepage}
95 \minted@define@extra@switch{showtabs}
96 \minted@define@extra@switch{obeytabs}
```

8.4 Internal helpers

`\minted@bgbox` Here, we define an environment that may be wrapped around a minted code to assign a background color.

First, we need to define a new save box.

```
97 \newsavebox{\minted@bgbox}
```

Now we can define the environment that captures a code fragment inside a minipage and applies a background color.

```
98 \newenvironment{minted@colorbg}[1]{
99 %\setlength{\fboxsep}{-\fboxrule}
100 \def\minted@bgcol{#1}
101 \noindent
102 \begin{lrbox}{\minted@bgbox}
103 \begin{minipage}{\linewidth-2\fboxsep}}
104 {\end{minipage}}
105 \end{lrbox}%
106 \colorbox{\minted@bgcol}{\usebox{\minted@bgbox}}}
```

`\minted@savecode` Save a code to be pygmentized to a file.

```
107 \newwrite\minted@code
108 \newcommand\minted@savecode[1]{
109 \immediate\openout\minted@code\jobname.pyg
110 \immediate\write\minted@code{#1}
111 \immediate\closeout\minted@code}
```

`\minted@pygmentize` Pygmentize the file given as first argument (default: `\jobname.pyg`) using the options provided.

```
112 \newcommand\minted@pygmentize[2][\jobname.pyg]{
113 \def\minted@cmd{pygmentize -l #2 -f latex -F tokenmerge
114 \minted@opt{gobble} \minted@opt{texcl} \minted@opt{mathescape}
115 \minted@opt{startinline} \minted@opt{funcnamehighlighting}
116 \minted@opt{linenos} -P "verboptions=\minted@opt{extra}"
117 -o \jobname.out.pyg #1}
118 \immediate\write18{\minted@cmd}
119 % For debugging, uncomment:
120 %\immediate\typeout{\minted@cmd}
121 \ifthenelse{\equal{\minted@opt@bgcolor}{}}{
122 {}
123 {\begin{minted@colorbg}{\minted@opt@bgcolor}}}
124 \input{\jobname.out.pyg}
125 \ifthenelse{\equal{\minted@opt@bgcolor}{}}{
126 {}
127 {\end{minted@colorbg}}}
128 \DeleteFile{\jobname.out.pyg}}
```

`\minted@usedefaultstyle` Include the default stylesheet.

```
129 \newcommand\minted@usedefaultstyle{\usemintedstyle{default}}
```

8.5 Public API

`\usemintedstyle` Include stylesheet.

```
130 \newcommand\usemintedstyle[1]{
131   \renewcommand\minted@usedefaultstyle{}
132   \immediate\write18{pygmentize -S #1 -f latex > \jobname.pyg}
133   \input{\jobname.pyg}}
```

`\mint` Highlight a small piece of verbatim code.

```
134 \newcommand\mint[3][]{
135   \DefineShortVerb{#3}
136   \minted@resetoptions
137   \setkeys{minted@opt}{#1}
138   \SaveVerb[aftersave={
139     \UndefineShortVerb{#3}
140     \minted@savecode{\FV@SV@minted@verb}
141     \minted@pygmentize{#2}
142     \DeleteFile{\jobname.pyg}}]{minted@verb}{#3}
```

`minted` Highlight a longer piece of code inside a verbatim environment.

```
143 \newcommand\minted@proglang[1]{}
144 \newenvironment{minted}[2][
145   {\VerbatimEnvironment
146     \renewcommand{\minted@proglang}[1]{#2}
147     \minted@resetoptions
148     \setkeys{minted@opt}{#1}
149     \begin{VerbatimOut}[codes={\catcode\^^^I=12}]{\jobname.pyg}]%
150   {\end{VerbatimOut}
151     \minted@pygmentize{\minted@proglang{}}
152     \DeleteFile{\jobname.pyg}}
```

`\inputminted` Highlight an external source file.

```
153 \newcommand\inputminted[3][]{
154   \minted@resetoptions
155   \setkeys{minted@opt}{#1}
156   \minted@pygmentize[#3]{#2}}
```

8.6 Command shortcuts

We allow the user to define shortcuts for the highlighting commands.

`\newminted` Define a new language-specific alias for the `minted` environment.

```
157 \newcommand\newminted[3][]{
```


First, we look whether a custom environment name was given as the first optional argument. If that's not the case, construct it from the language name (append "code").

```
158 \ifthenelse{\equal{#1}{} }
159   {\def\minted@envname{#2code}}
160   {\def\minted@envname{#1}}
```

Now, we define two environments. The first takes no further arguments. The second, starred version, takes an extra argument that specifies option overrides.

```
161 \newenvironment{\minted@envname}
162   {\VerbatimEnvironment\begin{minted}[#3]{#2}}
163   {\end{minted}}
164 \newenvironment{\minted@envname *}[1]
165   {\VerbatimEnvironment\begin{minted}[#3,##1]{#2}}
166   {\end{minted}}}
```

`\newmint` Define a new language-specific alias for the `\mint` short form.

```
167 \newcommand\newmint[3][]{}
```

Same as with `\newminted`, look whether an explicit name is provided. If not, take the language name as command name.

```
168 \ifthenelse{\equal{#1}{} }
169   {\def\minted@shortname{#2}}
170   {\def\minted@shortname{#1}}
```

And define the macro.

```
171 \expandafter\newcommand\csname\minted@shortname\endcsname[2][]{
172   \mint[#3,##1]{#2}##2}}
```

`\newmintedfile` Finally, define a new language-specific alias for `\inputminted`.

```
173 \newcommand\newmintedfile[3][]{}
```

Here, the default macro name (if none is provided) appends "file" to the language name.

```
174 \ifthenelse{\equal{#1}{} }
175   {\def\minted@shortname{#2file}}
176   {\def\minted@shortname{#1}}
```

... and define the macro.

```
177 \expandafter\newcommand\csname\minted@shortname\endcsname[2][]{
178   \inputminted[#3,##1]{#2}##2}}
```

8.7 Float support

`listing` Defines a new floating environment to use for floated listings.

```
179 \@ifundefined{minted@float@within}
180   {\newfloat{listing}{h}{lol}}
181   {\newfloat{listing}{h}{lol}[\minted@float@within]}
```

`\listingcaption` The name that is displayed before each individual listings caption and its number. The macro `\listingscaption` can be redefined by the user.

```
182 \newcommand\listingscaption{Listing}
```

The following definition should not be changed by the user.

```
183 \floatname{listing}{\listingscaption}
```

`\listoflistingscaption` The caption that is displayed for the list of listings.

```
184 \newcommand\listoflistingscaption{List of listings}
```

`\listoflistings` Used to produce a list of listings (like `\listoffigures` etc.). This may well clash with other packages (e.g. `listings`) but we choose to ignore this since these two packages shouldn't be used together in the first place.

```
185 \providecommand\listoflistings{\listof{listing}{\listoflistingscaption}}
```

8.8 Epilogue

Load default stylesheet – but only if user has not yet loaded a custom stylesheet in the preamble.

```
186 \AtBeginDocument{
187   \minted@usedefaultstyle}
```

Check whether LaTeX was invoked with `-shell-escape` option.

```
188 \AtEndOfPackage{
189   \ifnum\pdf@shellescape=1\relax\else
190     \PackageError{minted}
191       {You must invoke LaTeX with the
192        -shell-escape flag}
193     {Pass the -shell-escape flag to LaTeX. Refer to the minted.sty
194      documentation for more information.}\fi
```

Check whether `pygmentize` is installed.

```
195 \TestAppExists{pygmentize}
196 \ifAppExists\else
197   \PackageError{minted}
198     {You must have 'pygmentize' installed
```

```

199     to use this package}
200     {Refer to the installation instructions in the minted
201     documentation for more information.}
202     \fi}

```

Change History

0.0.4	General: Initial version	1	tions	14
0.1.5	General: Added <code>fillcolor</code> option	14	Added the <code>label</code> option	14
	Added float support	18	Installation instructions added .	3
	Fixed <code>firstnumber</code> option . .	14	Minimal working example added	4
	Removed <code>caption</code> option . . .	14	More robust detection of the	
1.6	General: Added command shortcuts	16	<code>-shell-escape</code> option	18
	Added font-related options . . .	14	Options for float placement	
	Simpler versioning scheme	1	added	11
	Windows support added	12	minted: Fixed <code>tabsize</code> option .	16
1.7	General: Added PHP-specific op-		<code>\TestAppExists</code> : Removed un-	
			portable flag from Unix shell	
			command	13