

# The iftex Package

<http://bitbucket.org/vafa/iftex>

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## 1 Introduction

This package provides a way to check if a document is being processed with PDFT<sub>E</sub>X, or XeT<sub>E</sub>X, or LuaT<sub>E</sub>X.

## 2 Loading The Package

The package can be loaded in the usual way both in Plain T<sub>E</sub>X and L<sup>A</sup>T<sub>E</sub>X.

## 2.1 Loading The Package in Plain T<sub>E</sub>X

```
\input iftex.sty
```

## 2.2 Loading The Package in L<sup>A</sup>T<sub>E</sub>X

```
\usepackage{iftex}
```

## 3 Defined Conditionals

### 3.1 For PDF<sub>T</sub><sub>E</sub>X

```
\ifPDFTeX  
  <material for PDFTeX>  
\else  
  <material not for PDFTeX>  
\fi
```

### 3.2 For Xe<sub>T</sub><sub>E</sub>X

```
\ifXeTeX  
  <material for XeTeX>  
\else  
  <material not for XeTeX>  
\fi
```

### 3.3 For Lua<sub>T</sub><sub>E</sub>X

```
\ifLuaTeX  
  <material for LuaTeX>  
\else  
  <material not for LuaTeX>  
\fi
```

## 4 Defined Commands

### 4.1 For PDF<sub>T</sub><sub>E</sub>X

```
\RequirePDFTeX
```

This command tests for PDF<sub>T</sub><sub>E</sub>X use and throws an error if a different engine is being used.

### 4.2 For Xe<sub>T</sub><sub>E</sub>X

```
\RequireXeTeX
```

This command tests for Xe<sub>T</sub><sub>E</sub>X use and throws an error if a different engine is being used.

### 4.3 For LuaTeX

<code>\RequireLuaTeX</code>
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This command tests for LuaTeX use and throws an error if a different engine is being used.