

# The **bidi-atbegshi** Package

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The **bidi-atbegshi** adds bidi support to package **atbegshi**; it modifies the `\AtBeginShipoutUpperLeft`, and `\AtBeginShipoutUpperLeftForeground` so that they properly both in LTR and RTL modes. In addition, it also defines the following commands:

`\AtBeginShipoutUpperRight {<background material>}`

This is a macro that puts material in the background of box `\AtBeginShipoutBox`. The `<background material>` is set in an `\hbox`, the reference point is the upper right corner of the output page.

The macro `\AtBeginShipoutUpperRight` is intended to be used in one of the hook setting macros, such as `\AtBeginShipout`, `\AtBeginShipoutFirst`, or `\AtBeginShipoutNext`.

The `<background material>` is set inside a `picture` environment:

```
\begin{picture}(0,0)
  \setlength{\unitlength}{1pt}%
  <background material>
\end{picture}
```

`\AtBeginShipoutLowerLeft {<background material>}`

Similar to the `\AtBeginShipoutUpperRight` command but the reference point is the lower left corner of the output page.

`\AtBeginShipoutLowerRight {<background material>}`

Similar to the `\AtBeginShipoutUpperRight` command but the reference point is the lower right corner of the output page.

`\AtBeginShipoutUpperRightForeground {<foreground material>}`

See `\AtBeginShipoutUpperRight`. The difference is that the material is put in the foreground.

`\AtBeginShipoutLowerLeftForeground {<foreground material>}`

See `\AtBeginShipoutLowerLeft`. The difference is that the material is put in the foreground.

```
\AtBeginShipoutLowerRightForeground {\langle foreground material\rangle}
```

See `\AtBeginShipoutLowerRight`. The difference is that the material is put in the foreground.

```
\LengthToUnit {\langle length with units\rangle}
```

For instance, `\LengthToUnit{12pt}` converts 12pt to 12 (stripping the unit).