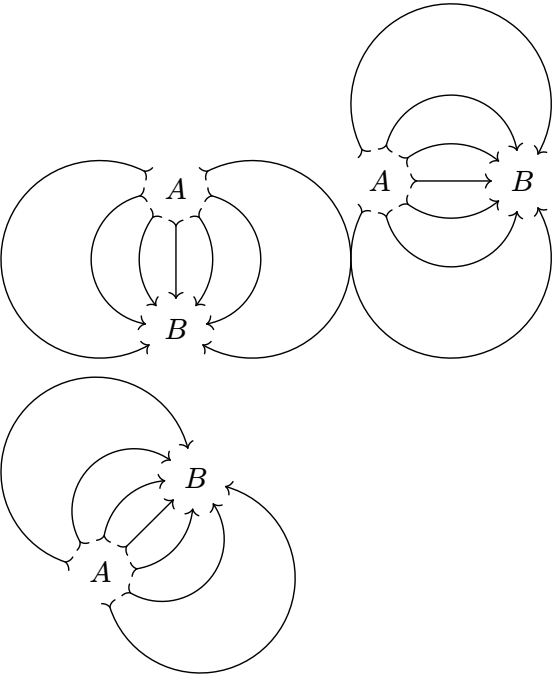
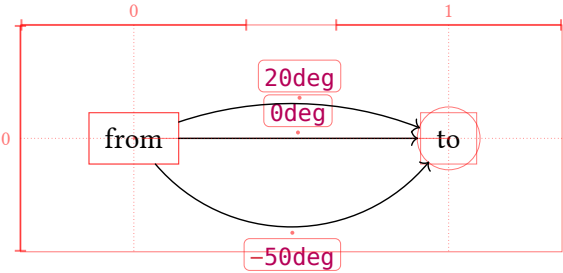


Contents

Arc edges	2
Matching math arrows	3
Double and triple lines	4
Arrow head shorthands	5
Symbol arrow aliases	6
Bending arrows	7
Fine mark angle corrections	8
Defocus adjustment	9
Label side	10
Automatic label placement	11
Crossing connectors	12
edge() argument shorthands	13
Diagram-level options	14
CeTZ integration	15
Corner edges	16
Double node strokes	17
Custom node sizes	18
Node inset and outset	19
Example	20
Axes configuration	21
Implicit from and to points	22
Edge positional arguments	23
Math-mode diagrams	24
Nodes in math-mode	25
Relative node coordinates	26
Edge paths	27
Dashed edge paths	28
Custom node shapes	29
Intersection finding	30
Off-center edges	31
Edge shift	32
Label fill	33
Line decorations	34

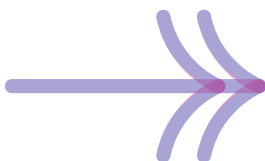
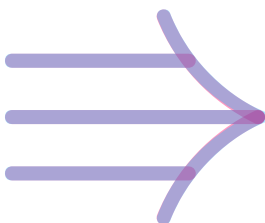
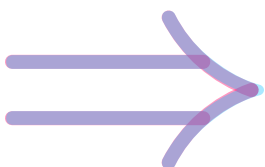
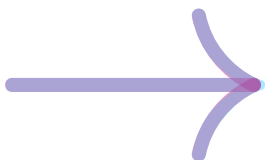
Arc edges



Matching math arrows

Compare to \rightarrow , \Rightarrow , \implies , \twoheadrightarrow , \hookrightarrow , \mapsto .

Our output versus reference symbol in default math font.



Double and triple lines

Diagram $A \xrightarrow{f} B$ and equation $A \rightarrow B$.

Diagram $A \xRightarrow{f} B$ and equation $A \Rightarrow B$.

Diagram $A \xRightarrow{\!\!\!f} B$ and equation $A \Rrightarrow B$.

Arrow head shorthands

"->" = \longrightarrow

"<-" = \longleftarrow

">-<" = \rightrightarrows

"<->" = \longleftrightarrow

"<=>" = \longleftrightarrow

"<==>" = \longleftrightarrow

"|->" = \longrightarrow

"|=>" = \longrightarrow

">->" = \longrightarrow

"<<->>" = \longleftrightarrow

">>-<<" = \longleftrightarrow

">>>-}>" = \longrightarrow

"hook->" = \hookrightarrow

"hook' - - hook" = $\hookleftarrow \text{---} \hookrightarrow$

"|=|" = \longleftrightarrow

"|||-||" = \longleftrightarrow

"||||-||||" = \longleftrightarrow

"/- - \\" = $\nearrow \text{---} \searrow$

"\\=\\" = \longleftrightarrow

"/=/" = \longleftrightarrow

"x-X" = $\times \longrightarrow \times$

">>-<<" = \longleftrightarrow

"harpoon-harpoon'" = $\longleftarrow \text{---} \longrightarrow$

"harpoon' -<<" = $\longleftarrow \text{---} \llcorner$

"<- - hook'" = $\longleftarrow \text{---} \hookrightarrow$

"|. . |" = $| \cdots \cdots |$

"hooks - - hooks" = $\{ \text{---} \}$

"o-0" = $\circ \text{---} \bigcirc$

"0-o" = $\bigcirc \text{---} \circ$

"*-@" = $\bullet \text{---} \bullet$

"o==0" = $\circ \text{---} \bigcirc$

"||->>" = \longleftrightarrow

"<|-|>" = \longleftrightarrow































"|>-<|" = \longleftrightarrow

"-|-|" = \longrightarrow

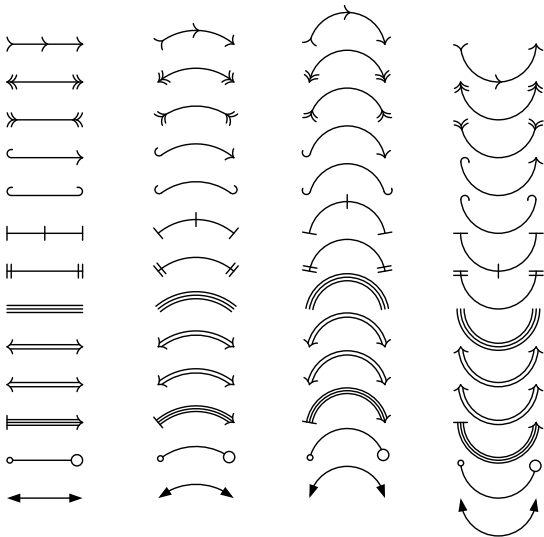
"hook-/->" = \hookrightarrow

"<{-}>" = \longleftrightarrow

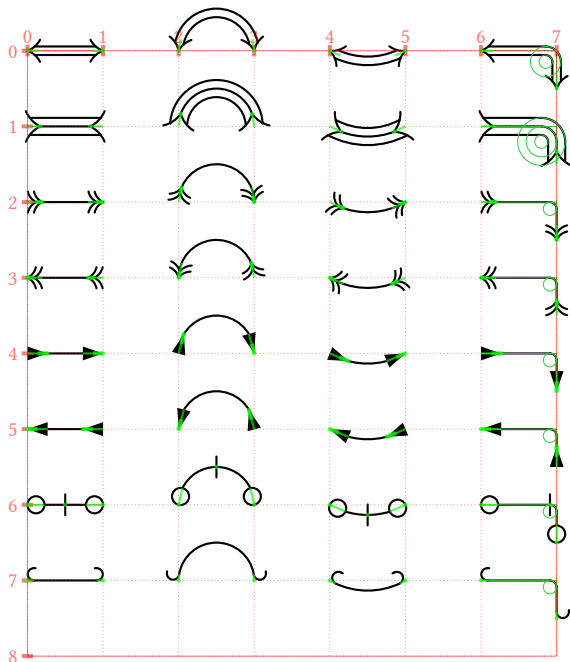
Symbol arrow aliases

Math	Unicode	Mark	Diagram
\rightarrow	\rightarrow	->	
\longrightarrow		->	
\leftarrow	\leftarrow	<-	
\leftrightarrow	\leftrightarrow	<->	
\longleftrightarrow		<->	
\Rightarrow		->>	
\Leftarrow		<<-	
\rightharpoonup		>->	
\leftharpoonup		<-<	
\Rightarrow	\Rightarrow	=>	
\Longrightarrow		=>	
\Leftarrow		<=	
\Leftrightarrow	\Leftrightarrow	<=>	
\Leftrightarrow		<=>	
\mapsto	\mapsto	->	
\mapsto		=>	
\rightsquigarrow		none!	none!
\leftsquigarrow		none!	none!
\hookrightarrow		hook->	
\hookleftarrow		<-hook'	

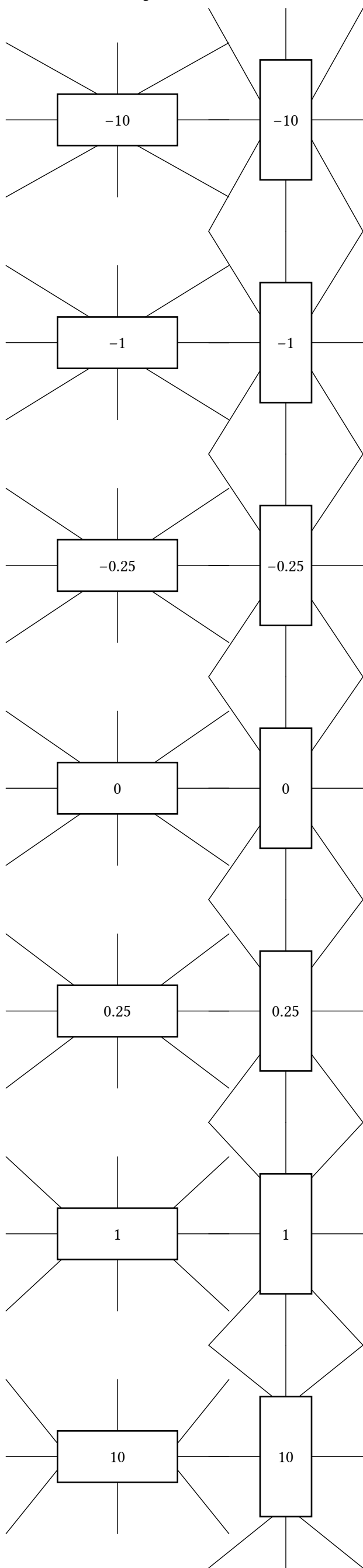
Bending arrows



Fine mark angle corrections




Defocus adjustment




Label side


left 

\center>


right

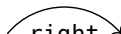
left


-center>


right

left


\center>


right

left 

left 

left 



center




center



center

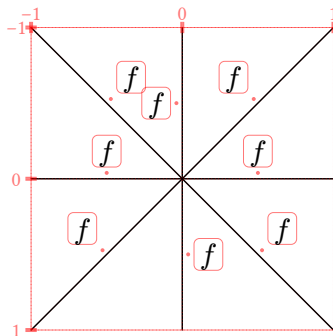

 right

 right

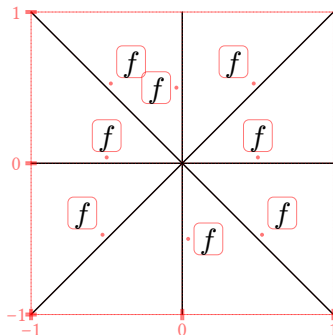
 right

Automatic label placement

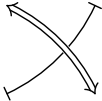
Default placement above the line.



Reversed y -axis:



Crossing connectors



edge() argument shorthands

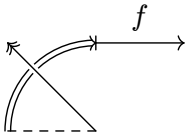
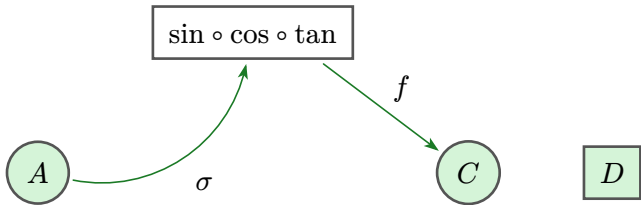


Diagram-level options



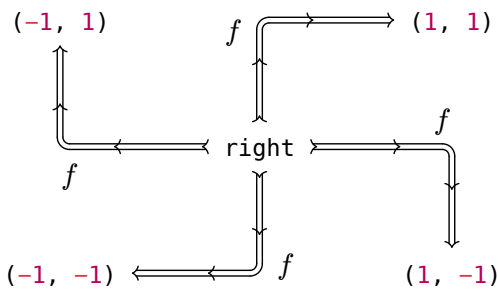
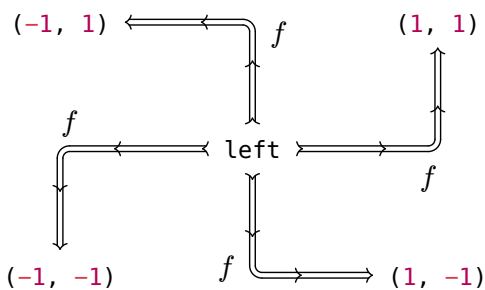
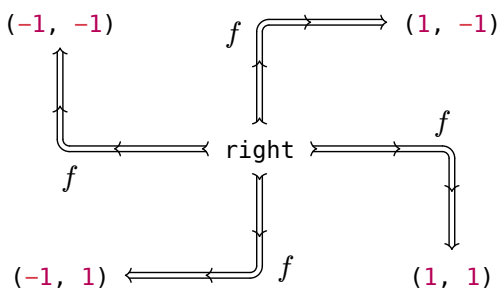
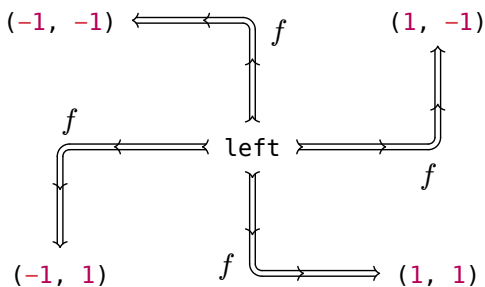
CeTZ integration

TODO!

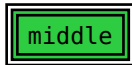
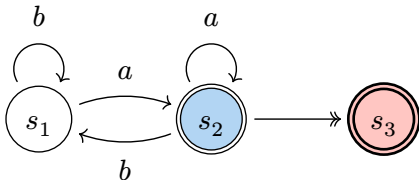
Bézier



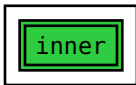
Corner edges



Double node strokes

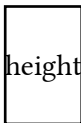
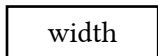
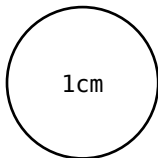


Relative and absolute extrusion lengths



Custom node sizes

Make sure provided dimensions are exact, not affected by node inset.



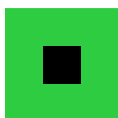
both

Node inset and outset

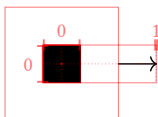
What 5mm inset should look like:



A diagram node with 5mm inset:



A diagram node with 5mm outset:



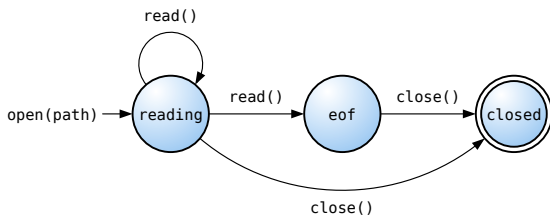
Circular insets:



Example

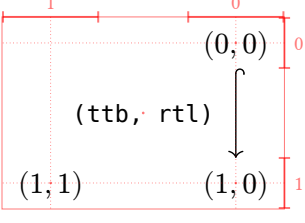
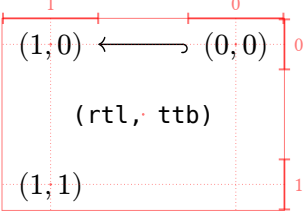
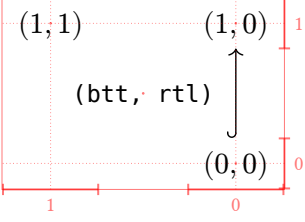
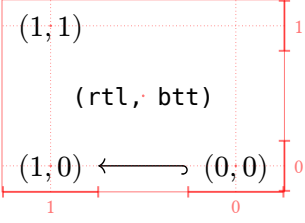
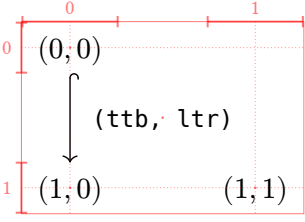
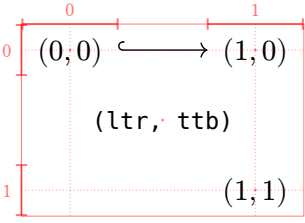
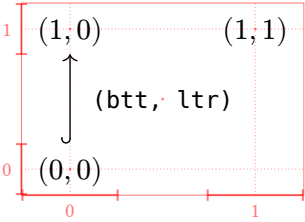
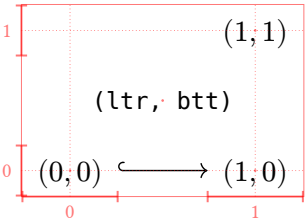
Make sure node or edge labels don't pick up equation numbers!

$$a^2 \quad (1)$$

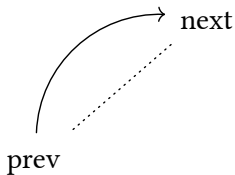
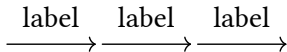


$$b^2 \quad (2)$$

Axes configuration



Implicit from and to points



Edge positional arguments

Explicit named arguments versus implicit positional arguments.

Each row should be the same thing repeated.

$$\begin{array}{lll} A \longrightarrow B & A \longrightarrow B & A \longrightarrow B \\ A \xrightarrow{\pi} B & A \xrightarrow{\pi} B & A \xrightarrow{\pi} B \\ A \xrightarrow{\tau} B & A \xrightarrow{\tau} B & A \xrightarrow{\tau} B \\ A \xrightarrow{+} B & A \xrightarrow{+} B & A \xrightarrow{+} B \end{array}$$

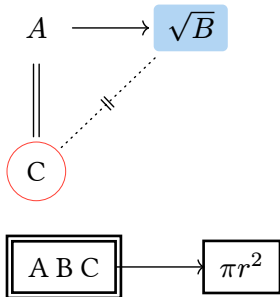
Math-mode diagrams

The following diagrams should be identical:

$$\begin{array}{ccc} G & \xrightarrow{f} & \text{im}(f) \\ \pi \downarrow & \nearrow \tilde{f} & \\ G/\ker(f) & & \end{array}$$

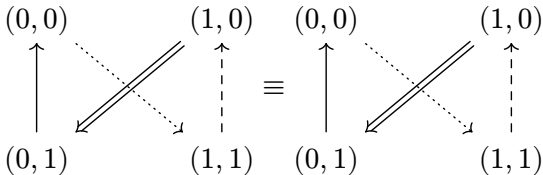
$$\begin{array}{ccc} G & \xrightarrow{f} & \text{im}(f) \\ \pi \downarrow & \nearrow \tilde{f} & \\ G/\ker(f) & & \end{array}$$

Nodes in math-mode

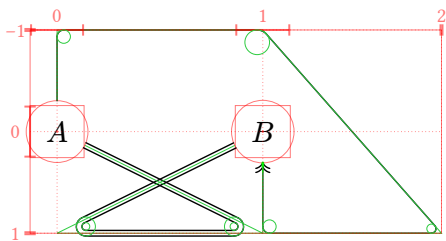
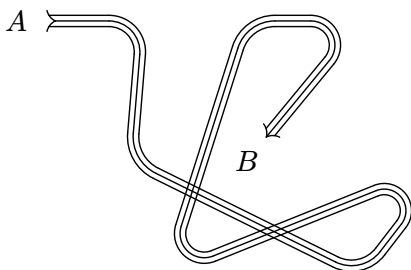
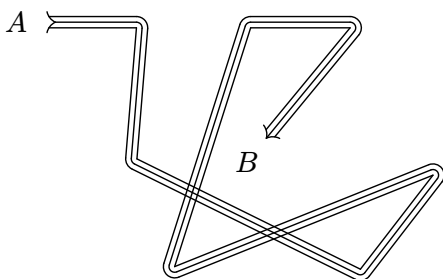
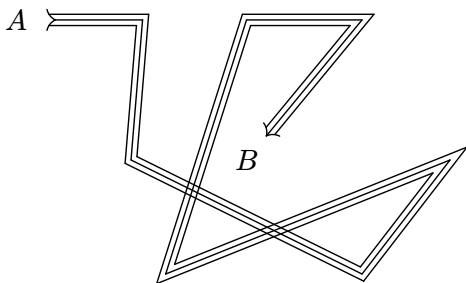


Relative node coordinates

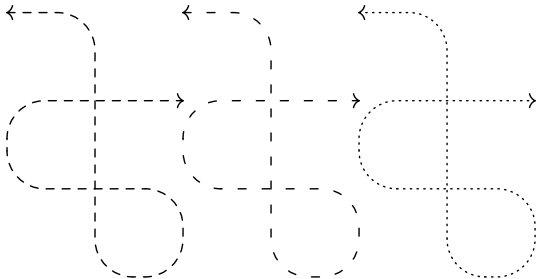
$$\begin{array}{ccc}
 G & \xrightarrow{f} & \text{im}(f) \\
 \pi \downarrow & \nearrow \tilde{f} & \\
 G/\ker(f) & &
 \end{array}$$



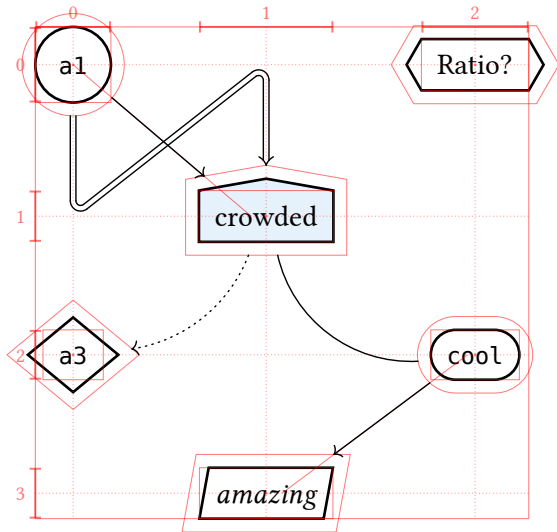
Edge paths



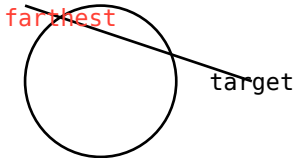
Dashed edge paths



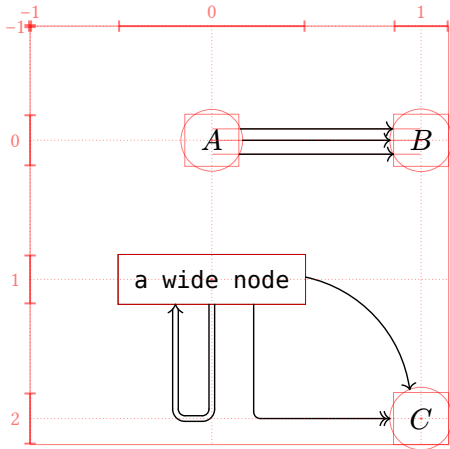
Custom node shapes



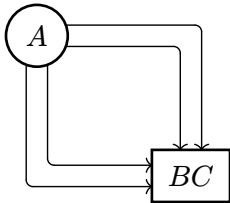
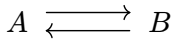
Intersection finding



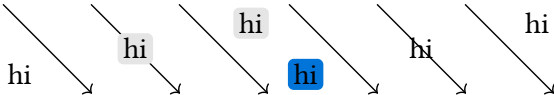
Off-center edges



Edge shift



Label fill



Line decorations

$A \leftarrow \text{wavy line} \rightarrow B \leftarrow \text{wavy line} \rightarrow C \leftarrow \text{wavy line} \rightarrow \dots$

