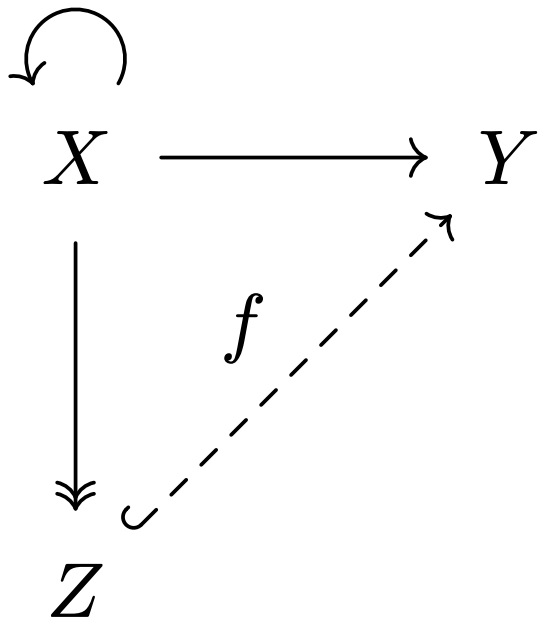
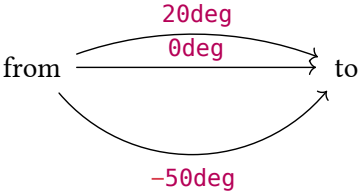
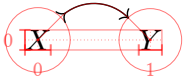
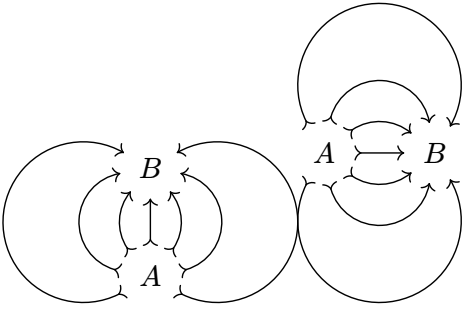
Connectors

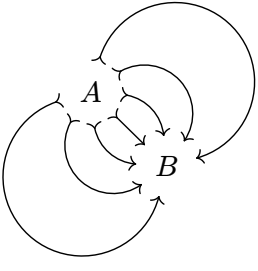


Arc connectors





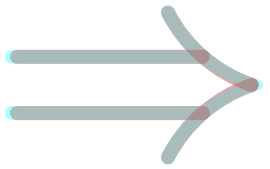


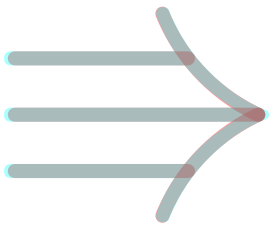


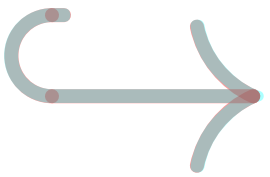
Matching math arrows

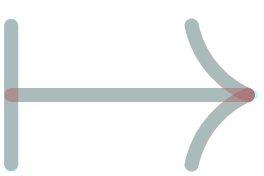
Compare to $\rightarrow$, $\Rightarrow$ $\Rrightarrow$ $\twoheadrightarrow$, $\hookrightarrow$, $\mapsto$.

Red is our output; cyan is reference symbol in default math font.









Double and triple lines

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

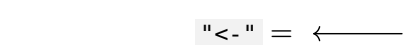
Diagram $A \xRightarrow{f} B$ and equation $A \Rightarrow B$.

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

Arrow head shorthands

"->" =

"<-" =



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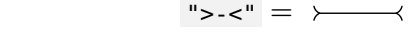

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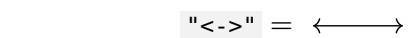

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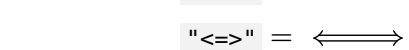

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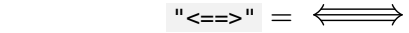
"|=>" =



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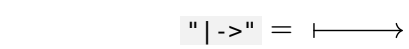

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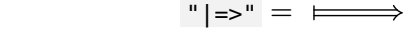

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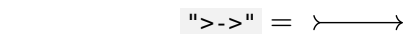

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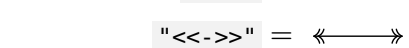

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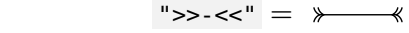

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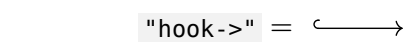

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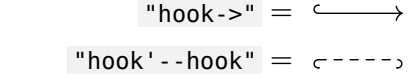
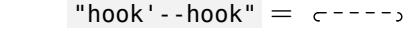


"/=/" =



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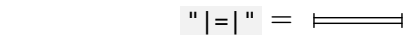

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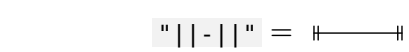

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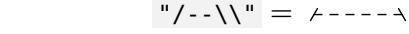
"harpoon'-<<" =



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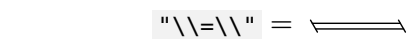

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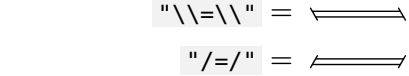

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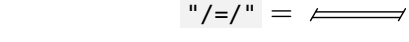

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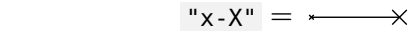
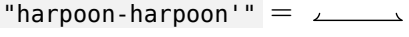


"O-o" =

"*-@" =

"o==O" =



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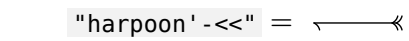

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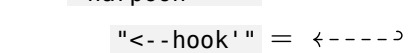
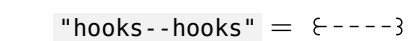


"|>-<|" =

"-|-" =

"hook-/->" =



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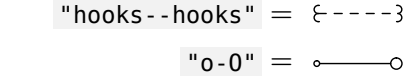

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(
(kind: "stealth", rev: false),
(kind: "stealth", rev: true),
)
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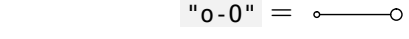
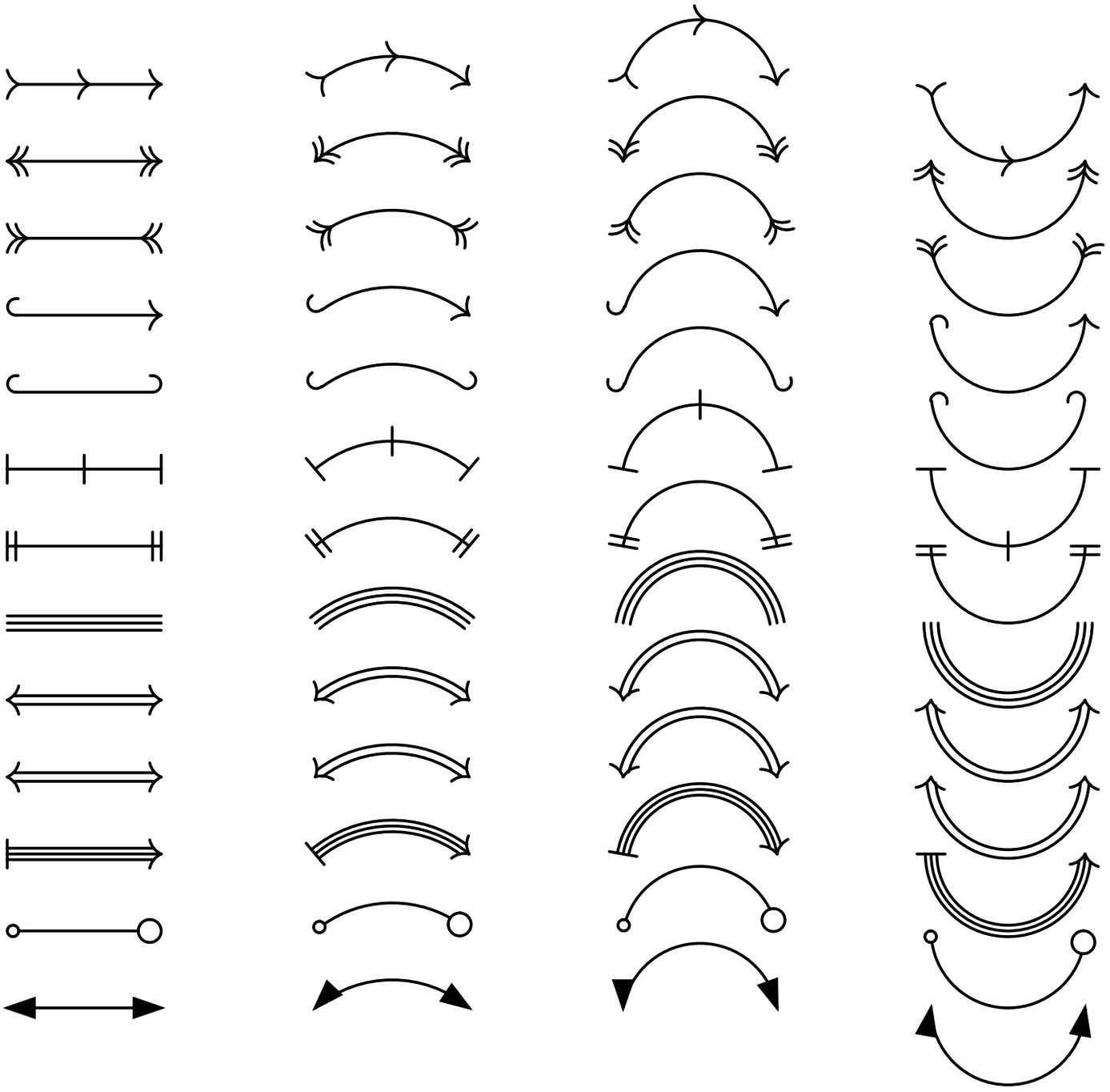
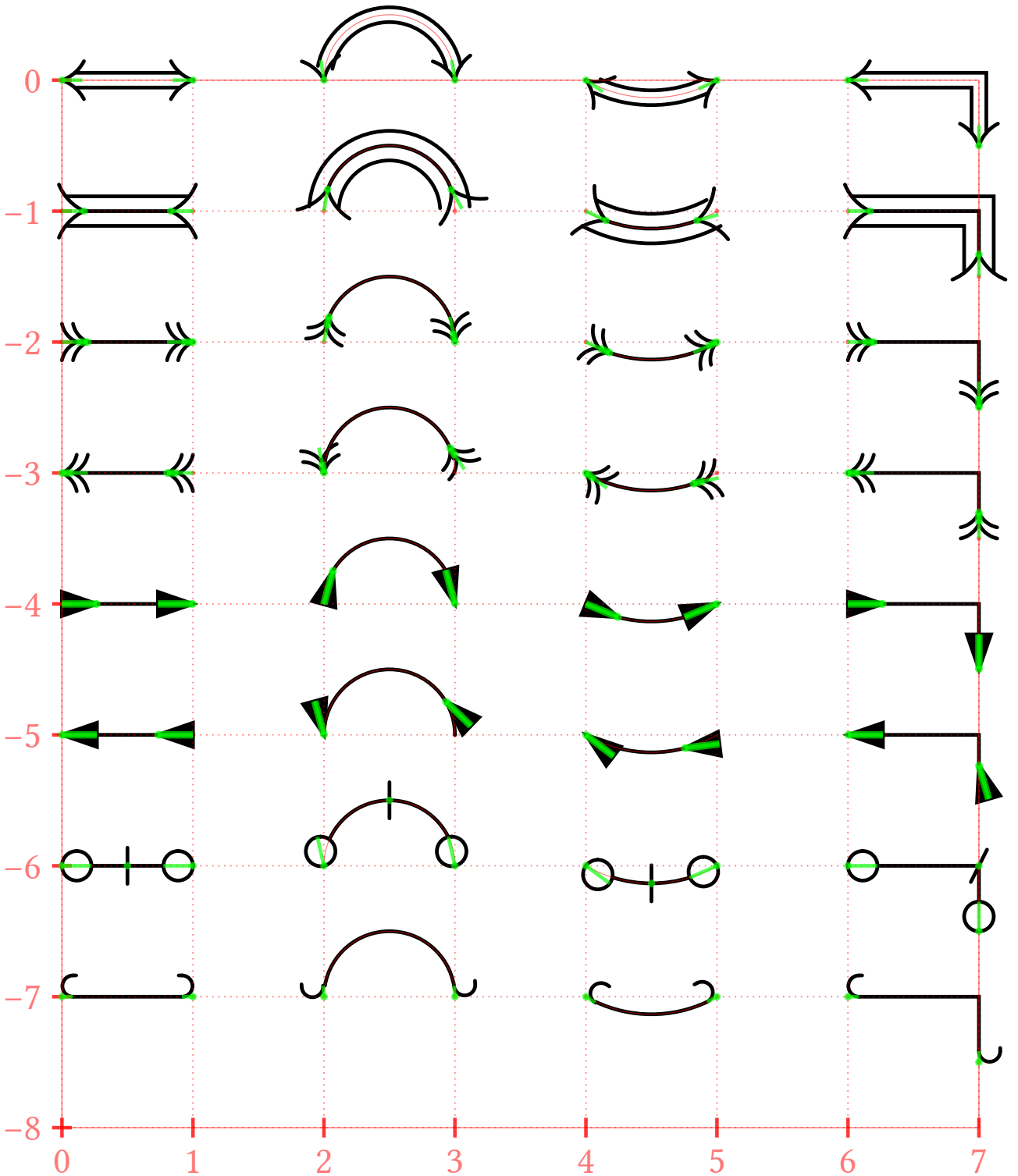
=



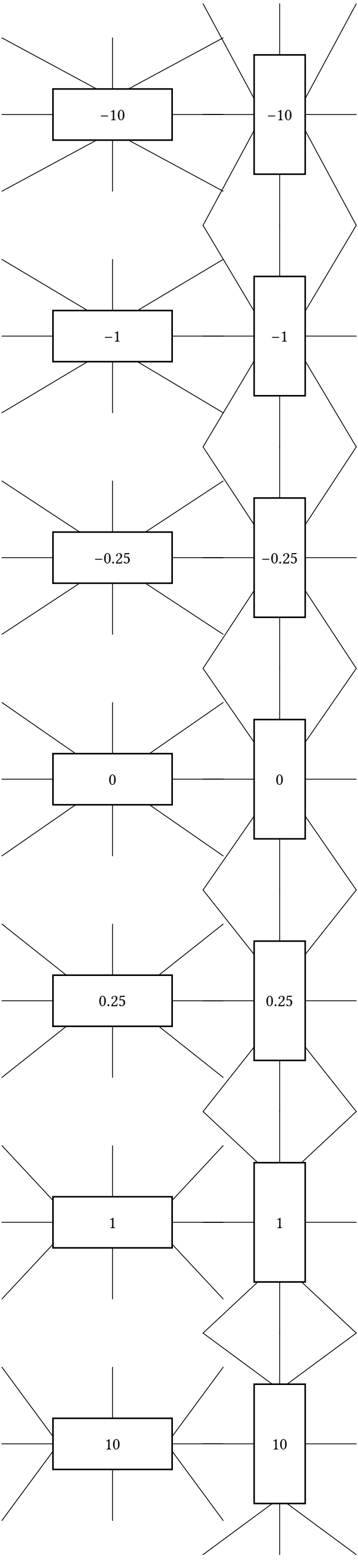
Bending arrows



Fine mark angle corrections

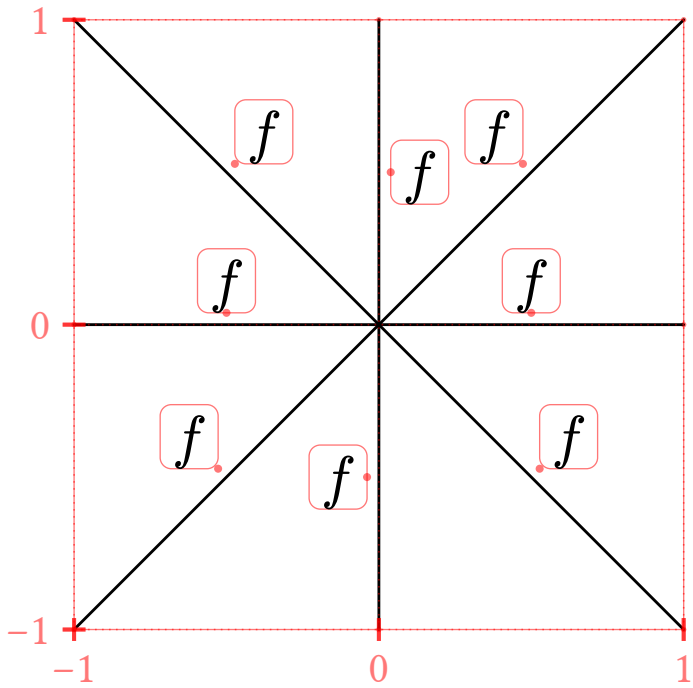


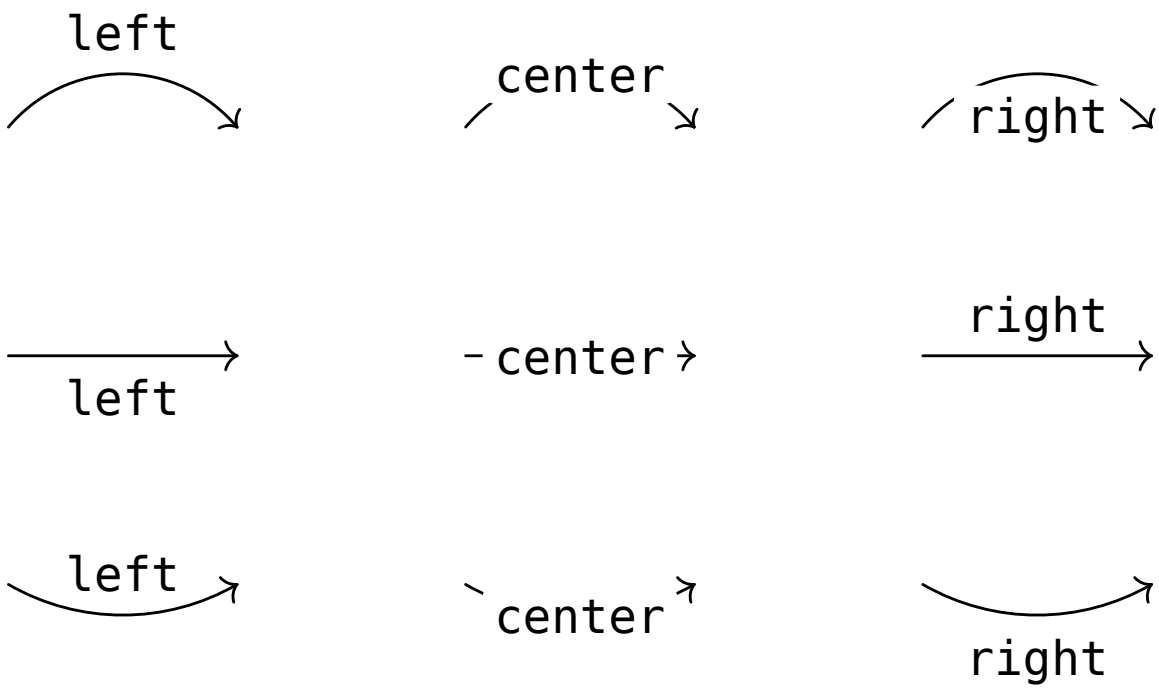
Defocus adjustment



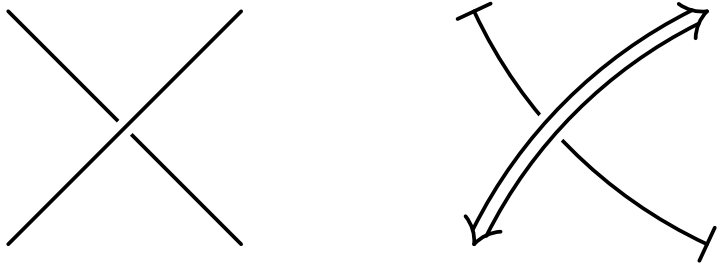
Label placement

Default placement above the line.





Crossing connectors



`edge()` argument shorthands

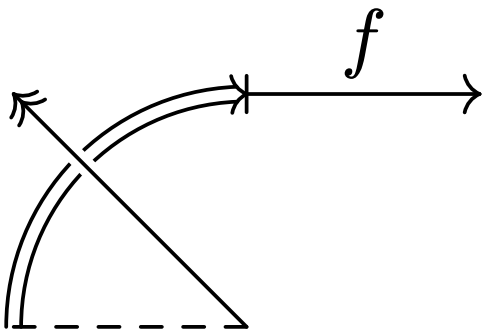
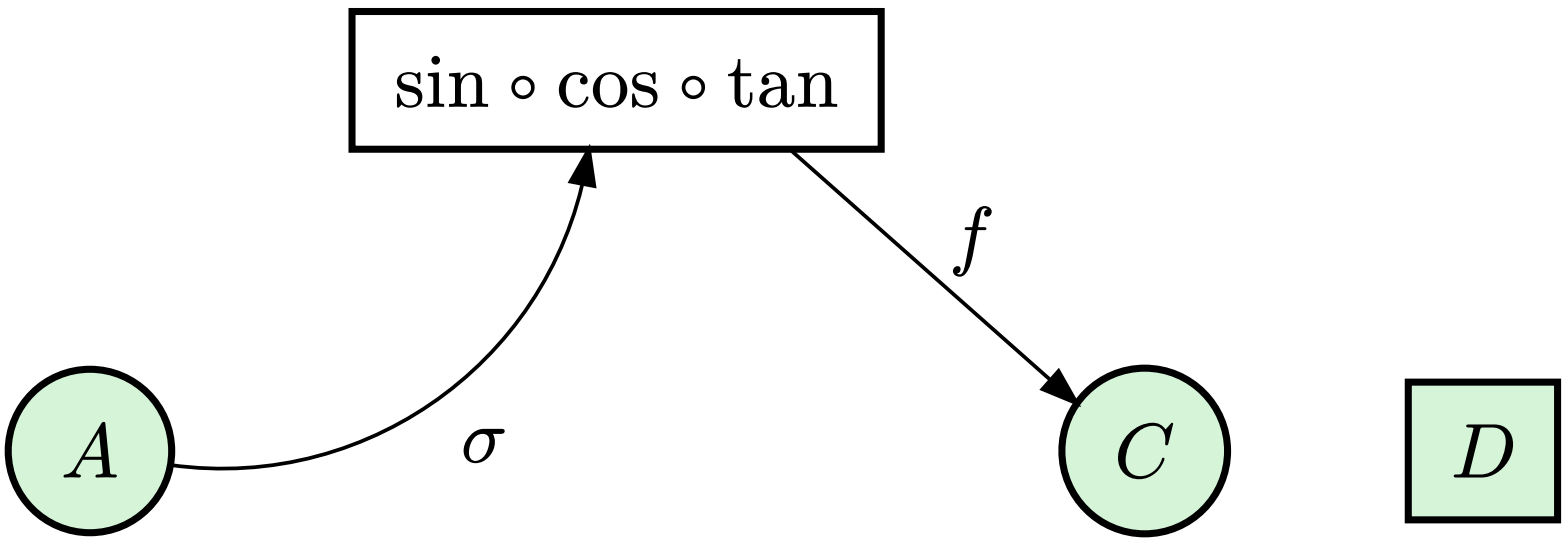
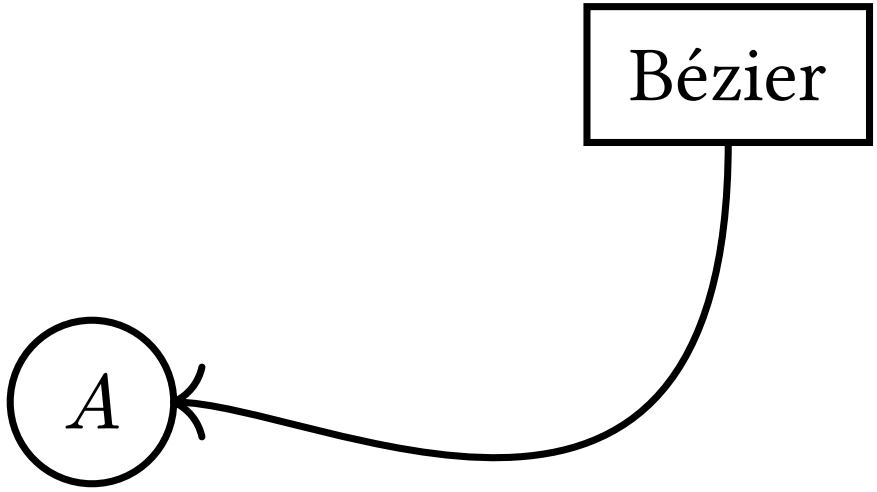


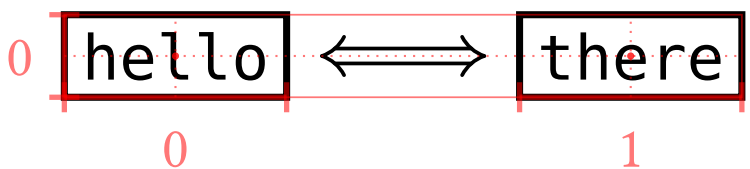
Diagram-level options



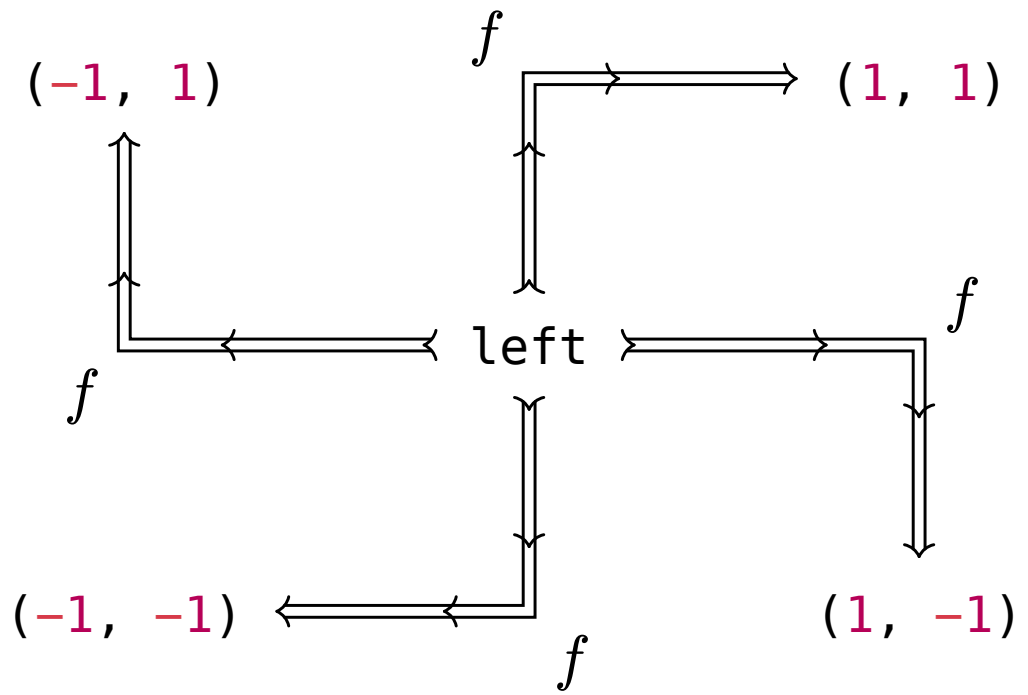
CeTZ integration

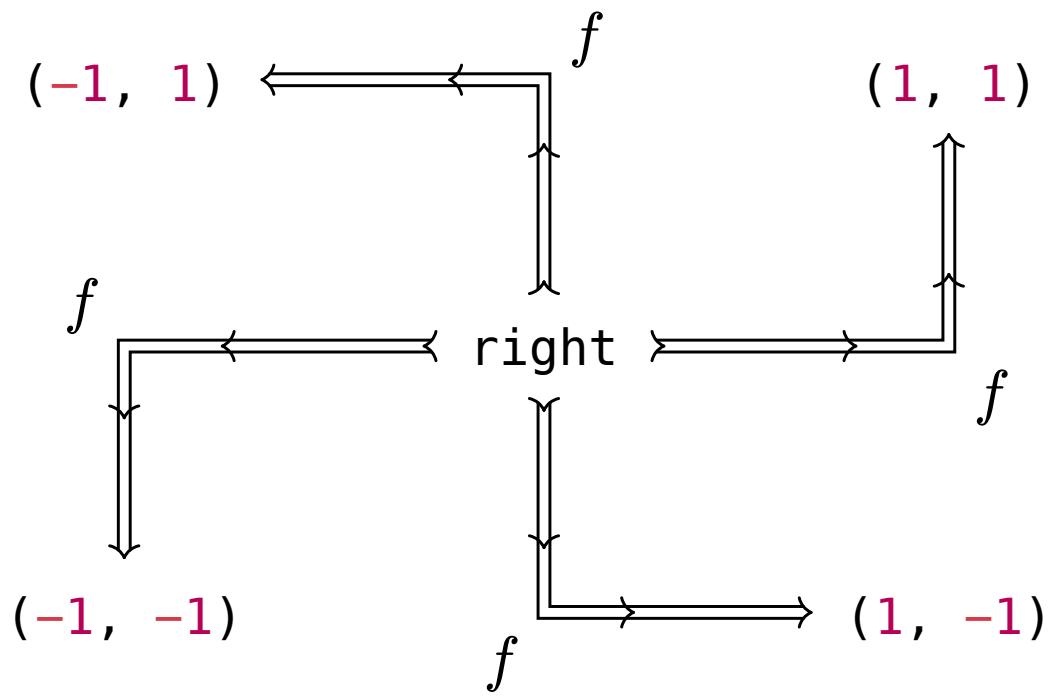


Node bounds

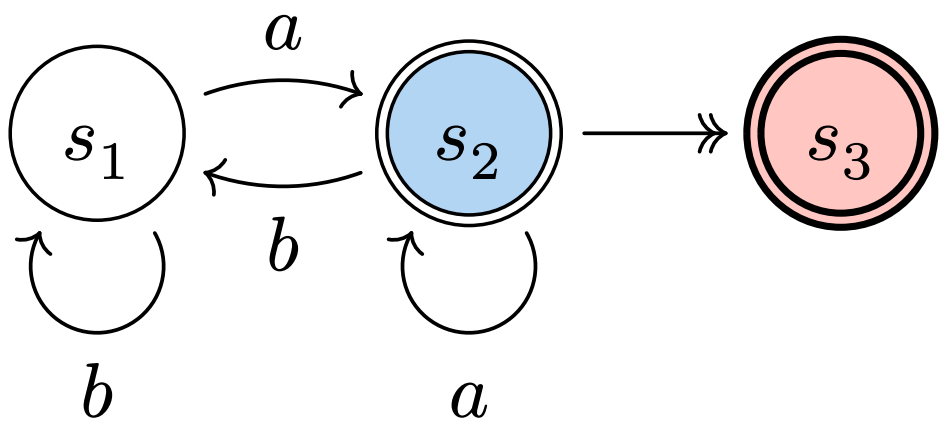


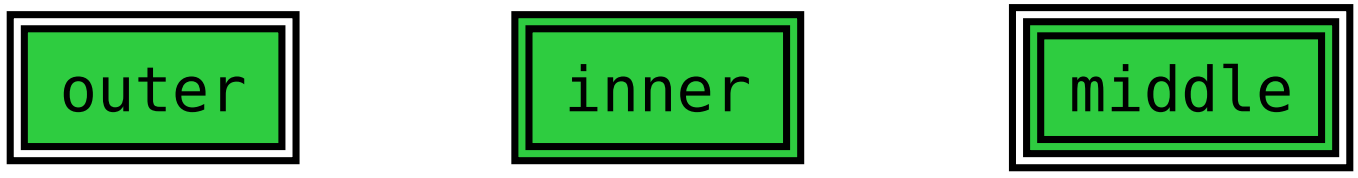
Corner edges



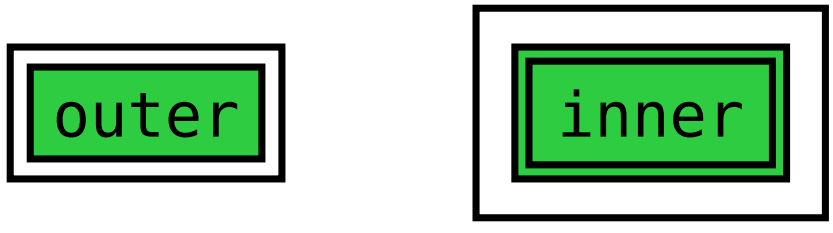


Double node strokes



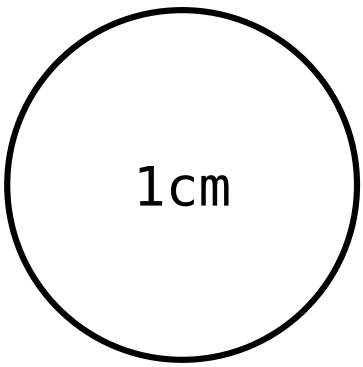


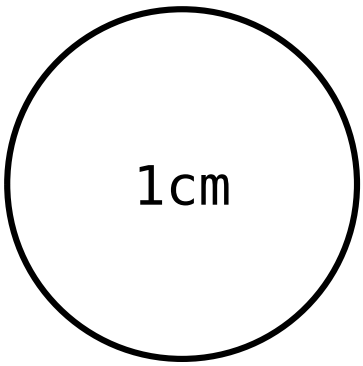
Relative and absolute extrusion lengths

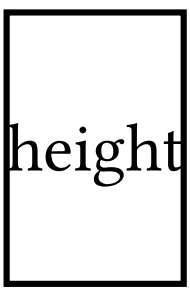


Custom node sizes

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



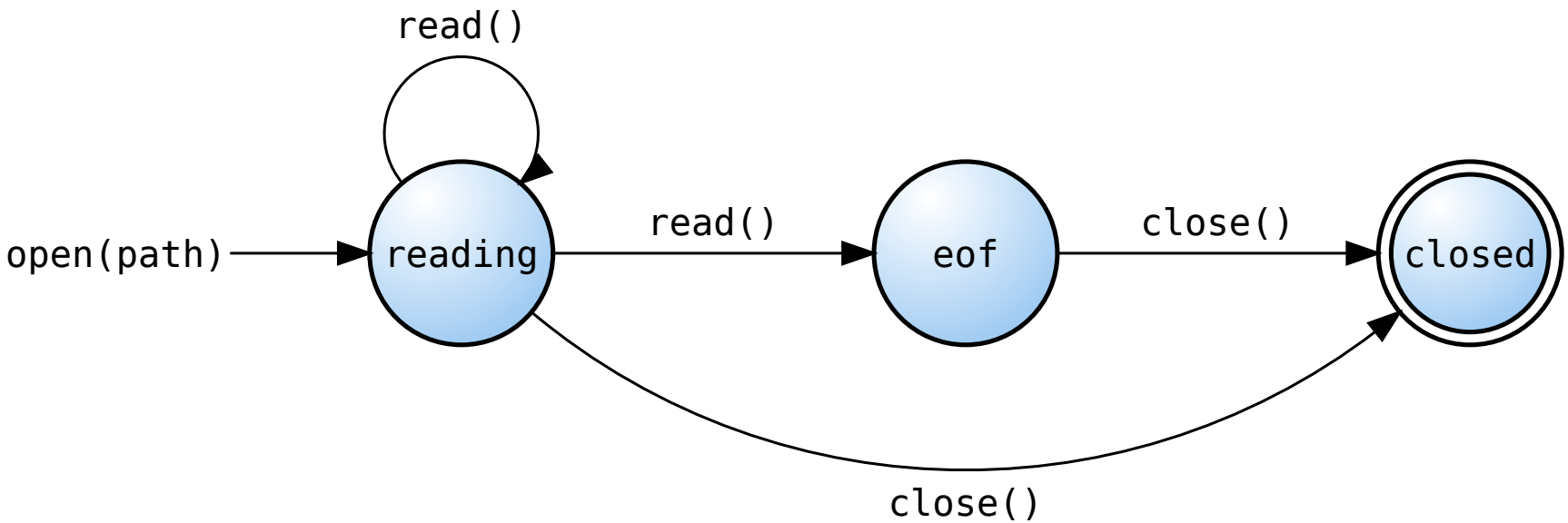




Example

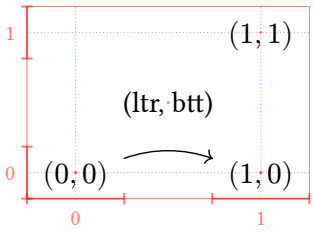
Make sure node or edge labels don't pick up equation numbers!

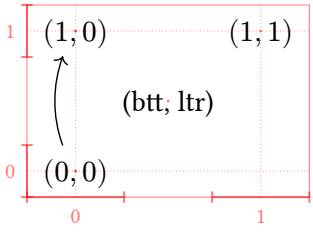
$$a^2 \tag{1}$$

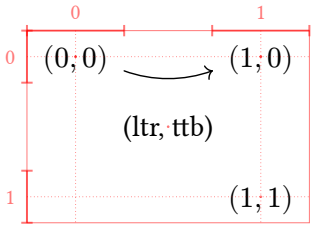


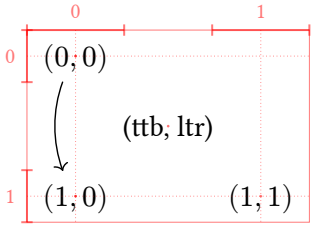
$$b^2 \tag{2}$$

Funky axes


1
(1; 1)
(ltr, btt)
0
(0; 0)
(1; 0)
0
1


1
(1; 0)
(1; 1)
(btt, ltr)
0
(0; 0)
0
1


0
1
0
(0; 0)
(1; 0)
(ltr, ttb)
1
(1; 1)


0
1
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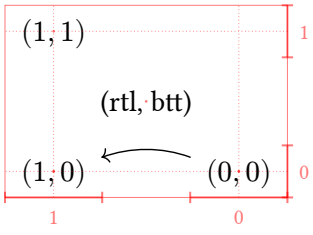
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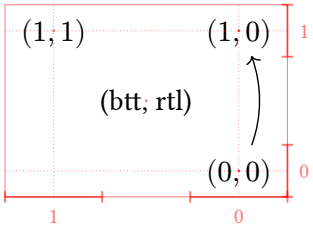
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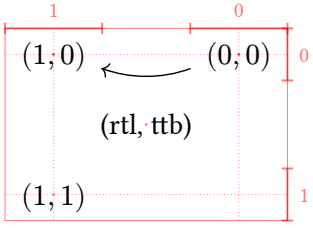
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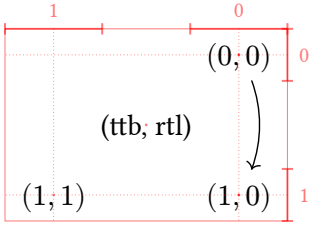
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