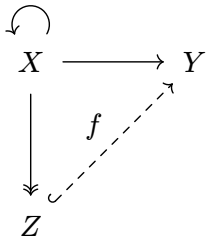
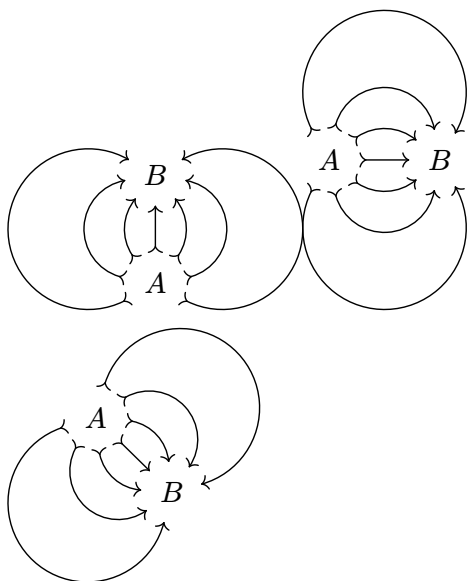
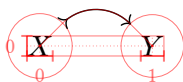
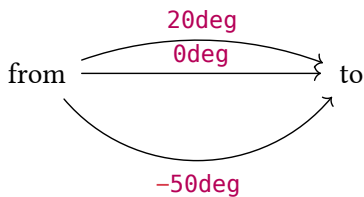


Connectors



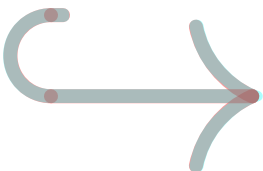
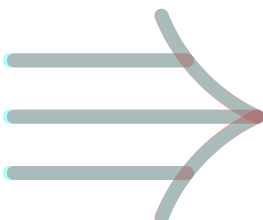
Arc connectors



Matching math arrows

Compare to \rightarrow , \Rightarrow , \implies , \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 $A \rightarrow B$.


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

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


Arrow head shorthands

-> = 


<- = 

>-< = 


<-> = 


<==> = 


<===> = 

| -> = 


|=> = 

>-> = 

<<->> = 

>>-<< = 


hook-> = 


hook' - - hook = 

|=| = 


|| - || = 

/--\ = 


\=\ = 


x-X = 

>>-<< = 


harpoon-harpoon' = 


harpoon' -<< = 

<- - hook' = 


|..| = 


hooks - - hooks = 


o-o = 


0-0 = 


*-@ = 


o==0 = 

|| ->> = 

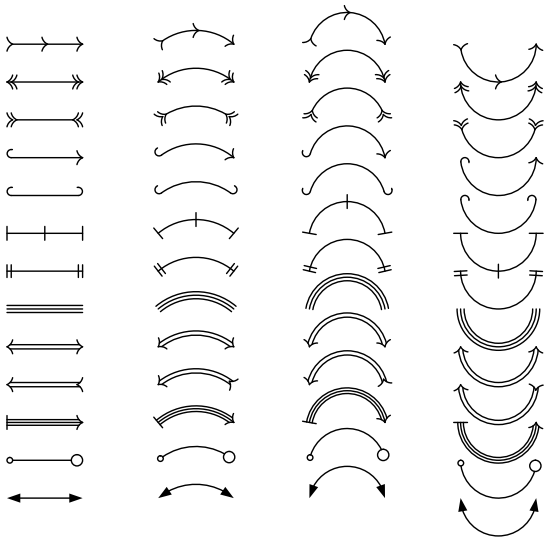
<| - |> = 

|> -<| = 

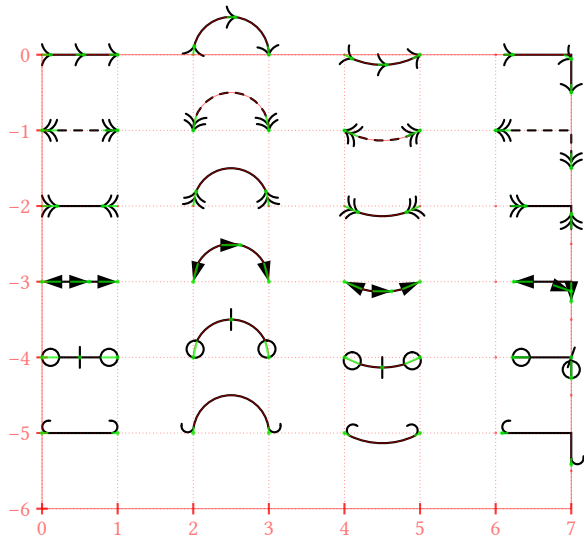
-| - = 

hook-/-> = 

Bending arrows



Fine mark angle corrections

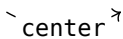
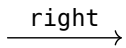
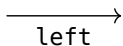
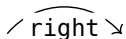
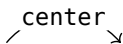
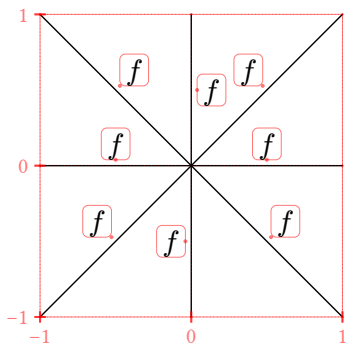


Defocus adjustment

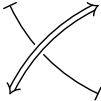


Label placement

Default placement above the line.



Crossing connectors



edge() argument shorthands

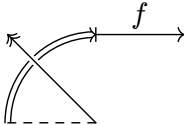
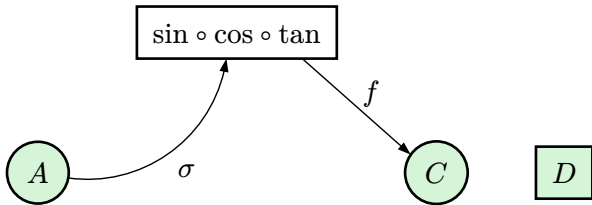
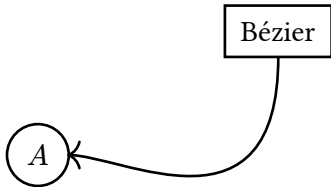


Diagram-level options



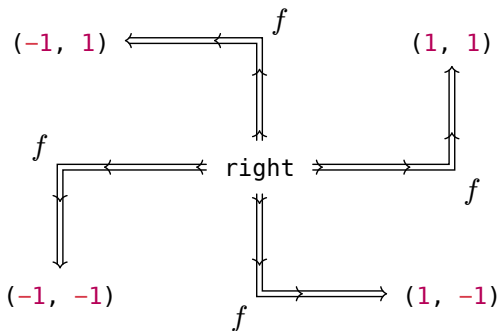
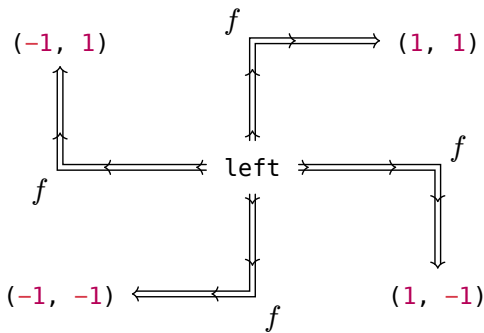
CeTZ integration



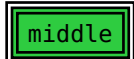
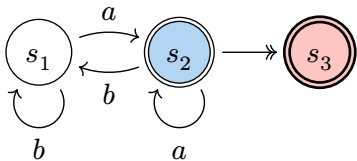
Node bounds



Corner edges



Double node strokes

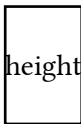
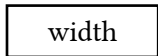
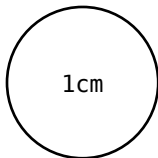
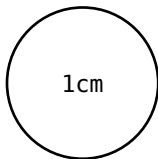


Relative and absolute extrusion lengths



Custom node sizes

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



both

Example

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

