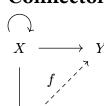
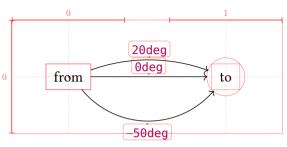
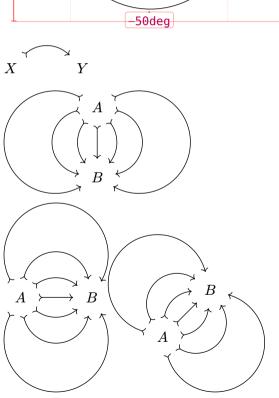
Connectors



Arc connectors





Matching math arrows

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

Compare our output to the reference symbol in default math font.



Double and triple lines

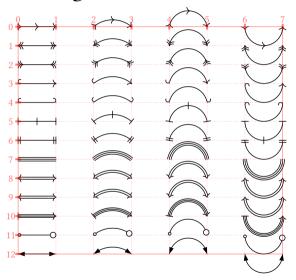
Diagram $A \xrightarrow{f} B$ and equation $A \to B$.

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

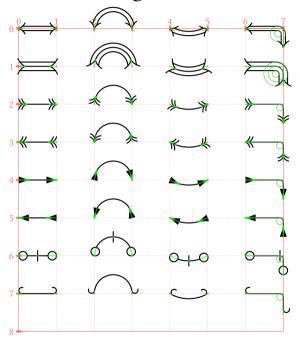
Diagram $A \stackrel{f}{\Longrightarrow} B$ and equation $A \Rightarrow B$.

Arrow head shorthands

Bending arrows

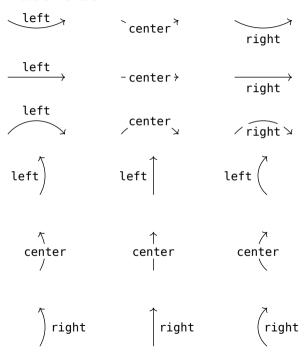


Fine mark angle corrections



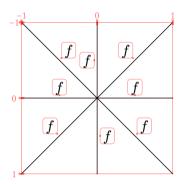


Label side

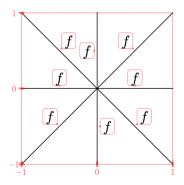


Automatic label placement

Default placement above the line.



Reversed *y*-axis:



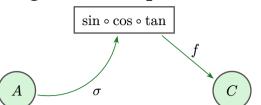
Crossing connectors



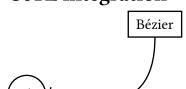
edge() argument shorthands



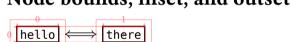
Diagram-level options



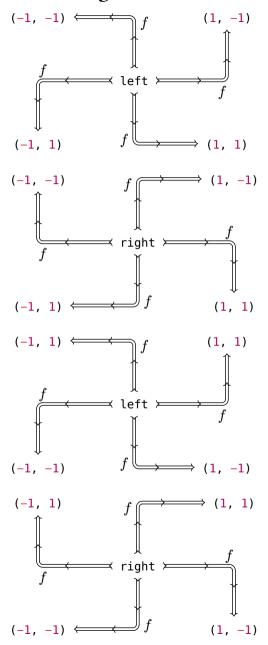
CeTZ integration



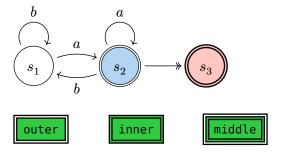
Node bounds, inset, and outset



Corner edges



Double node strokes



Relative and absolute extrusion lengths



Custom node sizes

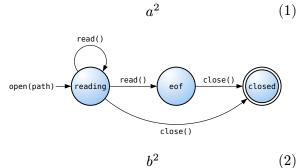
Make sure provided dimensions are exact, not affected by node inset.



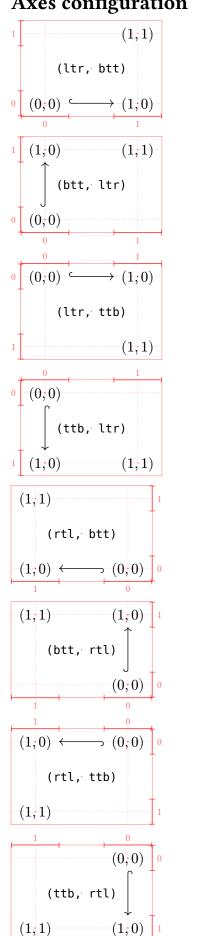


Example

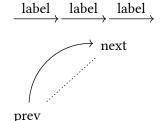
Make sure node or edge labels don't pick up equation numbers!



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.

Symbol arrow aliases

	İ	i	i
Math	Unicode	Mark	Diagram
\rightarrow	\rightarrow	->	\longrightarrow
\longrightarrow	?	->	\longrightarrow
\leftarrow	←	<-	
\leftrightarrow	\leftrightarrow	<->	\longleftrightarrow
\longleftrightarrow	?	<->	\longleftrightarrow
→	?	->>	*************************************
«	?	<<-	*
\rightarrow	?	>->	\longrightarrow
\leftarrow	?	<-<	
\Rightarrow	\Rightarrow	=>	\Longrightarrow
\Rightarrow	?	=>	\Longrightarrow
\leftarrow	?	<=	
\Leftrightarrow	\Leftrightarrow	<=>	\iff
\Leftrightarrow	?	<=>	\longleftrightarrow
\mapsto	\mapsto	->	\longmapsto
⊨	?	=>	\Longrightarrow
^>	?	none!	none!
₩	?	none!	none!
\hookrightarrow		hook->	\hookrightarrow
\leftarrow		<-hook'	

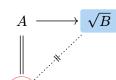
Math-mode diagrams

The following diagrams should be identical:

$$G \xrightarrow{f} \operatorname{im}(f)$$

$$\downarrow^{\pi} \qquad \tilde{f} \qquad \tilde{$$

Nodes in math-mode



Relative node coordinates

$$G \xrightarrow{f} \operatorname{im}(f)$$

$$\downarrow \pi \qquad \tilde{f} \qquad \tilde{f}$$

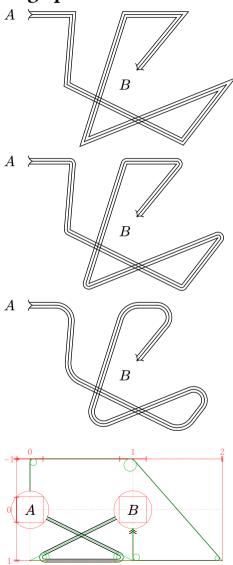
$$G/\ker(f)$$

$$(0,0) \qquad (1,0) \qquad (0,0) \qquad (1,0)$$

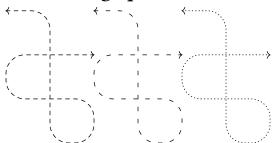
$$\uparrow \qquad \qquad \uparrow \qquad \qquad \uparrow$$

$$(0,1) \qquad (1,1) \qquad (0,1) \qquad (1,1)$$

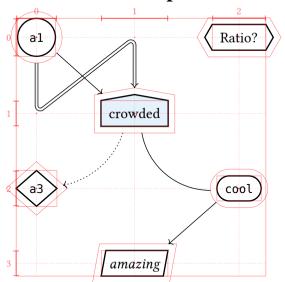
Edge paths



Dashed edge paths



Custom node shapes



Edge dodge

