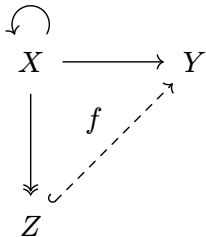
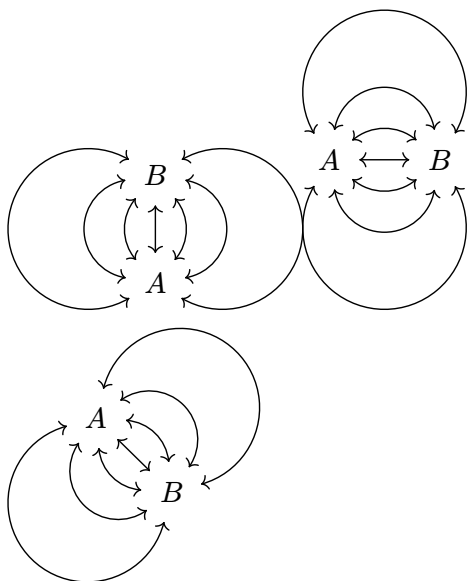
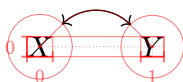
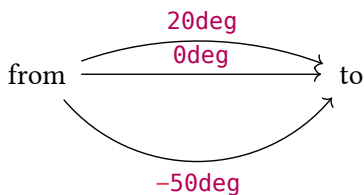


# Connectors



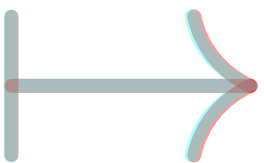
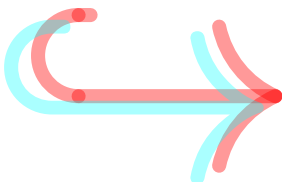
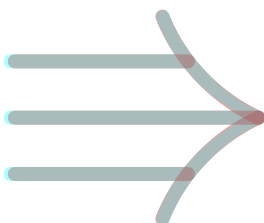
# Arc connectors



# Matching math arrows

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

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











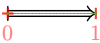

















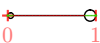





## Double and triple lines

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

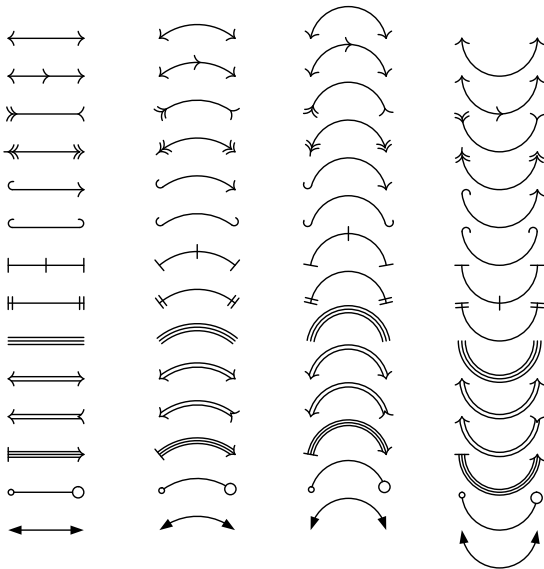
Diagram  $A \xRightarrow{f} B$  and equation  $A \Rightarrow B$ .

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

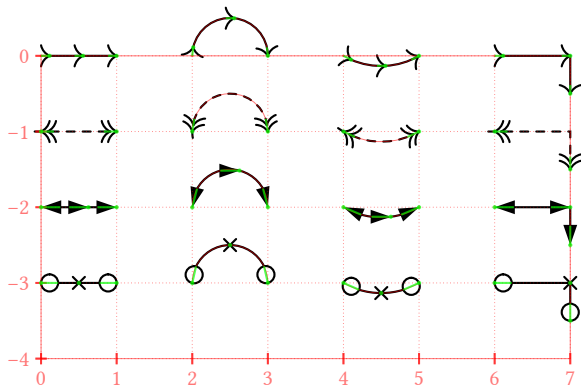
# Arrow head shorthands

<code>-&gt;</code>	=	
<code>&lt;-</code>	=	
<code>&gt;-&lt;</code>	=	
<code>&lt;-&gt;</code>	=	
<code>&lt;==&gt;</code>	=	
<code>&lt;==&gt;</code>	=	
<code> -&gt;</code>	=	
<code> =&gt;</code>	=	
<code>&gt;-&gt;</code>	=	
<code>-&gt;&gt;</code>	=	
<code>hook-&gt;</code>	=	
<code>hook'--hook</code>	=	
<code> = </code>	=	
<code>  -  </code>	=	
<code>/--\</code>	=	
<code>\==\</code>	=	
<code>x-X</code>	=	
<code>&gt;&gt;-&lt;&lt;</code>	=	
<code>harpoon-harpoon'</code>	=	
<code>harpoon'-&lt;&lt;</code>	=	
<code>&lt;--hook'</code>	=	
<code> .. </code>	=	
<code>hooks--hooks</code>	=	
<code>o-0</code>	=	
<code>0-o</code>	=	
<code>*-@</code>	=	
<code>o==0</code>	=	
<code>  -&gt;&gt;</code>	=	
<code>&lt; - &gt;</code>	=	
<code> &gt;-&lt; </code>	=	
<code>- -</code>	=	
<code>hook-/-&gt;</code>	=	

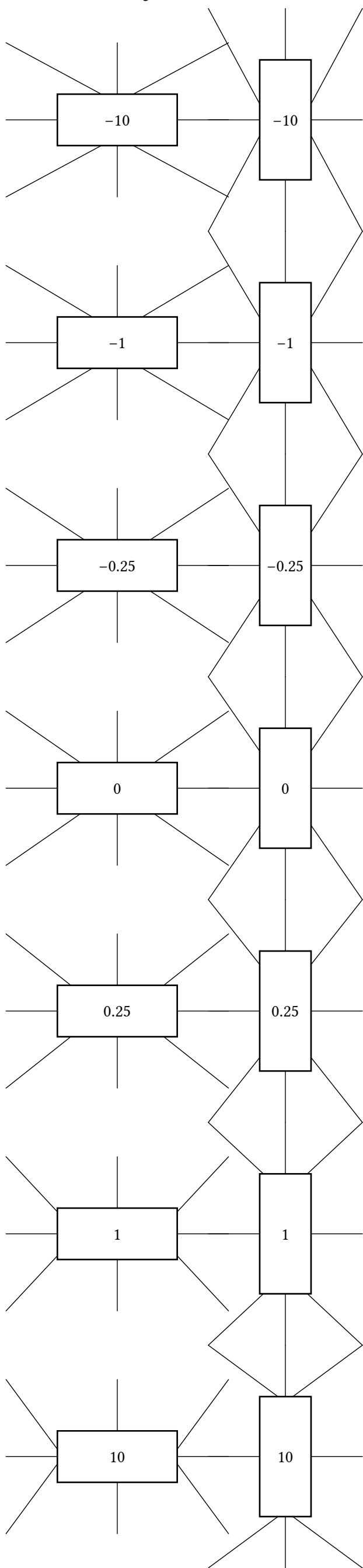
# Bending arrows



# Fine mark angle corrections



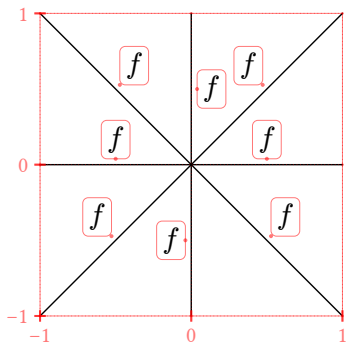
## Defocus adjustment





# Label placement

Default placement above the line.



left  
↘

center  
↘

right  
↘

→  
left

- center →

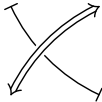
right  
→

↘  
left

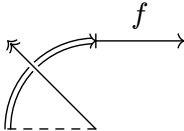
↘ center ↘

↘  
right

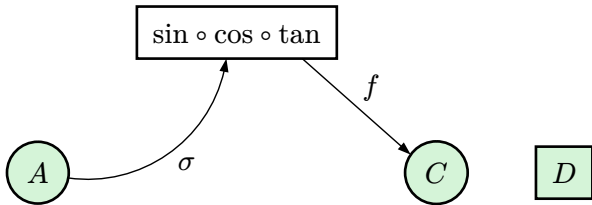
# Crossing connectors



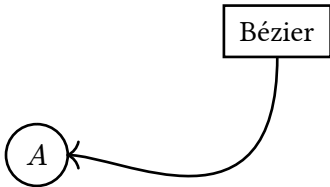
# edge() argument shorthands



# Diagram-level options



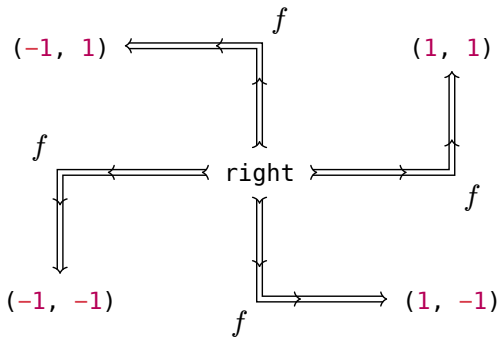
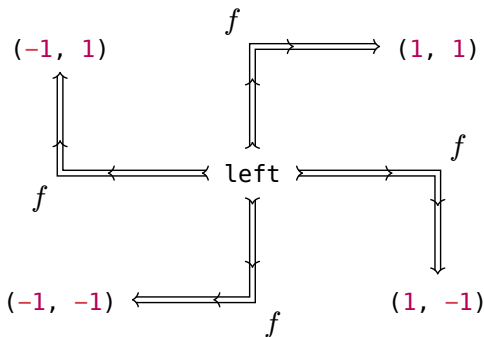
# CeTZ integration



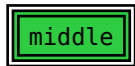
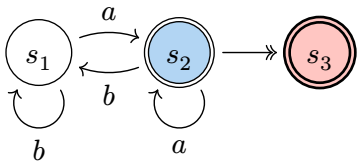
# Node bounds



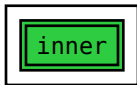
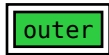
# Corner edges



# Double node strokes



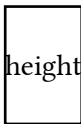
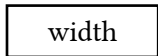
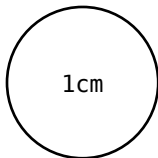
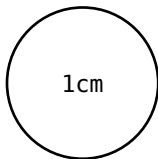
Relative and absolute extrusion lengths





## Custom node sizes

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



both

# Example

