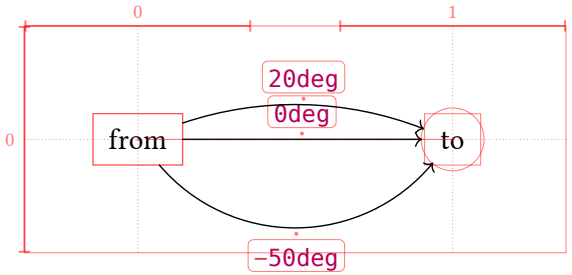
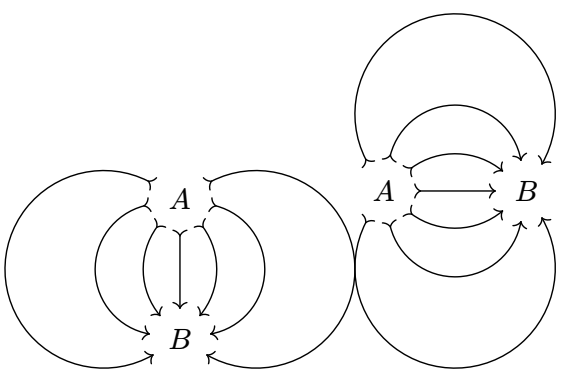
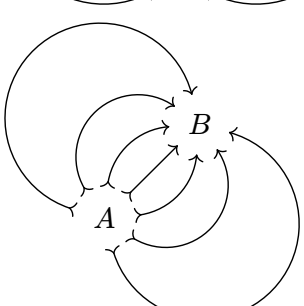
Contents

Arc edges



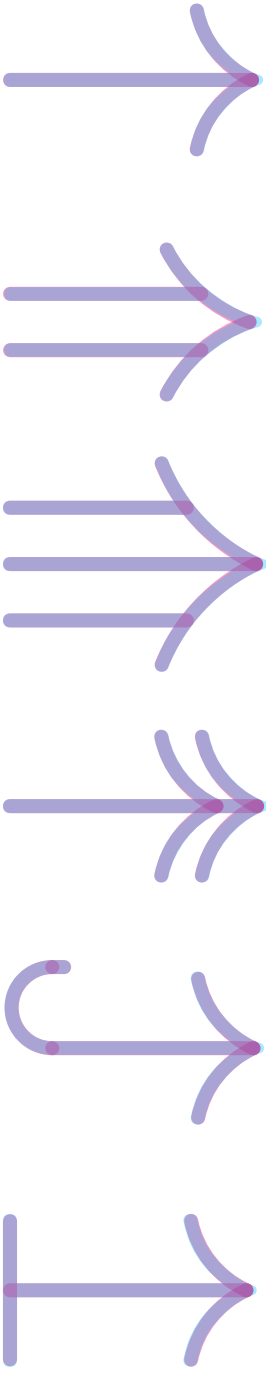




Matching math arrows

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

Our output versus reference symbol in default math font.



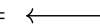
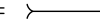
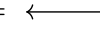
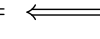
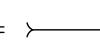
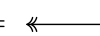
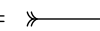
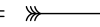
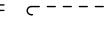
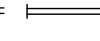
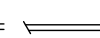
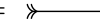
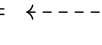
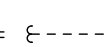
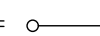
Double and triple lines

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

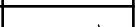
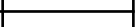
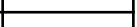
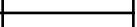
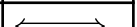
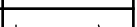
Diagram $A \xRightarrow{f} B$ and equation $A \Rightarrow B$.

Diagram $A \xTrightarrow{f} B$ and equation $A \Trightarrow B$.

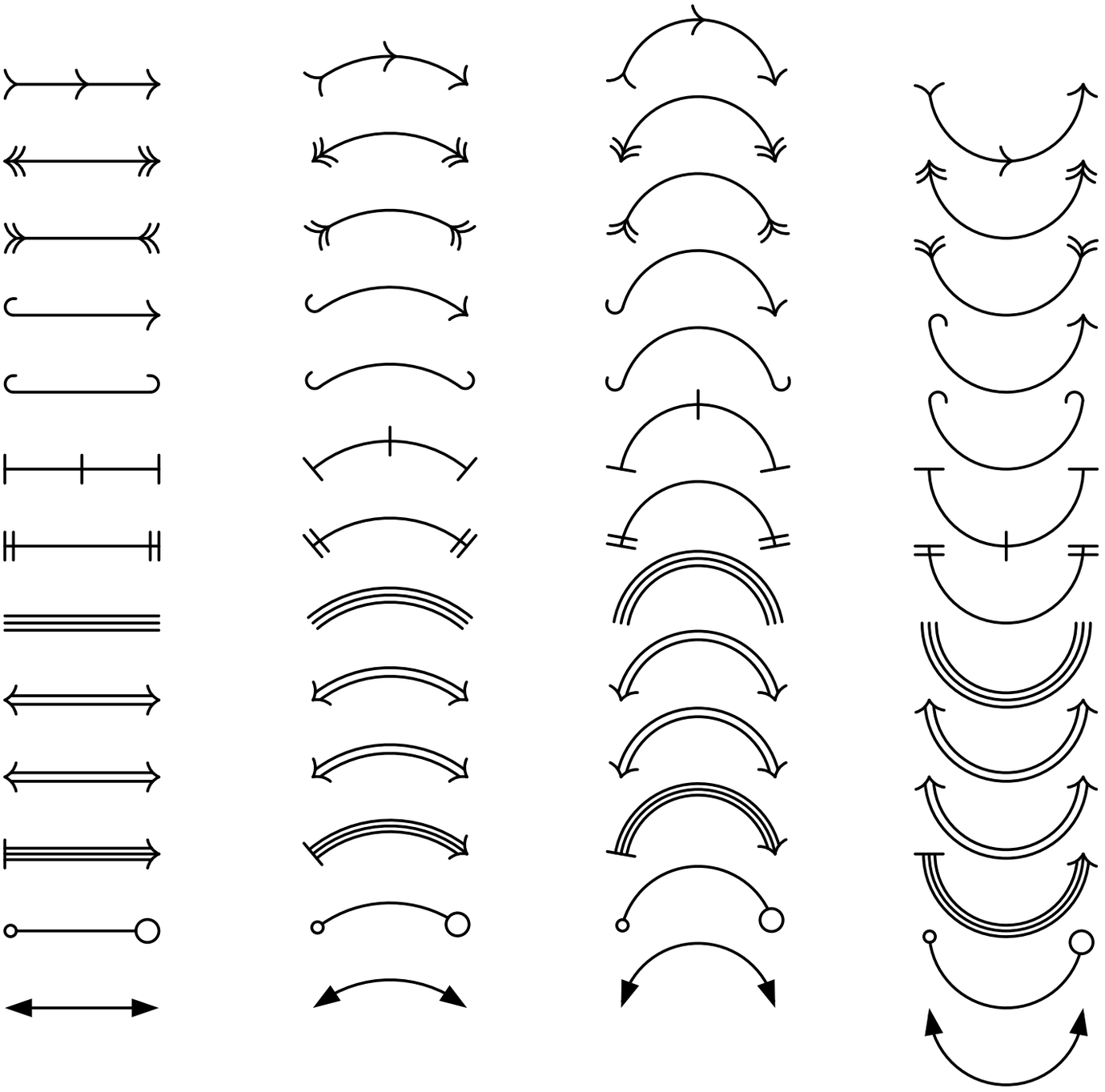
Arrow head shorthands

`"->"`	=	
`"<-"`	=	
`">-<"`	=	
`"<->"`	=	
`"<=>"`	=	
`"<==>"`	=	
`"|->"`	=	
`"|=>"`	=	
`">->"`	=	
`"<<->>"`	=	
`">>-<<"`	=	
`">>>-}>"`	=	
`"hook->"`	=	
`"hook'--hook"`	=	
`"|=|"`	=	
`"||-||"`	=	
`"|||-|||"`	=	
`"/--\\"`	=	
`"\\=\\"`	=	
`"/=/"`	=	
`"x-X"`	=	
`">>-<<"`	=	
`"harpoon-harpoon'"`	=	
`"harpoon'-<<"`	=	
`"<--hook'"`	=	
`"|..|"`	=	
`"hooks--hooks"`	=	
`"o-O"`	=	
`"O-o"`	=	
`"*-@"`	=	
`"o==O"`	=	
`"||->>"`	=	
`"<|-|>"`	=	
`"|>-<|"`	=	
`"-|-"`	=	
`"hook-/->"`	=	
`"<{-}>"`	=	

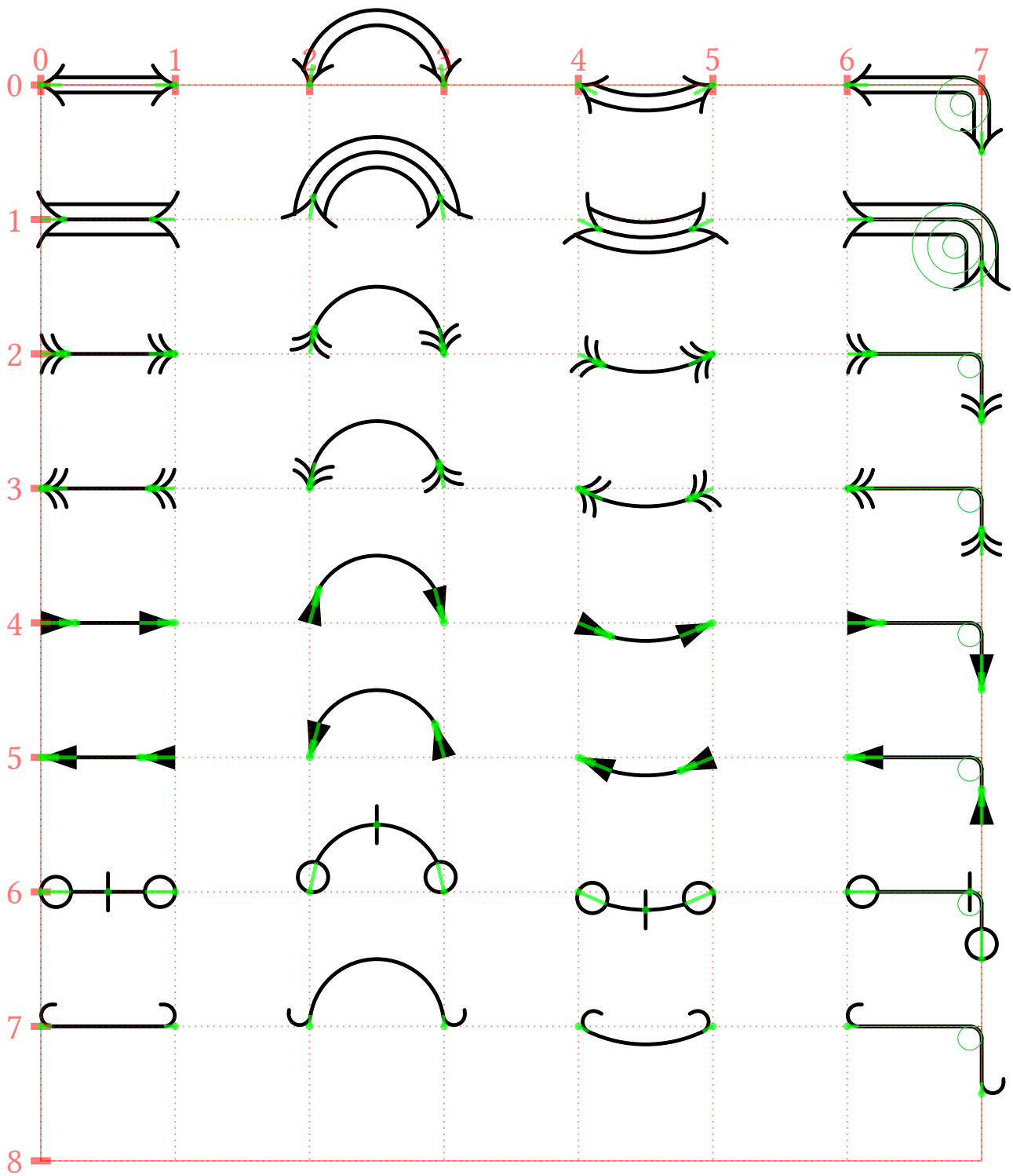
Symbol arrow aliases

Math	Unicode	Mark	Diagram
→	→	`->`	
⟶	?	`->`	
←	←	`<-`	
↔	↔	`<->`	
⟷	?	`<->`	
↠	?	`->>`	
↞	?	`<<-`	
↣	?	`>->`	
↢	?	`<-<`	
⇒	⇒	`=>`	
⟹	?	`=>`	
⟸	?	`<=`	
⇔	⇔	`<=>`	
⟺	?	`<=>`	
↦	↦	`|->`	
⤇	?	`|=>`	
⇝	?	none!	none!
⇜	?	none!	none!
↪		`hook->`	
↩		`<-hook'`	

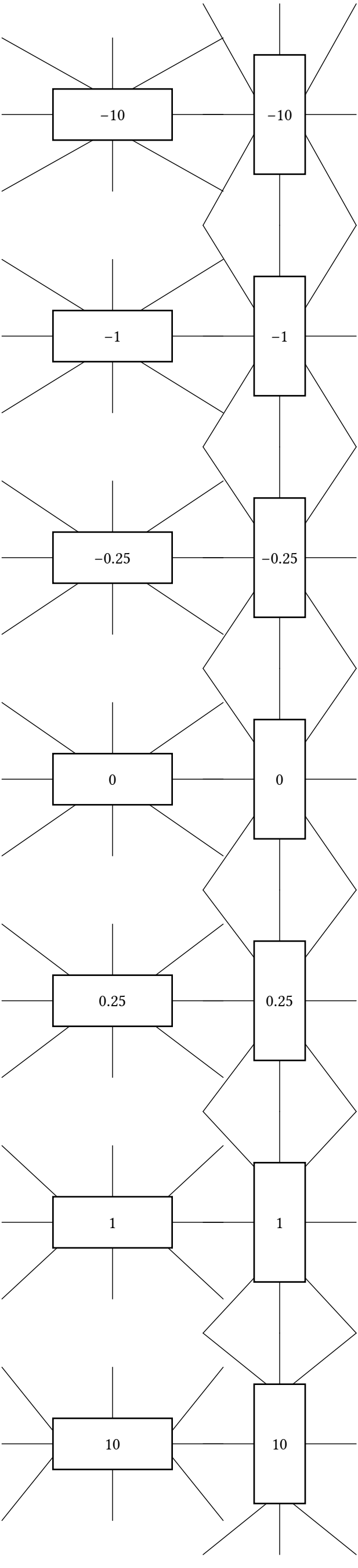
Bending arrows



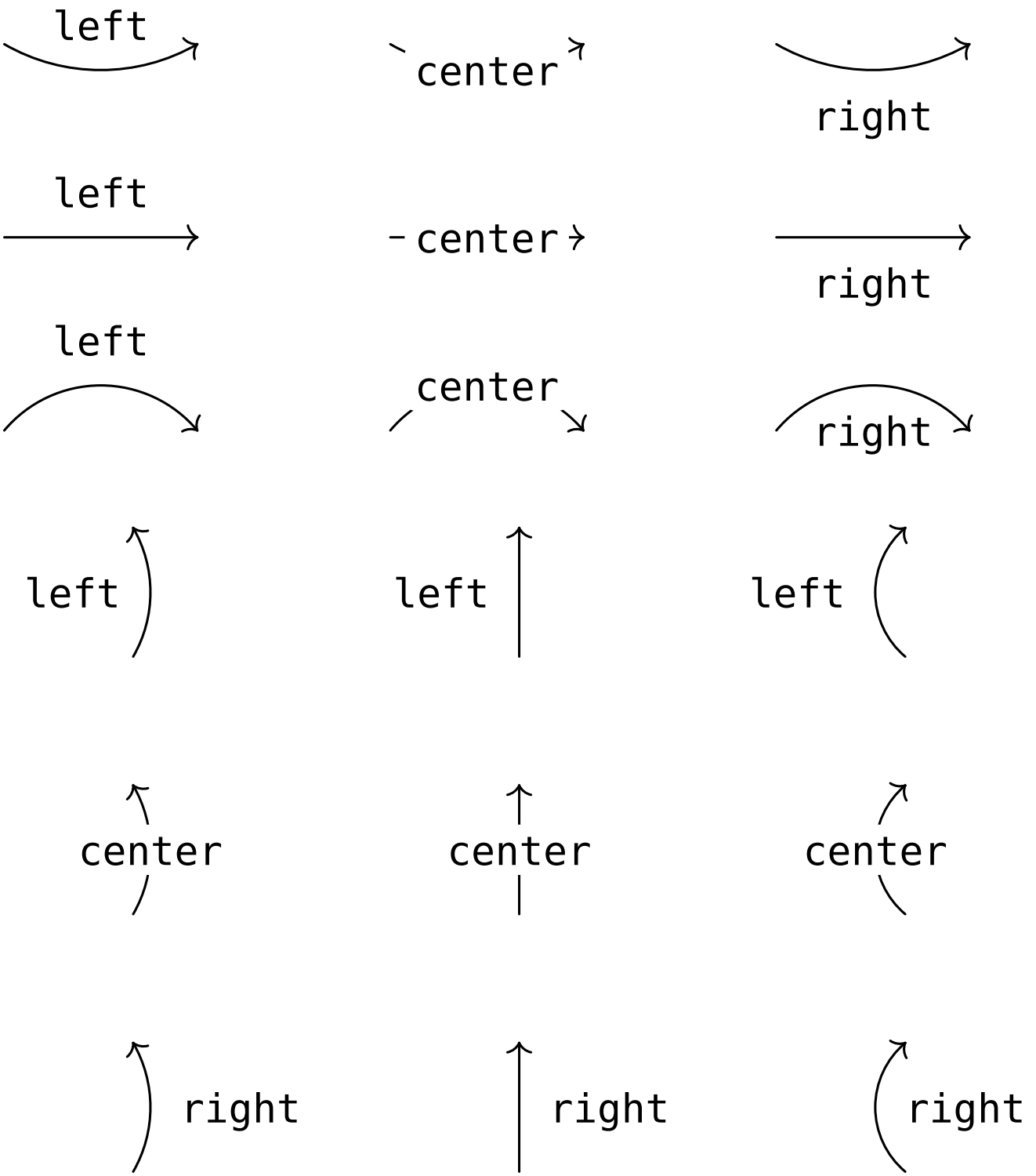
Fine mark angle corrections



Defocus adjustment

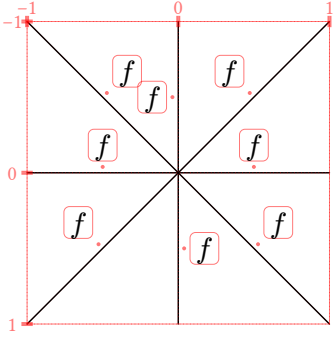


Label side

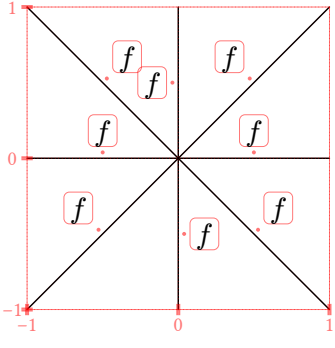

left
center
right
left
center
right
left
center
right
left
left
left
center
center
center
right
right
right

Automatic label placement

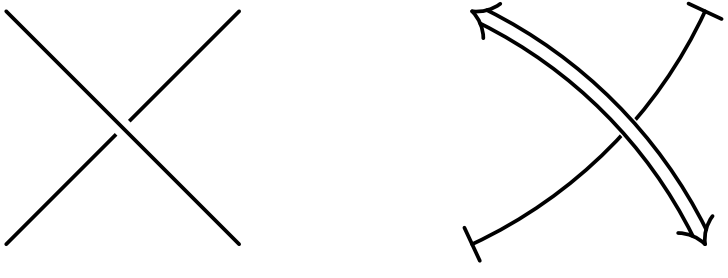
Default placement above the line.



Reversed y-axis:



Crossing connectors



`edge()` argument shorthands

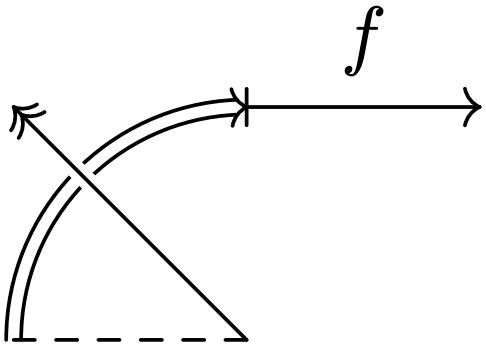
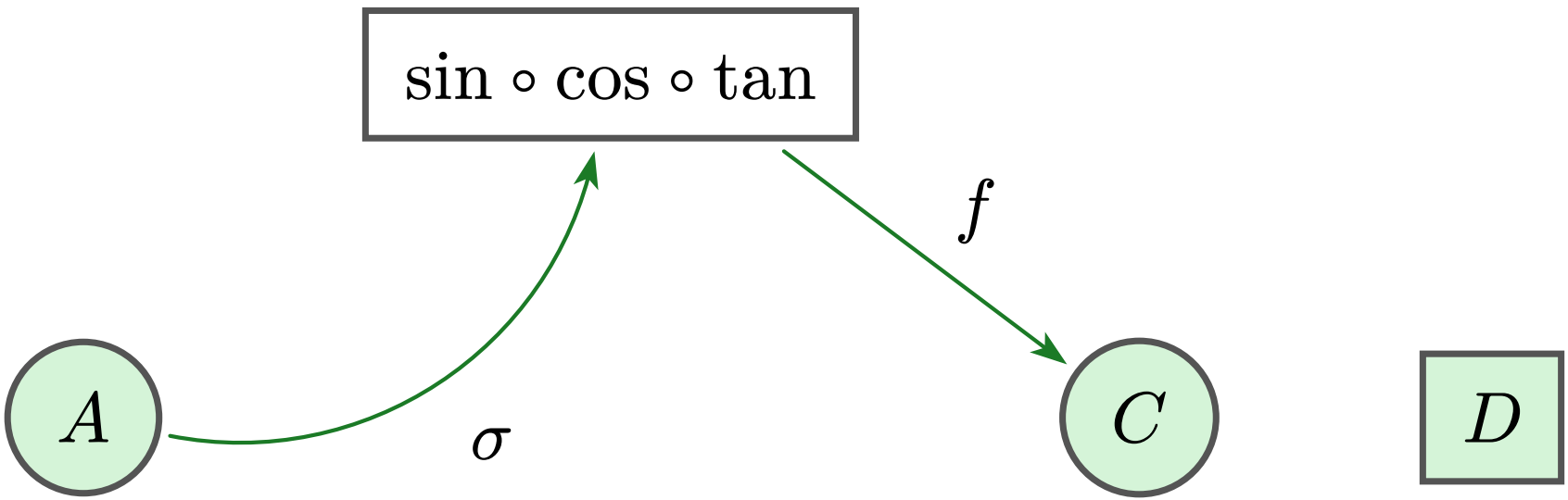
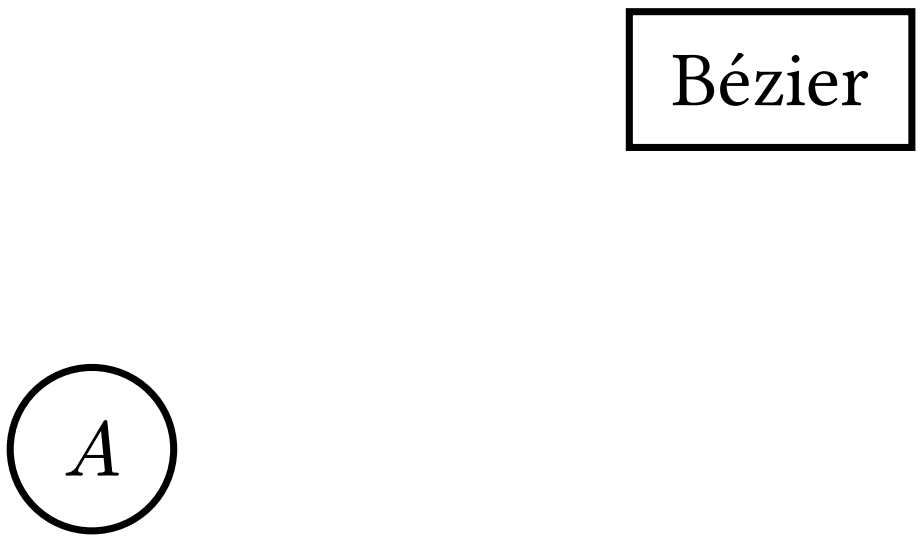


Diagram-level options

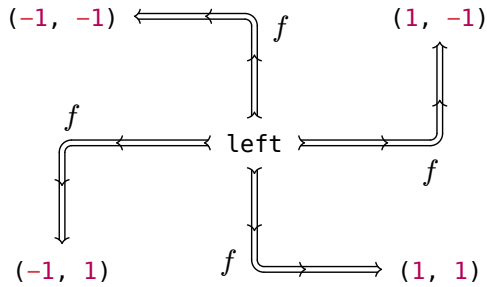


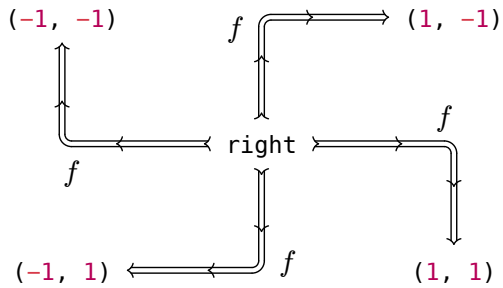
CeTZ integration

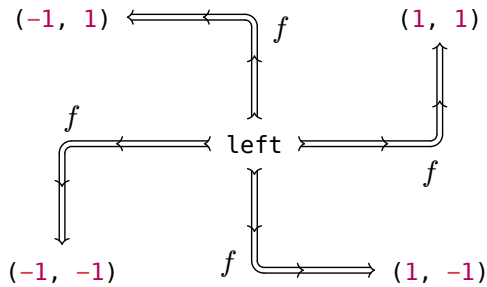
TODO!

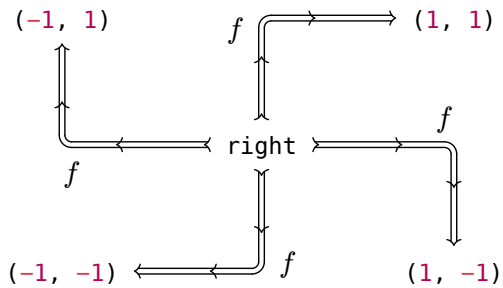


Corner edges

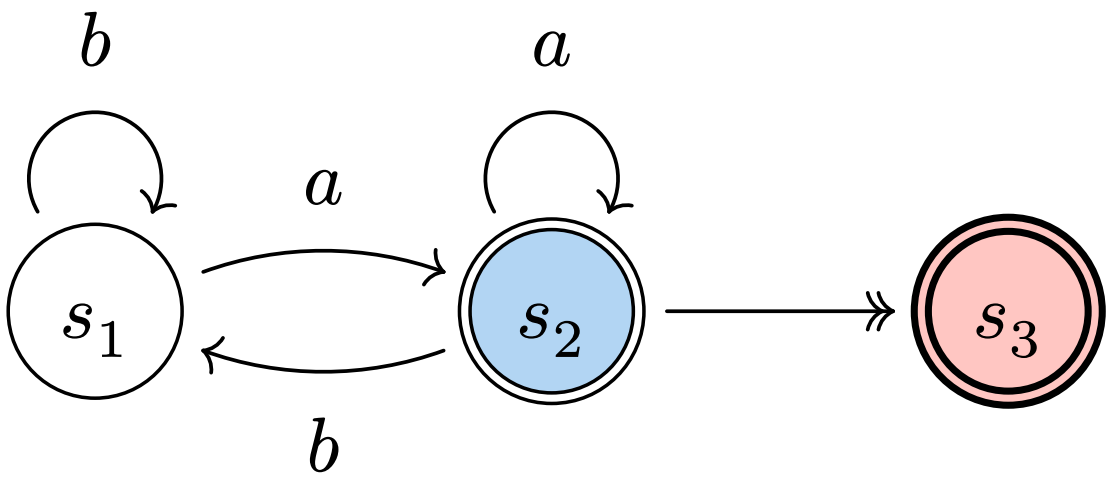








Double node strokes



outer

inner

middle

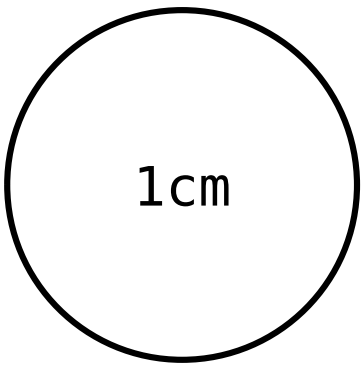
Relative and absolute extrusion lengths

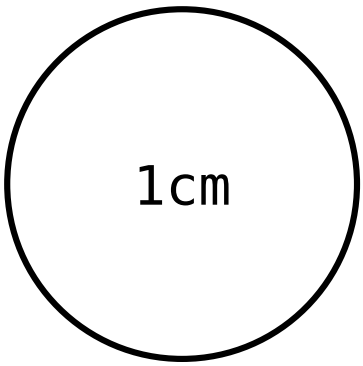
outer

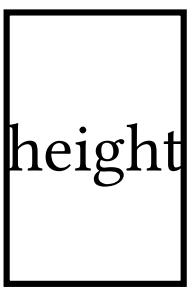
inner

Custom node sizes

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





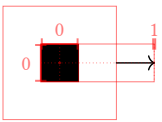


Node inset and outset

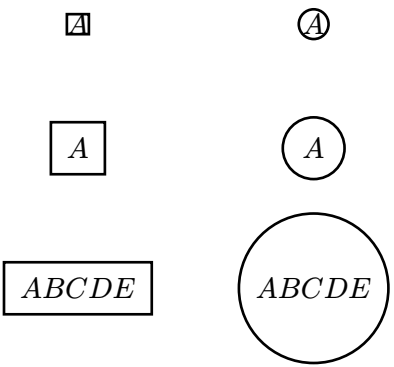
What `5mm` inset should look like:

A diagram node with `5mm` inset:

A diagram node with `5mm` outset:



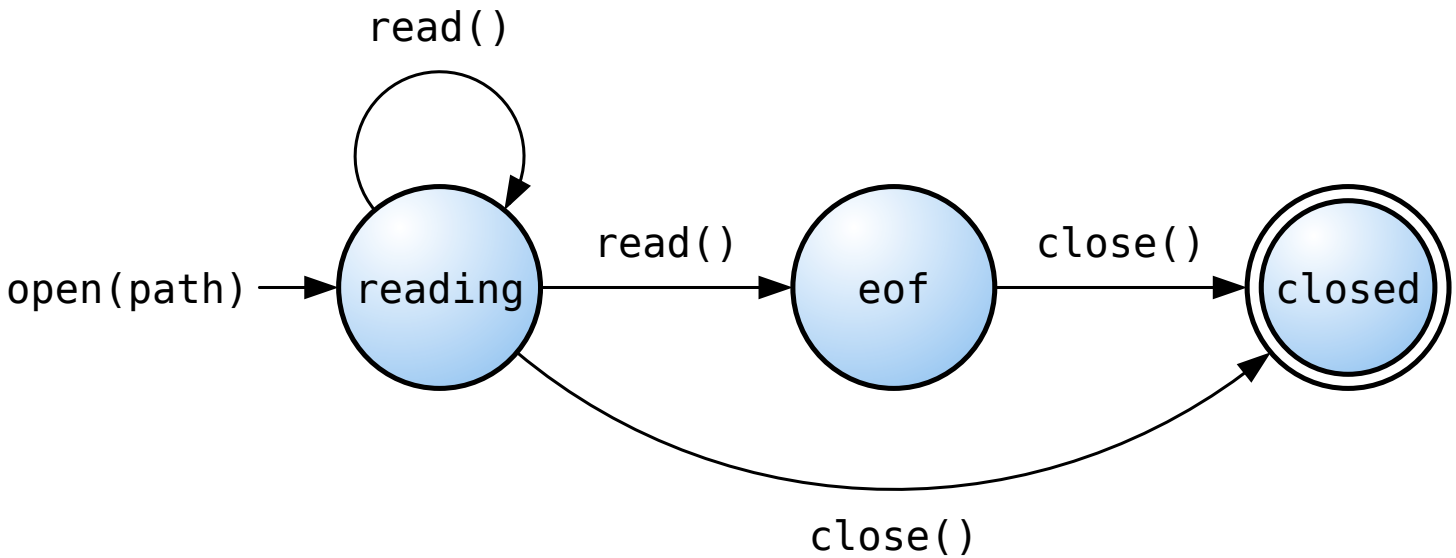
Circular insets:



Example

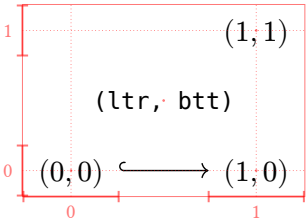
Make sure node or edge labels don't pick up equation numbers!

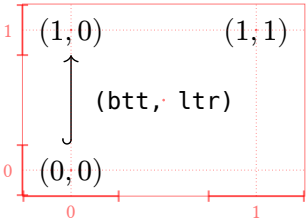
$$a^2 \tag{1}$$

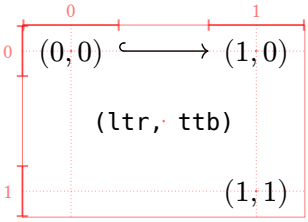


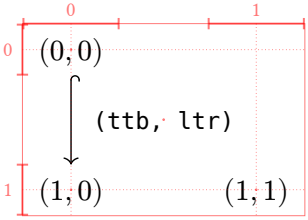
$$b^2 \tag{2}$$

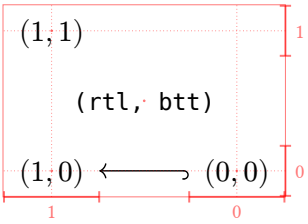
Axes configuration

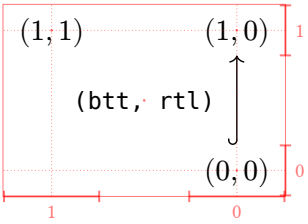


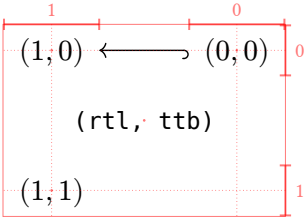


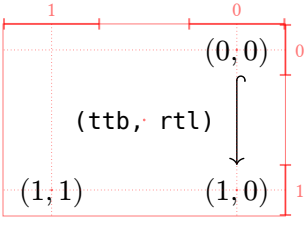




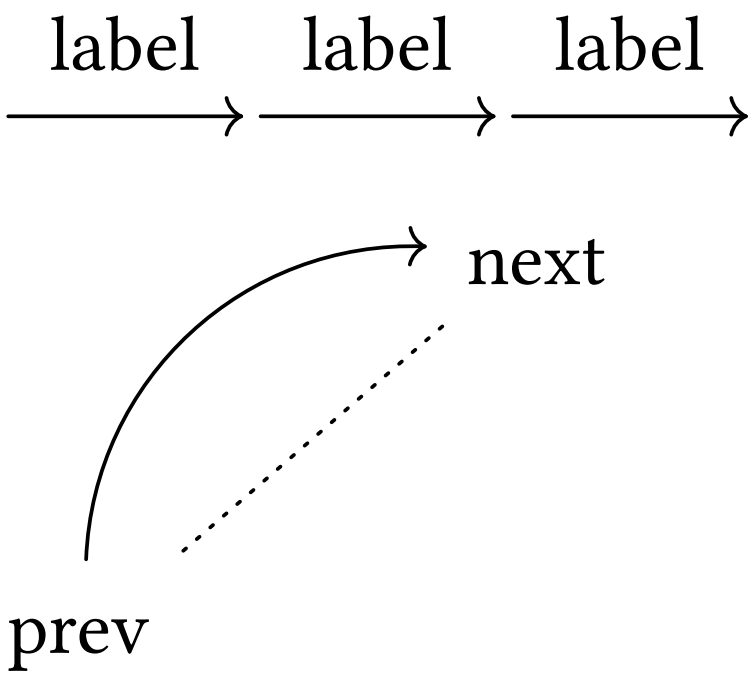








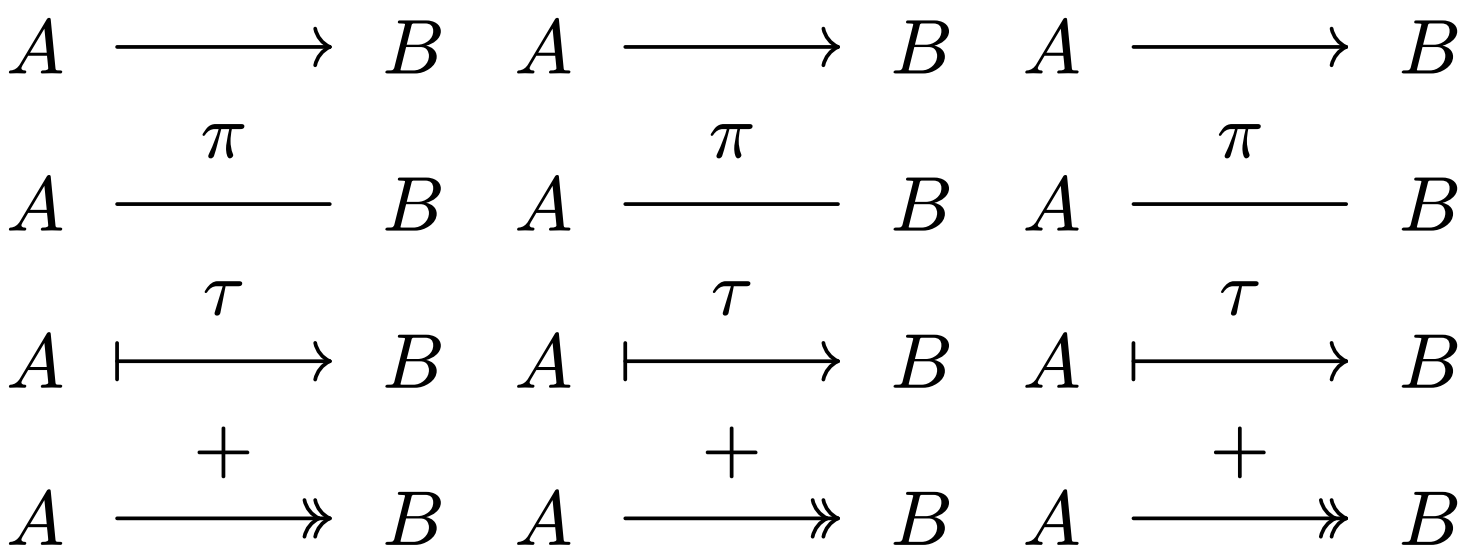
Implicit `from` and `to` points



Edge positional arguments

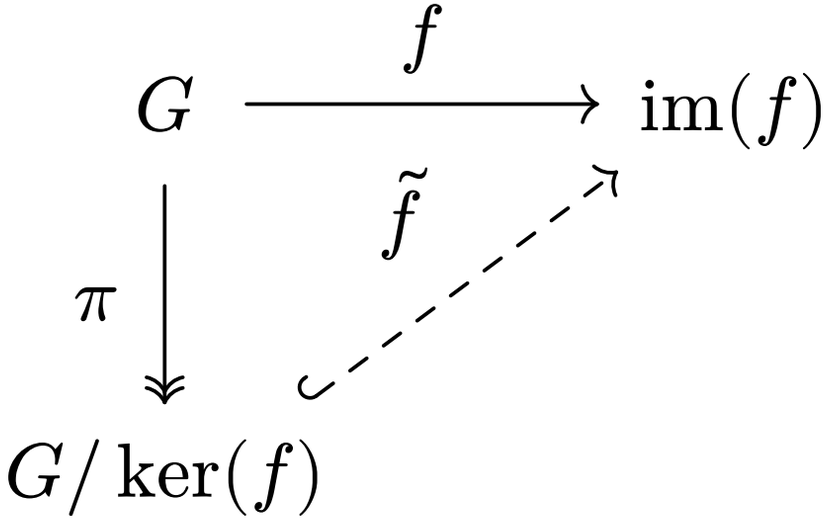
Explicit named arguments versus implicit positional arguments.

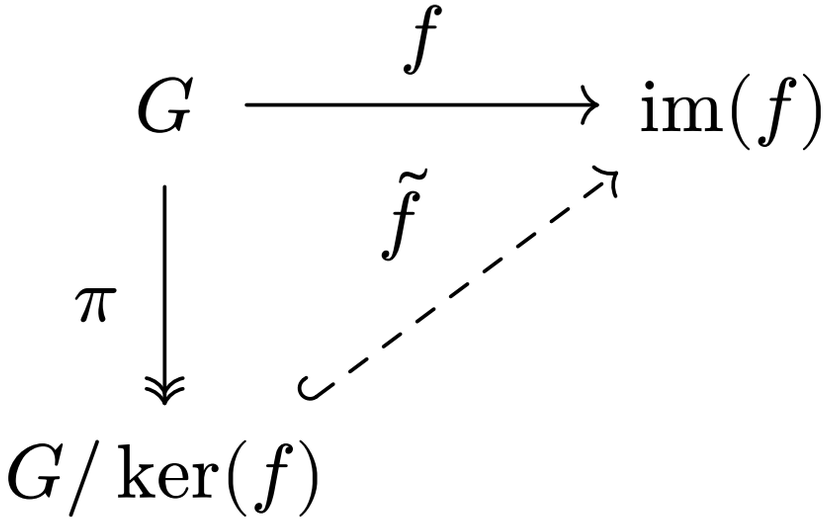
Each row should be the same thing repeated.



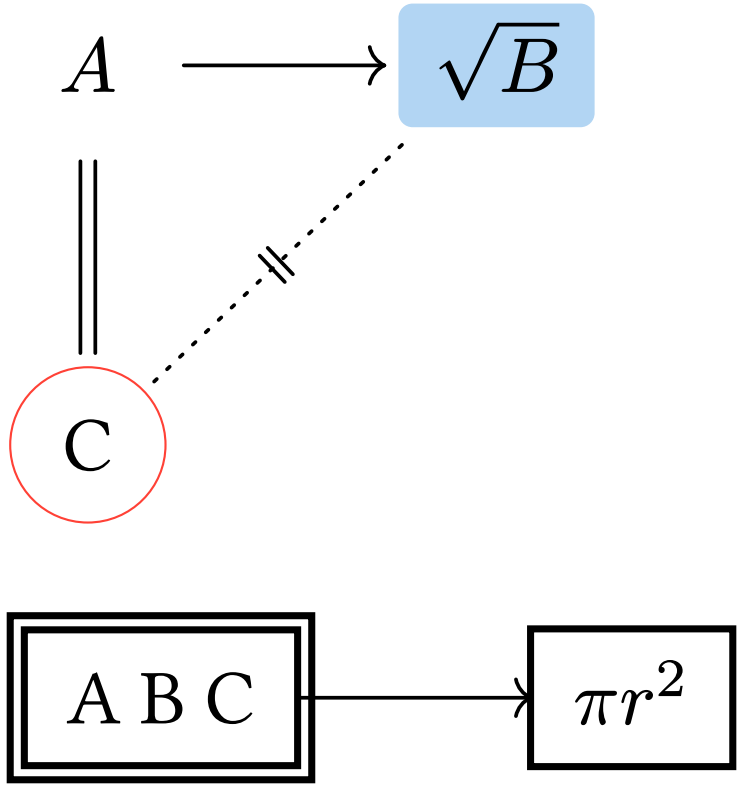
Math-mode diagrams

The following diagrams should be identical:

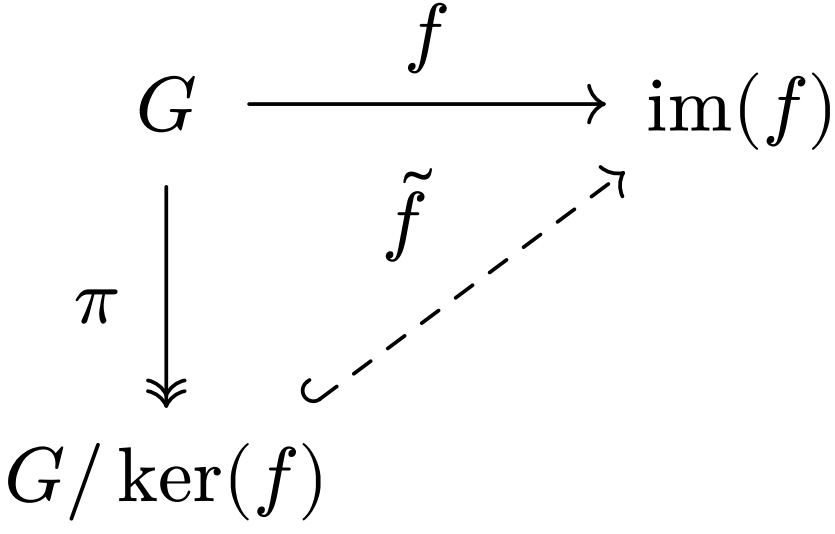


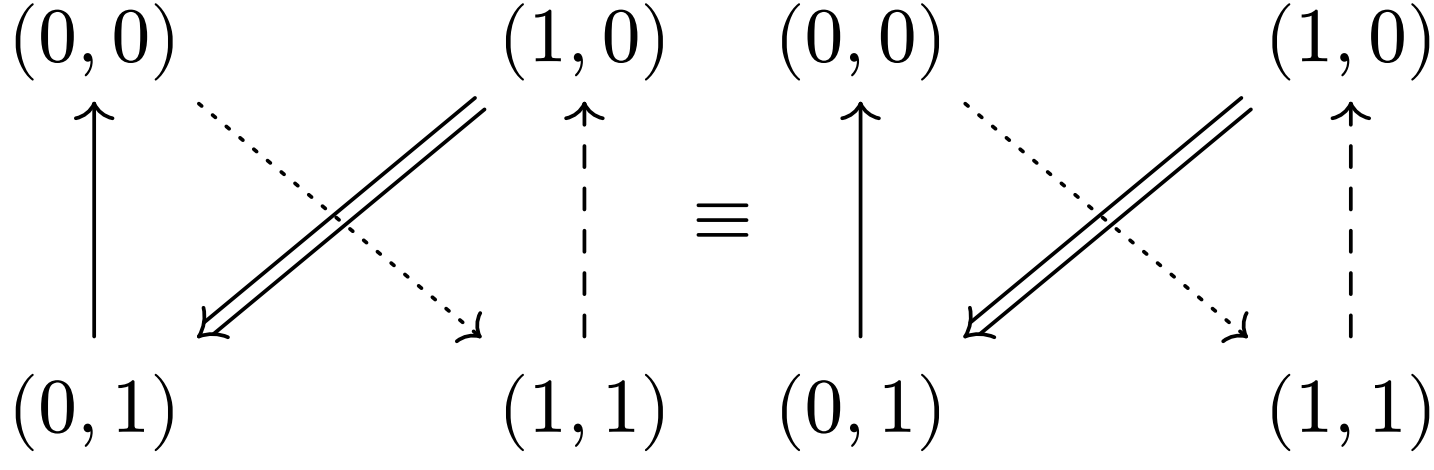


Nodes in math-mode

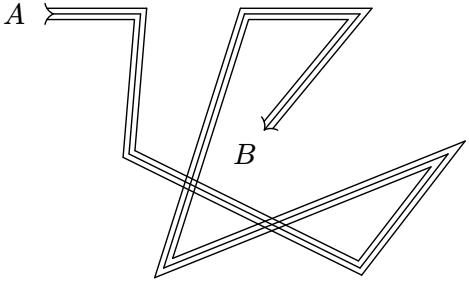


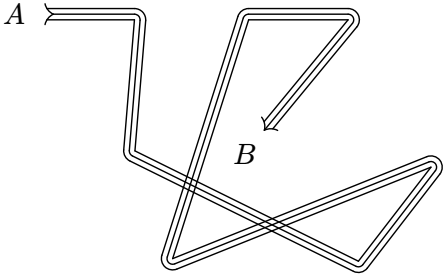
Relative node coordinates

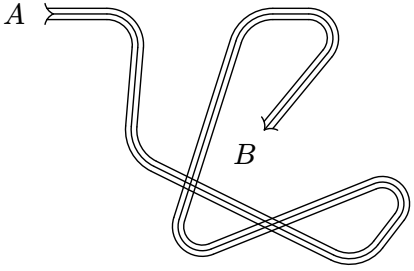


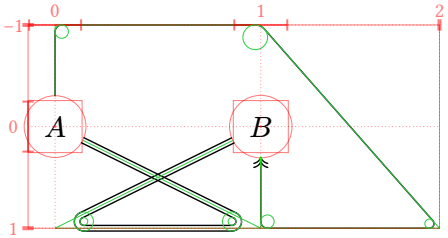


Edge paths

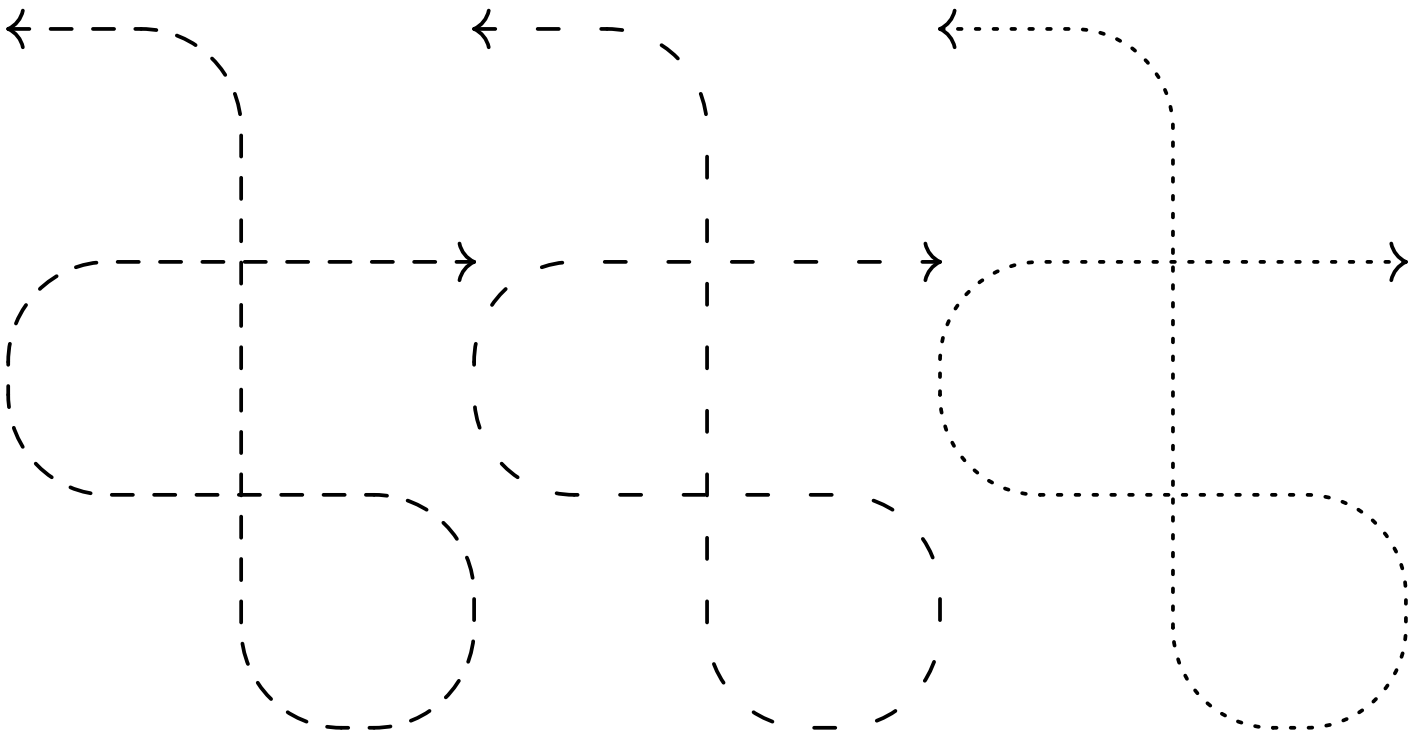




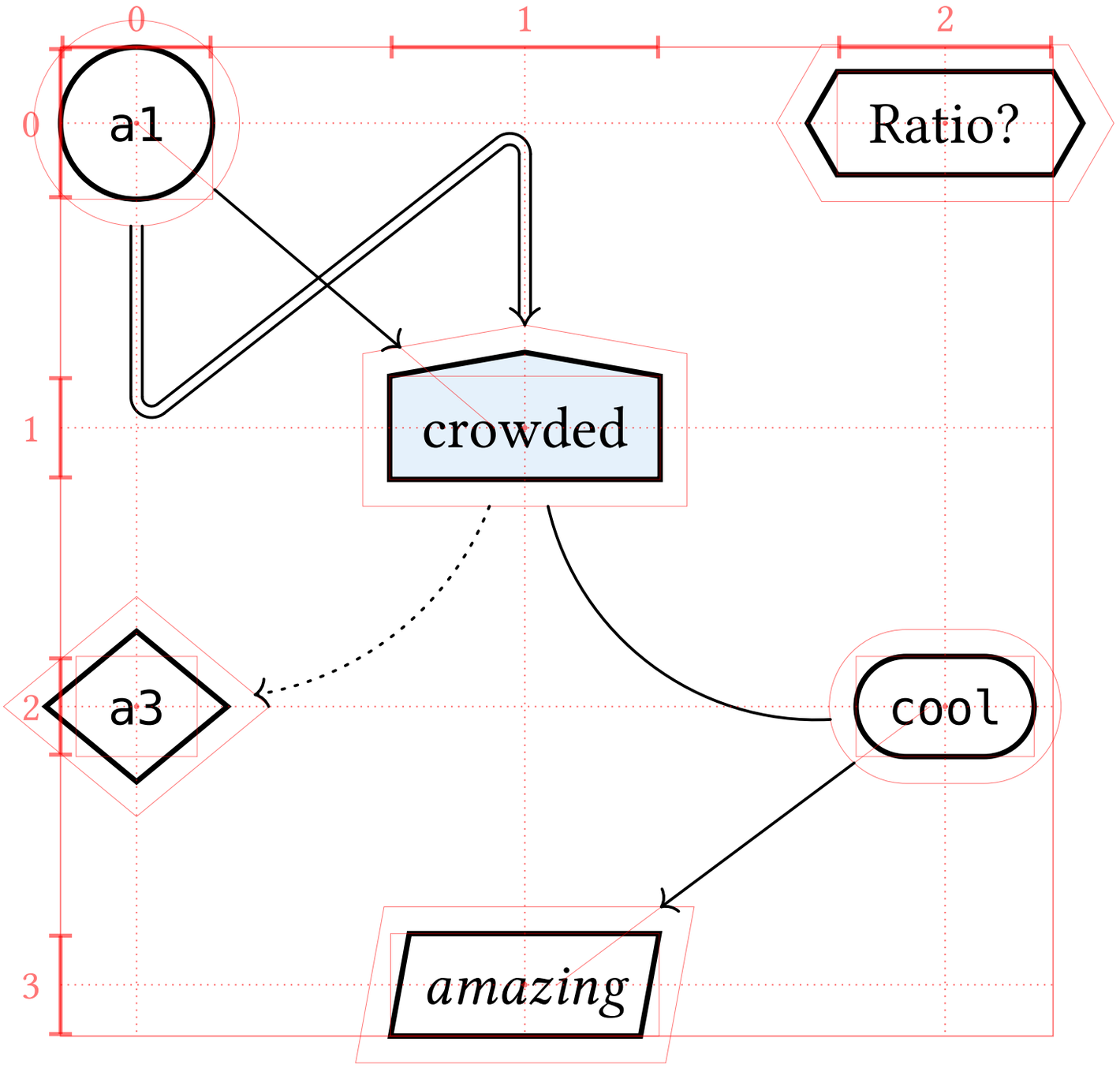




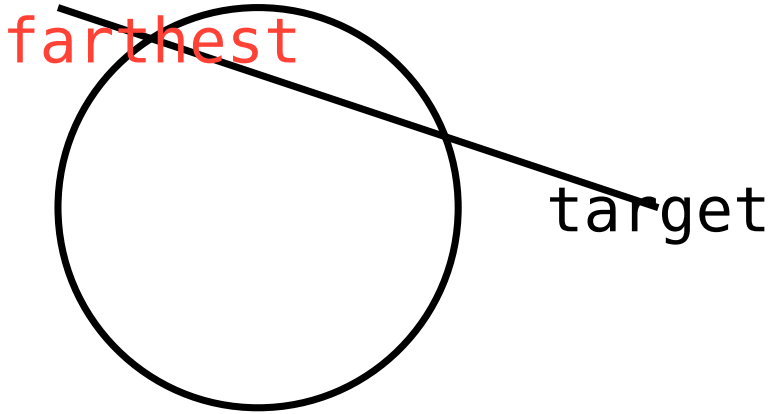
Dashed edge paths



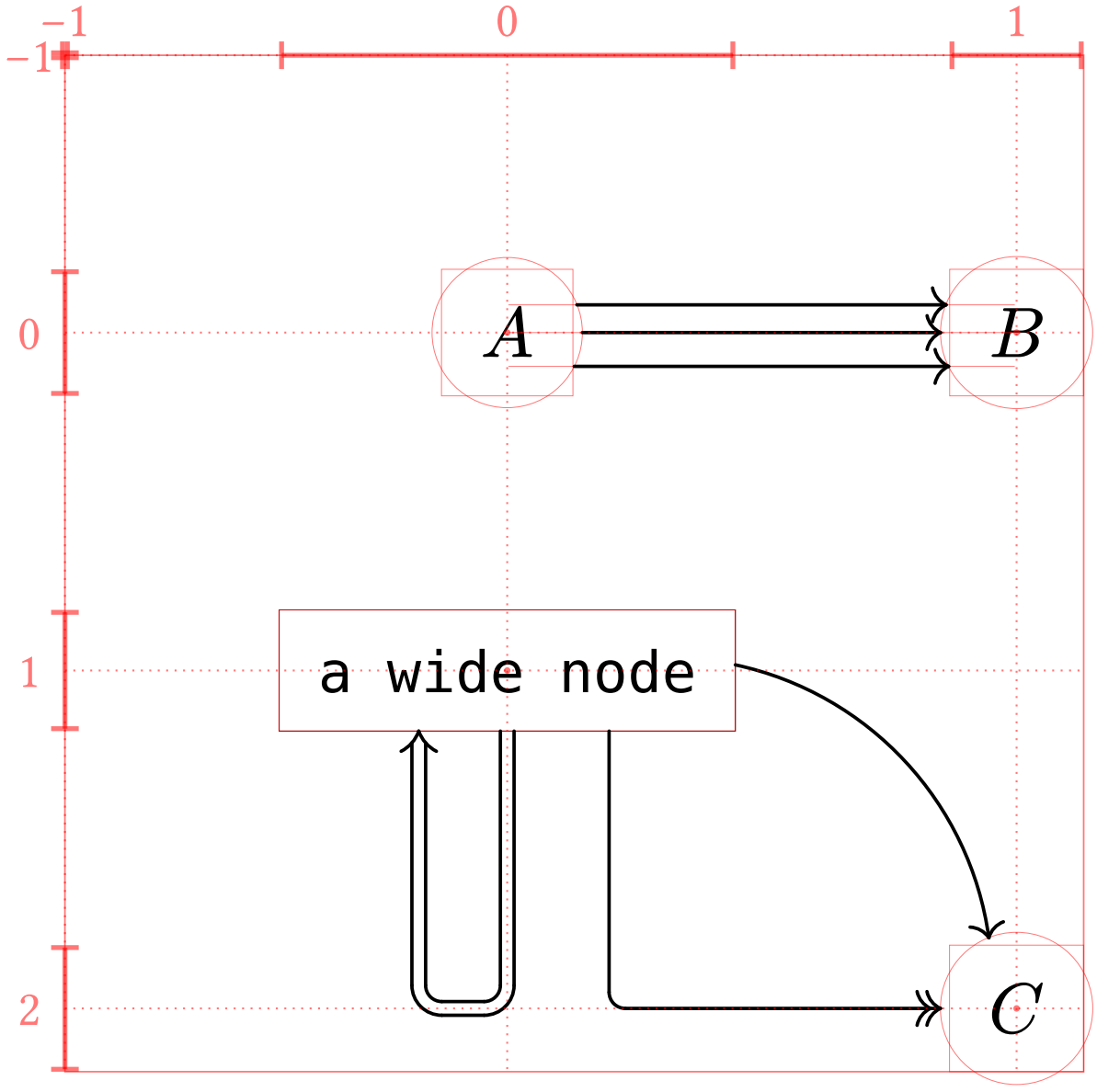
Custom node shapes



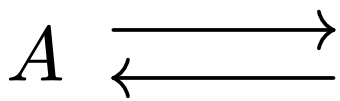
Intersection finding

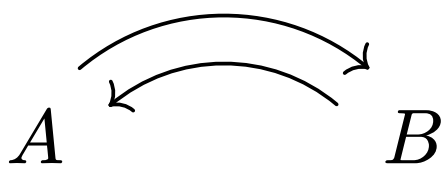


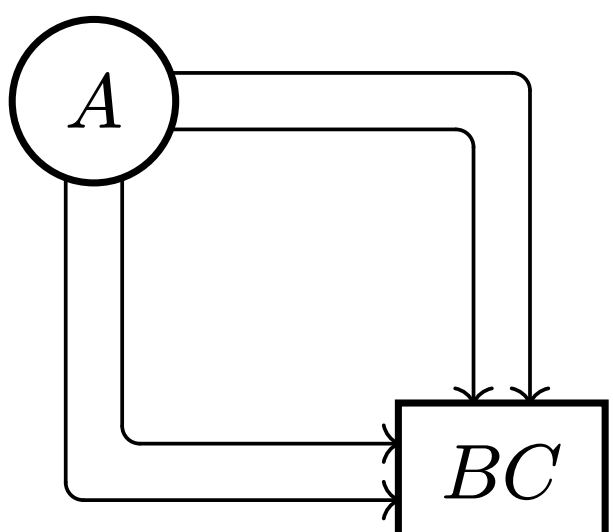
Off-center edges



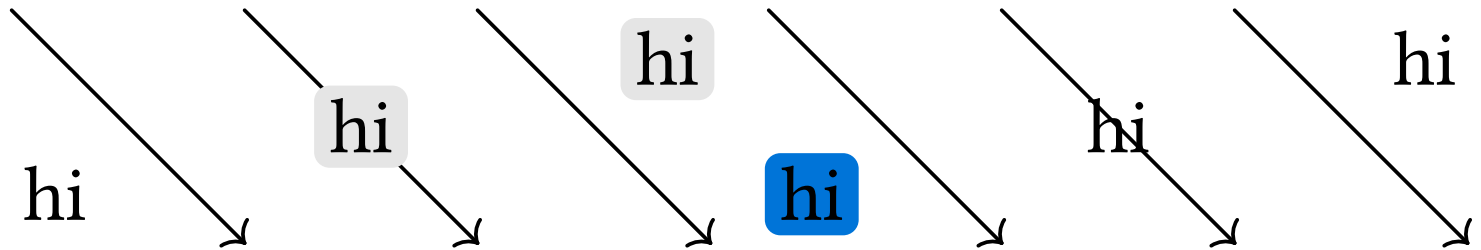
Edge shift







Label fill



Line decorations