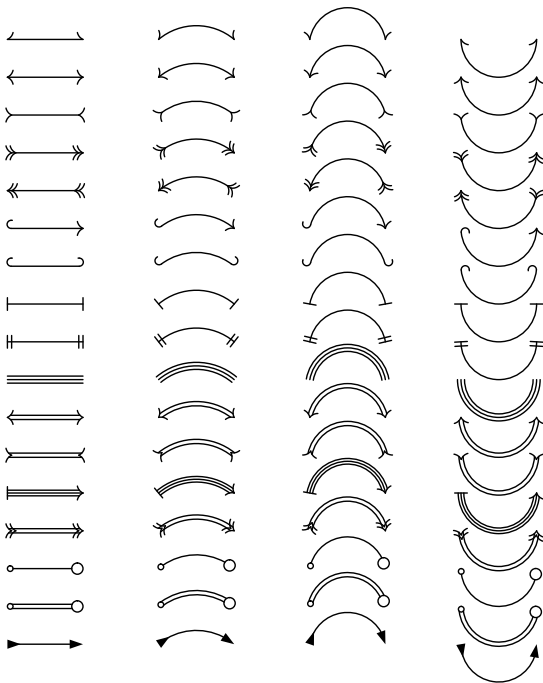


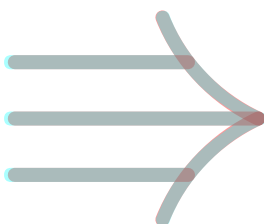
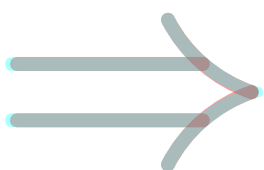
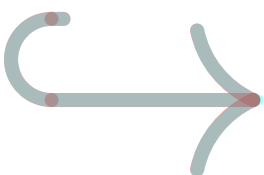
# Arrow heads

Compare to symbols  $\rightarrow$ ,  $\rightrightarrows$ ,  $\hookrightarrow$ ,  $\mapsto$



# Matching math arrows

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



$A \rightarrow B, A \longrightarrow B$

$A \Rightarrow B, A \Longrightarrow B$

$A \Rrightarrow B, A \Rrightarrow B$


## Double and triple lines


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

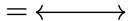
Diagram  $A \xRightarrow{f} B$  and equation  $A \Rightarrow B$ .


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


# Arrow head shorthands


`->` = 


`<-` = 

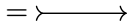
`<->` = 


`<==>` = 

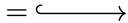
`<===>` = 


`| ->` = 


`|=>` = 


`>->` = 


`->>` = 


`hook->` = 


`hook' - - hook` = 

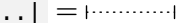
`|=|` = 

`>>-<<` = 


`harpoon-harpoon'` = 


`harpoon' -<<` = 


`<- - hook'` = 


`|..|` = 


`hooks - - hooks` = 

`o-o` = 

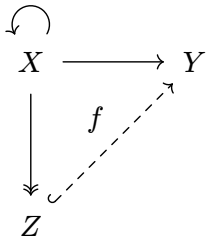
`o==o` = 

`|| ->>` = 

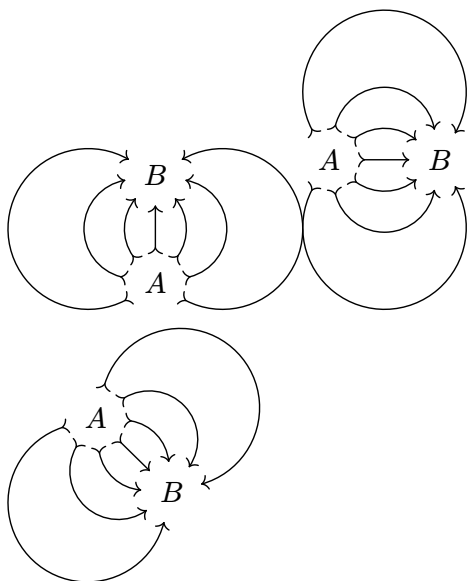
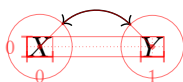
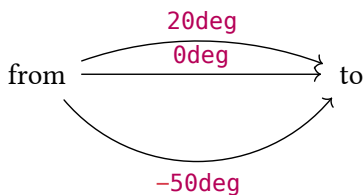
`<| - |>` = 

`|> -<|` = 

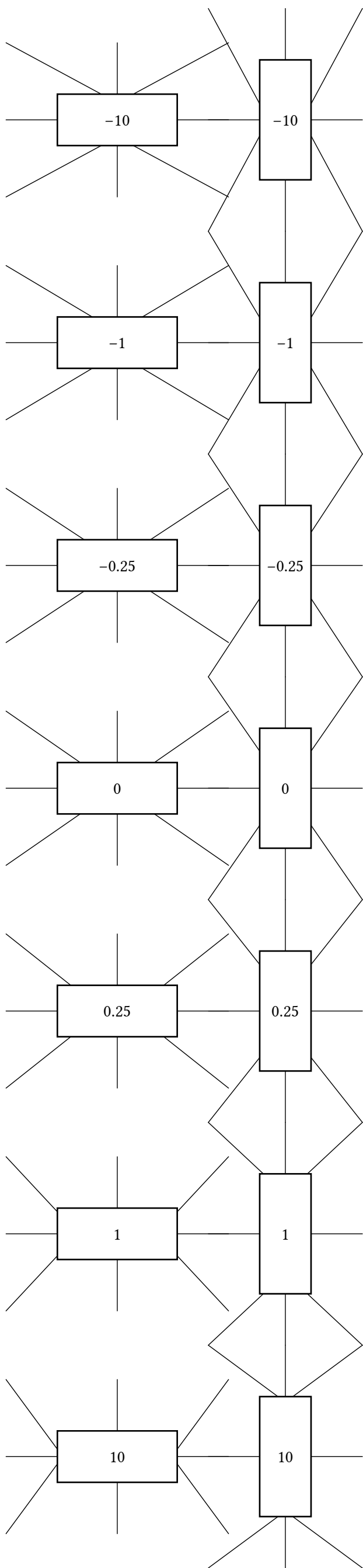
# Connectors



# Arc connectors

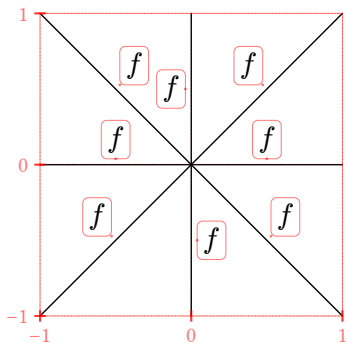


# Defocus



# Label placement

Default placement above the line.



left

center

right

left

center

right

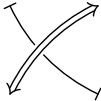
left

center

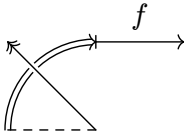
right



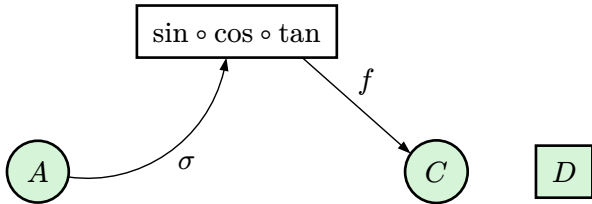
# Crossing connectors



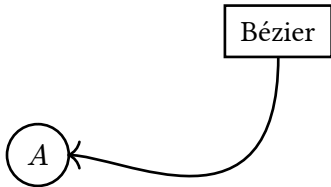
# edge() argument shorthands



# Diagram-level options



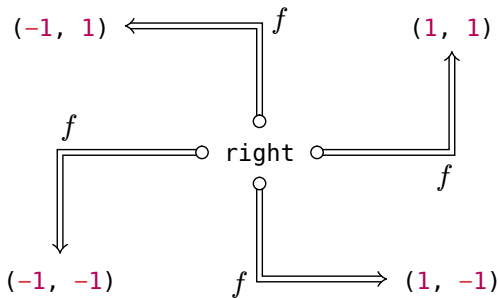
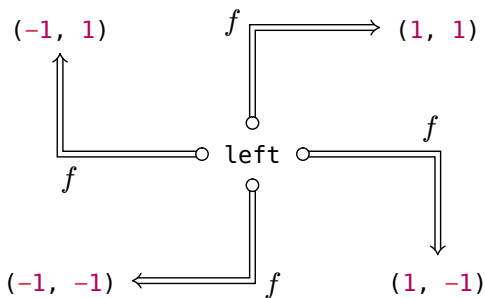
# CeTZ integration



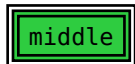
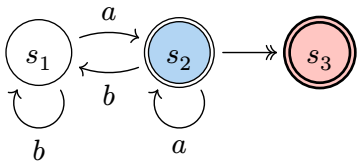
# Node bounds



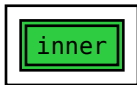
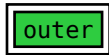
## Corner edges



# Double node strokes

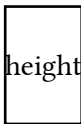
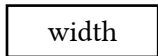
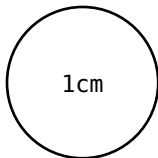
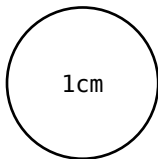


Relative and absolute extrusion lengths



## Custom node sizes

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



both



# Example

