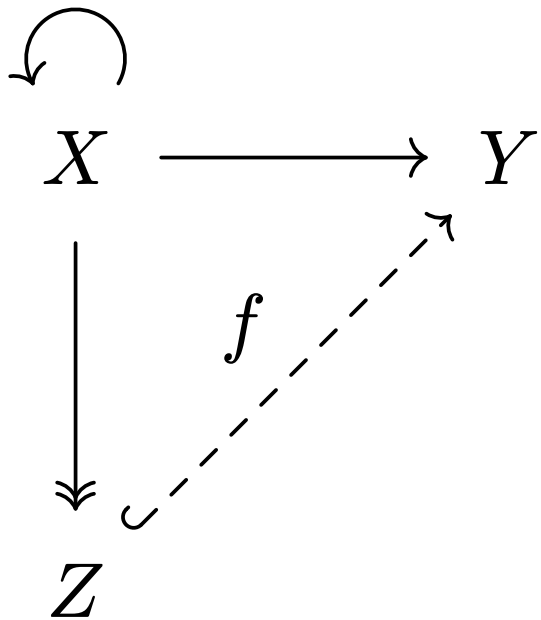
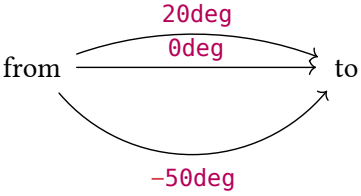
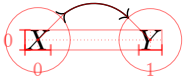
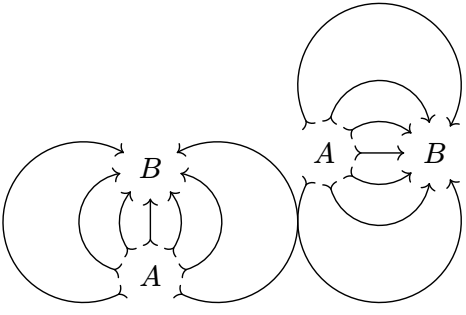
Connectors

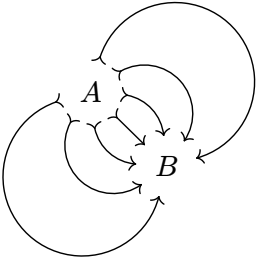


Arc connectors





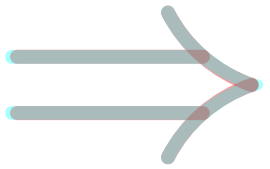


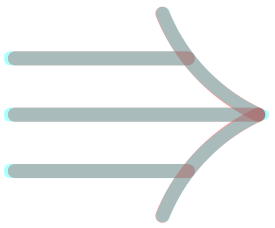


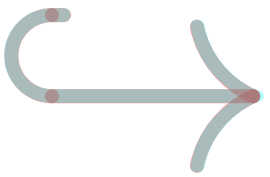
Matching math arrows

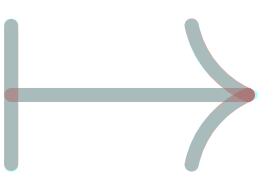
Compare to $\rightarrow$, $\Rightarrow$ $\Rrightarrow$ $\twoheadrightarrow$, $\hookrightarrow$, $\mapsto$.

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









Double and triple lines

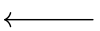
Diagram $A \xrightarrow{f} B$ and equation $A \to B$.

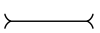
Diagram $A \xRightarrow{f} B$ and equation $A \Rightarrow B$.

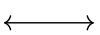
Diagram $A \xRightarrow{f} B$ and equation $A \Rrightarrow B$.

Arrow head shorthands

`->` = 

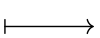
`<-` = 

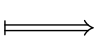
`>-<` = 

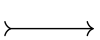
`<->` = 

`<=>` = 

`<==>` = 

`|->` = 

`|=>` = 

`>->` = 

`<<->>` =

`>>-<<` =

`hook->` =

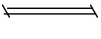
`hook'--hook` =

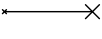
`|=|` =

`||-||` =

`/--\` =

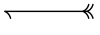
`\=\` =

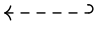
`x-X` = 

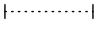
`>>-<<` = 

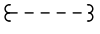
`harpoon-harpoon'` = 

`harpoon'-<<` =

`<--hook'` = 

`|..|` = 

`hooks--hooks` = 

`o-0` = 

`0-o` = 

`*-@` = 

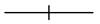
`o==0` = 

`||->>` = 

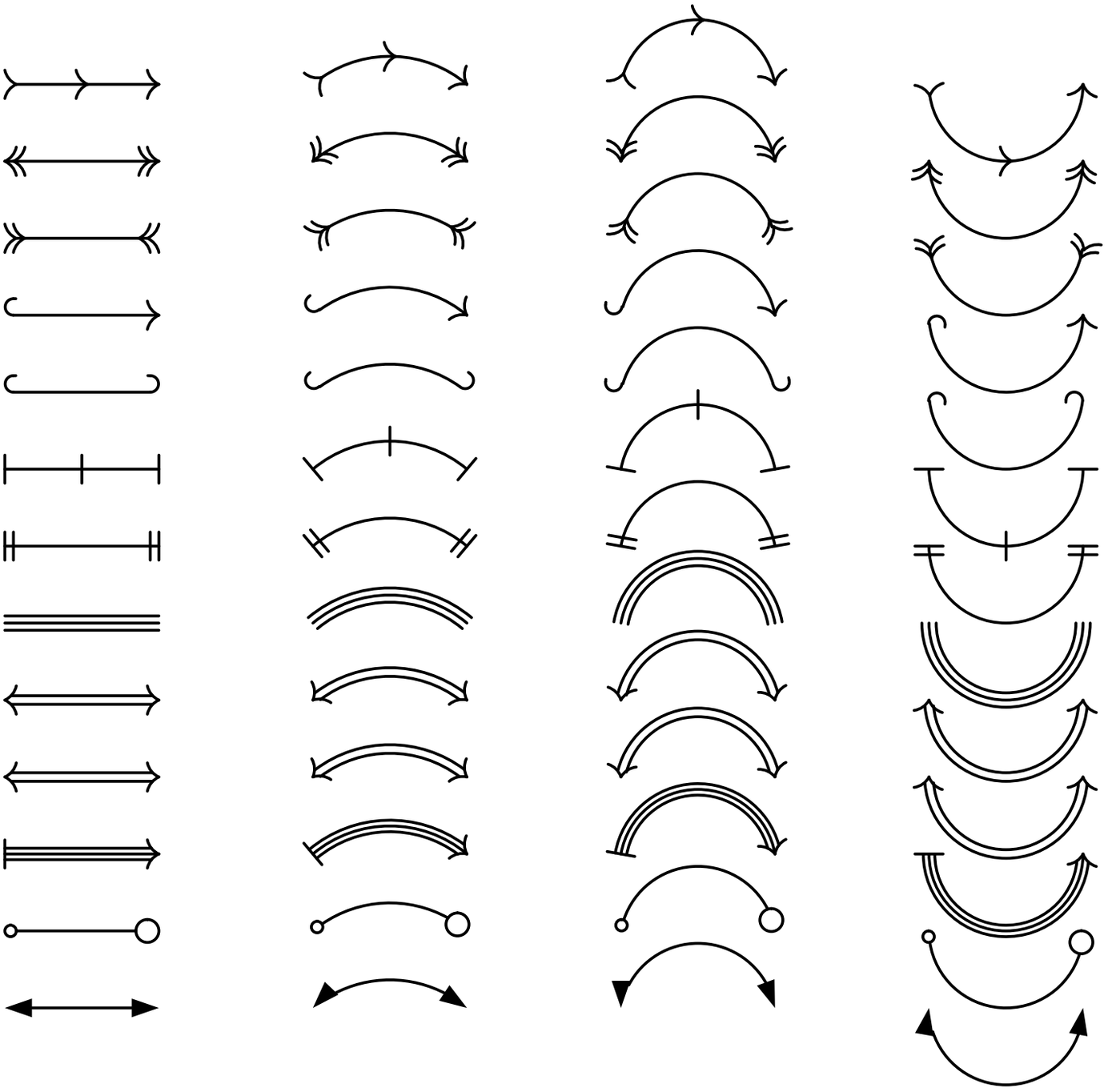
`<|-|>` = 

`|>-<|` =

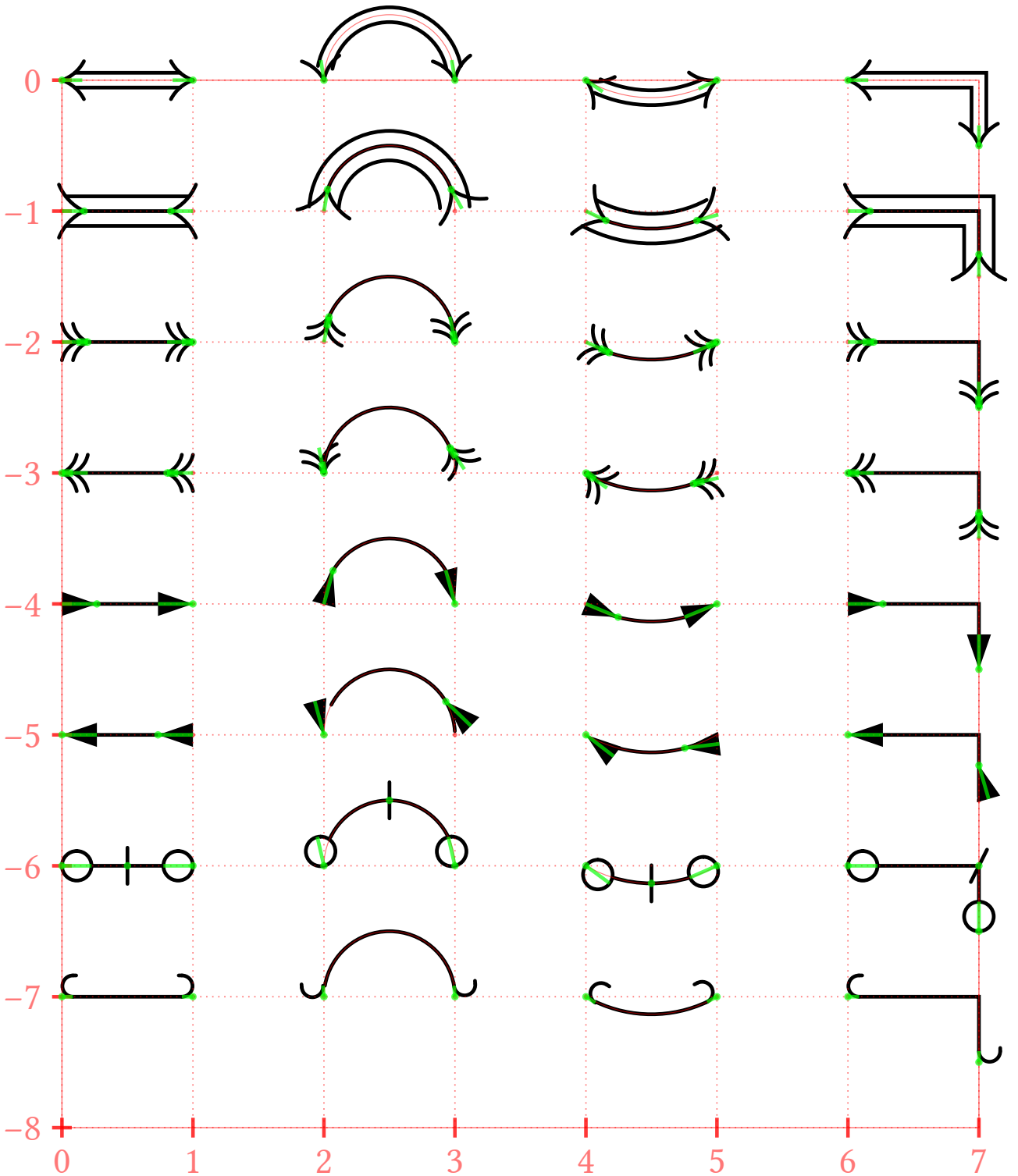
`-|-` =

`hook-/->` = 

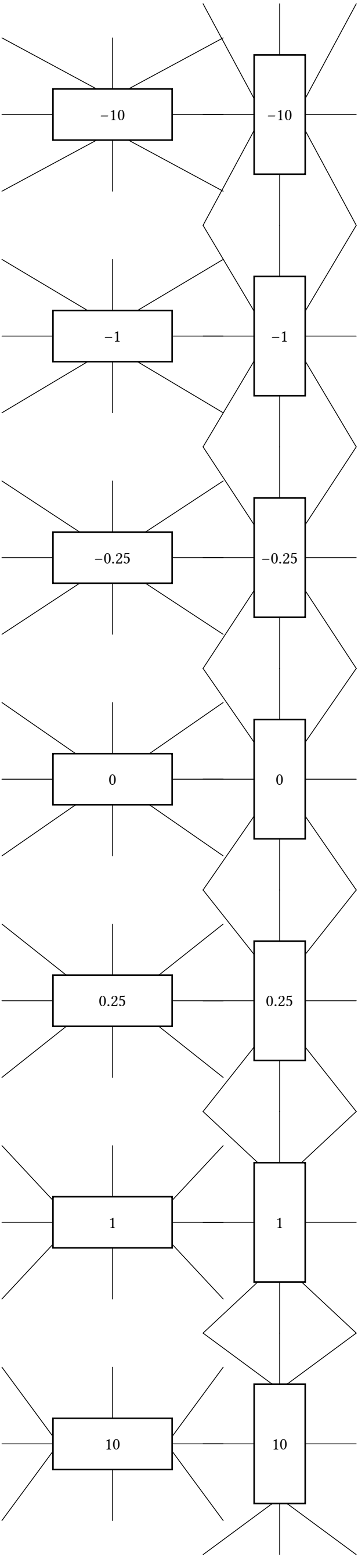
Bending arrows



Fine mark angle corrections

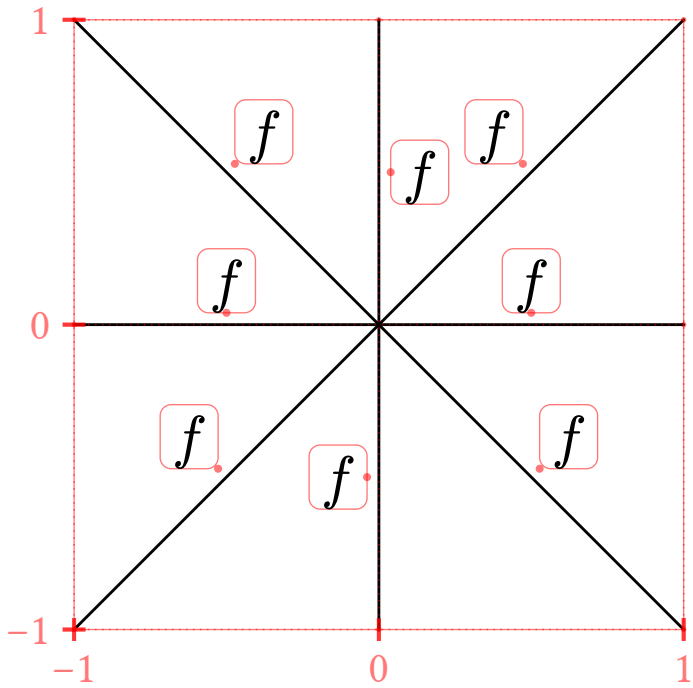


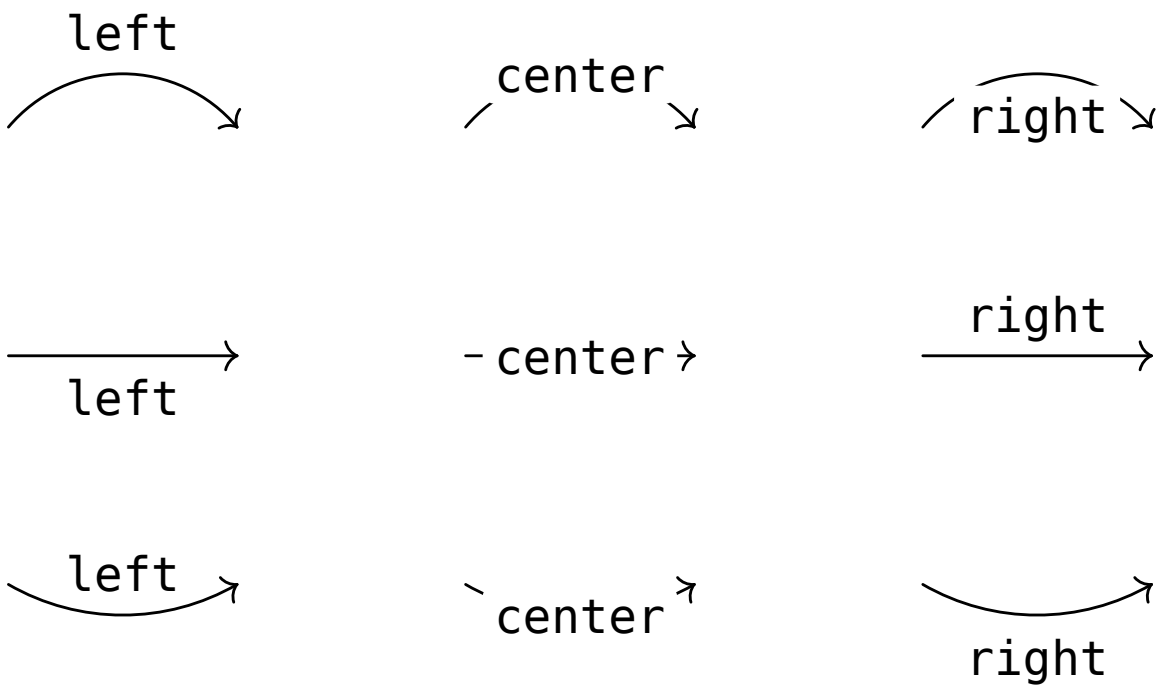
Defocus adjustment



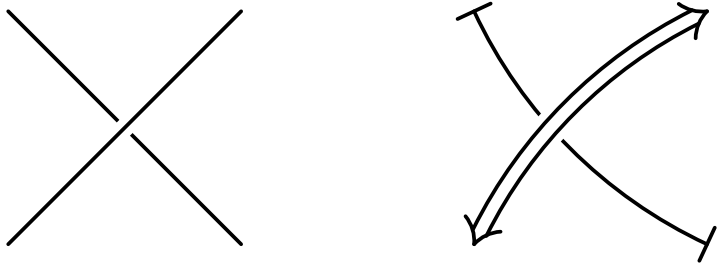
Label placement

Default placement above the line.





Crossing connectors



`edge()` argument shorthands

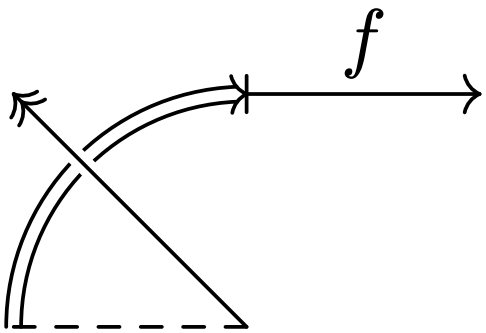
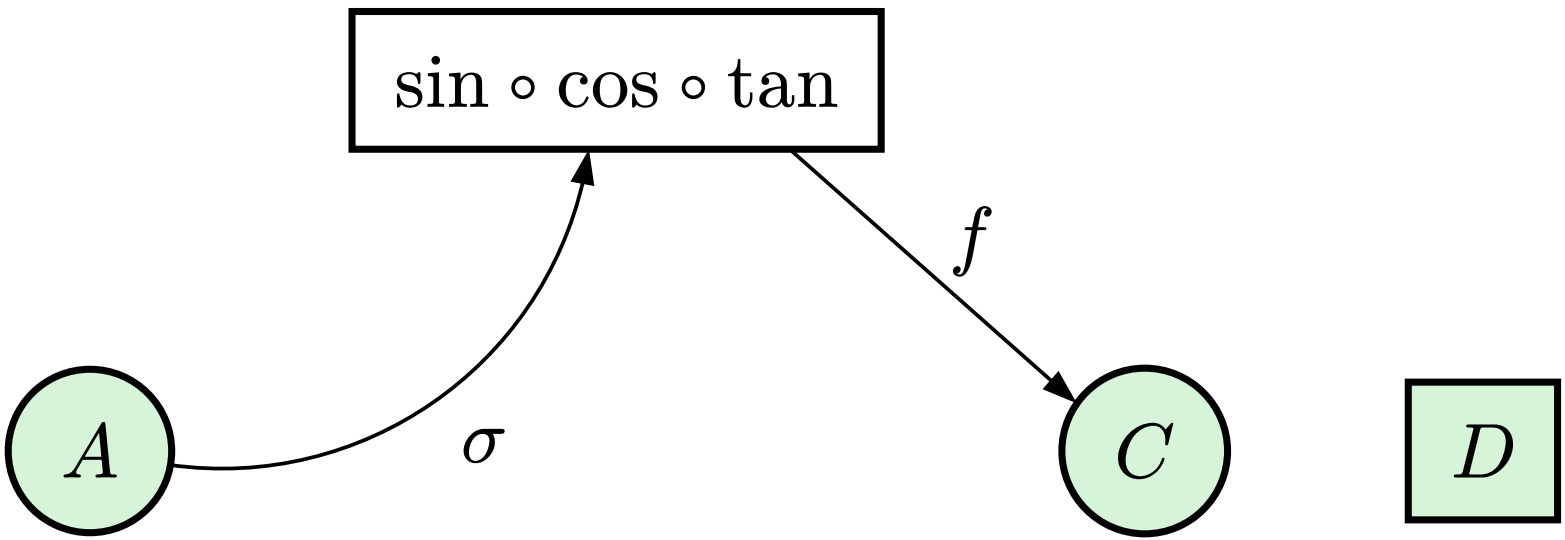
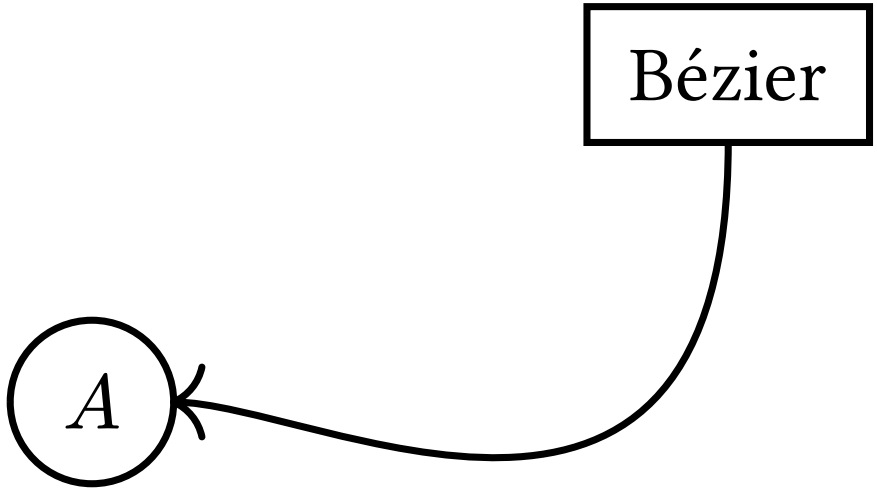


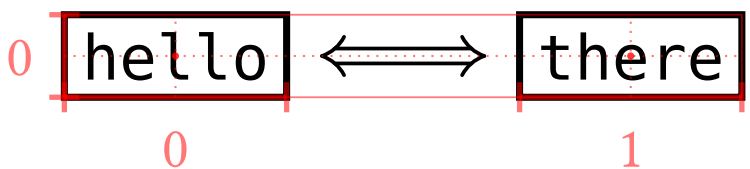
Diagram-level options



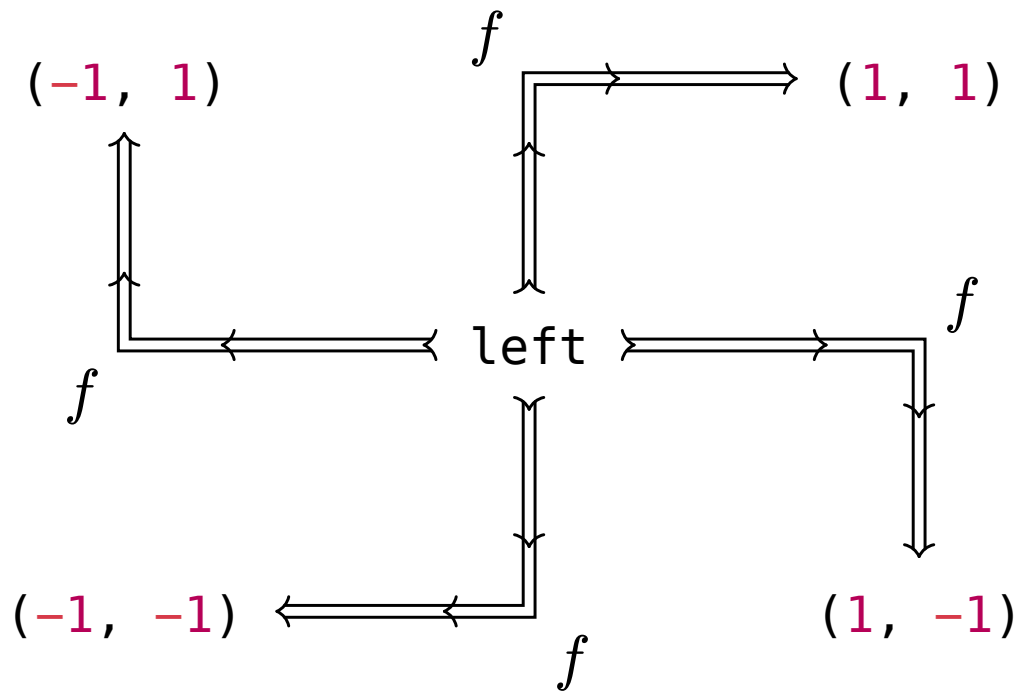
CeTZ integration

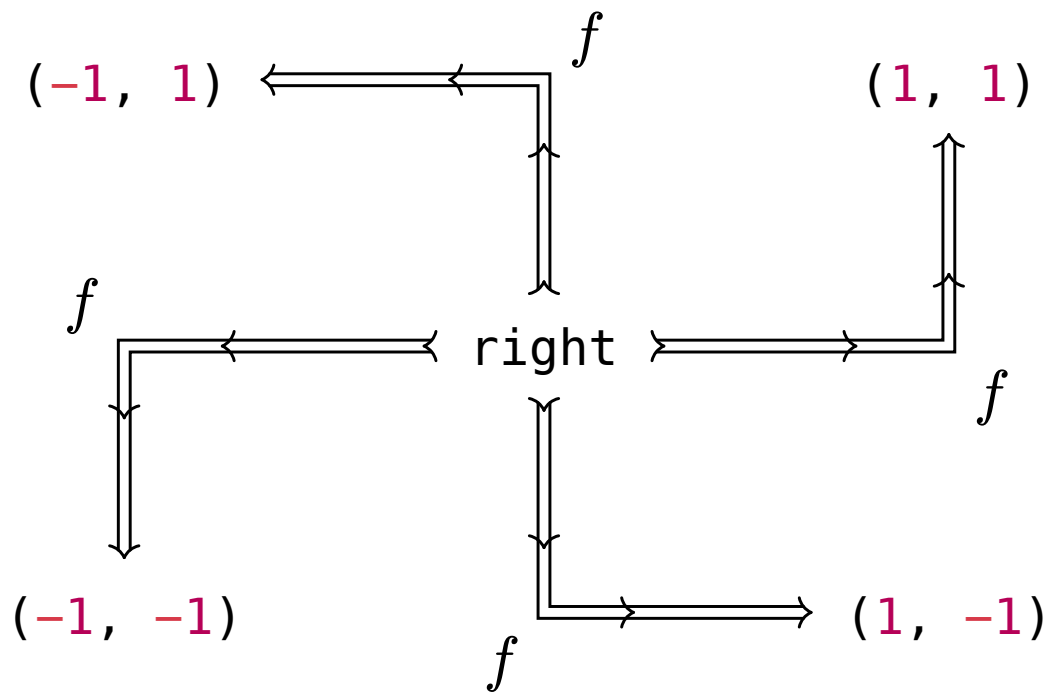


Node bounds

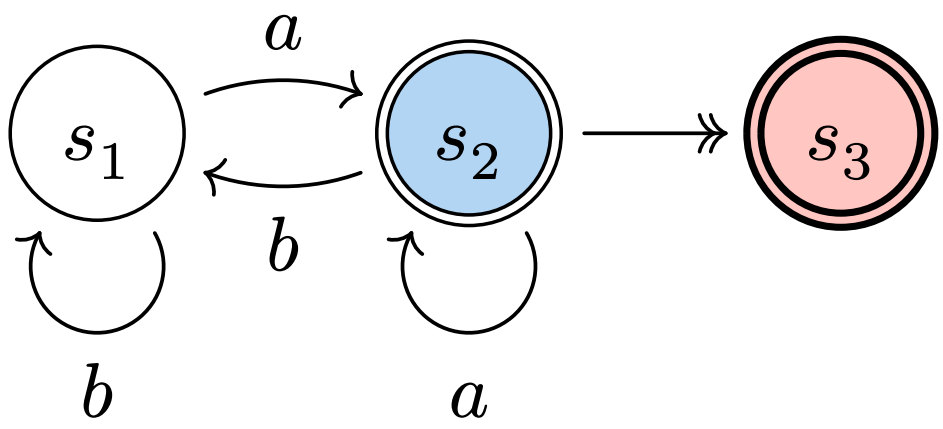


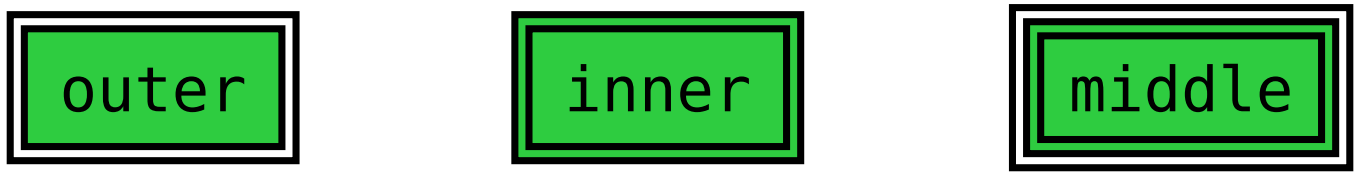
Corner edges



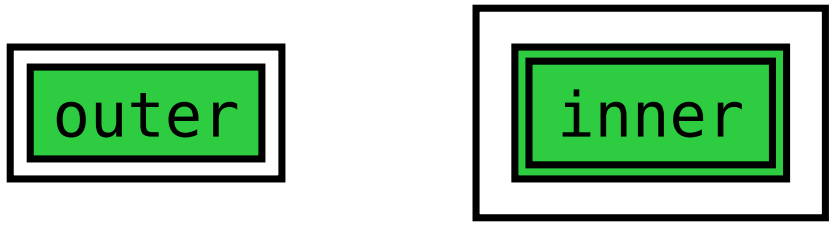


Double node strokes



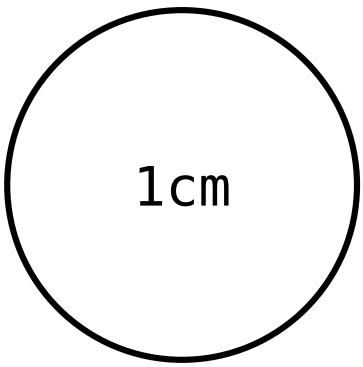


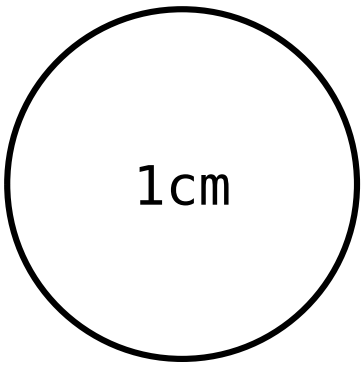
Relative and absolute extrusion lengths

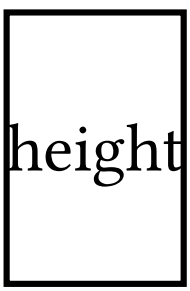


Custom node sizes

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



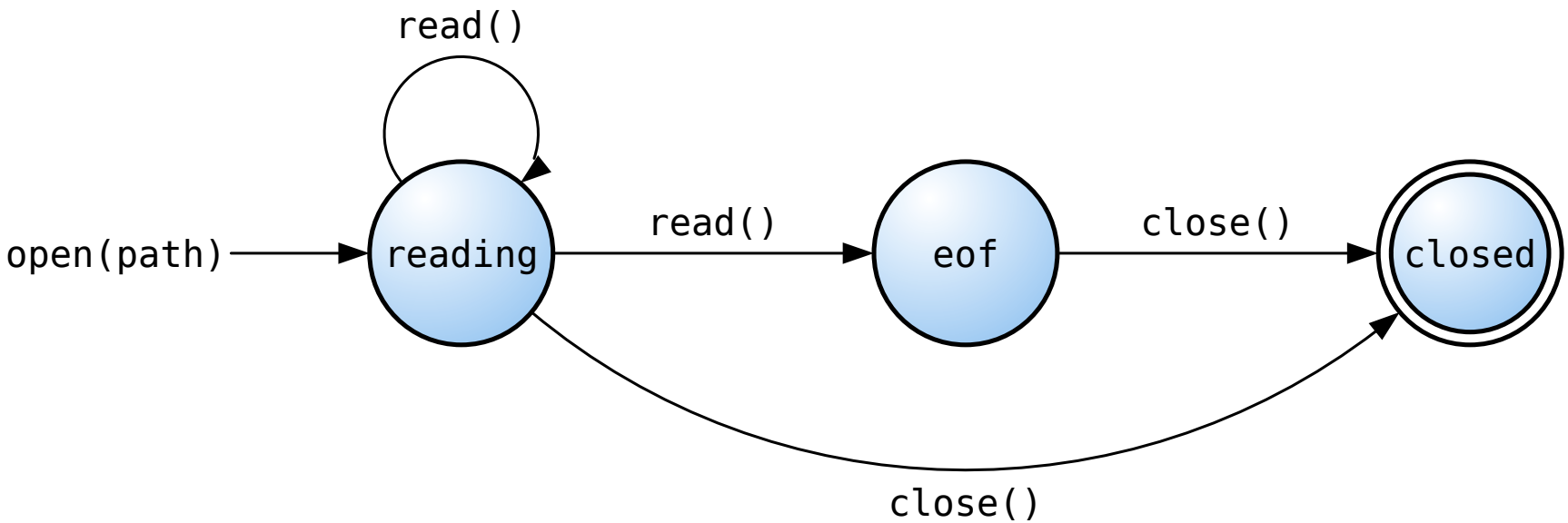




Example

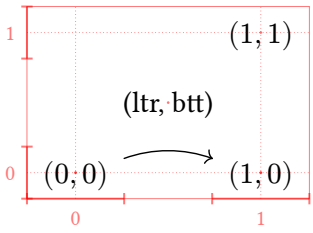
Make sure node or edge labels don't pick up equation numbers!

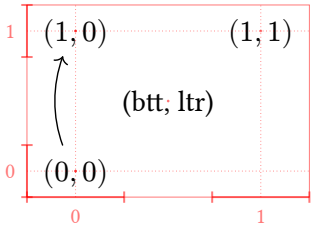
$$a^2 \tag{1}$$

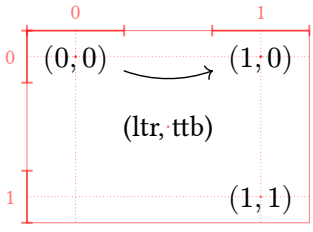


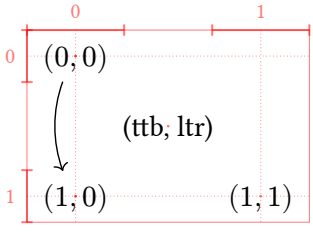
$$b^2 \tag{2}$$

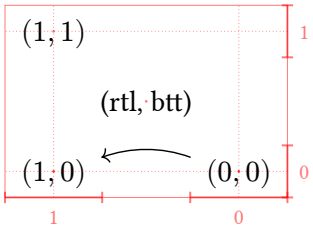
Funky axes

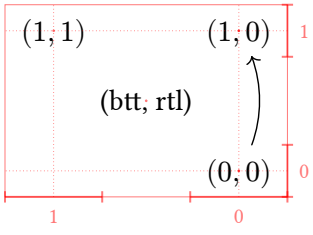

1
(1; 1)
(ltr, btt)
0
(0; 0)
(1; 0)
0
1

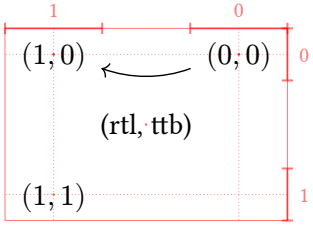

1
(1; 0)
(1; 1)
(btt, ltr)
0
(0; 0)
0
1


0
1
0
(0; 0)
(1; 0)
(ltr, ttb)
1
(1; 1)


0
1
0
(0; 0)
(ttb, ltr)
1
(1; 0)
(1; 1)


(1; 1)
1
(rtl, btt)
(1; 0)
(0; 0)
0
1
0


(1; 1)
(1; 0)
1
(btt, rtl)
(0; 0)
0
1
0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(1; 1)
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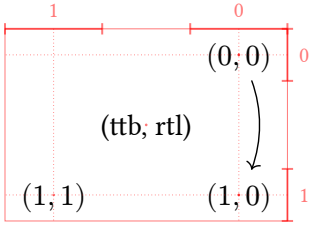
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