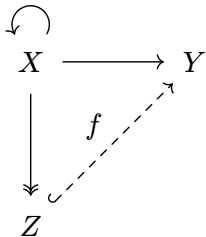
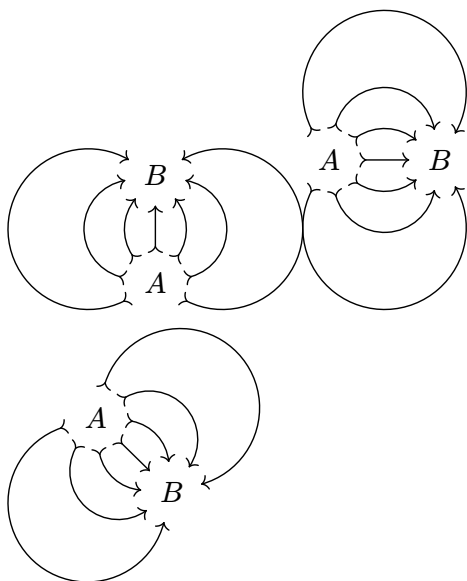
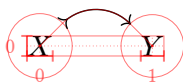
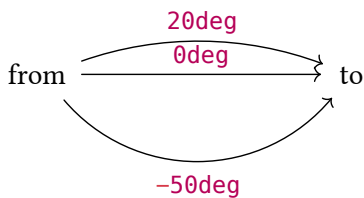


Connectors



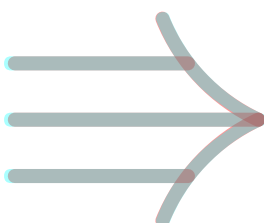
Arc connectors



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 $A \equiv B$.


Arrow head shorthands


-> = 


<- = 


>-< = 


<-> = 


<==> = 


<===> = 


| -> = 

|=> = 


>-> = 


<<->> = 


>>-<< = 


hook-> = 


hook' - - hook = 


| = | = 


|| - || = 


/ - - \ = 


\ = \ = 


x - X = 

>>-<< = 


harpoon-harpoon' = 


harpoon' -<< = 


<- - hook' = 


| . . | = 


hooks - - hooks = 


o - 0 = 


0 - o = 


* - @ = 


o == 0 = 

|| ->> = 

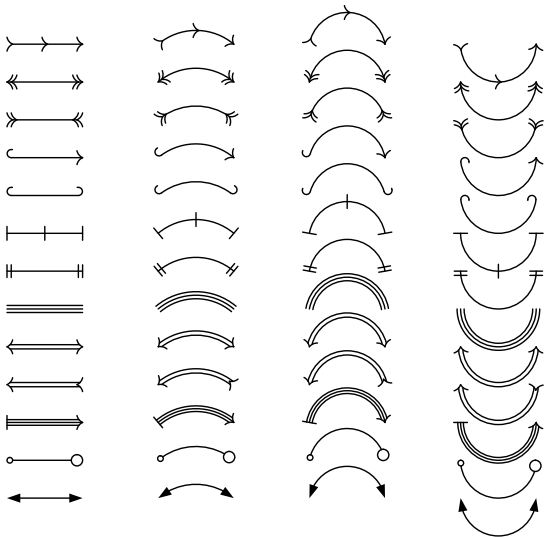
<| - |> = 

|> -<| = 

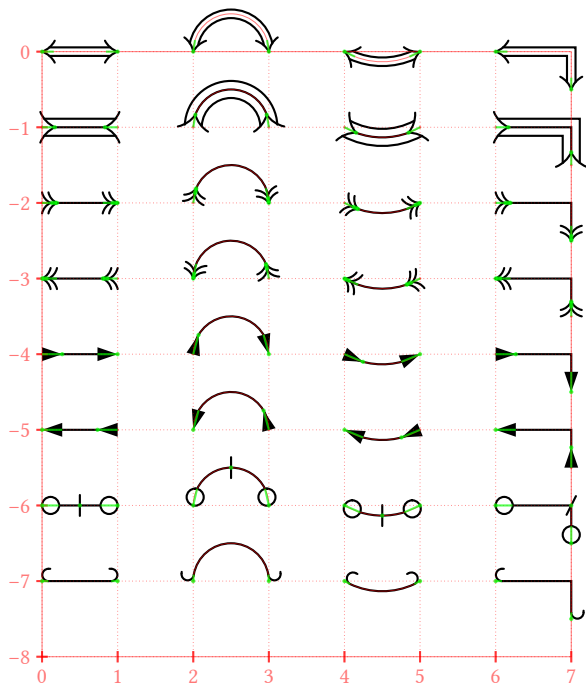
- | - = 

hook - / -> = 

Bending arrows



Fine mark angle corrections

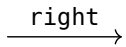
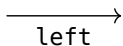
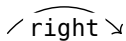
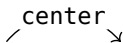
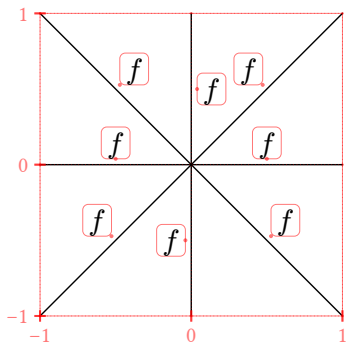


Defocus adjustment

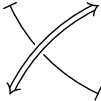


Label placement

Default placement above the line.



Crossing connectors



edge() argument shorthands

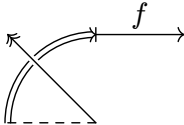
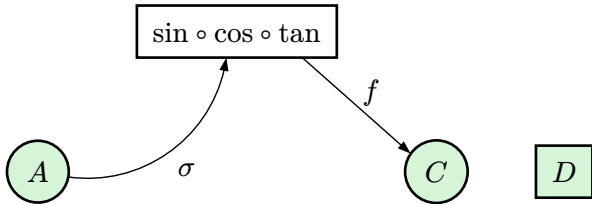


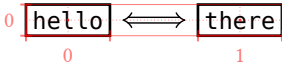
Diagram-level options



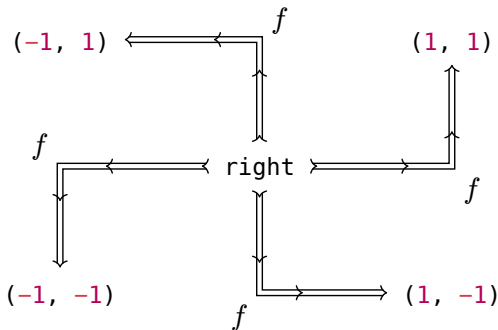
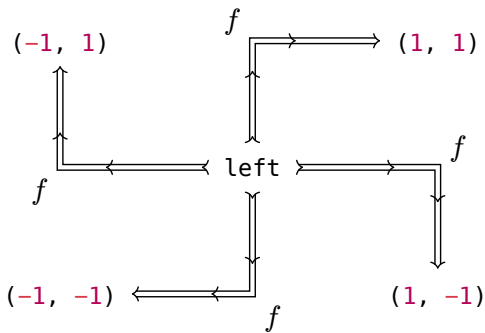
CeTZ integration



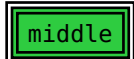
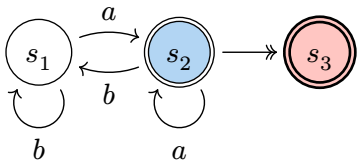
Node bounds



Corner edges



Double node strokes

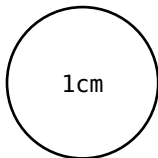


Relative and absolute extrusion lengths



Custom node sizes

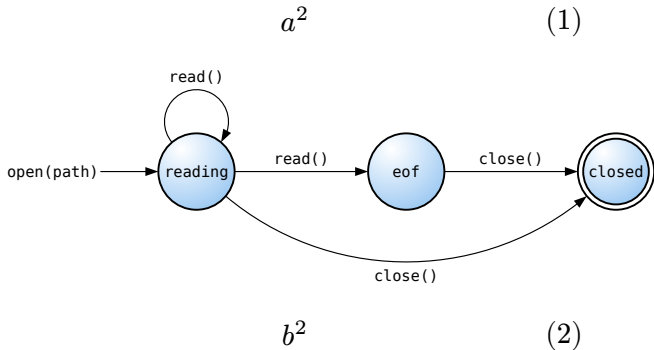
Make sure provided dimensions are exact, not affected by node inset.



both

Example

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



Funky axes

