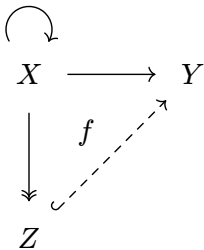
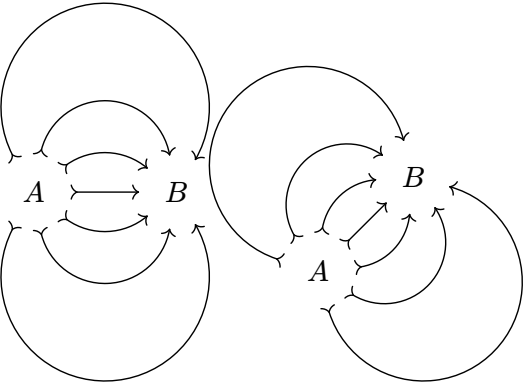
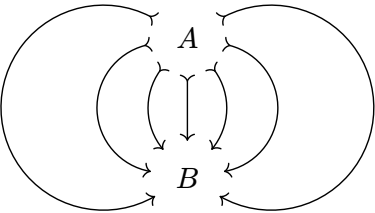
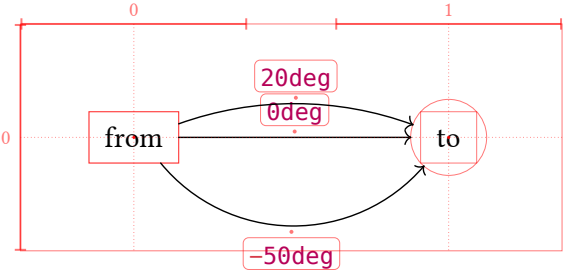


# Connectors



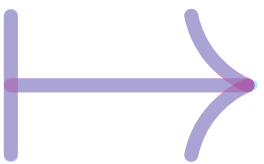
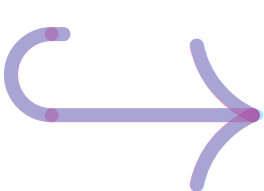
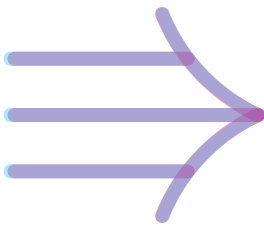
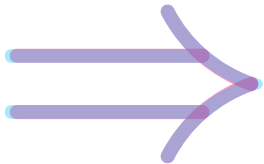
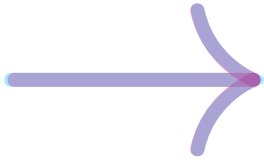
# Arc connectors



# Matching math arrows

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

Compare **our output** to the **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  $A \xRightarrow{\!\!\!f} B$  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" = 

"||->>" = 

"<| - |>" = 

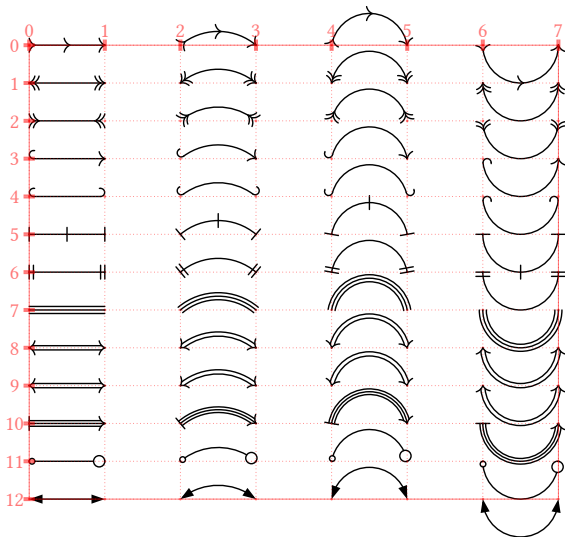
"|>-<|" = 

"-|- " = 

"hook-/->" = 

"<{-}>" = 

# Bending arrows





## Defocus adjustment







# Label side


left 

\center>

  
right

left  


-center>

  
right

left  


\center>

  
right

left 


left 


left 

  
center  


  
center  


  
center  

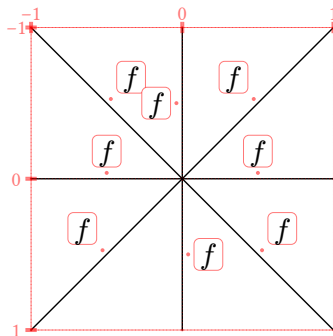

  
right

  
right

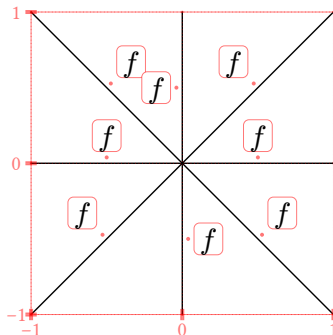
  
right

# Automatic label placement

Default placement above the line.



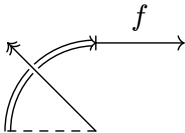
Reversed  $y$ -axis:



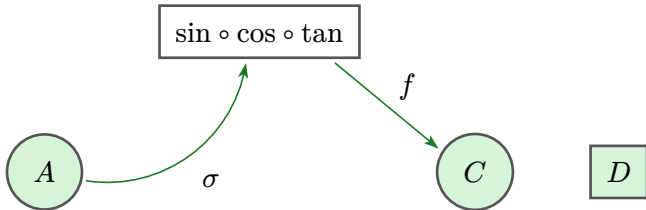
# Crossing connectors



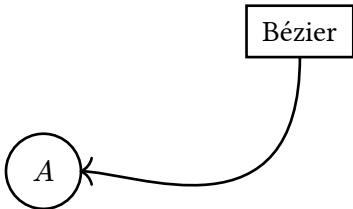
## edge( ) argument shorthands



# Diagram-level options



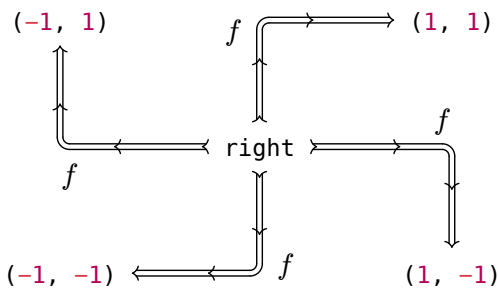
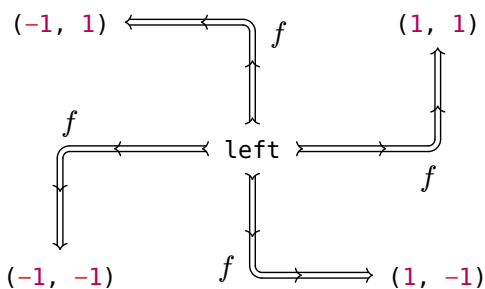
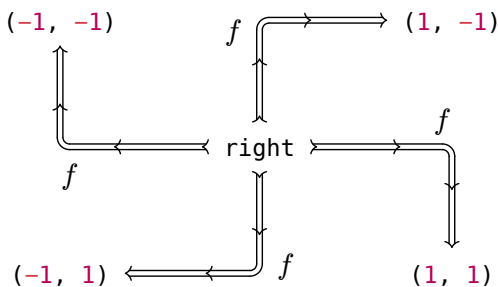
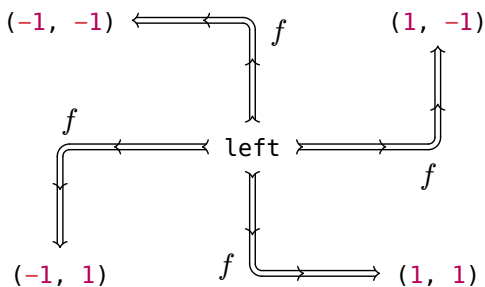
# CeTZ integration



# Node bounds, inset, and outset

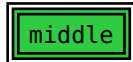
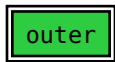
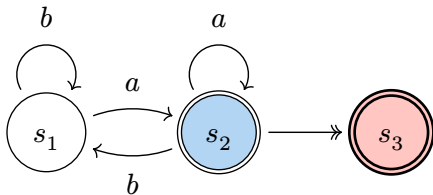


## Corner edges

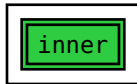




# Double node strokes



Relative and absolute extrusion lengths

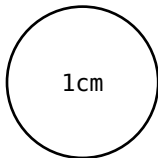


# Custom node sizes

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



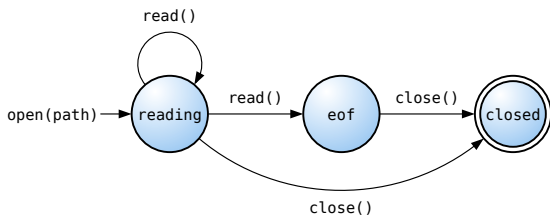
both



# Example

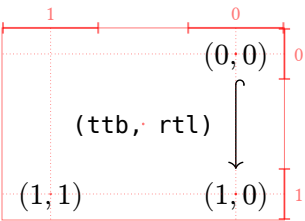
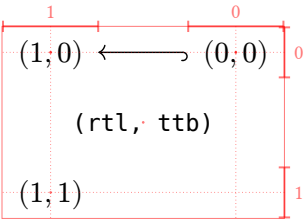
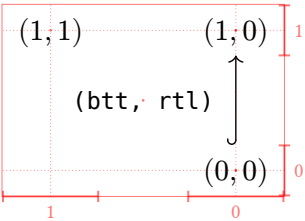
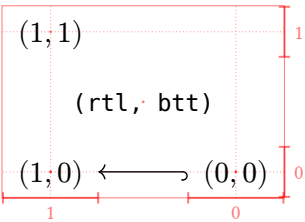
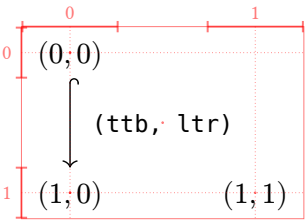
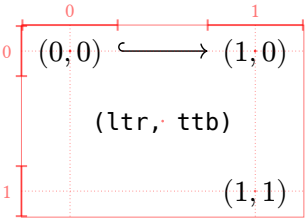
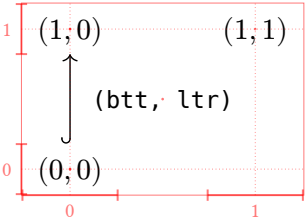
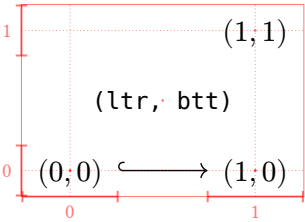
Make sure node or edge labels don't pick up equation numbers!

$$a^2 \quad (1)$$

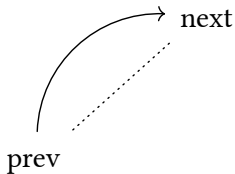
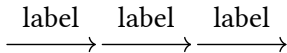


$$b^2 \quad (2)$$

# 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.

$$\begin{array}{ccccc} A & \longrightarrow & B & A & \longrightarrow & B & A & \longrightarrow & B \\ & \pi & & \pi & & \pi & & & \\ A & \xrightarrow{\pi} & B & A & \xrightarrow{\pi} & B & A & \xrightarrow{\pi} & B \\ & \tau & & \tau & & \tau & & & \\ A & \xrightarrow{\tau} & B & A & \xrightarrow{\tau} & B & A & \xrightarrow{\tau} & B \\ & + & & + & & + & & & \\ A & \xrightarrow{+} & B & A & \xrightarrow{+} & B & A & \xrightarrow{+} & B \end{array}$$

# Symbol arrow aliases

Math	Unicode	Mark	Diagram
$\rightarrow$	$\rightarrow$	->	
$\longrightarrow$		->	
$\leftarrow$	$\leftarrow$	<-	
$\leftrightarrow$	$\leftrightarrow$	<->	
$\longleftrightarrow$		<->	
$\Rightarrow$		->>	
$\Leftarrow$		<<-	
$\rightharpoonup$		>->	
$\leftharpoonup$		<-<	
$\Rightarrow$	$\Rightarrow$	=>	
$\Longrightarrow$		=>	
$\Leftarrow$		<=	
$\Leftrightarrow$	$\Leftrightarrow$	<=>	
$\Leftrightarrow$		<=>	
$\mapsto$	$\mapsto$	->	
$\mapsto$		=>	
$\rightsquigarrow$		none!	none!
$\leftrightsquigarrow$		none!	none!
$\hookrightarrow$		hook->	
$\hookleftarrow$		<-hook'	

# Math-mode diagrams

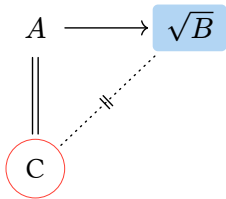
The following diagrams should be identical:

$$\begin{array}{ccc} G & \xrightarrow{f} & \text{im}(f) \\ \downarrow \pi & \nearrow \tilde{f} & \\ G/\ker(f) & & \end{array}$$

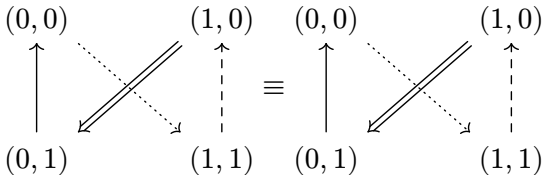
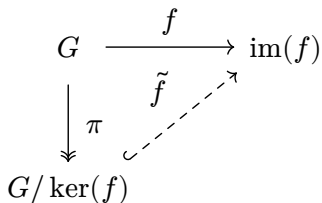
$$\begin{array}{ccc} G & \xrightarrow{f} & \text{im}(f) \\ \downarrow \pi & \nearrow \tilde{f} & \\ G/\ker(f) & & \end{array}$$



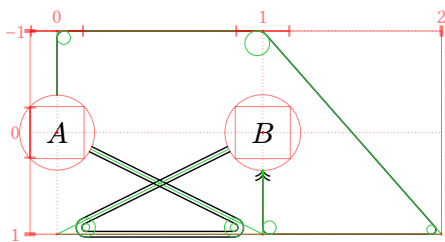
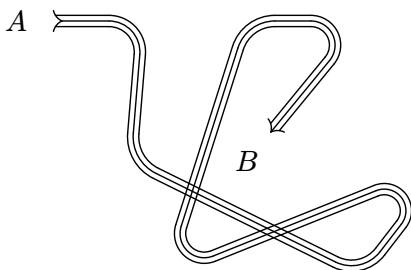
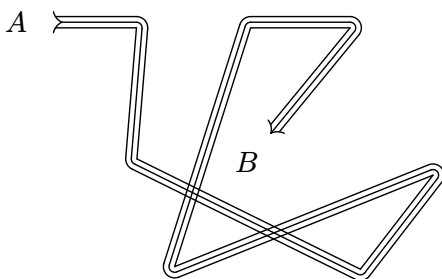
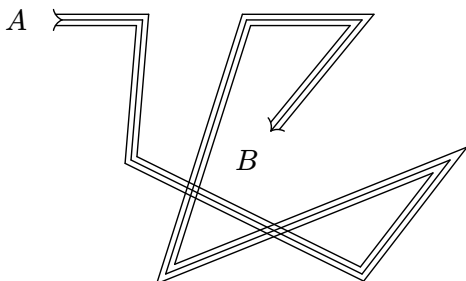
# Nodes in math-mode



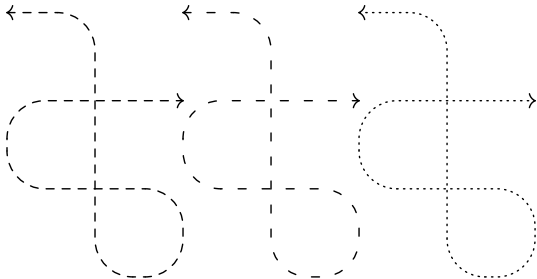
# Relative node coordinates



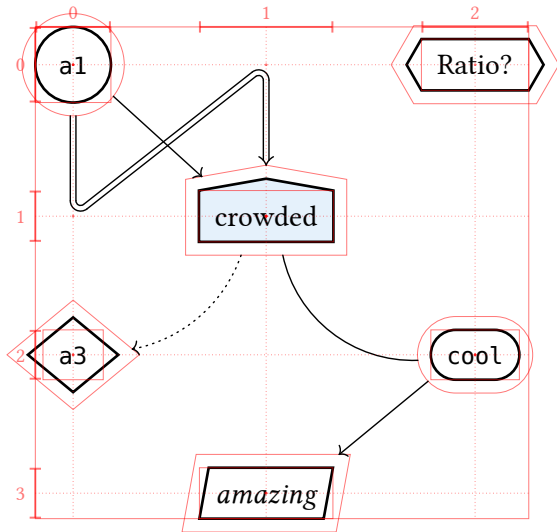
# Edge paths



## Dashed edge paths



# Custom node shapes



# Edge shift

