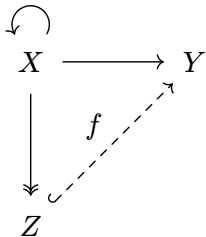
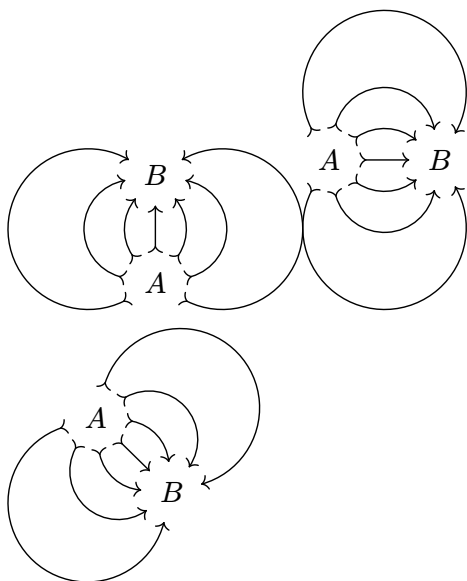
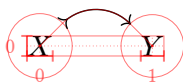
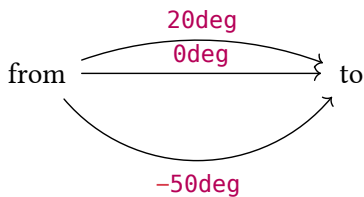


# Connectors



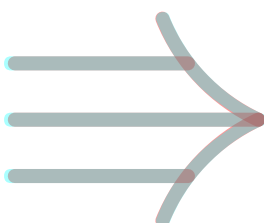
# Arc connectors



# 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  $A \xRightarrow{\quad} B$  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 = 

|| ->> = 

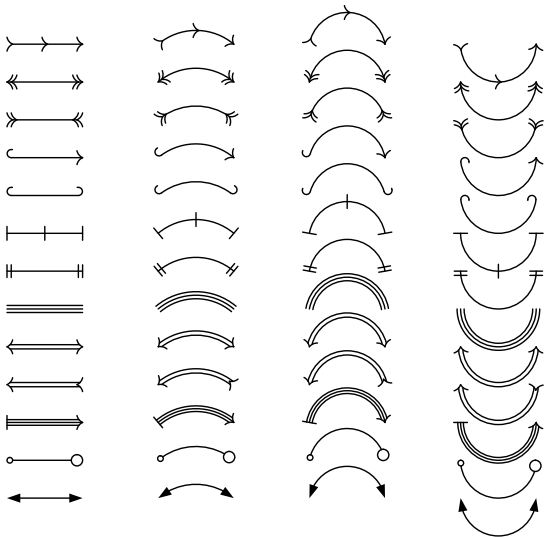
<| - |> = 

|> -<| = 

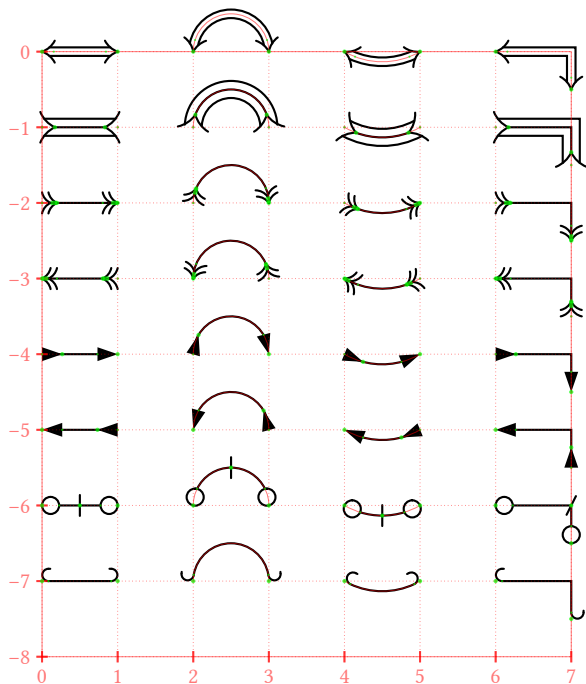
-| - = 

hook-/-> = 

# Bending arrows



# Fine mark angle corrections



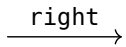
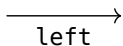
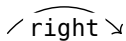
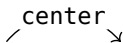
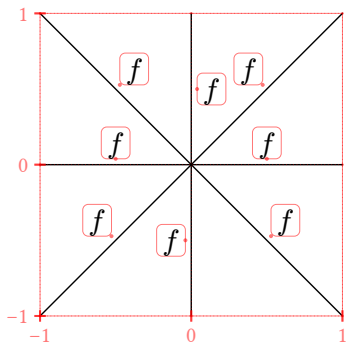
## Defocus adjustment



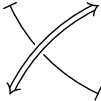


# Label placement

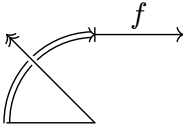
Default placement above the line.



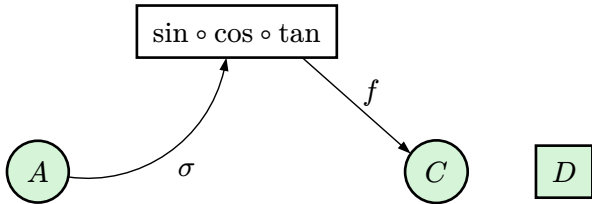
# Crossing connectors



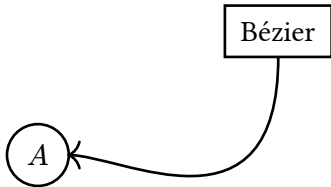
**edge( ) argument shorthands**



# Diagram-level options



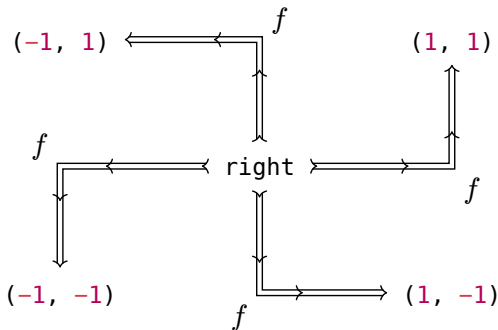
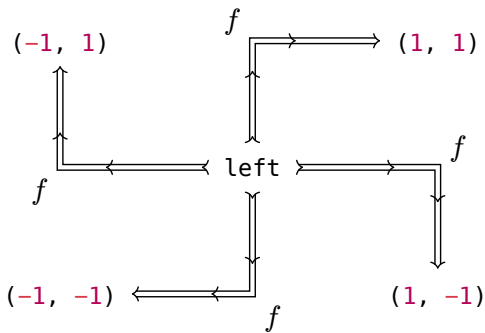
# CeTZ integration



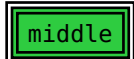
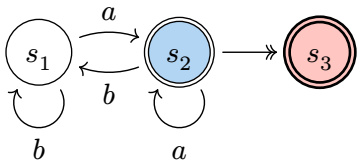
# Node bounds



# Corner edges



# Double node strokes



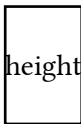
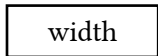
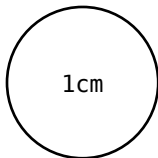
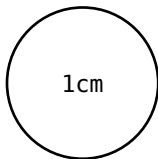
Relative and absolute extrusion lengths





## 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!

