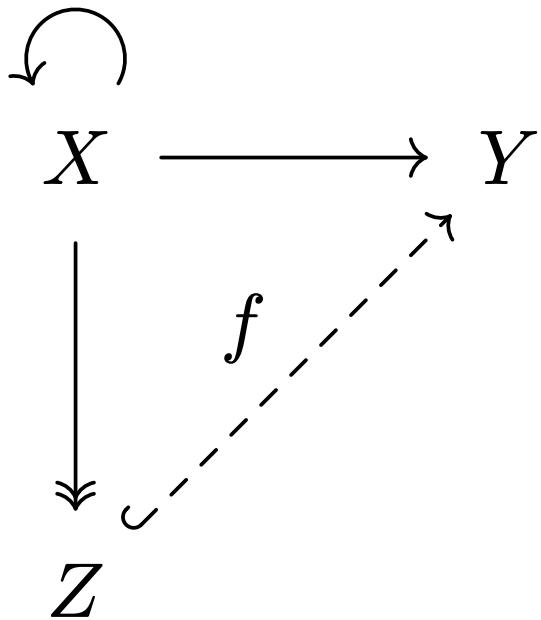
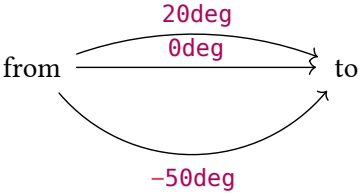
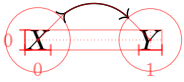
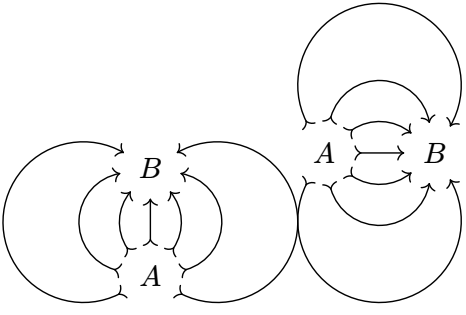
Connectors

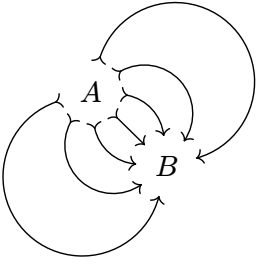


Arc connectors





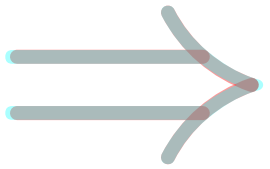


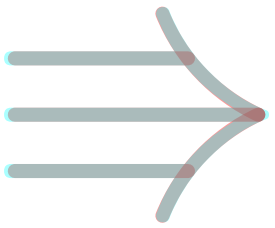


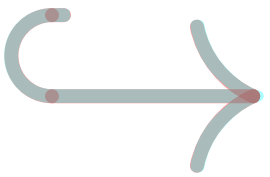
Matching math arrows

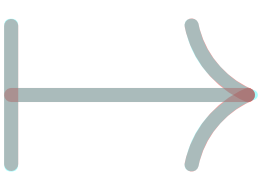
Compare to $\rightarrow$, $\Rightarrow$ $\Rrightarrow$ $\twoheadrightarrow$, $\hookrightarrow$, $\mapsto$.

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









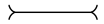
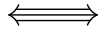
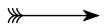
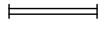
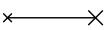
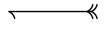
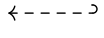
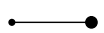
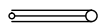
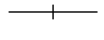
Double and triple lines

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

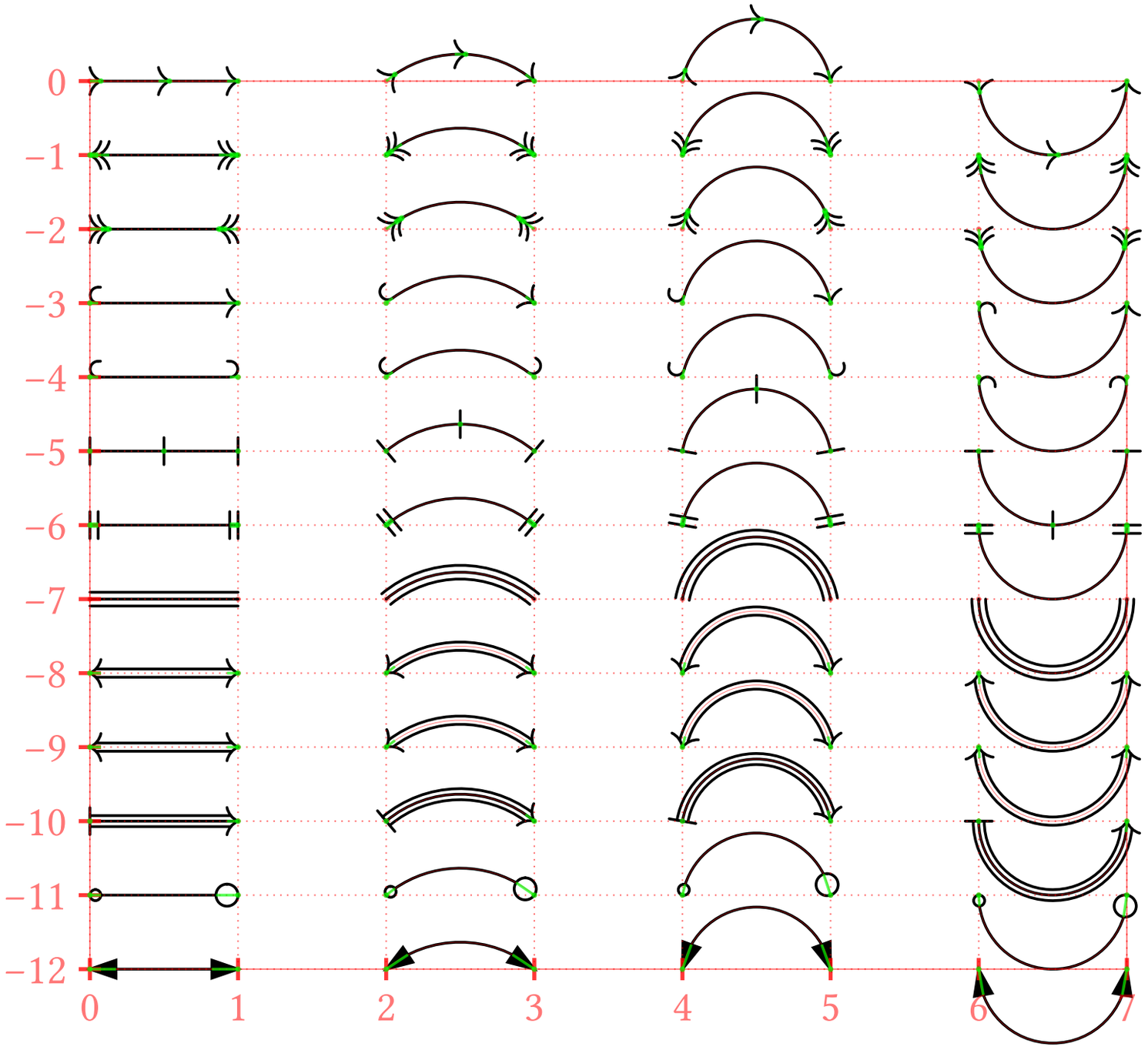
Diagram $A \xRightarrow{f} B$ and equation $A \Rightarrow B$.

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

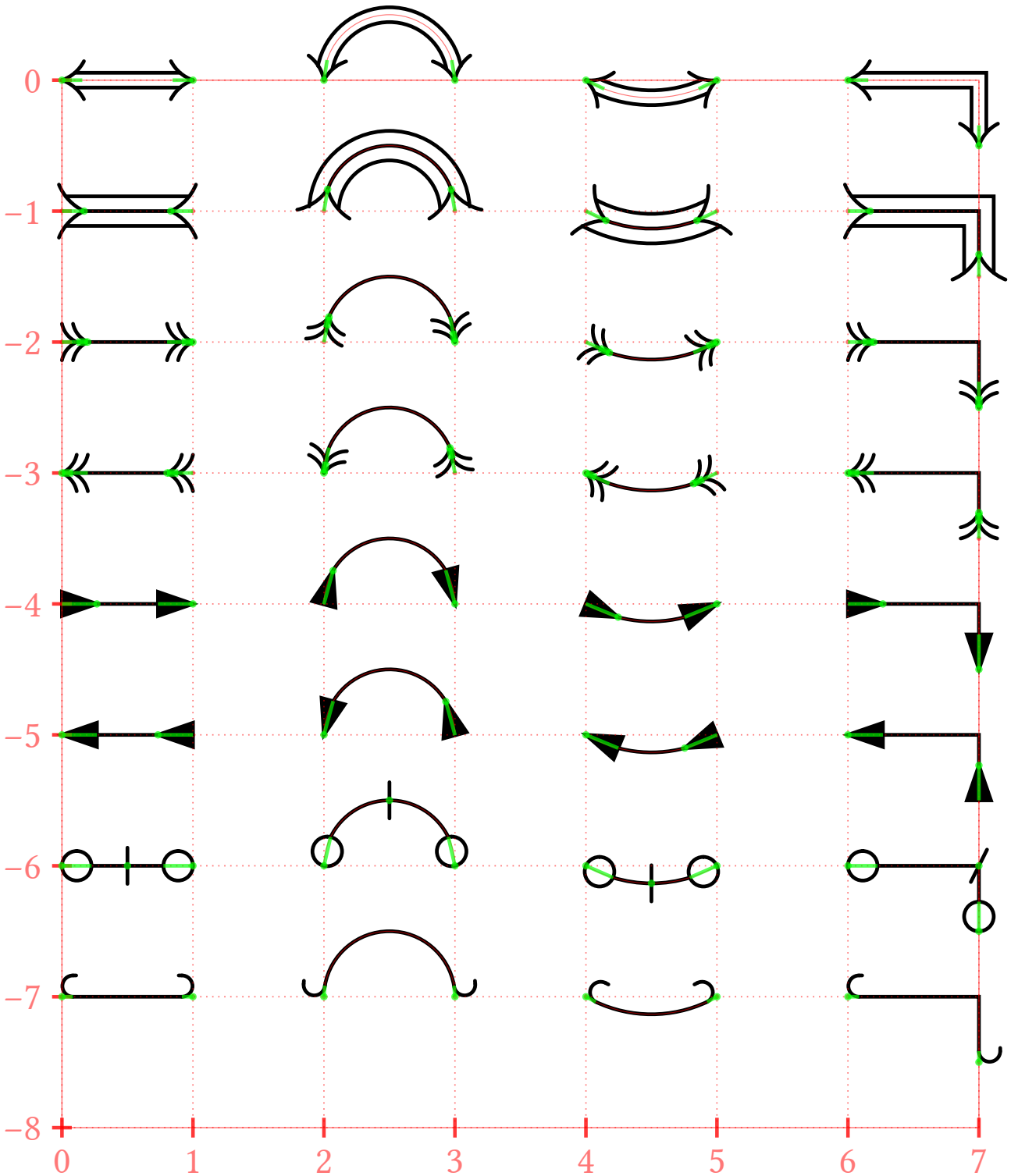
Arrow head shorthands

`"->"`	=	
`"<-"`	=	
`">-<"`	=	
`"<->"`	=	
`"<=>"`	=	
`"<==>"`	=	
`"|->"`	=	
`"|=>"`	=	
`">->"`	=	
`"<<->>"`	=	
`">>-<<"`	=	
`">>>-}>"`	=	
`"hook->"`	=	
`"hook'--hook"`	=	
`"|=|"`	=	
`"||-||"`	=	
`"|||-|||"`	=	
`"/--\\"`	=	
`"\\=\\"`	=	
`"/=/"`	=	
`"x-X"`	=	
`">>-<<"`	=	
`"harpoon-harpoon'"`	=	
`"harpoon'-<<"`	=	
`"<--hook'"`	=	
`"|..|"`	=	
`"hooks--hooks"`	=	
`"o-O"`	=	
`"O-o"`	=	
`"*-@"`	=	
`"o==O"`	=	
`"||->>"`	=	
`"<|-|>"`	=	
`"|>-<|"`	=	
`"-|-"`	=	
`"hook-/->"`	=	
`"<{-}>"`	=	

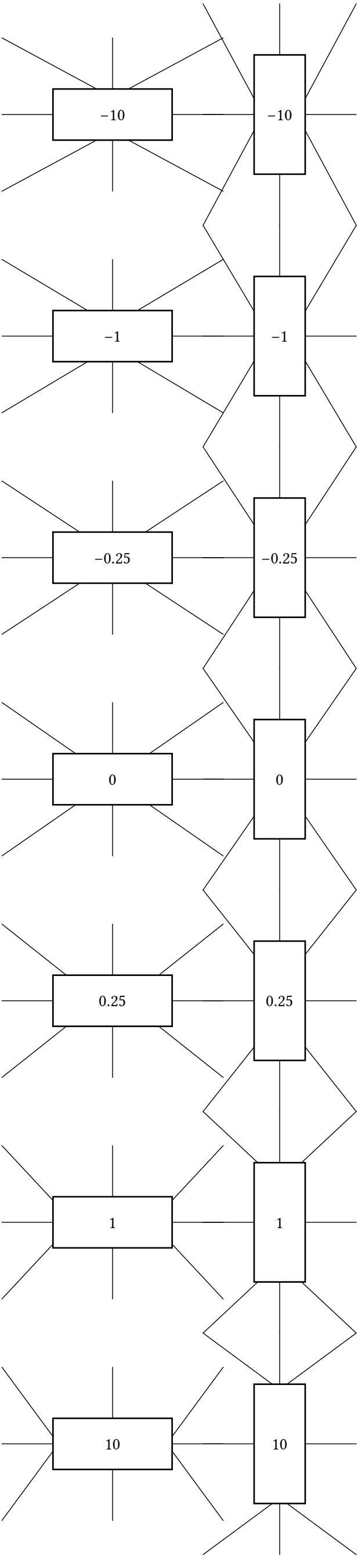
Bending arrows



Fine mark angle corrections

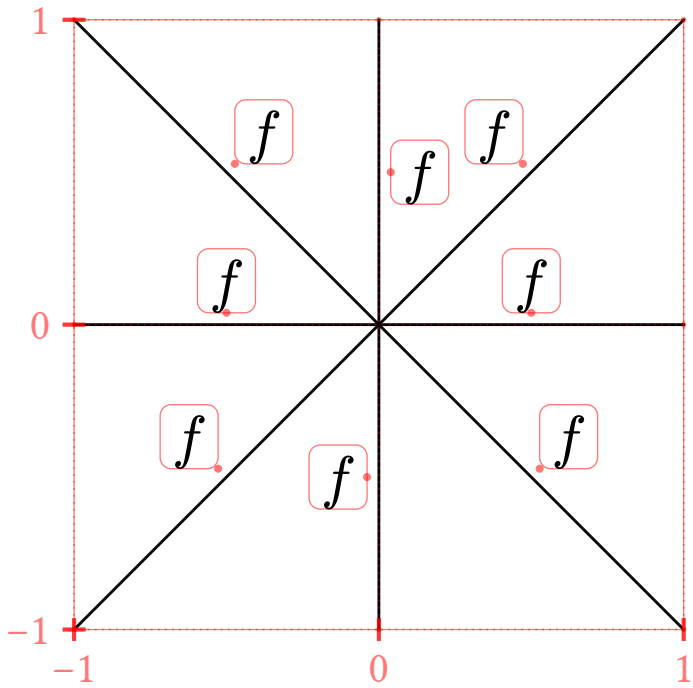


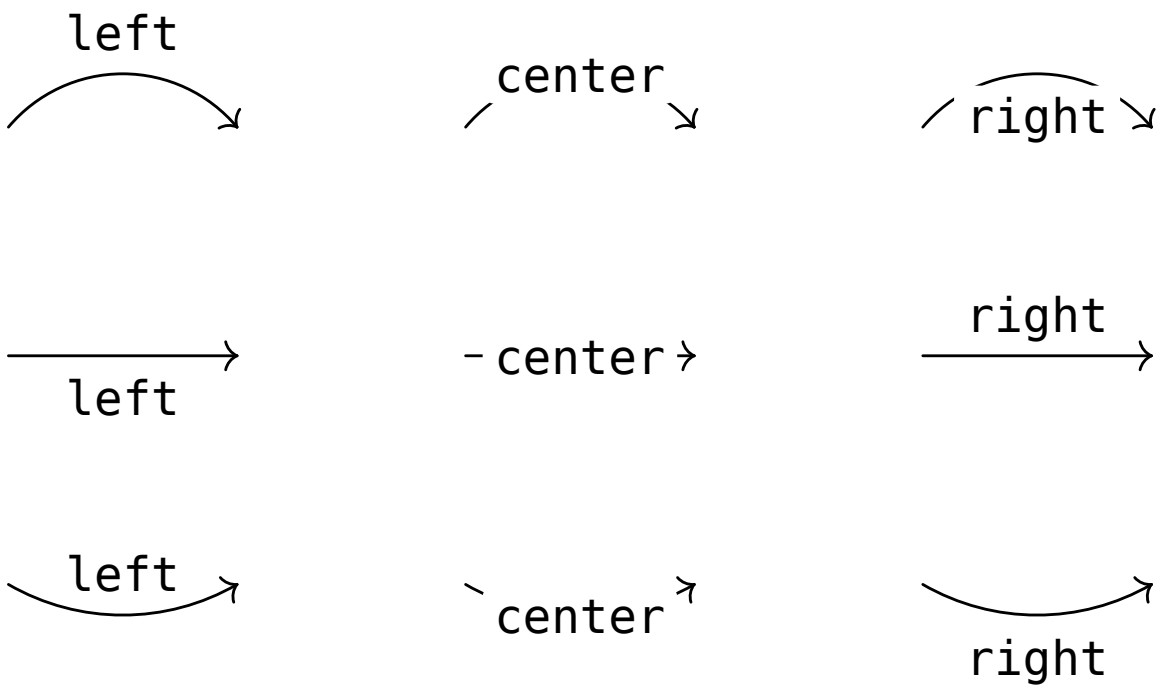
Defocus adjustment



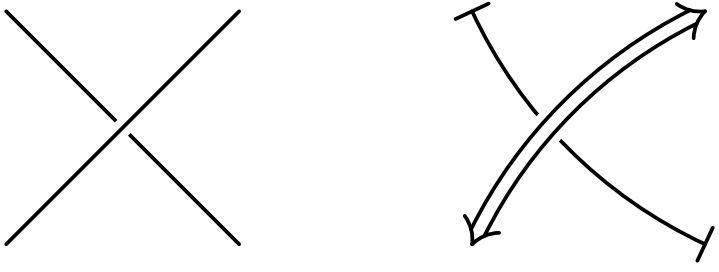
Label placement

Default placement above the line.





Crossing connectors



`edge()` argument shorthands

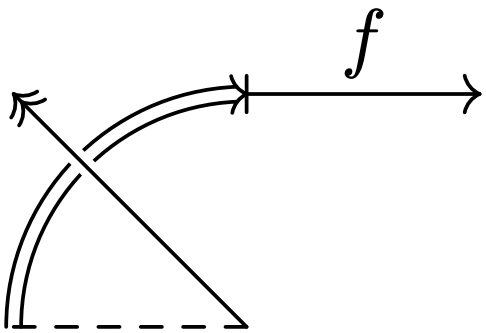
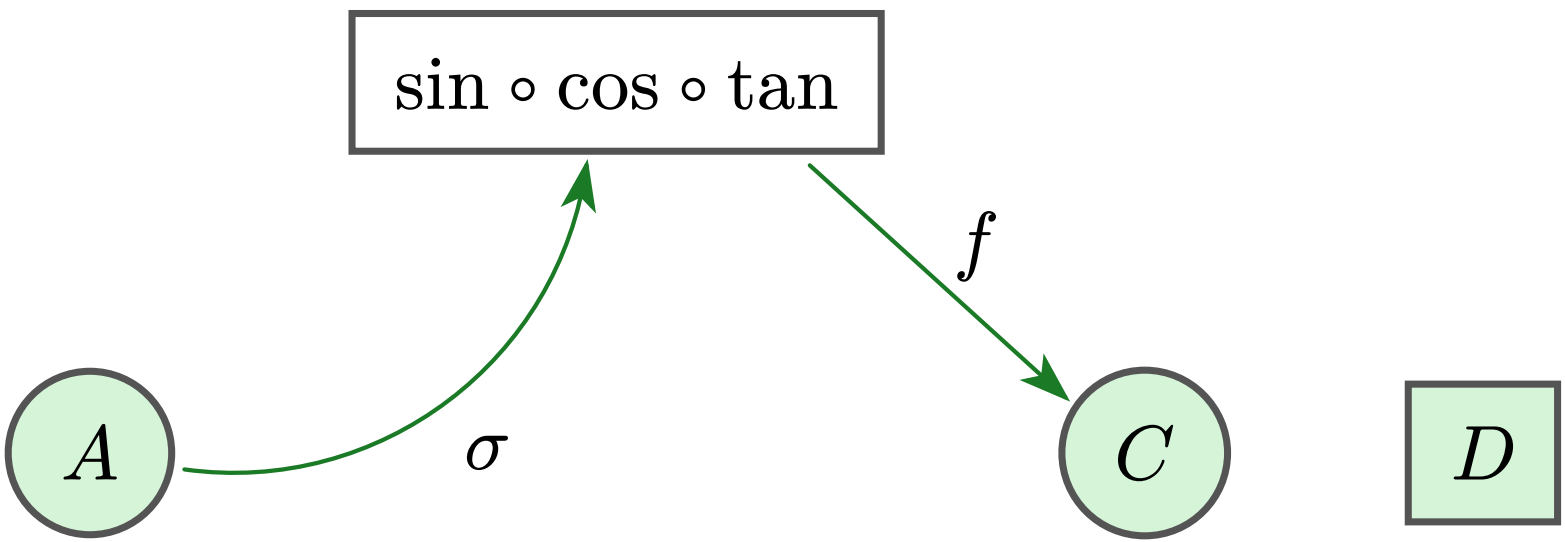
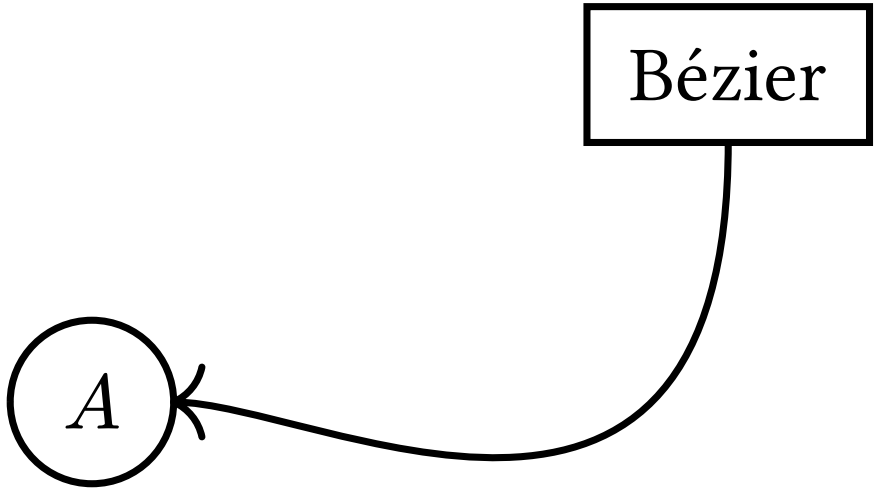


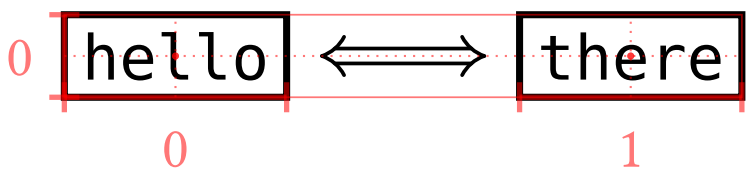
Diagram-level options



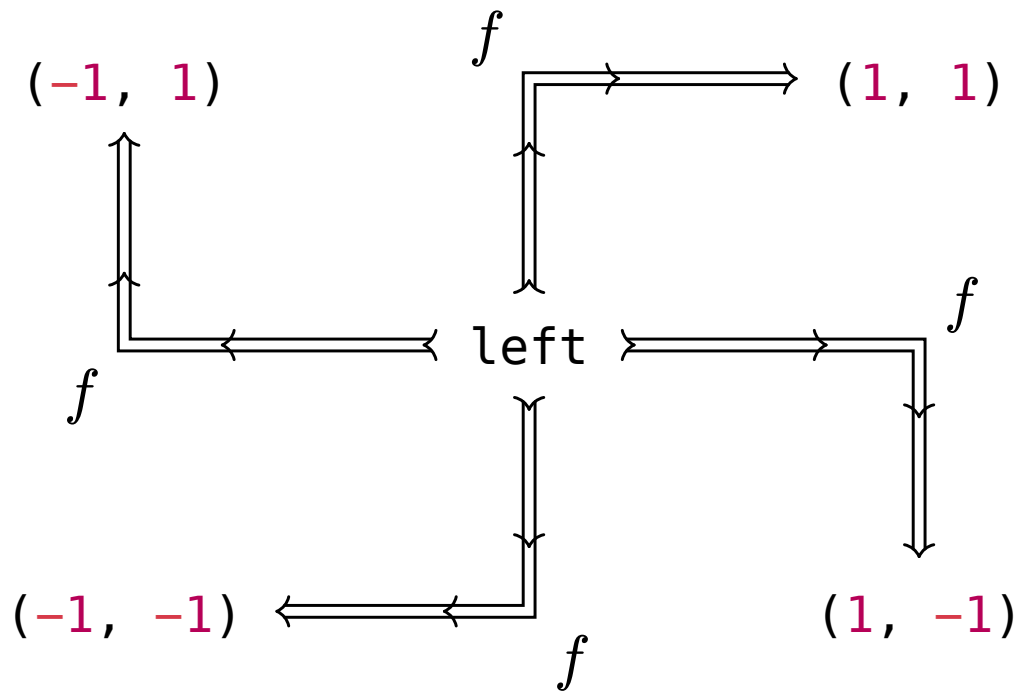
CeTZ integration

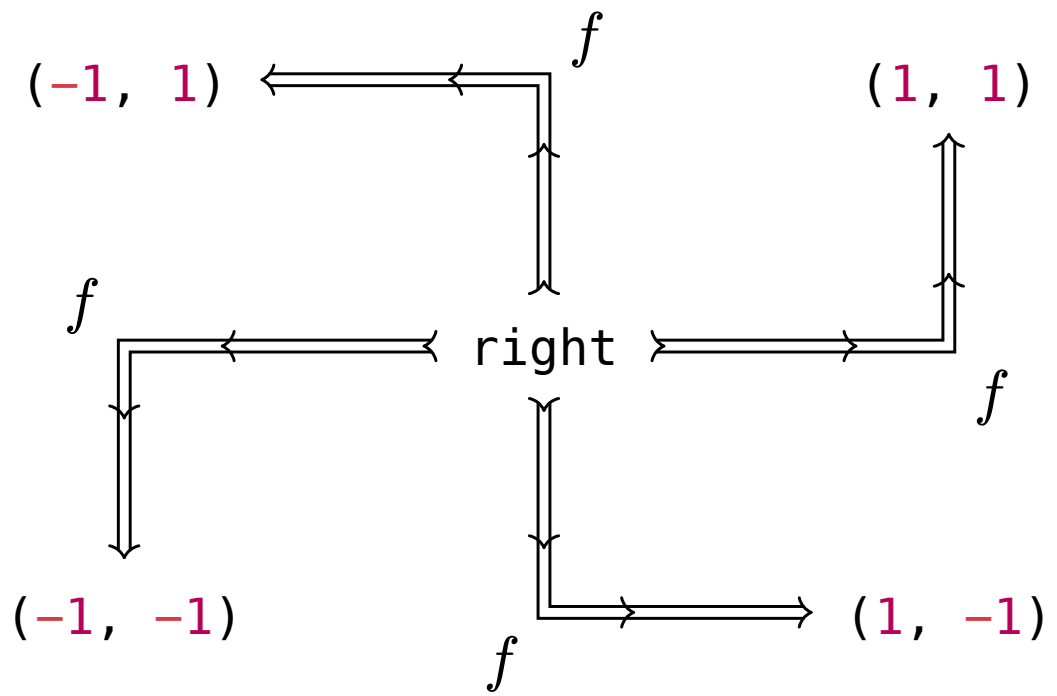


Node bounds

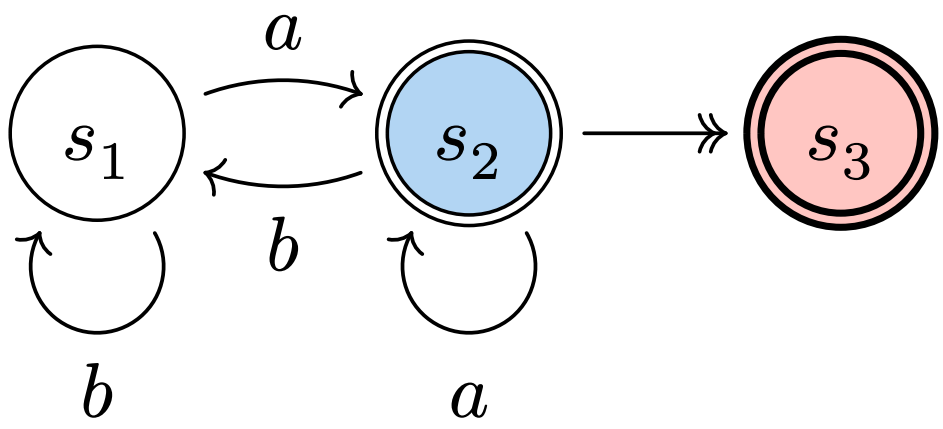


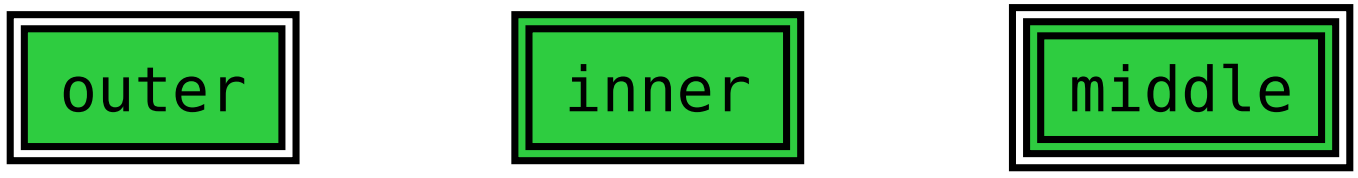
Corner edges



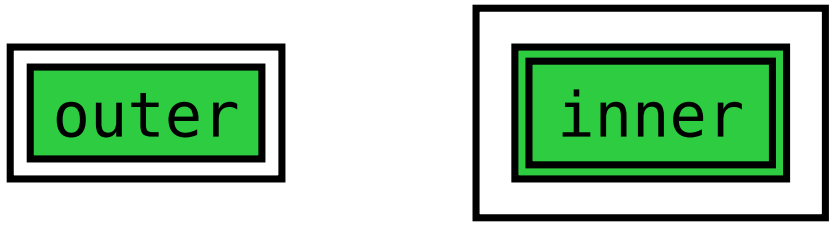


Double node strokes



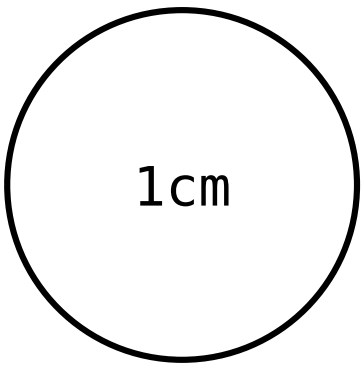


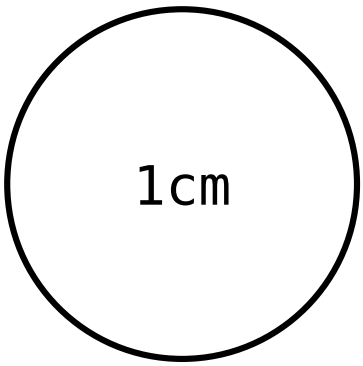
Relative and absolute extrusion lengths

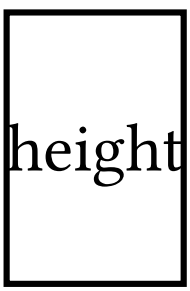


Custom node sizes

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



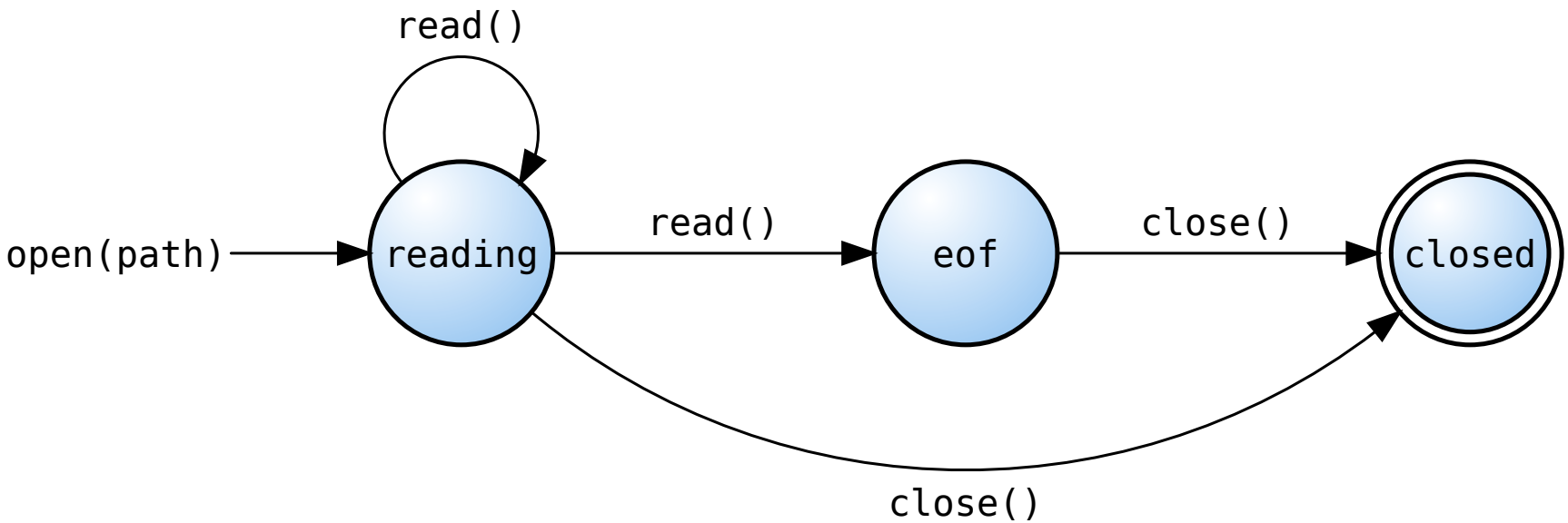




Example

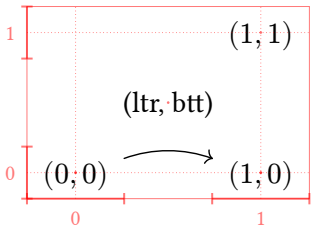
Make sure node or edge labels don't pick up equation numbers!

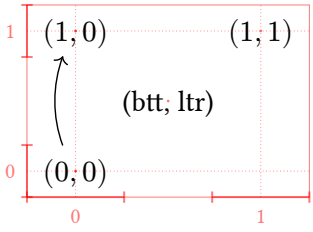
$$a^2 \tag{1}$$

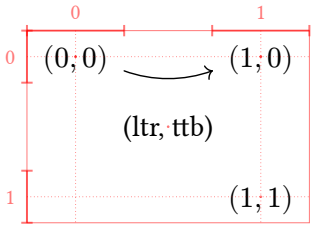


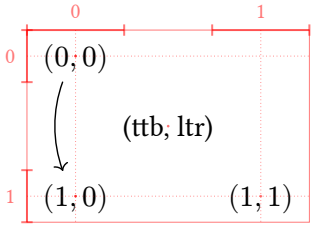
$$b^2 \tag{2}$$

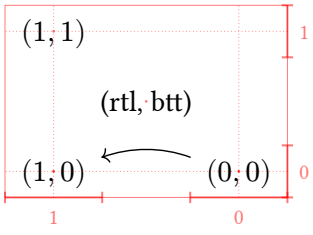
Funky axes

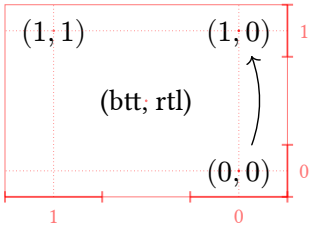

1
(1; 1)
(ltr, btt)
0
(0; 0)
(1; 0)
0
1

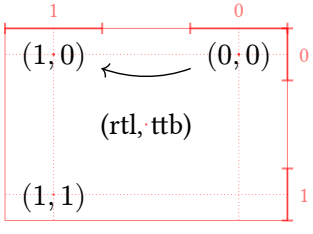

1
(1; 0)
(1; 1)
(btt, ltr)
0
(0; 0)
0
1

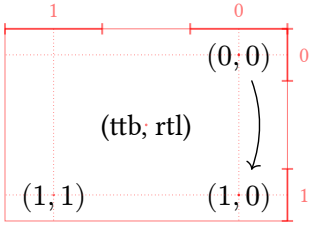

0
1
0
(0; 0)
(1; 0)
(ltr, ttb)
1
(1; 1)


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


1
0
(1; 0)
(0; 0)
0
(rtl, ttb)
(1; 1)
1


1
0
(0; 0)
0
(ttb, rtl)
(1; 1)
(1; 0)
1