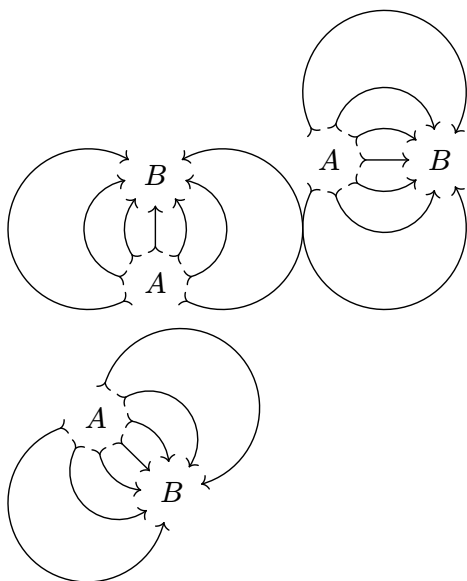
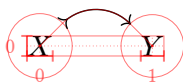
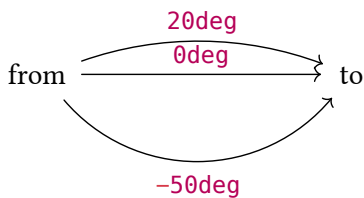


# Connectors



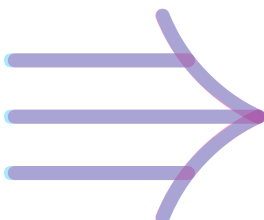
# Arc connectors



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

"||->>" = 

"<|-|>" = 

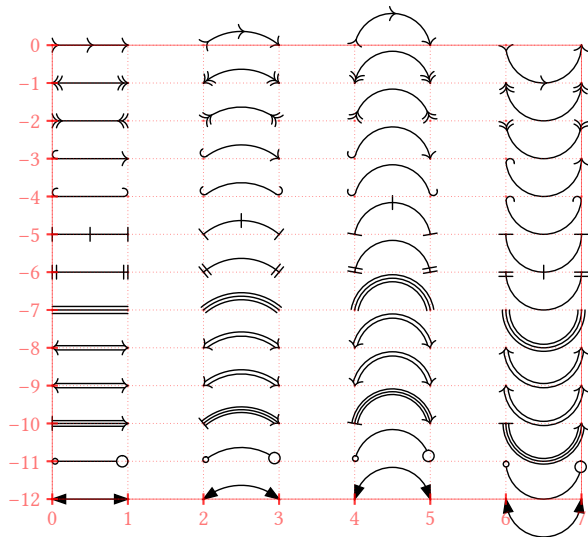
"|>-<|" = 

"-|- " = 

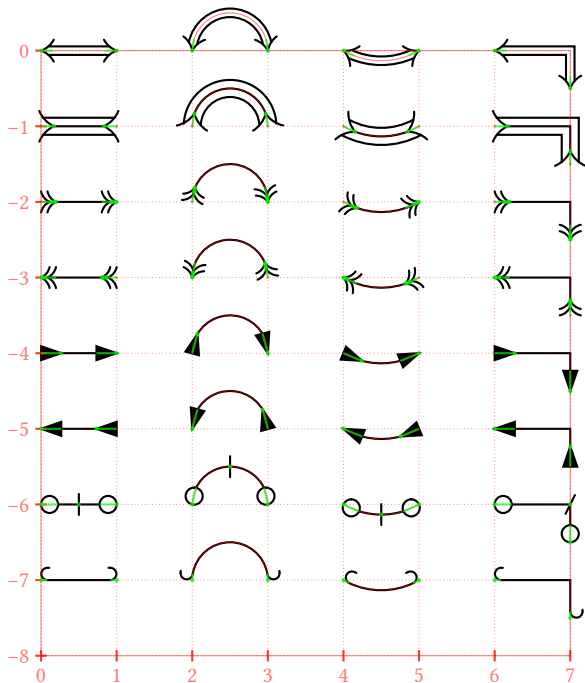
"hook-/->" = 

"<{-}>" = 

# Bending arrows



## Fine mark angle corrections



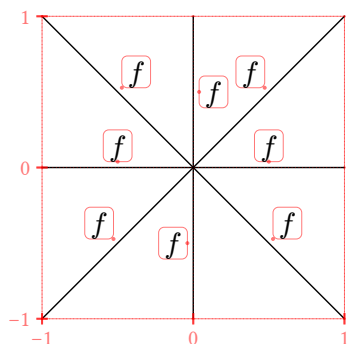
## Defocus adjustment



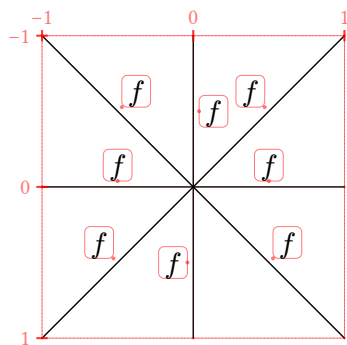


# Automatic label placement

Default placement above the line.



Reversed  $y$ -axis:



left  
↘

center  
↘

right  
↘

→  
left

- center →

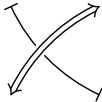
right  
→

↘  
left

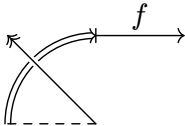
↘ center ↘

↘  
right

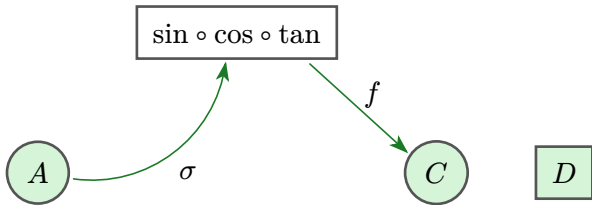
# Crossing connectors



**edge( ) argument shorthands**



# Diagram-level options



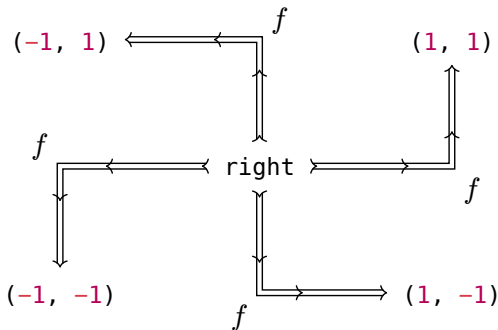
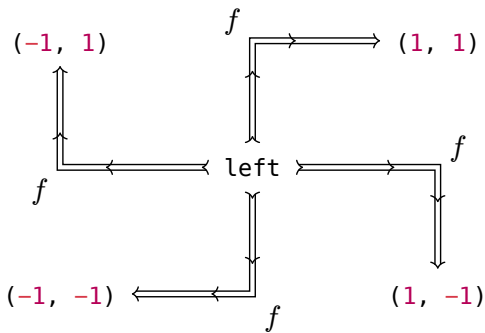
# CeTZ integration



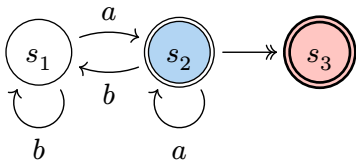
# Node bounds, inset, and outset



# Corner edges



# Double node strokes



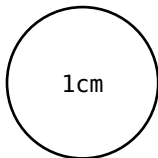
Relative and absolute extrusion lengths





# Custom node sizes

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

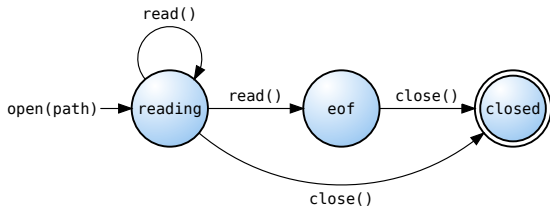


both

# Example

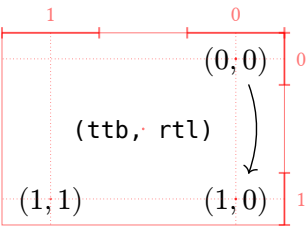
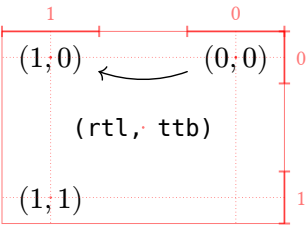
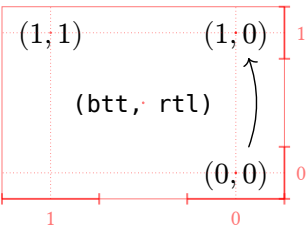
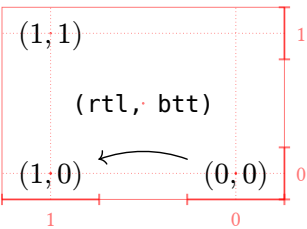
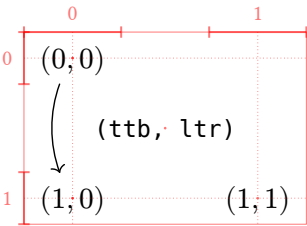
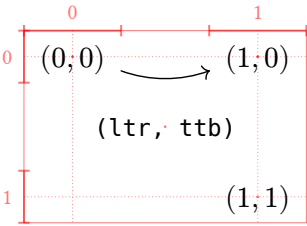
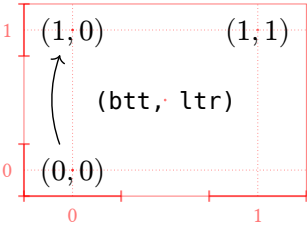
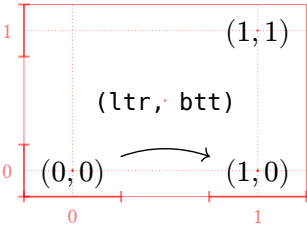
Make sure node or edge labels don't pick up equation numbers!

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

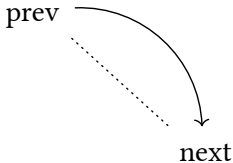
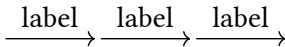


$$b^2 \quad (2)$$

# 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.

$A \longrightarrow B$	$A \longrightarrow B$	$A \longrightarrow B$
$A \xrightarrow{\pi} B$	$A \xrightarrow{\pi} B$	$A \xrightarrow{\pi} B$
$A \xrightarrow{\tau} B$	$A \xrightarrow{\tau} B$	$A \xrightarrow{\tau} B$
$A \xrightarrow{+} B$	$A \xrightarrow{+} B$	$A \xrightarrow{+} B$

# 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:

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

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