

The "cetz-timing" package

A Typst Package for Timing Diagrams

v0.1.0

2025-03-15

GPL-3.0-or-later

A Typst Package for Timing Diagrams

Johannes Schiffer

Table of Contents


Introduction	2
Usage	3
II.1 Timing Characters	3
II.2 Timing Diagram Table	4
Available Commands	5
TODO	10
Examples	11
Index	12








Part I

Introduction

This package uses CeTZ to produce timing diagrams inside text.

It is a port of `tikz-timing` by Martin Scharrer to Typst.

The signal levels of the timing diagram can be given by corresponding characters/letters like ‘H’ for *Logical High* or ‘L’ for *Logical Low*. So e.g. ‘HLZXD’ gives . In order to fit (in)to normal text size the diagram size (i.e. its height, width and line width) is defined relatively to the size of the character ‘A’ in the current context.

This way the diagram can also be scaled with the font size. (Example: Hello , Hello ). A single timing character produces a diagram with a width identical to its height (‘H’ → ). Longer diagrams can be produced by either using the same character multiple times (‘HHH’ → ) or writing the width as number in front of the character (‘3H’ → ). Recurring character combinations can be repeated using character groups (‘3{HLZ}’ → ). Character groups can be nested arbitrarily (‘2{H3{ZL}}’ → ).

Part II

Usage

II.1 Timing Characters

The logic levels are described by so called timing characters. Actually all of them are letters, but the general term character is used here. shows all by default defined logic characters and all possible two-character transitions.

Character	Description	Diagram	Transition Example
H	High		
L	Low		
Z	High impedance		
X	Don't care		
D	Data		
U	Unknown data		
T	Toggle		
C	Clock		
M	Metastable condition		
G	Glitch	-	-
S	Space	-	-

Table 1: Timing Characters

From	H	L	Z	X	M	D	U	T	C
H									
L									
Z									
X									
M									
D									
U									
T									
C									

Table 2: Overview over all transitions



Modifier Syntax	Description
D D	Produces an explicit transition. By default, repeating signals don't have a transition. <i>E.g.</i> : '3D D' →  , 'L LLL' → 

Table 3: Modifiers for Timing Characters

II.2 Timing Diagram Table

Using the `timetable` command, a timing diagram with several logic lines can be drawn to a CeTZ canvas.

The used layout is shown in .

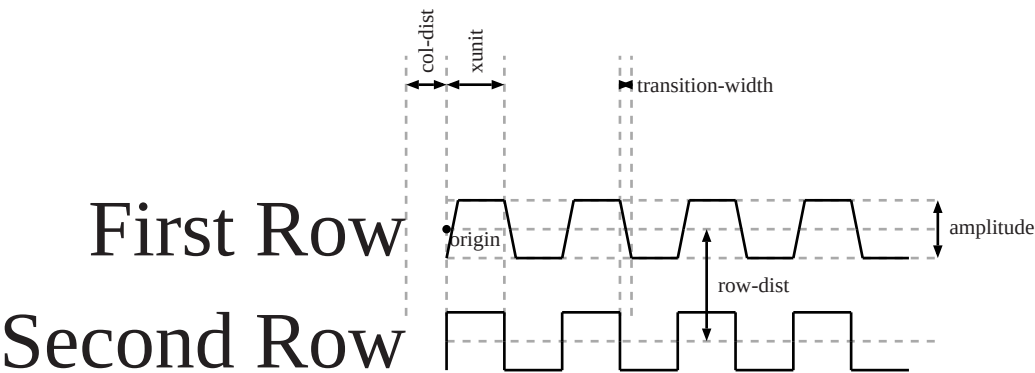


Figure 1: Distances inside a `timetable`

Part III

Available Commands

#texttiming(**{strok}**: 1pt + luma(0%), **{initchar}**: none, **{draw-grid}**: false, **{sequence}**: str)

This macro places a single timing diagram line into the current text. The signal have the same height has an uppercase letter (like 'X') of the current font, i.e. they scale with the font size. The macro argument must contain only valid logic characters and modifiers which define the logical levels of the diagram line.

Argument

{strok}: 1pt + luma(0%)


stroke

Stroke of the diagram line. This does not affect X, Z, and M logic levels.

Note: I couldn't manage to get stroke to work, so it is named strok for now.

Examples

#texttiming(strok: orange + 1pt, "HLZXDUTCM") → 

#texttiming(strok: blue + 1pt, "HLZXDUTCM") → 

Argument

{initchar}: none

str

Initial logical level. This is used to draw a transition right at the beginning. It must be none or one of the logic levels.

Examples

#texttiming(initchar: "L", "Z") → 

#texttiming(initchar: "H", "Z") → 

Argument

{draw-grid}: false

bool

Draw a gray grid on the CeTZ canvas background.

Examples

#texttiming(draw-grid: true, "HLZXDUTCM") → 

Argument

{sequence}

str

The timing sequence to visualize.

III Available Commands

```
#timingtable(  
  {col-dist}: 10pt,  
  {row-dist}: auto,  
  {xunit}: 2.0,  
  {amplitude}: 2.0,  
  {draw-grid}: false,  
  ..{body}  
)
```

This macro draws a timing diagram table to a CeTZ canvas.

Argument

{col-dist}: 10pt




length

The distance between columns.

Example




20 pt

```
1 #timingtable(col-dist:  
2   20pt, show-grid: true,  
3   [Name], [HLLLH],  
4   [Clock], [10{C}],  
5   [Signal], [Z4DZ],  
6 )
```

Name 
Clock 
Signal 

40 pt

```
1 #timingtable(col-dist:  
2   40pt, show-grid: true,  
3   [Name], [HLLLH],  
4   [Clock], [10{C}],  
5   [Signal], [Z4DZ],  
6 )
```

Name 
Clock 
Signal 

Argument

{row-dist}: auto




length

The distance between rows.

Example

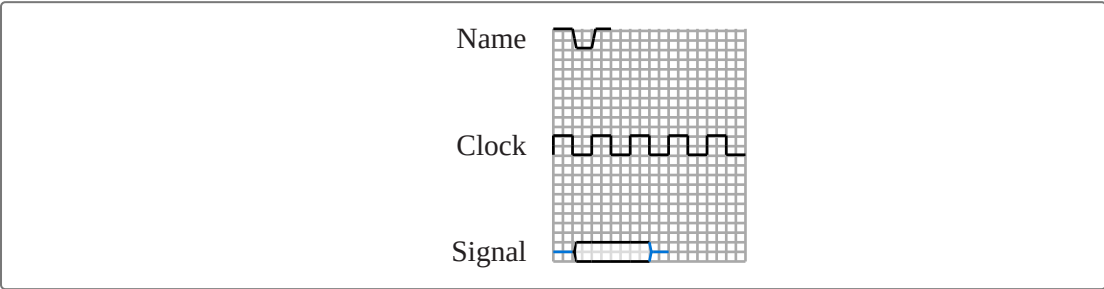
10 pt

```
1 #timingtable(row-dist:  
2   10pt, show-grid: true,  
3   [Name], [HLLLH],  
4   [Clock], [10{C}],  
5   [Signal], [Z4DZ],  
6 )
```

Name 
Clock 
Signal 

40 pt

```
1 #timingtable(row-dist:  
2   40pt, show-grid: true,  
3   [Name], [HLLLH],  
4   [Clock], [10{C}],  
5   [Signal], [Z4DZ],  
6 )
```



Argument

(xunit): 2.0

float

Number of CeTZ units per timing character.

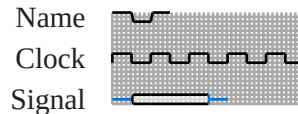
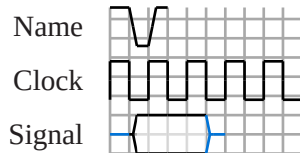
Example

1.0

3.2

```
1 #timingtable(xunit: 1.0,
2   show-grid: true,
3   [Name], [HLLLH],
4   [Clock], [10{C}],
5   [Signal], [Z4DZ],
6 )
```

```
1 #timingtable(xunit: 4.2,
2   show-grid: true,
3   [Name], [HLLLH],
4   [Clock], [10{C}],
5   [Signal], [Z4DZ],
6 )
```



Argument

(amplitude): 2.0

float

Signal aplitude (peak-to-peak) in CeTZ units.

The row distance is automatically adjusted.

Example

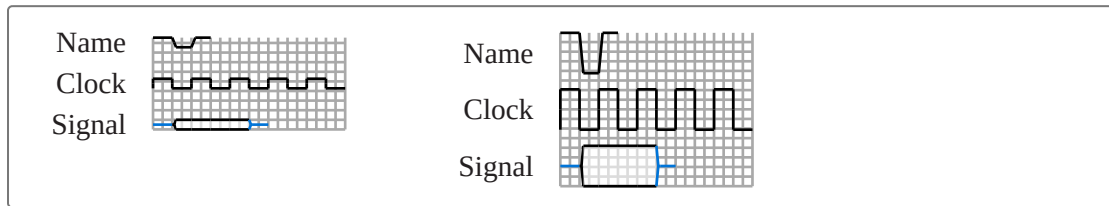
1.0

3.2

```
1 #timingtable(amplitude:
2   1.0, show-grid: true,
3   [Name], [HLLLH],
4   [Clock], [10{C}],
5   [Signal], [Z4DZ],
6 )
```

```
1 #timingtable(amplitude:
2   4.2, show-grid: true,
3   [Name], [HLLLH],
4   [Clock], [10{C}],
5   [Signal], [Z4DZ],
6 )
```

III Available Commands



Argument

..(body)

Signal names and character sequences that describe the timing diagram.

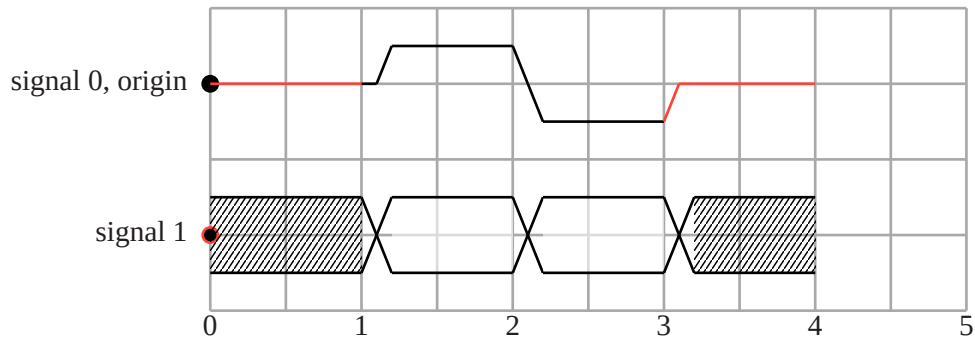
```
#wave(  
  {origin}: (x: 0, y: 0),  
  {initchar}: none,  
  {stroke}: 1pt + luma(0%),  
  {xunit}: 2.0,  
  {amplitude}: 2.0,  
  {sequence}  
)
```

Draw wave specified by character sequence in `cetz.canvas` context.

Example

```
1  #cetz.canvas({  
2    import cetz.draw: *  
3    import cetz-timing: wave  
4  
5    grid((0, 1), (10, -3), stroke: gray)  
6  
7    circle((0, 0), radius: 0.1, fill: black, name: "origin")  
8    content("origin", anchor: "east", padding: .3, [signal 0, origin])  
9    wave("XHHLX")  
10  
11   circle((0, -2), radius: 0.1, fill: black, name: "sig1")  
12   content("sig1", anchor: "east", padding: .3, [signal 1])  
13   wave(origin: (x: 0, y: -2), "UD|DUU")  
14  
15   for i in range(6) {  
16     content((i * 2, -3.2), [#i])  
17   }  
18 })
```


III Available Commands



Argument

`{origin}: (x: 0, y: 0)`

dictionary

A dictionary that specifies the origin position on the CeTZ canvas.

Argument

`{initchar}: none`

str

Initial logical level. This is used to draw a transition right at the beginning. It must be none or one of the logic levels.

Argument

`{stroke}: 1pt + luma(0%)`

stroke

Stroke of the wave.

Argument

`{xunit}: 2.0`

float

Size of one character in the sequence in CeTZ coordinate space.

Argument

`{amplitude}: 2.0`

float

Size of the peak-to-peak amplitude in CeTZ coordinate space.

Argument

`{sequence}`

str

The character sequence to visualize.

Part IV

TODO

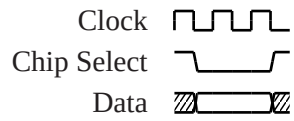
- Add data labels: `D[MISO]`. content in braces.
- Add CeTZ anchors for diagram.
- Add optional CeTZ anchors for individual signals: `D<miso>`, `D<miso>[MISO]`.
- Make anchors available so users can do custom arrows and annotations -> leave drawing CeTZ canvas to the user?
- Apply color to U pattern.
- Add option to omit first column of timing table.
- [Optional] Add caption to timing table.
- [Optional] Add table header to timing table.
- [Optional] Add tick marks.
- [Optional] Add grouping of table rows.
- [Optional] Add highlighting of row groups and ticks.
- [Optional] Correct `strok` argument.
- [Optional] Resolve mantys warnings.
- [Optional] Allow non-integer lengths for logic levels.

Part V

Examples

I am an inline timing diagram: .

I am a basic timing diagram with multiple rows:



Part VI

Index

T

#texttiming 5

#timingtable 6

W

#wave 8