$$\begin{bmatrix} P & a & v & e \\ & m & a & t \end{bmatrix}$$

This is the original matrix:

$$\begin{pmatrix} 1 & 2 & 3 \\ 4 & 5 & 6 \\ 7 & 8 & 9 \\ 10 & 11 & 12 \end{pmatrix}$$

Let's convert it to a *pavemat*!

$$\begin{pmatrix} 1 & 2 & 3 \\ 4 & 5 & 6 \\ 7 & 8 & 9 \\ 10 & 11 & 12 \end{pmatrix}$$

These two should look exactly the same with zero gaps. Note that there will be extra top and bottom insets, compared with the original mat.

Then add some dashed lines and fillings.

$$\begin{pmatrix} 1 & 2 & 3 \\ 4 & 5 & 6 \\ 7 & 8 & 9 \\ 10 & 11 & 12 \end{pmatrix}$$

It is possible to customize stroke of path segments!

$$\begin{pmatrix} 1 & 2 & 3 \\ 4 & 5 & 6 \\ 7 & 8 & 9 \\ 10 & 11 & 12 \end{pmatrix}$$

Turn `debug` on to see the hidden lines.

$$\begin{pmatrix} 1 & 2 & 3 \\ 4 & 5 & 6 \\ 7 & 8 & 9 \\ 10 & 11 & 12 \end{pmatrix}$$

With more paths, a default fill and a different delimiter.

$$\begin{bmatrix} 1 & 2 & 3 \\ 4 & 5 & 6 \\ 7 & 8 & 9 \\ 10 & 11 & 12 \end{bmatrix}$$

You can also pass a `math.mat` to it instead of a `math.equation`. If you don't like `WASD`, you can just overwrite it, but be careful of case-sensitivity! Additionally, it will automatically inherit parameters of `math.mat`.

$$\begin{matrix} 0 & 1 & 2 & 3 & 4 \\ 5 & 6 & 7 & 8 & 9 \\ 10 & 11 & 12 & 13 & 14 \\ 15 & 16 & 17 & 18 & 19 \\ 20 & 21 & 22 & 23 & 24 \end{matrix}$$