Table 2.3: Modifiers for Timing Characters.

Modifier Syntax	Description
`D{}D`	Produces transition between two data values. *E.g.:* 'D{}D' →
`D{`⟨*Text*⟩`}`	Adds ⟨*text*⟩ into a data signal using a node. *E.g.:* 'D{A}D{B}' →
`D{[`⟨$^{TikZ}_{Settings}$⟩`]`⟨*Text*⟩`}`	Adds ⟨*text*⟩ using the given node ⟨*settings*⟩. *E.g.:* 'D{[blue]A}' →
⟨*number*⟩⟨*character*⟩	Sets width of next signal to given number. Half of it if character is in lower case. *E.g.:* '2.6H5.21' →
⟨*integer*⟩`{`⟨*characters*⟩`}`	Repeats the given characters ⟨*int*⟩ times. *E.g.:* '5{hl}' →
`{` ⟨*characters*⟩ `}`	Encloses characters in a local scope. Options inside are only local to the scope. This also applies to the effect of ';' and similar modifiers. *E.g.:* 'H {[blue] LH} L' →
⟨*number*⟩`B`	Subtracts the given number from the width of the next character. "*Backwards*" *E.g.:* 'H.5BL' →
⟨*number*⟩`F`	Adds the given number to the width of the next character. "*Forwards*" *E.g.:* 'H.5FL' →
`N[`⟨$_{Settings}$⟩`](`⟨$_{Name}$⟩`){`⟨$_{Content}$⟩`}`	Adds node at current position. All three arguments are optional. *E.g.:* 'H N(a1) L' →
`[`⟨*TikZ Keys*⟩`]`	Executes given TikZ settings during the drawing process. This settings will be re-executed when the internal drawing path is renewed which can cause side-effects. *E.g.:* 'H[blue]LH' →
`[|`⟨*TikZ Keys*⟩`|]`	Executes given TikZ settings during the drawing process like `[ ]` but does not re-executes them. *E.g.:* 'D{.} [|/utils/exec={\def \m {...}}|] D{.} D{.}' →
`[!`⟨*TikZ Keys*⟩`!]`	Executes given TikZ settings during the *parsing* process. Because this makes only sense for internal settings the default path is '/tikz/timing', not '/tikz' like in all other settings macros. *E.g.:* 'H[!wscale=2.5!]LH' →
`[[`⟨*TikZ Keys*⟩`]]`	Executes given TikZ settings first during the parsing process and again during the drawing process. This is for settings which are needed for width calculations and again for the drawing code, e.g. the slope values. *E.g.:* 'H[[timing/slope=.5]]L $\slope $H' →
`!{`⟨*code*⟩`}`	Places given code into the internal `tikzpicture`. See Example 1.
`@{`⟨*code*⟩`}`	Executes the given code immediately during the parsing process. This can be used to change parsing parameters. To execute code during the drawing process use `[|/utils/exec=`⟨*code*⟩`|]` instead. *E.g.:* 'L @{\setwscale {2}} H' →