

Character Styles

TikZ Key	Type	Description
timing/⟨ <i>lowercase char</i> ⟩	Setting	Style for character ⟨ <i>char</i> ⟩. Not used for ‘H’ and ‘L’.
timing/⟨ <i>lc char</i> ⟩/background	Setting	Background style for characters ‘D’ and ‘U’.
timing/⟨ <i>lc char</i> ⟩/text	Setting	Text style for character ⟨ <i>char</i> ⟩. Only defined for ‘D’.
timing/text format=⟨ <i>macros</i> ⟩	Setting	Define macros which are placed before the text of ‘D{ text }’. The text is enclosed in braces to allow the last macro to take it as an argument. A <code>\strut</code> is a good choice to ensure a common baseline.

Debug

Some debug settings for users (first group) and the package developer (last group).

TikZ Key	Type	Description
timing/debug/nodes	Action	Enables marking of named inline nodes.
timing/debug/node	Style	Format style for inline node marker label, which itself is a TikZ node.
timing/debug/markcmd=⟨ <i>code</i> ⟩	Setting	TikZ drawing code to draw marker (except label). The code can access the node name as <code>\N</code> .
timing/debug/scope	Style	Format for scope of node markers.
timing/debug/level=⟨ <i>integer</i> ⟩	Setting	Sets debug output level. This is only important for developers.