

# Test of the **overarrows** package with non-standard subscripts (package **altsubsup**)

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## 1 Subscript detection enabled

```
\TestOverArrow*{\withsubdetection}
```

```
$ \withsubdetection{\imath}_{\sub} \quad \withsubdetection{\imath}_{[\altsub]}$
```

### Test of `\withsubdetection` and `\withsubdetection*` macros

#### `\withsubdetection` for different math styles

<code>\displaystyle</code>	<code>\textstyle</code>	<code>\scriptstyle</code>	<code>\scriptscriptstyle</code>
$\vec{v}$	$\vec{v}$	$\vec{v}$	$\vec{v}$
$\overrightarrow{AB}$	$\overrightarrow{AB}$	$\overrightarrow{AB}$	$\overrightarrow{AB}$
$\overrightarrow{\text{grad}}$	$\overrightarrow{\text{grad}}$	$\overrightarrow{\text{grad}}$	$\overrightarrow{\text{grad}}$
$\overrightarrow{\text{my long vector}}$	$\overrightarrow{\text{my long vector}}$	$\overrightarrow{\text{my long vector}}$	$\overrightarrow{\text{my long vector}}$

#### `\withsubdetection` kerning

$$\vec{t}_{\vec{u}_{\vec{v}}} \quad \vec{v}_0 \quad \vec{v} = \vec{v}_x + \vec{v}_y + \vec{v}_z = v_x \vec{i} + v_y \vec{j} + v_z \vec{k}$$

#### `\withsubdetection*` kerning

$$\vec{t}_{\vec{u}_{\vec{v}}} \quad \vec{v}_0 \quad \vec{v} = \vec{v}_x + \vec{v}_y + \vec{v}_z = v_x \vec{i} + v_y \vec{j} + v_z \vec{k}$$

$$\vec{i}_{\sub} \quad \vec{i}_{\altsub}$$

## 2 Subscript detection disabled

```
\TestOverArrow*{\nosubdetection}
```

```
$ \nosubdetection{\imath}_{\text{sub}} \quad \nosubdetection{\imath}_{\text{altsub}}$
```

Test of `\nosubdetection` and `\nosubdetection*` macros

`\nosubdetection` for different math styles

<code>\displaystyle</code>	<code>\textstyle</code>	<code>\scriptstyle</code>	<code>\scriptscriptstyle</code>
$\vec{v}$	$\vec{v}$	$\vec{v}$	$\vec{v}$
$\overrightarrow{AB}$	$\overrightarrow{AB}$	$\overrightarrow{AB}$	$\overrightarrow{AB}$
$\overrightarrow{\text{grad}}$	$\overrightarrow{\text{grad}}$	$\overrightarrow{\text{grad}}$	$\overrightarrow{\text{grad}}$
$\overrightarrow{\text{my long vector}}$	$\overrightarrow{\text{my long vector}}$	$\overrightarrow{\text{my long vector}}$	$\overrightarrow{\text{my long vector}}$

`\nosubdetection` kerning

$$\vec{t} \vec{u} \vec{v} \quad \vec{i}_0 \quad \vec{v} = \vec{v}_x + \vec{v}_y + \vec{v}_z = v_x \vec{i} + v_y \vec{j} + v_z \vec{k}$$

`\nosubdetection*` kerning

$$\vec{t} \vec{u} \vec{v} \quad \vec{i}_0 \quad \vec{v} = \vec{v}_x + \vec{v}_y + \vec{v}_z = v_x \vec{i} + v_y \vec{j} + v_z \vec{k}$$

$$\vec{i}_{\text{sub}} \quad \vec{i}_{\text{altsub}}$$

## 3 Compatibility with `altsubsup` package

```
$ \vv{\imath}_{\text{sub}} \quad \vv{\imath}_{\text{altsub}}$
```

$$\vec{i}_{\text{sub}} \quad \vec{i}_{\text{altsub}}$$