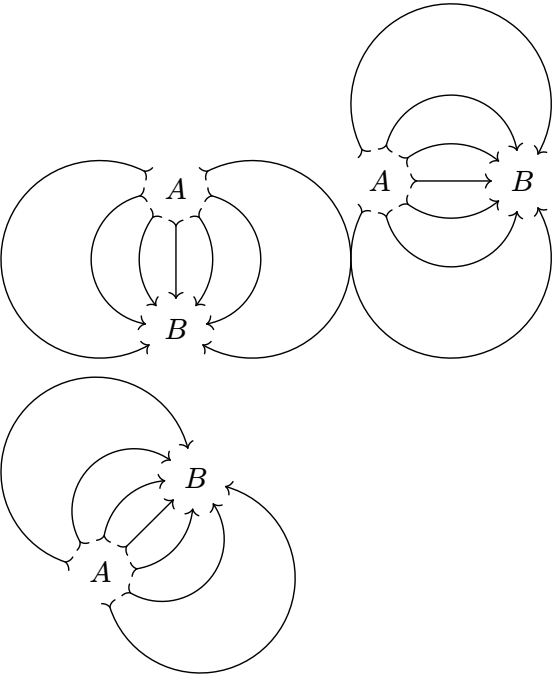
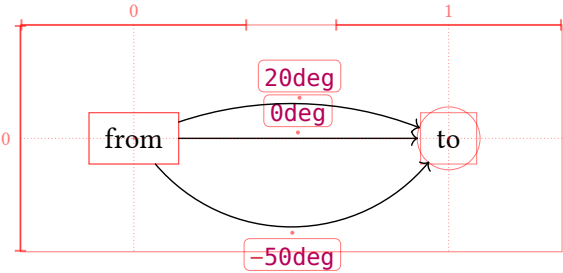


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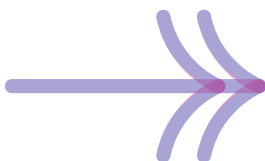
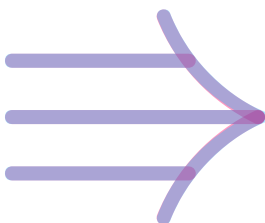
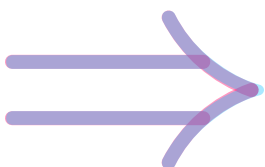
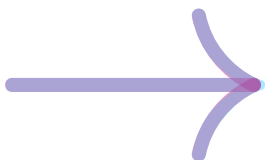
# Arc edges



# Matching math arrows

Compare to  $\rightarrow$ ,  $\Rightarrow$ ,  $\implies$ ,  $\twoheadrightarrow$ ,  $\hookrightarrow$ ,  $\mapsto$ .

Our output versus reference symbol in default math font.




# Double and triple lines


Diagram  $A \xrightarrow{f} B$  and equation  $A \rightarrow B$ .


Diagram  $A \xRightarrow{f} B$  and equation  $A \Rightarrow B$ .


Diagram  $A \xRightarrow{\!\!\!f} B$  and equation  $A \Rrightarrow B$ .


# Arrow head shorthands


"->" = 


"<-" = 


">-<" = 


"<->" = 


"<=>" = 


"<==>" = 


"|->" = 


"|=>" = 


">->" = 


"<<->>" = 


">>-<<" = 


">>>-}>" = 


"hook->" = 

"hook' - - hook" = 

"|=|" = 

"|||-||" = 


"||| - |||" = 


"/- - \\" = 


"\\ = \\" = 

"/=/" = 

"x-X" = 

">>-<<" = 

"harpoon-harpoon'" = 

"harpoon' -<<" = 

"<- - hook'" = 

"|. . |" = 

"hooks - - hooks" = 

"o-0" = 

"0-o" = 

"\*-@" = 

"o==0" = 

"||->>" = 

"<|-|>" = 

































"|>-<|" = 

"-|- " = 

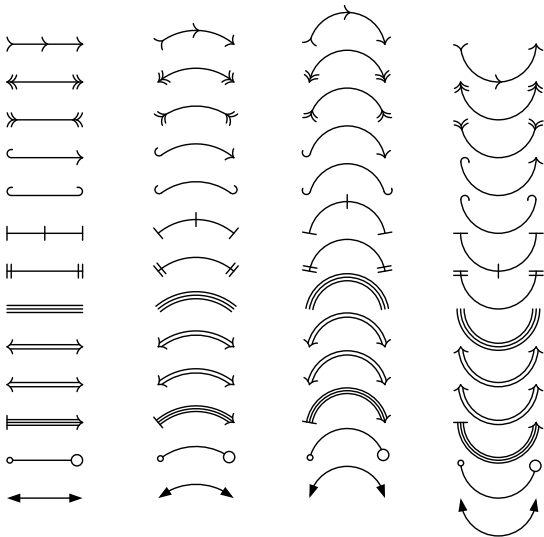
"hook-/->" = 

"<{-}>" = 

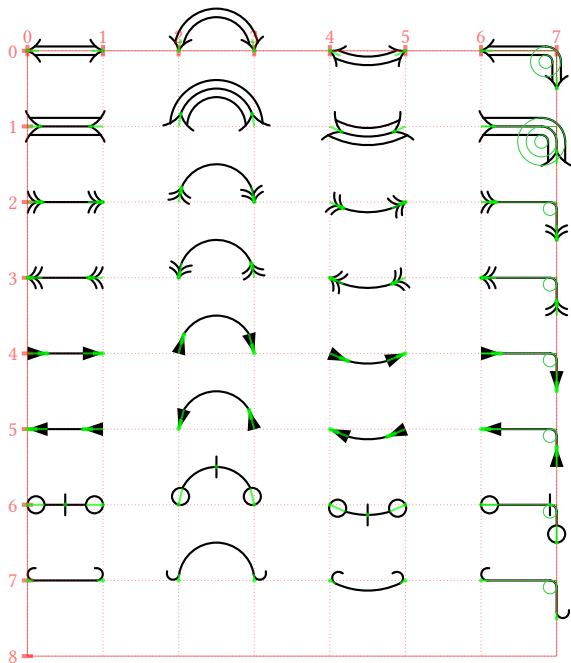
# Symbol arrow aliases

Math	Unicode	Mark	Diagram
$\rightarrow$	$\rightarrow$	->	
$\longrightarrow$		->	
$\leftarrow$	$\leftarrow$	<-	
$\leftrightarrow$	$\leftrightarrow$	<->	
$\longleftrightarrow$		<->	
$\Rightarrow$		->>	
$\Leftarrow$		<<-	
$\rightharpoonup$		>->	
$\leftharpoonup$		<-<	
$\Rightarrow$	$\Rightarrow$	=>	
$\Longrightarrow$		=>	
$\Leftarrow$		<=	
$\Leftrightarrow$	$\Leftrightarrow$	<=>	
$\Leftrightarrow$		<=>	
$\mapsto$	$\mapsto$	->	
$\mapsto$		=>	
$\rightsquigarrow$		~>	
$\leftrightsquigarrow$		<~	
$\hookrightarrow$		hook->	
$\hookleftarrow$		<-hook'	

# Bending arrows

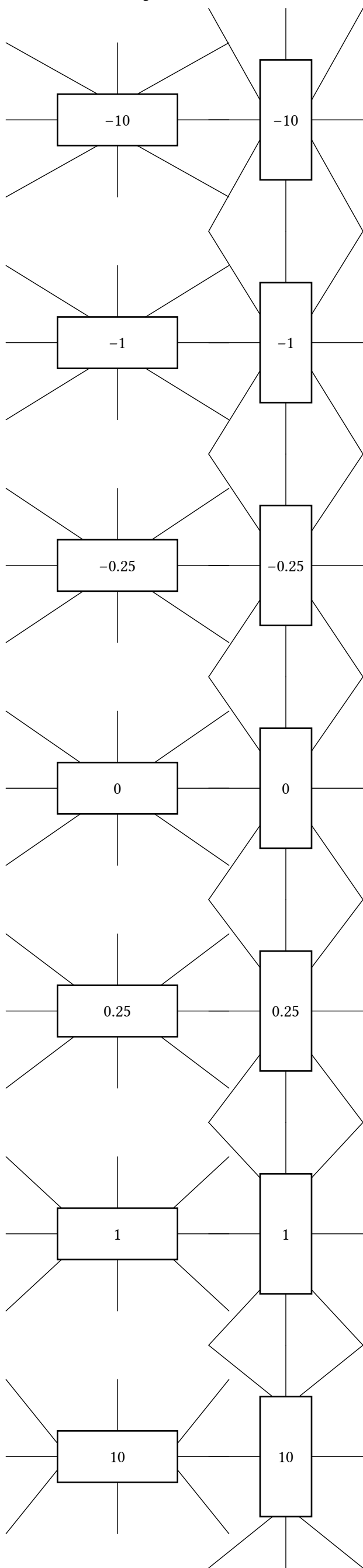


# Fine mark angle corrections






## Defocus adjustment




# Label side


left 

\center>

  
right

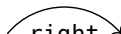
left  


-center>

  
right

left  


\center<

  
right

left 


left 


left 

  
center  


  
center  


  
center  

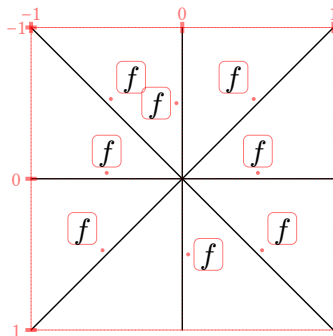

  
right

  
right

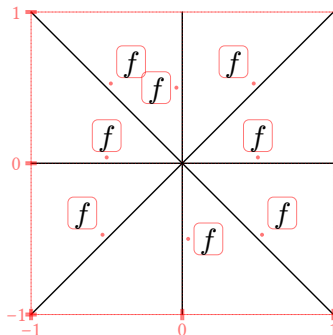
  
right

# Automatic label placement

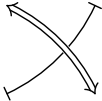
Default placement above the line.



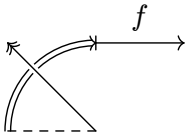
Reversed  $y$ -axis:



# Crossing connectors



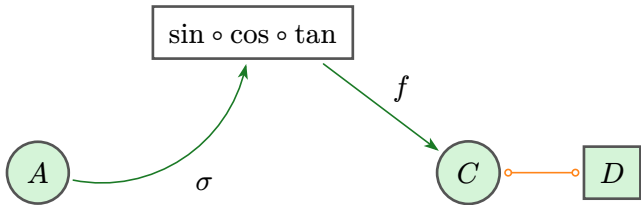
**edge( ) argument shorthands**



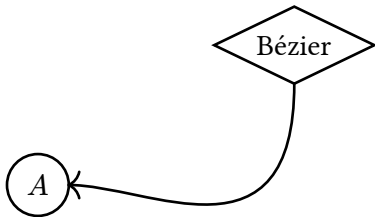
# edge ( ) stroke



# Diagram-level options

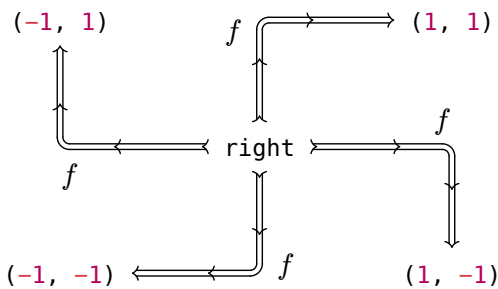
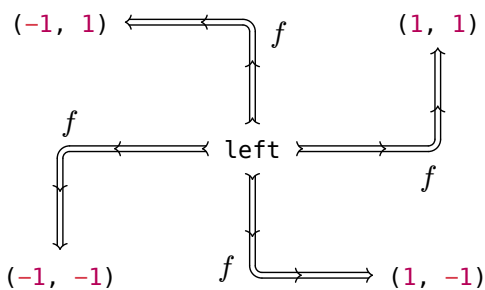
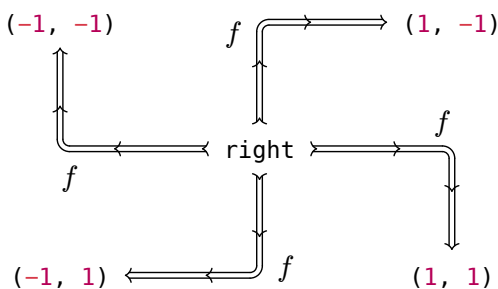
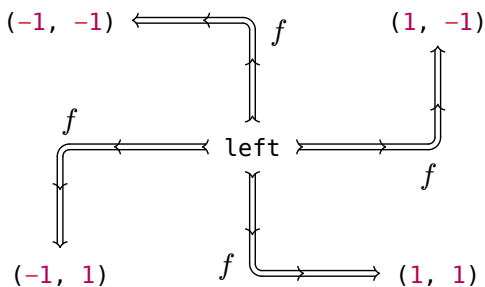


# CeTZ integration

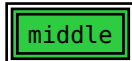
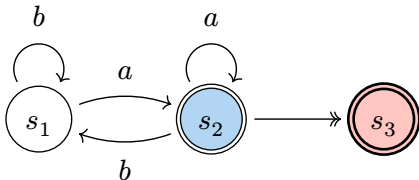




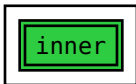
# Corner edges



# Double node strokes

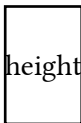
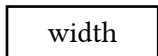
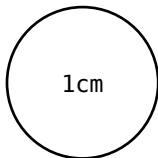
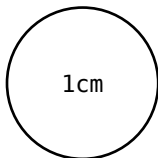


Relative and absolute extrusion lengths



# Custom node sizes

Make sure provided dimensions are exact, not affected by node inset.



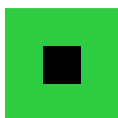
both

# Node inset and outset

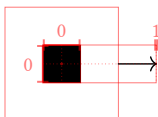
What 5mm inset should look like:



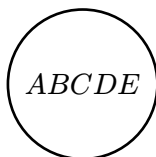
A diagram node with 5mm inset:



A diagram node with 5mm outset:



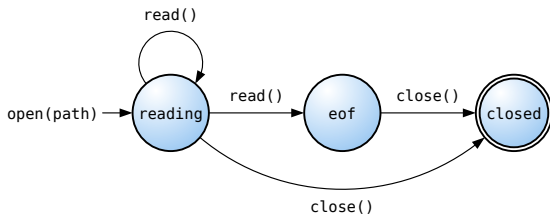
Circular insets:



# Example

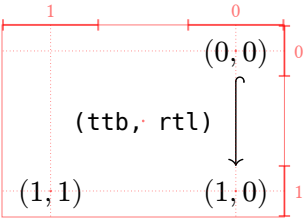
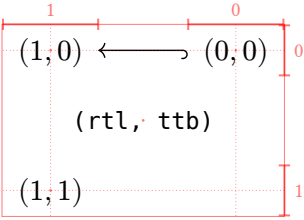
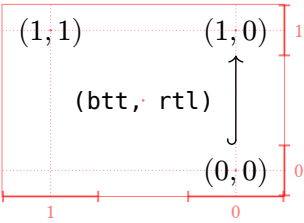
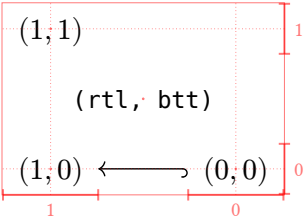
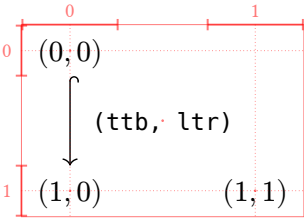
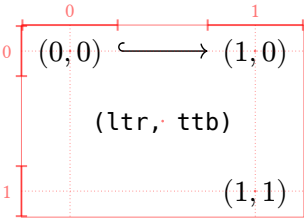
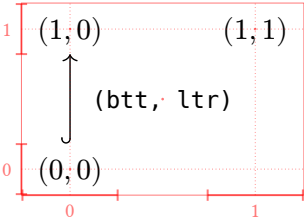
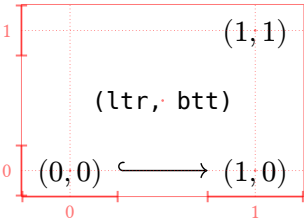
Make sure node or edge labels don't pick up equation numbers!

$$a^2 \quad (1)$$

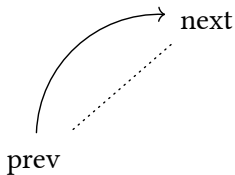
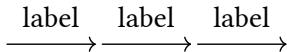


$$b^2 \quad (2)$$

# Axes configuration



# Implicit from and to points



# Edge positional arguments

Explicit named arguments versus implicit positional arguments.

Each row should be the same thing repeated.

$$\begin{array}{lll} A \longrightarrow B & A \longrightarrow B & A \longrightarrow B \\ A \xrightarrow{\pi} B & A \xrightarrow{\pi} B & A \xrightarrow{\pi} B \\ A \xrightarrow{\tau} B & A \xrightarrow{\tau} B & A \xrightarrow{\tau} B \\ A \xrightarrow{+} B & A \xrightarrow{+} B & A \xrightarrow{+} B \end{array}$$



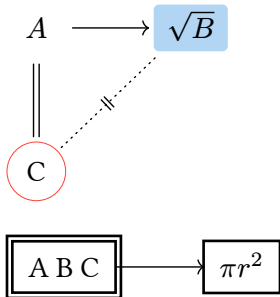
# Math-mode diagrams

The following diagrams should be identical:

$$\begin{array}{ccc} G & \xrightarrow{f} & \operatorname{im}(f) \\ \pi \downarrow & \nearrow \tilde{f} & \\ G/\ker(f) & & \end{array}$$

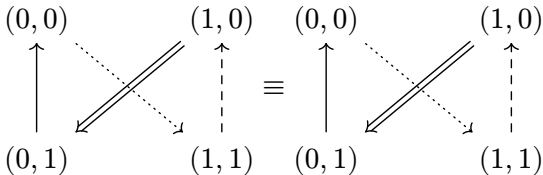
$$\begin{array}{ccc} G & \xrightarrow{f} & \operatorname{im}(f) \\ \pi \downarrow & \nearrow \tilde{f} & \\ G/\ker(f) & & \end{array}$$

# Nodes in math-mode

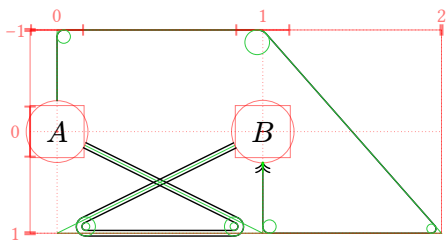
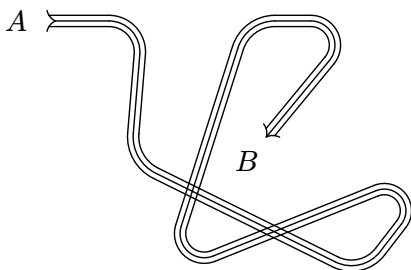
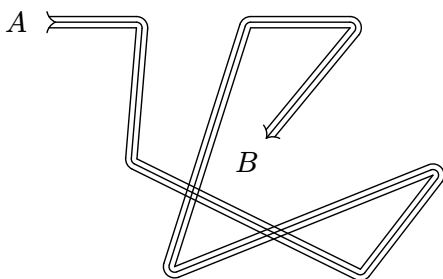
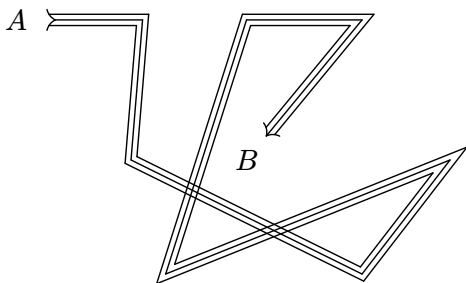


# Relative node coordinates

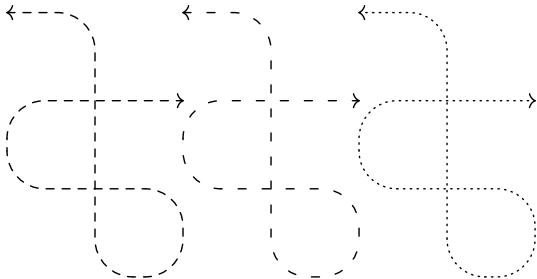
$$\begin{array}{ccc}
 G & \xrightarrow{f} & \text{im}(f) \\
 \pi \downarrow & \nearrow \tilde{f} & \\
 G/\ker(f) & & 
 \end{array}$$



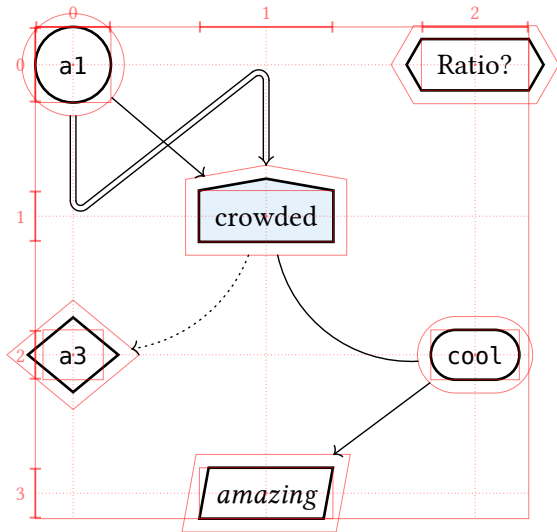
# Edge paths



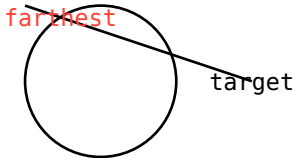
## Dashed edge paths



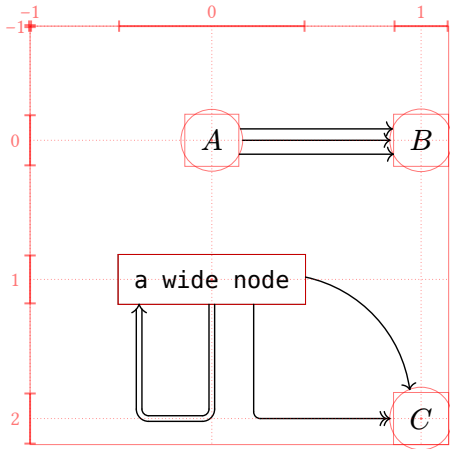
# Custom node shapes



# Intersection finding

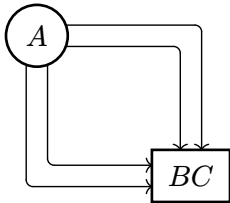
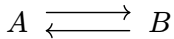


# Off-center edges

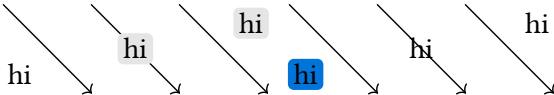




# Edge shift

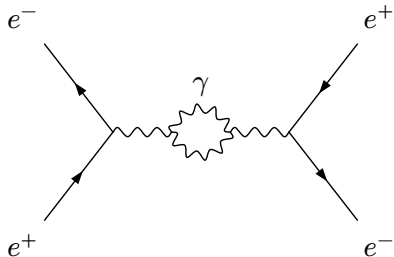


# Label fill



# Line decorations

$A \leftarrow \text{~~~~~} \rightarrow B \leftarrow \text{~~~~~} \rightarrow C \leftarrow \text{~~~~~} \rightarrow$



$A \text{ ~~~~~} B$

$A \leftarrow \text{~~~~~} B$

$A \leftarrow \text{~~~~~} B$

$A \text{ ~~~~~} B$