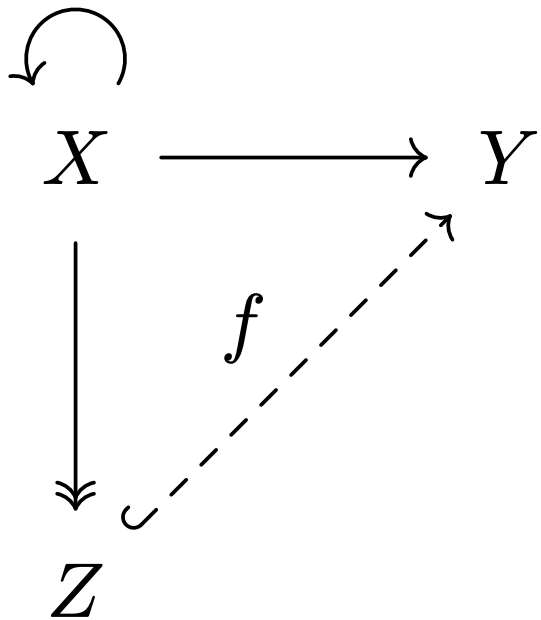
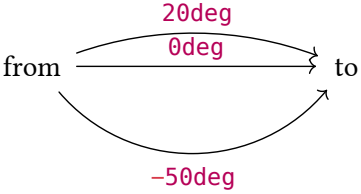
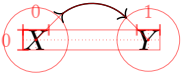
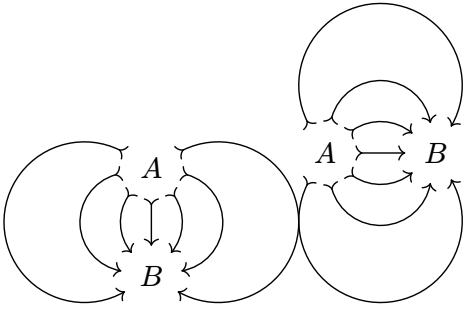
Connectors

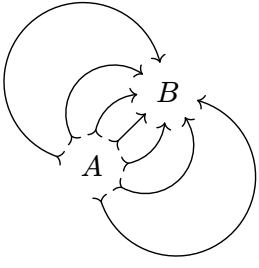


Arc connectors





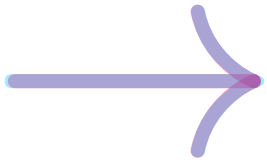


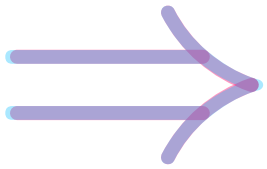


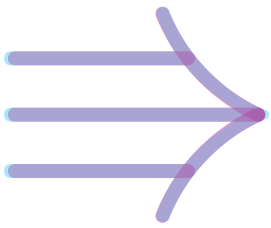
Matching math arrows

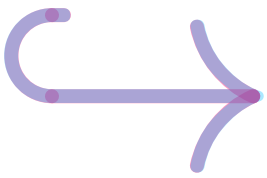
Compare to $\rightarrow$, $\Rightarrow$ $\Rrightarrow$ $\twoheadrightarrow$, $\hookrightarrow$, $\mapsto$.

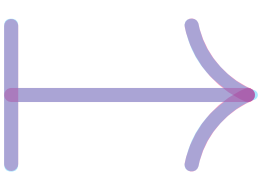
Compare our output to the reference symbol in default math font.











Double and triple lines

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

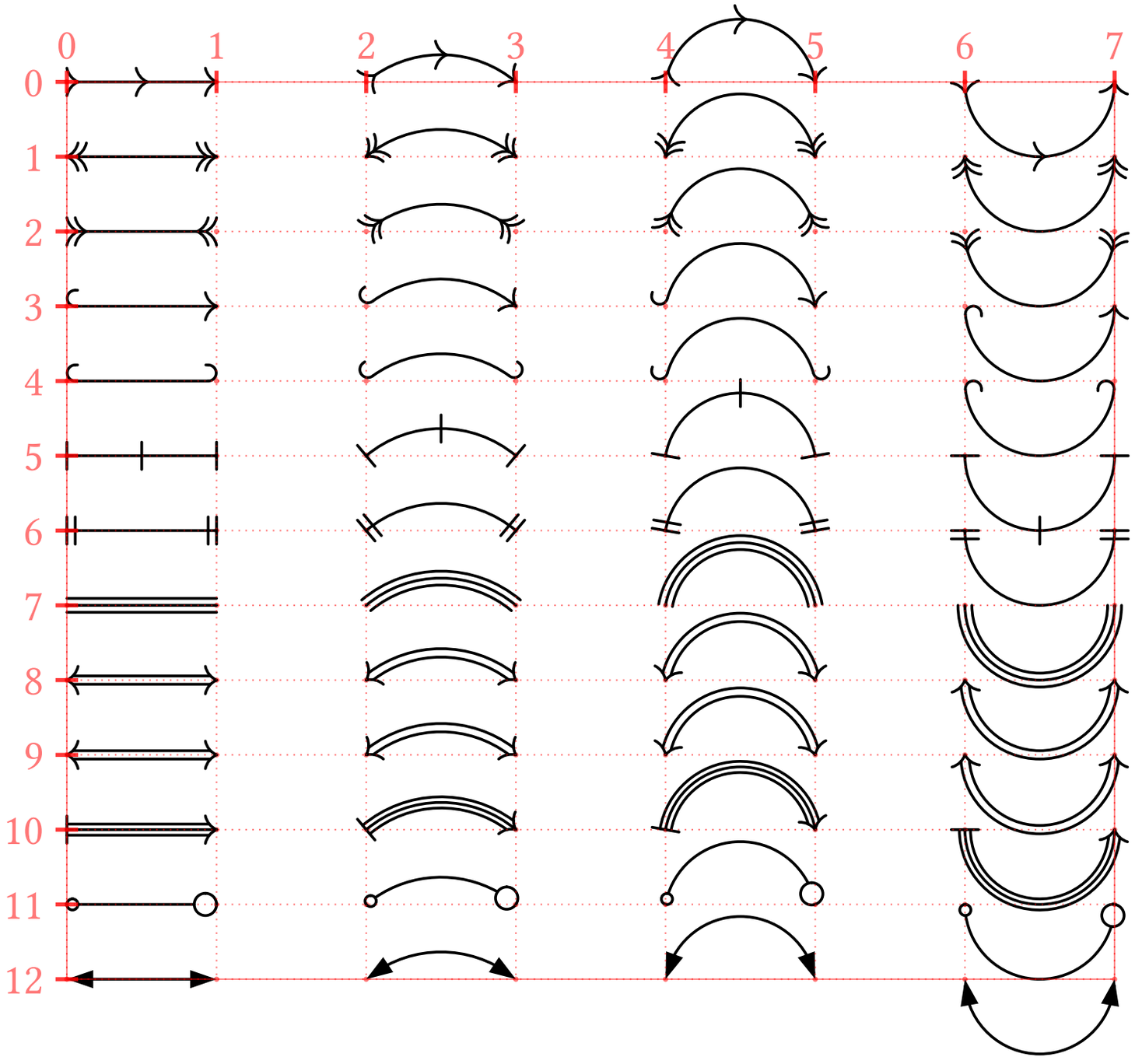
Diagram $A \xRightarrow{f} B$ and equation $A \Rightarrow B$.

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

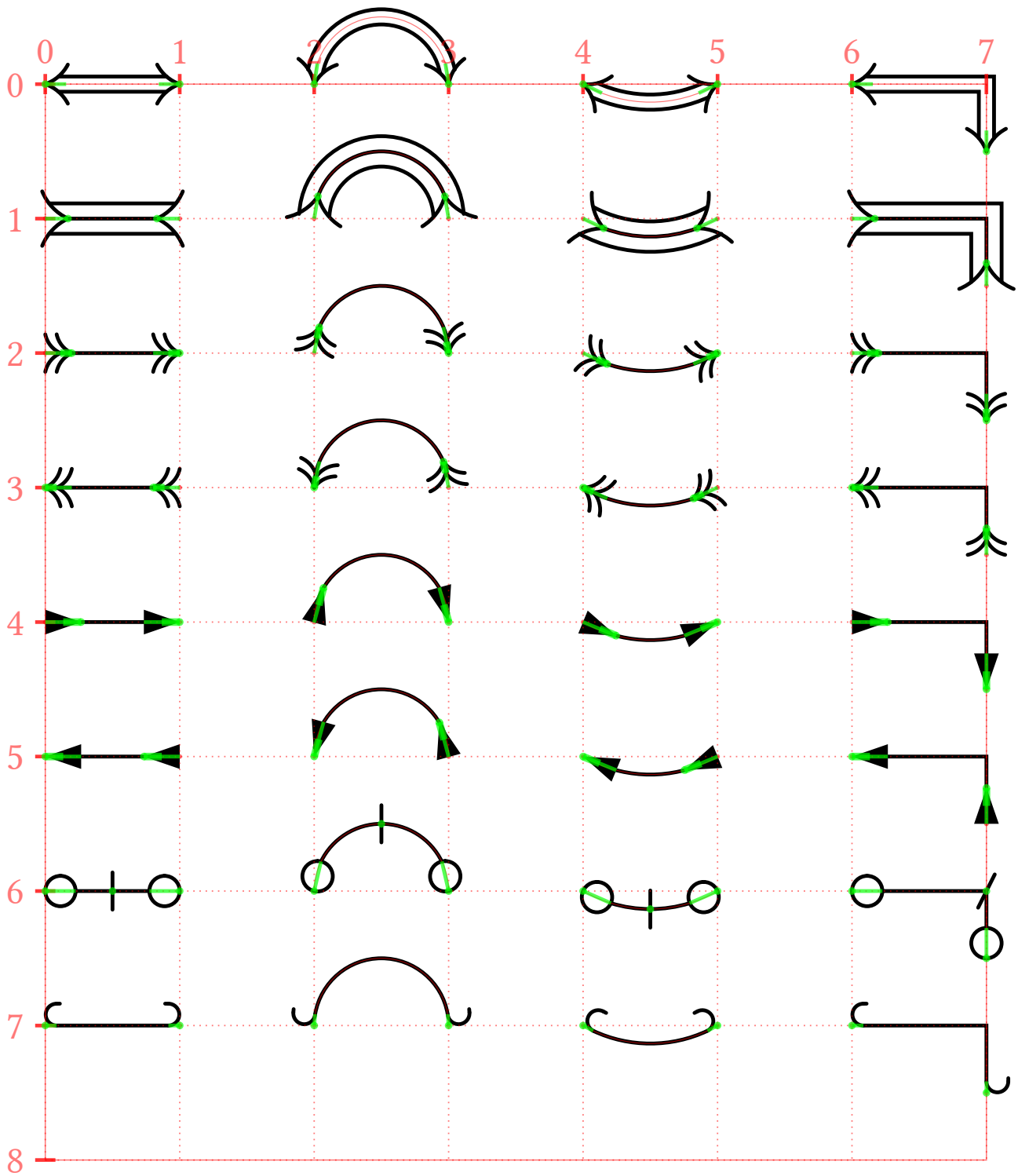
Arrow head shorthands

`"->"`	=	
`"<-"`	=	
`">-<"`	=	
`"<->"`	=	
`"<=>"`	=	
`"<==>"`	=	
`"|->"`	=	
`"|=>"`	=	
`">->"`	=	
`"<<->>"`	=	
`">>-<<"`	=	
`">>>-}>"`	=	
`"hook->"`	=	
`"hook'--hook"`	=	
`"|=|"`	=	
`"||-||"`	=	
`"|||-|||"`	=	
`"/--\\"`	=	
`"\\=\\"`	=	
`"/=/"`	=	
`"x-X"`	=	
`">>-<<"`	=	
`"harpoon-harpoon'"`	=	
`"harpoon'-<<"`	=	
`"<--hook'"`	=	
`"|..|"`	=	
`"hooks--hooks"`	=	
`"o-O"`	=	
`"O-o"`	=	
`"*-@"`	=	
`"o==O"`	=	
`"||->>"`	=	
`"<|-|>"`	=	
`"|>-<|"`	=	
`"-|-"`	=	
`"hook-/->"`	=	
`"<{-}>"`	=	

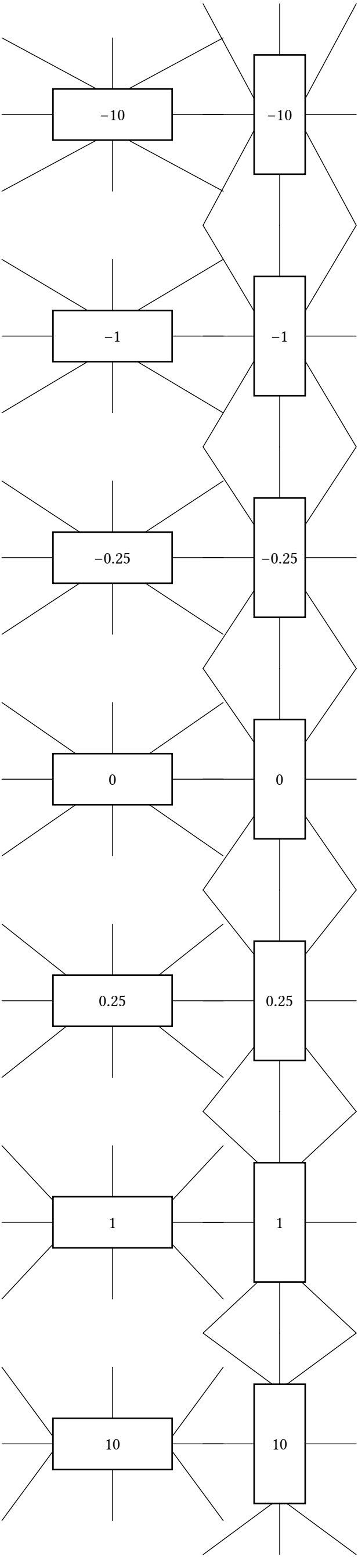
Bending arrows



Fine mark angle corrections

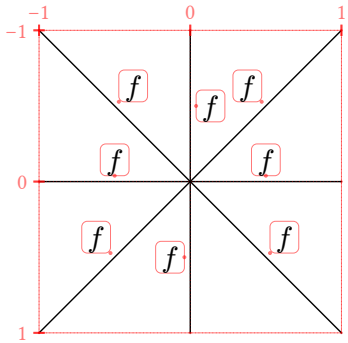


Defocus adjustment

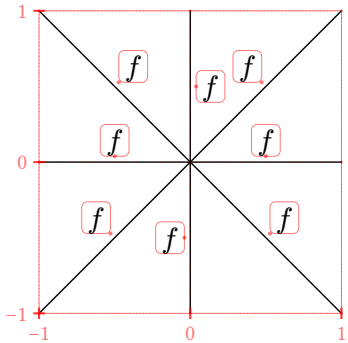


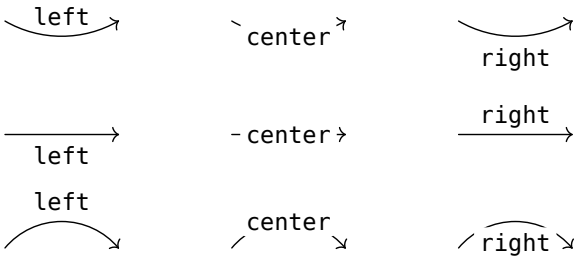
Automatic label placement

Default placement above the line.

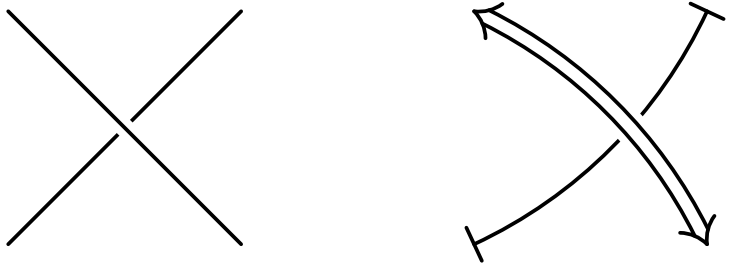


Reversed y-axis:





Crossing connectors



`edge()` argument shorthands

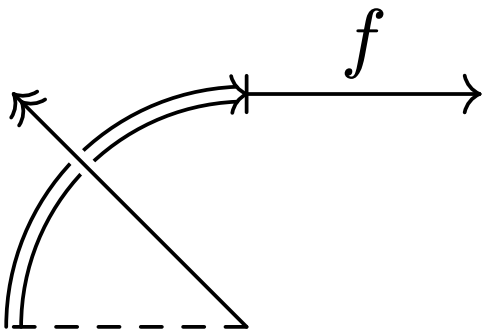
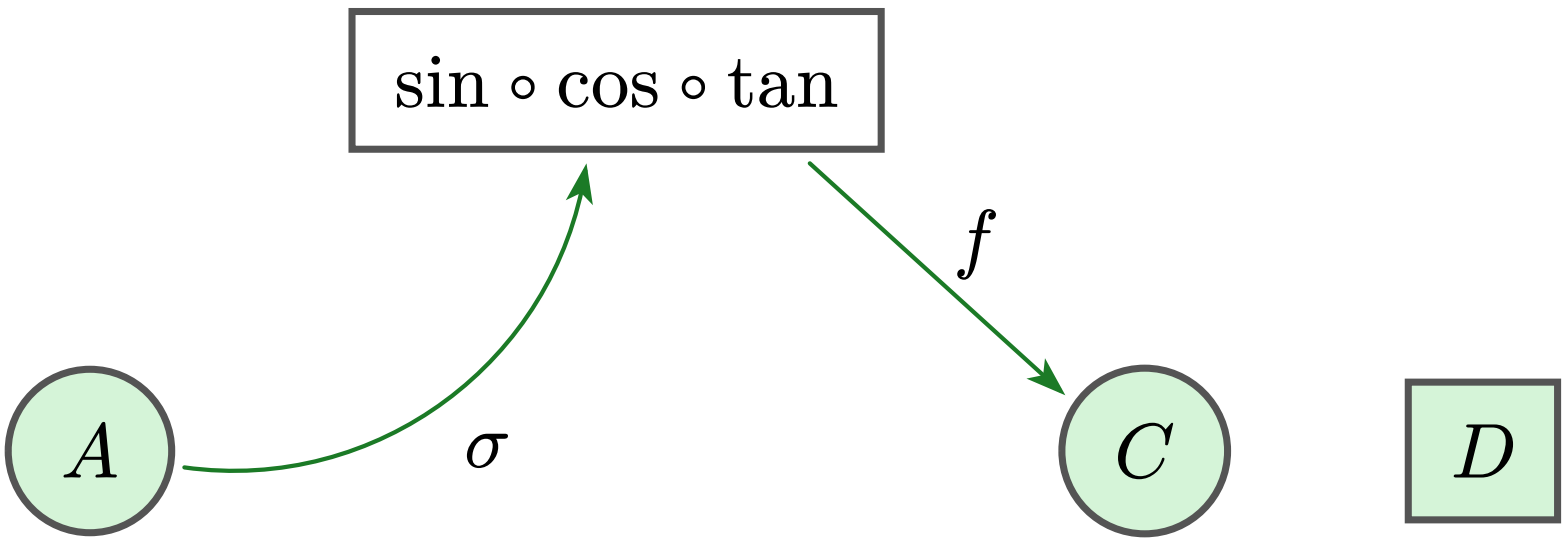
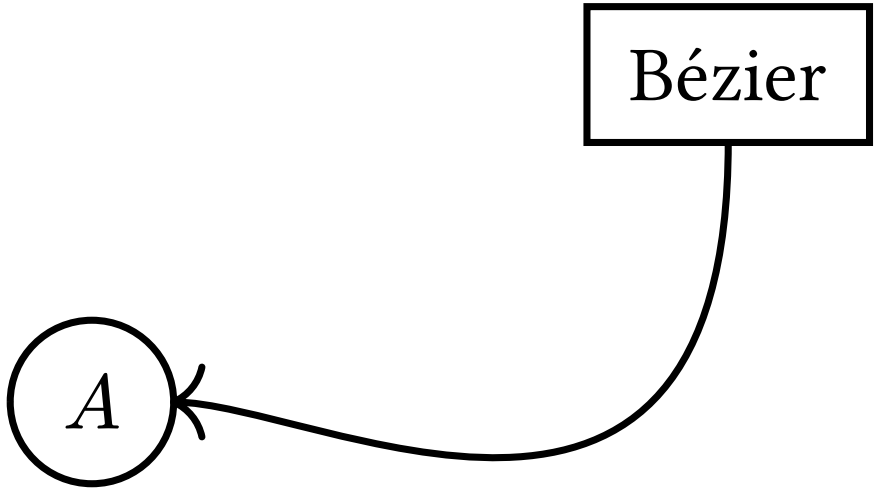


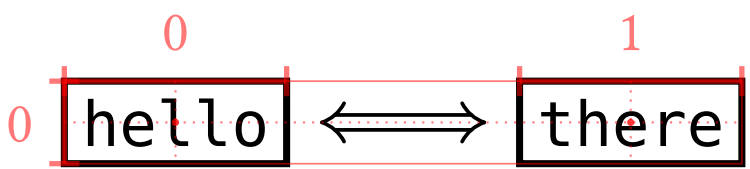
Diagram-level options



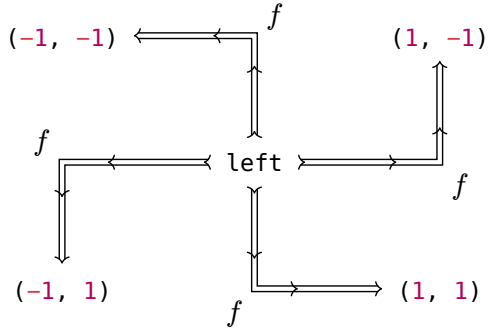
CeTZ integration

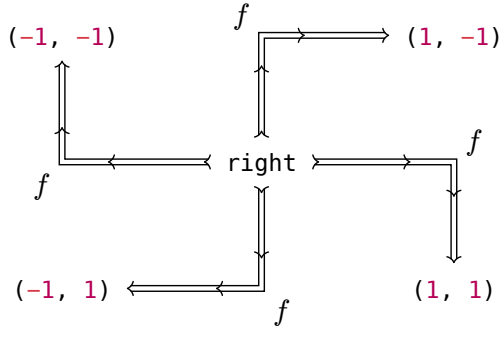


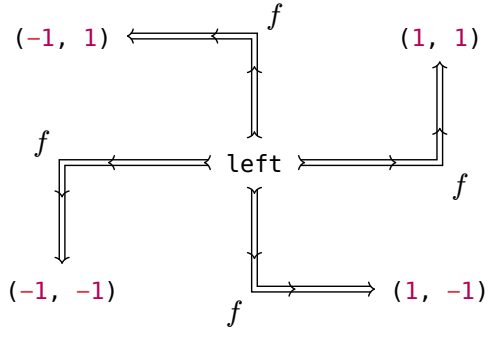
Node bounds, inset, and outset

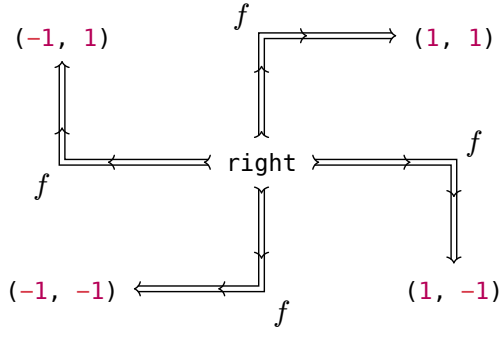


Corner edges

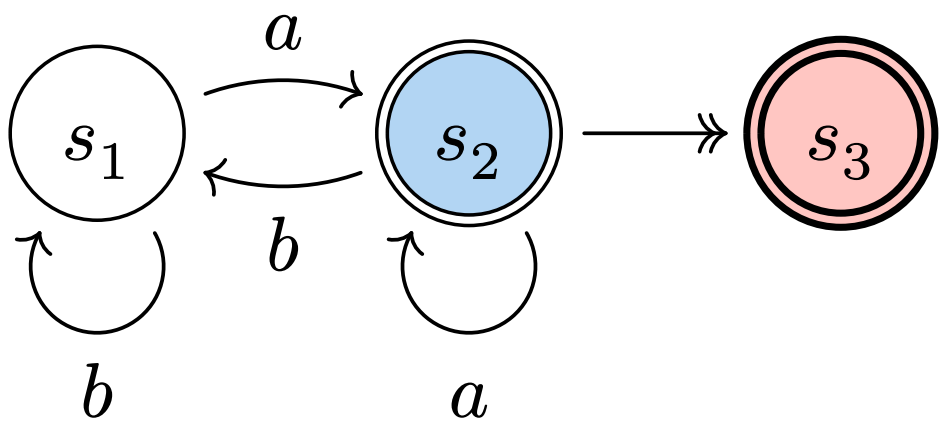


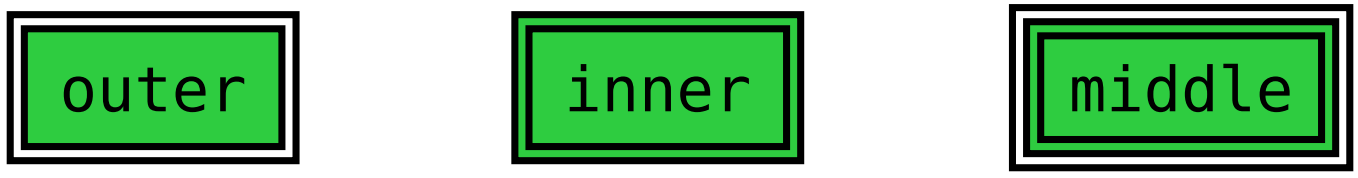




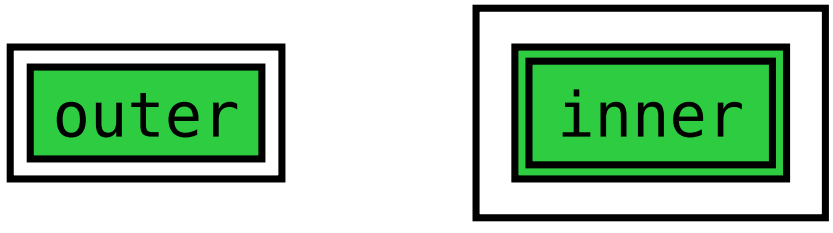


Double node strokes



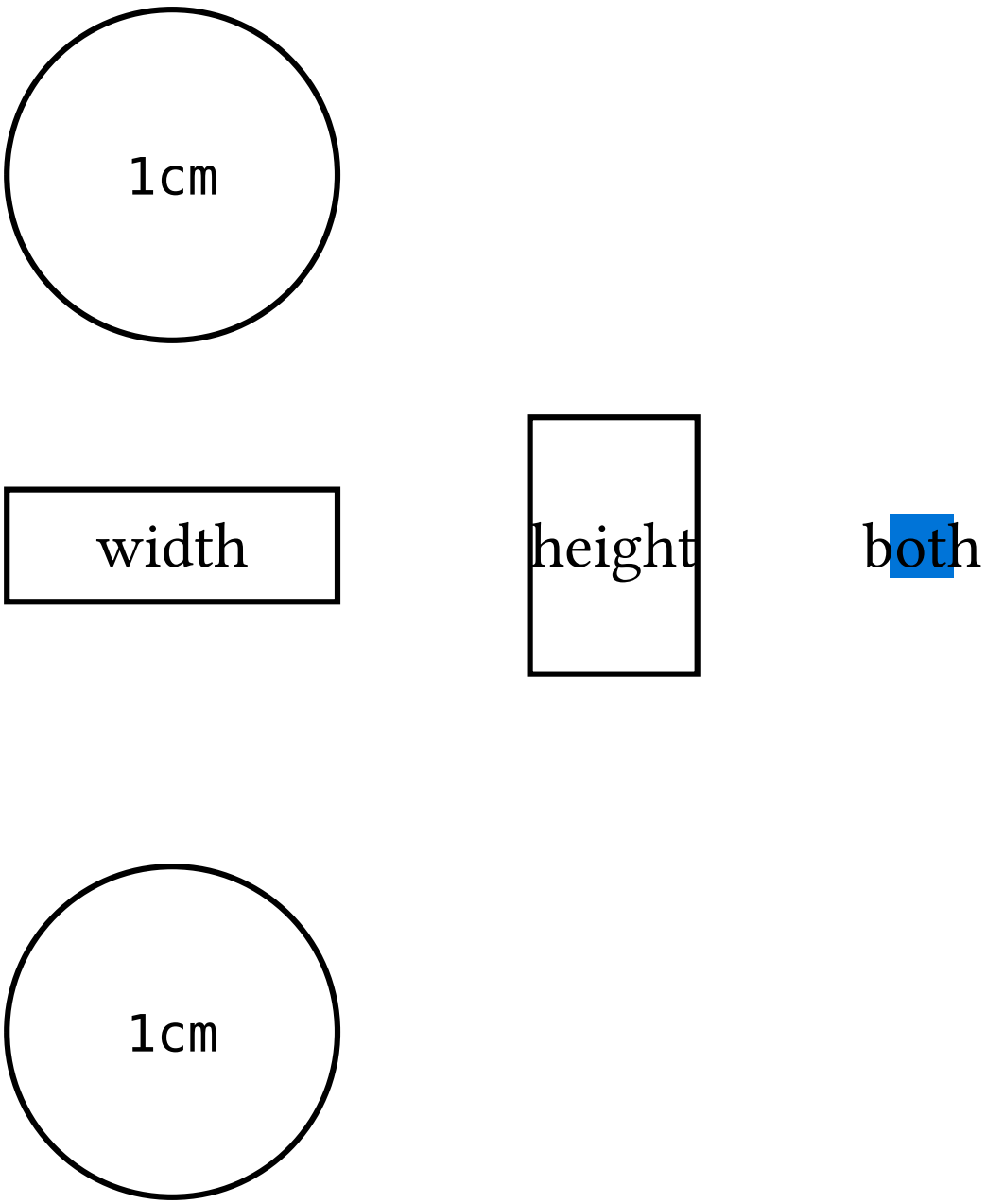


Relative and absolute extrusion lengths



Custom node sizes

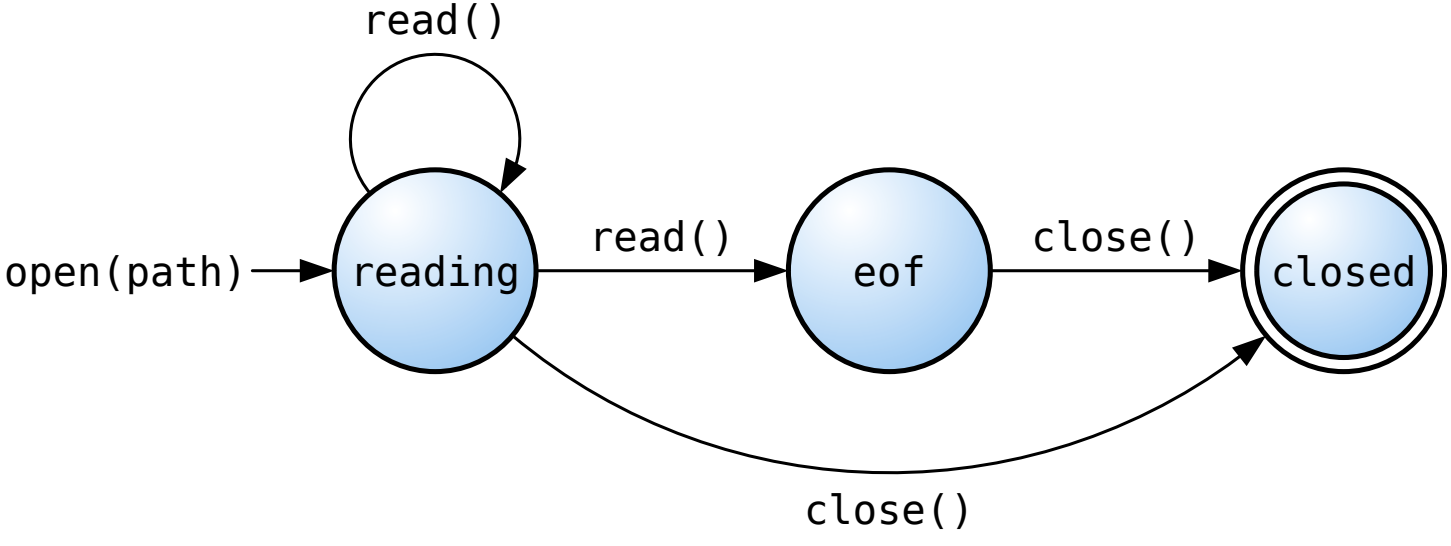
Make sure provided dimensions are exact, not affected by node `inset`.



Example

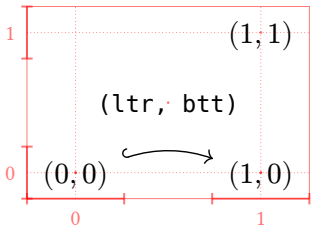
Make sure node or edge labels don't pick up equation numbers!

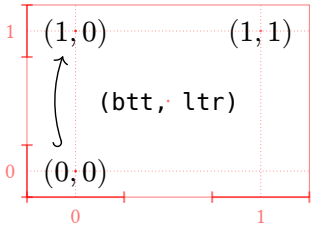
$$a^2 \tag{1}$$

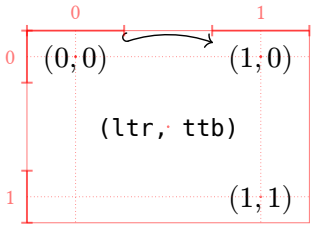


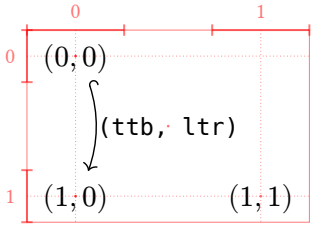
$$b^2 \tag{2}$$

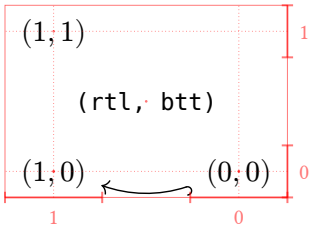
Axes configuration

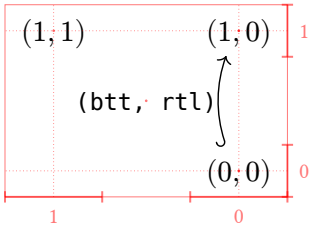


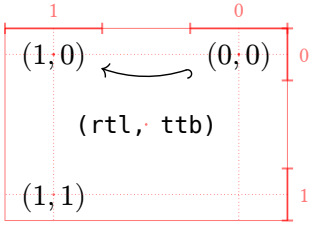


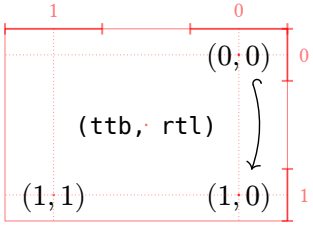




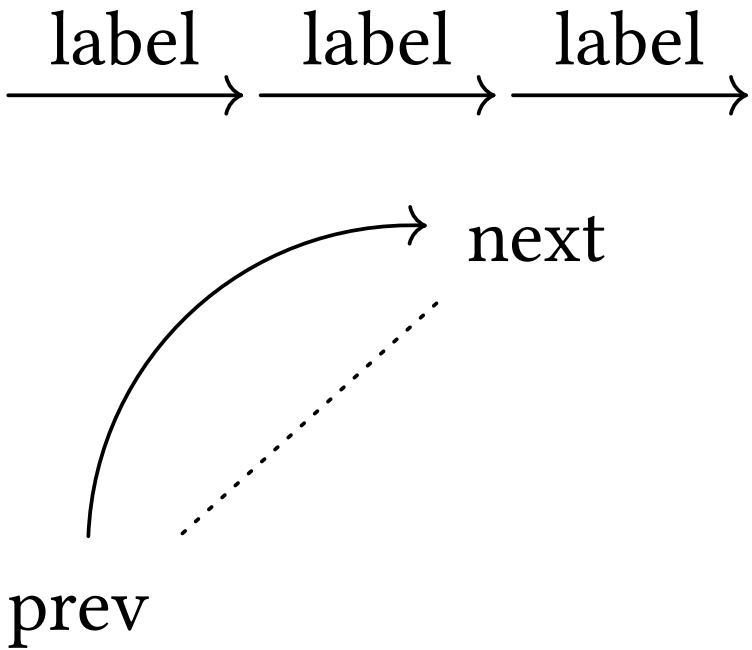








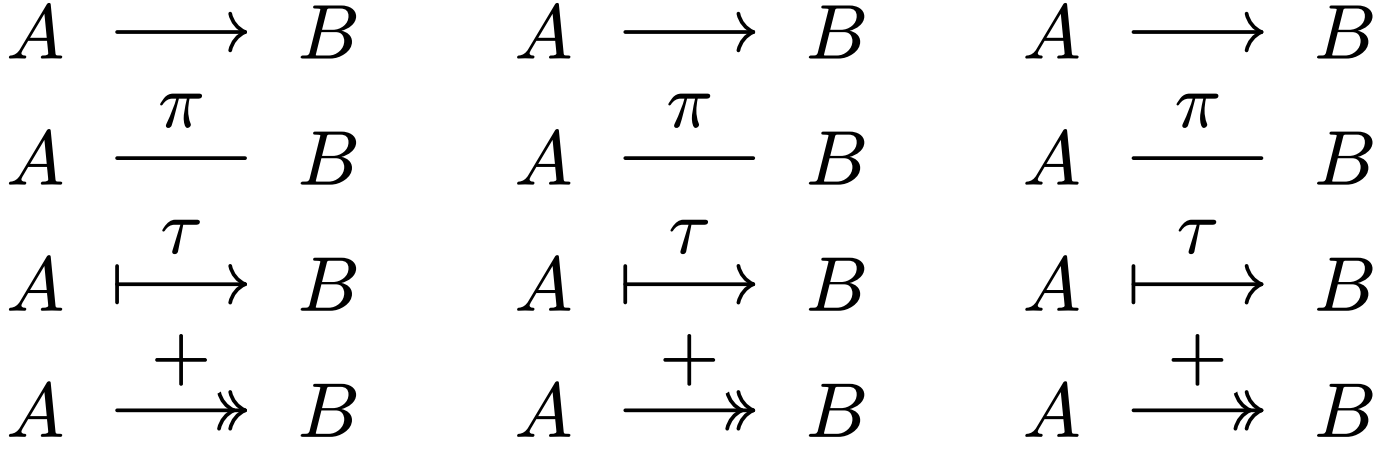
Implicit `from` and `to` points



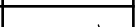
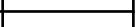
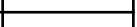
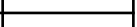
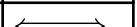
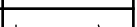
Edge positional arguments

Explicit named arguments versus implicit positional arguments.

Each row should be the same thing repeated.

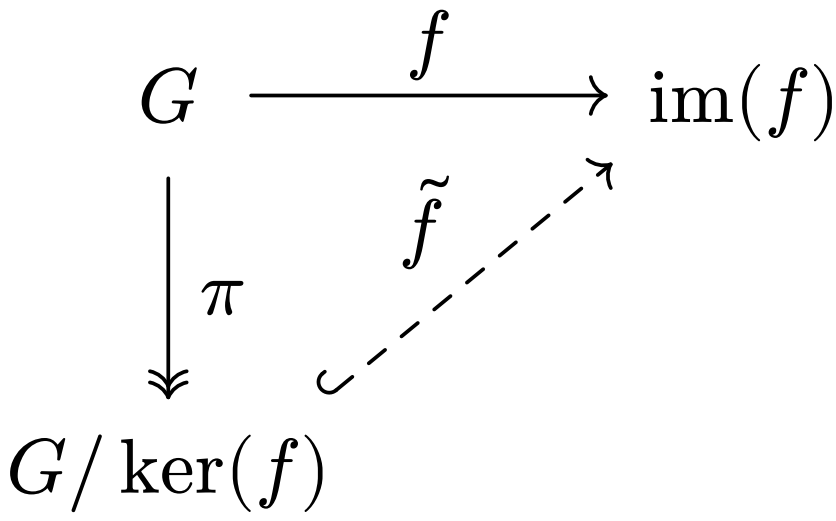


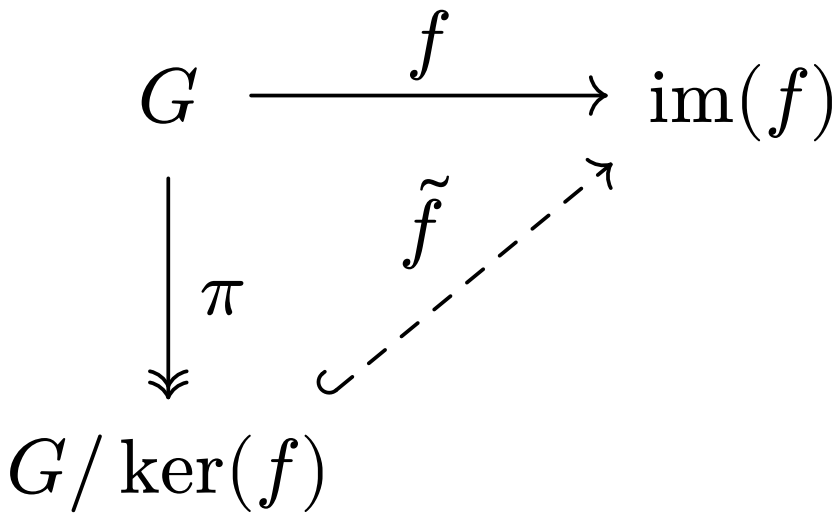
Symbol arrow aliases

Math	Unicode	Mark	Diagram
→	→	`->`	
⟶	?	`->`	
←	←	`<-`	
↔	↔	`<->`	
⟷	?	`<->`	
↠	?	`->>`	
↞	?	`<<-`	
↣	?	`>->`	
↢	?	`<-<`	
⇒	⇒	`=>`	
⟹	?	`=>`	
⟸	?	`<=`	
⇔	⇔	`<=>`	
⟺	?	`<=>`	
↦	↦	`|->`	
⤇	?	`|=>`	
⇝	?	none!	none!
⇜	?	none!	none!
↪		`hook->`	
↩		`<-hook'`	

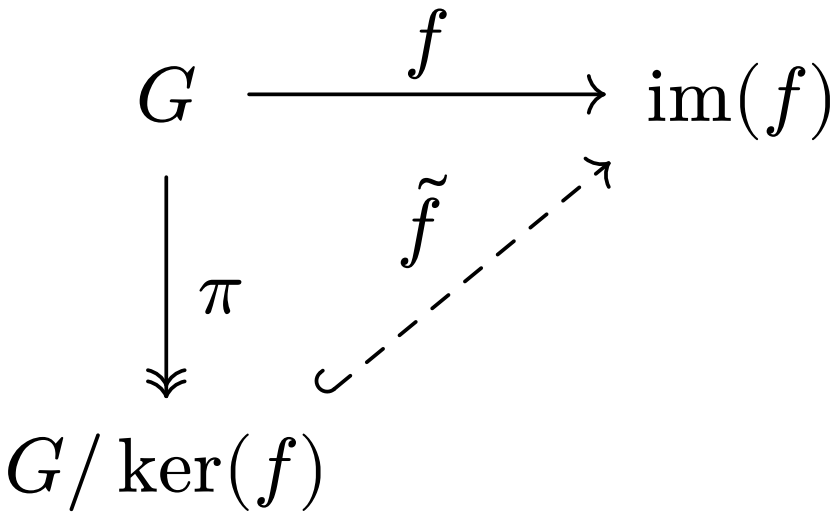
Math-mode diagrams

The following diagrams should be identical:





Relative node coordinates



Nodes in math-mode