

MAT_TAL_X symbol list

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Content

Introduction.....	2
Browser and operating system.....	2
Important differences with LaTeX.....	2
Contact.....	2
Tutorial.....	3
Shortcuts.....	3
Mathematics.....	4
Unary and binary operators.....	4
Calculus.....	6
Relation.....	7
Delimiters.....	9
Logic.....	9
Geometry.....	10
Arrows.....	10
Fractions.....	12
Chemistry.....	12
Introduction.....	12
Symbols.....	13
Matrix.....	13
Greek letters.....	14
Hebrew letters.....	15
Fonts.....	16
Greek letters.....	16
Combining symbols.....	17
Subscript and superscript.....	17

Chess & card games.....	19
Money and currency.....	19
Music.....	20
Other symbols.....	20
Space, line break, tab.....	21

Introduction

Browser and operating system

If you are using Windows, MatTalX in Google Chrome works very well. However, on a Linux based system, Firefox is recommended. MatTalX saves your work in progress, so you don't have to rewrite everything if you close the popup. As a Linux user, this feature works better on Firefox.

N.B. Every software renders unicode characters differently, this explains most bugs.

Important differences with LaTeX

MatTalX uses, most of the time, the same command as LaTeX. Some important differences are, for instance, \mathbb{R} is `\mathbb{R}` in MatTalX, instead of `\mathbb{R}` in LaTeX. The same goes for \mathbf{R} (and every other letter), which is obtained with `\mathbf{R}` instead of `\mathbf{R}`. However, for \overline{x} , \hat{y} and \underline{z} , MatTalX uses `x \overline{}`, `y \hat{}` and `z \underline{}` as commands, instead of `\overline{x}`, `\hat{y}` and `\underline{z}`.

Another important change from LaTeX is that you can't "build" a symbol in MatTalX (see "Combining symbols in the table of content for nuance). As an example, $\frac{a}{b}$ is simply `\def` in MatTalX, but `\stackrel{\rm def}{=}` in LaTeX. As a last example, $\sqrt[3]{2}$ is `\sqrt[3]{2}` instead of `\sqrt[3]{2}`.

For fractions, since MatTalX renders symbol in UTF format, it is recommended to represent $f(x)$ divided by $g(x)$ as $f(x)/g(x)$ or $f(x)(g(x))^{-1}$. If it is a simple fraction (like one half), you can use `\frac{1}{2}` $\rightarrow \frac{1}{2}$, but it won't work for every fraction (see table of content). It is however possible to build your own fraction with `^1 \frac _2` $\rightarrow \frac{1}{2}$. It is also possible to use `^1 / _2`, but `\frac` is better suited for "superscript over subscript".

Contact

If you find a bug or have any suggestion, please tell me via <https://github.com/samueleblanc/MatTalX/issues>

Tutorial

It is important to know that every command, in MatTaIX, must be separated by a space. For instance: $\backslash\text{Pi}$, $\backslash\text{pi} \rightarrow \text{err } \pi$, but $\backslash\text{Pi } , \backslash\text{pi} \rightarrow \Pi, \pi$. The difference is $\backslash\text{Pi}$, and $\backslash\text{Pi } ,$

$\backslash\text{Pi}, \nRightarrow \backslash\text{Pi} + " " + ", "$

MatTaIX is a simple extension, there are only four buttons.

1. If you press **Convert**, the text written in the first area will be translated and the output will appear in the second area.
2. If you press **Copy text**, the text of the second area will be automatically copied on your clipboard, so that you can paste and send it afterwards.
3. If you press **Clear**, it will erase both areas.
4. If you hover over the question mark (?) you will be able to see this document under "Documentation", the code under "Code (GitHub)" and you can uncheck "Remove spaces"

With "Remove spaces" checked

Input: $x > y \backslash\text{and } y \backslash\text{geq } 0 \backslash\text{implies } x > 0$

Output: $x > y \wedge y \geq 0 \Rightarrow x > 0$

Input: $\backslash\text{Gamma } (k) = \backslash\text{sum } _k=1 (2k ^2 + 4)$

Output: $\Gamma(k) = \sum_{k=1}(2k^2+4)$

With "Remove spaces" unchecked

Input: $x > y \backslash\text{and } y \backslash\text{geq } 0 \backslash\text{implies } x > 0$

Output: $x > y \wedge y \geq 0 \Rightarrow x > 0$

Input: $\backslash\text{Gamma } (k) = \backslash\text{sum } _k=1 (2k ^2 + 4)$

Output: $\Gamma (k) = \sum _{k=1} (2k ^2 + 4)$

To write subscript or superscript characters, start with "_" or "^" respectively. For instance, ^abc gives "^{abc}" and _ijk gives "_{ijk}".

Shortcuts

Chrome

Ctrl+M opens and closes MatTaIX

Alt+I copies the text in the first box (input)

Alt+O copies the text in the second box (output)

Alt+S opens and closes the suggestion box

Firefox

Alt+M opens and closes MatTaIX

Alt+I copies the text in the first box (input)

Alt+O copies the text in the second box (output)

Alt+C opens and closes the completion box

Mathematics

Unary and binary operators

<code>+</code> , <code>-</code> , <code>\dotminus</code> , <code>\times</code>	$+$, $-$, \div , \times
<code>\frac</code> , <code>/</code> , <code>\div</code> , <code>\longdiv</code>	$/$, $/$, \div , $\overline{)}$
<code>\divideontimes</code> , <code>\smashtimes</code>	\ast , \oslash
<code>\rtimes</code> , <code>\ltimes</code>	\rtimes , \ltimes
<code>\rthree</code> , <code>\lthree</code>	\curvearrowright , \curvearrowleft
<code>#</code>	$\#$
<code>!</code>	$!$
<code>\neg</code>	\neg

<code>\sqrt</code> , <code>\sqrt3</code> , <code>\sqrt4</code>	$\sqrt{}$, $\sqrt[3]{}$, $\sqrt[4]{}$
<code>\prod</code> , <code>\sum</code>	\prod , \sum
<code>\cdot</code>	\cdot
<code>\ast</code> , <code>\star</code> , <code>\circ</code> , <code>\diamond</code>	\ast , \star , \circ , \diamond
<code>\pm</code> , <code>\mp</code>	\pm , \mp

<code>\wr</code>	\wr
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<code>\bowtie</code>	\bowtie
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<code>\sin</code> , <code>\cos</code> , <code>\tan</code>	\sin , \cos , \tan
<code>\arcsin</code> , <code>\arccos</code> , <code>\arctan</code>	\arcsin , \arccos , \arctan
<code>\cot</code> , <code>\csc</code> , <code>\sec</code>	\cot , \csc , \sec

<code>\arccot</code> , <code>\arccsc</code> , <code>\arcsec</code>	<code>arccot</code> , <code>arccsc</code> , <code>arcsec</code>
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<code>\ln</code> , <code>\log</code>	<code>ln</code> , <code>log</code>
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<code>\det</code>	<code>det</code>
<code>\rank</code>	<code>rank</code>
<code>\hermitian</code>	\dagger

<code>\grad</code>	<code>grad</code>
<code>\div</code>	<code>div</code>
<code>\curl</code>	<code>curl</code>

<code>\mod</code>	<code>mod</code>
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<code>\cup</code> , <code>\cap</code>	\cup , \cap
<code>\sqcup</code> , <code>\sqcap</code>	\sqcup , \sqcap
<code>\Cup</code> , <code>\Cap</code>	\mathcal{U} , \mathcal{M}
<code>\sqCup</code> , <code>\sqCap</code>	\mathbb{U} , \mathbb{M}
<code>\cupplus</code>	\uplus
<code>\setminus</code>	\setminus
<code>\amalg</code>	\amalg

<code>\oplus</code> , <code>\ominus</code>	\oplus , \ominus
<code>\otimes</code> , <code>\odot</code> , <code>\oslash</code>	\otimes , \odot , \oslash
<code>\ocirc</code> , <code>\bullet</code> , <code>\circledast</code>	\odot , \bullet , \circledast
<code>\perp</code> , <code>\parallel</code> , <code>\equiv</code>	\perp , \parallel , \equiv

<code>\oplushrim</code> , <code>\oplusrhrim</code>	$\overset{\circ}{+}$, $\overset{\circ}{+}$
<code>\otimeslhrim</code> , <code>\otimesrhrim</code>	$\overset{\circ}{\times}$, $\overset{\circ}{\times}$
<code>\boxplus</code> , <code>\boxminus</code>	\boxplus , \boxminus
<code>\boxtimes</code> , <code>\boxdot</code>	\boxtimes , \boxdot

Calculus

<code>\int</code> , <code>\iint</code> , <code>\iiint</code> , <code>\iiiiint</code>	\int , \iint , \iiint , \iiiiint
<code>\oint</code> , <code>\oiint</code> , <code>\oiint</code>	\oint , \oiint , \oiint
<code>\intclockwise</code>	\int
<code>\ointclockwise</code> , <code>\ointctrackwise</code>	\oint , \oint
<code>\sqint</code> , <code>\timesint</code>	\sqint , \timesint
<code>\cupint</code> , <code>\capint</code>	\cupint , \capint
<code>\fint</code>	\fint
<code>\overbarint</code> , <code>\underbarint</code>	$\overline{\int}$, $\underline{\int}$

<code>\sum</code> , <code>\osum</code> , <code>\sumint</code>	Σ , \osum , \sumint
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<code>'</code> , <code>"</code> , <code>\tprime</code>	$'$, $"$, \tprime
<code>\partial</code>	∂
<code>\nabla</code>	∇

<code>\lim</code>	\lim
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Relation

$=$, \neq	$=$, \neq
\equiv , \superequiv	\equiv , \equiv
\cong , \ncong	\cong , \ncong
\approx	\approx
\sim , \nsim , \simeq	\sim , \simeq , \simeq
\doteq , \eqdot , \def , \quest	\doteq , \doteq , $\stackrel{\text{def}}{=}$, $\stackrel{?}{=}$
\triangleq , \mquest , \dotequiv	\triangleq , \triangleq , \triangleq
$<$, $>$	$<$, $>$
\nless , \ngtr	\nless , \ngtr
\ll , \gg , \lll , \ggg	\ll , \gg , \lll , \ggg
\lquest , \rquest	\lquest , \rquest
\leq , \geq , \leqslant , \geqslant	\leq , \geq , \leqslant , \geqslant
\nsim , \gnsim	\nsim , \gnsim
\napprox , \gnapprox	\napprox , \gnapprox
\nleq , \gneq , \nleqq , \gneqq	\nleq , \gneq , \nleqq , \gneqq
\propto	\propto
\because , \therefore	\because , \therefore

\prec , \succ , \nprec , \nsucc	\prec , \succ , \nprec , \nsucc
\preceq , \succeq	\preceq , \succeq
\precneqq , \succneqq	\precneqq , \succneqq
\precnsim , \succnsim	\precnsim , \succnsim
\precnapprox , \succnapprox	\precnapprox , \succnapprox

\in , \ni , \notin	\in , \ni , \notin
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<code>\subset, \supset</code>	\subset, \supset
<code>\nsubset, \nsupset</code>	$\not\subset, \not\supset$
<code>\subseteq, \supseteq</code>	\subseteq, \supseteq
<code>\nsubseteq, \nsupseteq</code>	$\not\subseteq, \not\supseteq$
<code>\Subset, \Supset</code>	\Subset, \Supset
<code>\sqsubset, \sqsupset</code>	\sqsubset, \sqsupset
<code>\sqsubseteq, \sqsupseteq</code>	\sqsubseteq, \sqsupseteq
<code>\subsetplus, \supsetplus</code>	\subsetplus, \supsetplus
<code>\osubset, \osupset</code>	\osubset, \osupset
<code>\pitchfork, \toppitch</code>	\pitchfork, \toppitch

<code>\originalof, \imageof</code>	$\xrightarrow{\quad}, \xleftarrow{\quad}$
<code>\multimap, \leftmultimap</code>	\multimap, \leftmultimap
<code>\uptack</code>	\intercal

<code>\triangleleft, \triangleright</code>	$\triangleleft, \triangleright$
<code>\ntriangleleft, \ntriangleright</code>	$\ntriangleleft, \ntriangleright$
<code>\ntrianglelefteq, \ntrianglerighteq</code>	$\ntrianglelefteq, \ntrianglerighteq$

<code> , \nmid</code>	$, \nmid$
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<code>\emptyset</code>	\emptyset
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<code>\min, \max</code>	\min, \max
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Delimiters

$(,)$	$(,)$
<code>\lparenthesis, \rrparenthesis</code>	$(,)$
$\{, \}$	$\{, \}$
<code>\lBrace, \rBrace</code>	$\{, \}$
$[,]$	$[,]$
<code>\llbracket, \rrbracket</code>	\llbracket, \rrbracket
$ $	$ $
<code>\langle, \rangle</code>	\langle, \rangle
<code>\llangle, \rrangle</code>	$\langle\langle, \rangle\rangle$
<code>\lceil, \rceil, \lfloor, \rfloor</code>	$\lceil, \rceil, \lfloor, \rfloor$

Logic

<code>\exists, \nexists, \exists !</code>	$\exists, \nexists, \exists !$
<code>\land or \wedge, \lor or \vee</code>	\wedge, \vee
<code>\sqland, \sqlor</code>	\boxtimes, \boxplus
<code>\doublewedge, \doublevee</code>	\bigwedge, \bigvee
<code>\curlywedge, \curlyvee</code>	\curlywedge, \curlyvee
<code>\forall</code>	\forall
<code>\invamp</code>	\nexists

<code>\vdash, \dashv, \nvDash</code>	\dashv, \vdash, \nvdash
<code>\Dashv, \VDash, \invDash</code>	$\dashv, \models, \not\models$
<code>\dashV, \Vdash, \nVdash</code>	$\dashv, \models, \not\models$
<code>\DashV, \VDash, \nVDash</code>	$\dashv, \models, \not\models$

<code>\top</code> , <code>\bot</code>	\top , \perp
<code>\xor</code> , <code>\nand</code> , <code>\nor</code>	\vee , \wedge , \vee

<code>\qed</code>	■
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Geometry

<code>\parallel</code> , <code>\nparallel</code> , <code>\vvvert</code> , <code>\nvvvert</code>	\parallel , \nparallel , \parallel , \parallel
<code>\asymp</code>	\asymp
<code>\perp</code> , <code>\perp \not</code> , <code>\Perp</code>	\perp , \perp , \perp
<code>\angle</code> , <code>\rightangle</code>	\angle , \angle
<code>\measuredangle</code> , <code>\sphericalangle</code>	\sphericalangle , \sphericalangle
<code>\mid</code> or <code> </code> , <code>\mid</code>	$ $, $ $
<code>\between</code>	\emptyset


Arrows

<code>\leftarrow</code> or <code>\leftarrow</code> , <code>\rightarrow</code> or <code>\rightarrow</code>	\leftarrow , \rightarrow
<code>\longrightarrow</code> or <code>\rightarrow</code>	\rightarrow
<code>\leftrightarrow</code> or <code>\leftrightarrow</code>	\leftrightarrow
<code>\uparrow</code> , <code>\downarrow</code>	\uparrow , \downarrow
<code>\updownarrow</code>	\updownarrow
<code>\nleftarrow</code> , <code>\nrightarrow</code>	\nleftarrow , \nrightarrow
<code>\leftrightharrow</code>	\leftrightharrow
<code>\Leftarrow</code> or <code>\Leftarrow</code> , <code>\Rightarrow</code> or <code>\Rightarrow</code>	\Leftarrow , \Rightarrow
<code>\Leftrightarrow</code> or <code>\Leftrightarrow</code> , <code>\iff</code>	\Leftrightarrow , \Leftrightarrow
<code>\Longleftarrow</code> , <code>\implies</code>	\Longleftarrow , \implies
<code>\Uparrow</code> , <code>\Downarrow</code>	\Uparrow , \Downarrow

<code>\Updownarrow</code>	\Updownarrow
<code>\nLeftarrow, \nRightarrow</code>	$\nLeftarrow, \nRightarrow$
<code>\nLeftrightarrow</code>	\nLeftrightarrow
<code>\mapsto</code>	\mapsto

<code>\rightharpoonup, \rightharpoondown</code>	$\rightharpoonup, \rightharpoondown$
<code>\leftharpoonup, \leftharpoondown</code>	$\leftharpoonup, \leftharpoondown$
<code>\leftrightharpoons, \rightleftharpoons</code>	$\leftrightharpoons, \rightleftharpoons$
<code>\upharpoonleft, \upharpoonright</code>	$\upharpoonleft, \upharpoonright$
<code>\downharpoonleft, \downharpoonright</code>	$\downharpoonleft, \downharpoonright$

<code>\twoheadleftarrow, \twoheadrightarrow</code>	$\twoheadleftarrow, \twoheadrightarrow$
<code>\twoheaduparrow, \twoheaddownarrow</code>	$\twoheaduparrow, \twoheaddownarrow$
<code>\leftleftarrows, \rightrightarrows</code>	$\leftleftarrows, \rightrightarrows$
<code>\upuparrows, \downdownarrows</code>	$\upuparrows, \downdownarrows$
<code>\leftrightarrows, \rightleftarrows</code>	$\leftrightarrows, \rightleftarrows$
<code>\hookleftarrow, \hookrightarrow</code>	$\hookleftarrow, \hookrightarrow$
<code>\looparrowleft, \looparrowright</code>	$\looparrowleft, \looparrowright$
<code>\Lsh, \Rsh</code>	\Lsh, \Rsh
<code>\nwarrow, \nearrow</code>	\nwarrow, \nearrow
<code>\searrow, \swarrow</code>	\searrow, \swarrow
<code>\Lleftarrow, \Rrightarrow</code>	$\Lleftarrow, \Rrightarrow$
<code>\leftarrowtail, \rightarrowtail</code>	$\leftarrowtail, \rightarrowtail$
<code>\leftsquigarrow, \rightsquigarrow</code>	$\leftsquigarrow, \rightsquigarrow$
<code>\leftrightsquigarrow</code>	\leftrightsquigarrow
<code>\circlearrowleft, \circlearrowright</code>	$\circlearrowleft, \circlearrowright$

<code>\curvearrowleft, \curvearrowright</code>	 
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Fractions

<code>\frac12</code>	$\frac{1}{2}$
<code>\frac13, \frac23</code>	$\frac{1}{3}, \frac{2}{3}$
<code>\frac15, \frac25, \frac35, \frac45</code>	$\frac{1}{5}, \frac{2}{5}, \frac{3}{5}, \frac{4}{5}$
<code>\frac16, \frac56</code>	$\frac{1}{6}, \frac{5}{6}$
<code>\frac17</code>	$\frac{1}{7}$
<code>\frac18, \frac38, \frac58, \frac78</code>	$\frac{1}{8}, \frac{3}{8}, \frac{5}{8}, \frac{7}{8}$
<code>\frac19</code>	$\frac{1}{9}$
<code>\frac1{10}</code>	$\frac{1}{10}$
<code>\fraca{c}, \fraca{s}, \fracc{o}, \fracc{u}</code>	$\frac{a}{c}, \frac{a}{s}, \frac{c}{o}, \frac{c}{u}$

For any other simple fractions that are not on this list, you can create them with a superscript, a “/” and a subscript (e.g. $\text{\textasciix{53} \frac{1}{19} \rightarrow \frac{53}{19}}$ and $\text{\textasciix{y} \frac{1}{x} \rightarrow \frac{y}{x}}$). Like said earlier, it is possible to use “/”, but “\frac” is better suited for that kind of division.

Chemistry

Introduction

To write a chemistry equation, you can start by writing **\$chem** as the first word of the text. It won't automatically turn every letter in italic or “math style” (i.e. $f \rightarrow f$ instead of f). Also, it will make spaces around “+” and most often used arrows, like \rightleftharpoons , \rightarrow and more.

ex:

Input: `$chem CO_2 \rightarrow O \above: \below: = C = O \above: \below:`
Output: $\text{CO}_2 \rightarrow \overset{\cdot}{\underset{\cdot}{\text{O}}} = \text{C} = \overset{\cdot}{\underset{\cdot}{\text{O}}}$

Also, “:” is equivalent to “\colon” with \$chem, if you want it to be the same as without “\$chem”, use “\ratio” instead.

Symbols

<code>-</code> , <code>=</code> , <code>\tbond</code> , <code>\qbond</code>	<code>-</code> , <code>=</code> , <code>\equiv</code> , <code>\equiv</code>
<code>\mid</code> : (or <code>:</code>) F <code>\above</code> : <code>\below</code> : <code>\mid</code> .	<code>:F:</code>
<code>\mid</code> : Ca <code>\--></code> Ca ²⁻	<code>:Ca \rightarrow Ca^{2-}</code>

For arrows, see table of content.

Matrix

<code>\id1</code>	<code>[1]</code>
<code>\id2</code>	<code>[1 0]</code> <code>[0 1]</code>
<code>\id3</code>	<code>[1 0 0]</code> <code>[0 1 0]</code> <code>[0 0 1]</code>
<code>\id4</code>	<code>[1 0 0 0]</code> <code>[0 1 0 0]</code> <code>[0 0 1 0]</code> <code>[0 0 0 1]</code>
<code>\idn</code>	<code>[1 0 \cdots 0]</code> <code>[0 1 \cdots 0]</code> <code>[\vdots \vdots \ddots \vdots]</code> <code>[0 0 \cdots 1]</code>

To make the matrix of your choice, write **\$matrix** as the first word, and then write the matrix that you want. As an example, “`\id2`” could be written as `$matrix [1,0][0,1]`

Other examples:

`$matrix ...`

<code>[a,b,c][d,e,f][g,h,i]</code>	$\begin{bmatrix} a & b & c \\ d & e & f \\ g & h & i \end{bmatrix}$
<code>[1,2,3][a,b,c]</code>	$\begin{bmatrix} 1 & 2 & 3 \\ a & b & c \end{bmatrix}$
<code>[10,200,300][a,b,c-1]</code>	$\begin{bmatrix} 10 & 200 & 300 \\ a & b & c-1 \end{bmatrix}$

If you want symbols in the matrix, you could do

Input : `[2,3, \sigma][\frac{1}{2} , 0,1]`

Output : $[2,3,\sigma][\frac{1}{2},0,1]$

Input : `$matrix [2,3,\sigma][\frac{1}{2},0,1]`

Output :

$$\begin{bmatrix} 2 & 3 & \sigma \\ \frac{1}{2} & 0 & 1 \end{bmatrix}$$

Greek letters

<code>\Alpha, \alpha</code>	A, α
<code>\Beta, \beta</code>	B, β
<code>\Gamma, \gamma</code>	Γ, γ
<code>\Delta, \delta</code>	Δ, δ
<code>\Epsilon, \epsilon, \varepsilon</code>	E, ϵ, ϵ
<code>\Zeta, \zeta</code>	Z, ζ
<code>\Eta, \eta</code>	H, η
<code>\Theta, \theta, \vartheta</code>	$\Theta, \theta, \vartheta$
<code>\Iota, \iota</code>	I, ι

<code>\Kappa, \kappa, \varkappa</code>	K, κ, \varkappa
<code>\Lambda, \lambda</code>	Λ, λ
<code>\Nu, \nu</code>	N, ν
<code>\Xi, \xi</code>	Ξ, ξ
<code>\Omicron, \omicron</code>	O, o
<code>\Pi, \pi, \varpi</code>	Π, π, ϖ
<code>\Rho, \rho, \varrho</code>	P, ρ, ϱ
<code>\Sigma, \sigma, \varsigma</code>	$\Sigma, \sigma, \varsigma$
<code>\Tau, \tau</code>	T, τ
<code>\Upsilon, \upsilon</code>	Υ, υ
<code>\Phi, \phi, \varphi</code>	Φ, ϕ, φ
<code>\Chi, \chi</code>	X, χ
<code>\Psi, \psi</code>	Ψ, ψ
<code>\Omega, \omega</code>	Ω, ω

Hebrew letters

<code>\aleph</code>	א
<code>\beth</code>	ב
<code>\gimel</code>	ג
<code>\dalet</code>	ד

Fonts

$A, a, \dots z$	$A, a, \dots z$
$\backslash A, \backslash a, \dots \backslash z$	$A, a, \dots Z$
$\backslash mathbf{A}, \backslash mathbf{a}, \dots \backslash mathbf{z}$	$\mathbf{A}, \mathbf{a}, \dots \mathbf{z}$
$\backslash mathbb{A}, \backslash mathbb{a}, \dots \backslash mathbb{z}$	$\mathbb{A}, \mathbb{a}, \dots \mathbb{Z}$
$\backslash mathfrak{A}, \backslash mathfrak{a}, \dots \backslash mathfrak{z}$	$\mathfrak{A}, \mathfrak{a}, \dots \mathfrak{z}$
$\backslash mathcal{A}, \backslash mathcal{a}, \dots \backslash mathcal{z}$	$\mathcal{A}, \mathcal{a}, \dots \mathcal{z}$

$0, 1, \dots 9$	$0, 1, \dots 9$
$\backslash mathbf{0}, \backslash mathbf{1}, \dots \backslash mathbf{9}$	$\mathbf{0}, \mathbf{1}, \dots \mathbf{9}$
$\backslash mathbb{0}, \backslash mathbb{1}, \dots \backslash mathbb{9}$	$\mathbb{0}, \mathbb{1}, \dots \mathbb{9}$

Greek letters

$\backslash mathbb{P}i, \backslash mathbb{p}i$	Π, π
$\backslash mathbb{G}amma, \backslash mathbb{g}amma$	Γ, γ
$\backslash mathbb{S}igma$	Σ

* These are the only one as of v 1.0.0

$\backslash mathbf{A}lpha, \dots \backslash mathbf{o}mega$	$\mathbf{A}, \dots \mathbf{\omega}$
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Every greek letters that exists in the regular font exists in *mathbf*

Combining symbols

<code>x \hat, y \overline, z \underline</code>	$\hat{x}, \overline{y}, \underline{z}$
<code>a \ooverline a, b \uunderline b</code>	$\overline{aa}, \underline{bb}$
<code>n \overfrown m</code>	\overfrown{nm}
<code>\rho \oversmile \tau</code>	$\oversmile{\rho\tau}$
<code>\mathbf{A} \undersmile \mathbf{B}</code>	$\undersmile{\mathbf{A}\mathbf{B}}$
<code>x \uunderarrow z</code>	\uunderarrow{xz}
<code>\pi \tilde</code>	$\tilde{\pi}$
<code>u \ttilde v</code>	\ttilde{uv}
<code>e \vec</code>	\vec{e}
<code>\perp \not</code>	$\perp \not$

In other words, simply add the command that you want to apply after the letter (or between the letters). It works with every letter, including the Greek alphabet. You can also apply them to symbols, like `\perp \not` seen above.

Some will give a bad rendering (e.g. $A \hat{} \rightarrow A$). However, the symbol might be positioned adequately in some app or website. I recommend the use of the “regular” alphabet if the goal is to add hat, overline, etc. You can do so by doing `\A \hat` instead (“\” before the letter) $\rightarrow \hat{A}$ vs \hat{A} .

Subscript and superscript

To write regular characters as subscript or superscript, simply start the word with a “`_`” or “`^`” respectively. If the character you want is not available, you can still make yourself understandable by doing something like this:

Input: `e \^ (\mathcali \pi) + 1 = 0`

(i.e. `\^ \rightarrow ^` and `_ \rightarrow _`)

Output: $e^{\pi} + 1 = 0$

<code>x ^abc123, o ^1+2=3</code>	$x^{abc123}, o^{1+2=3}$
<code>y _ijk456, i _2(3)=6</code>	$y_{ijk456}, i_{2(3)=6}$

Some characters are missing because they do not exist in unicode

<code>\^beta, _beta</code>	β, β
<code>\^Gamma, \^gamma, _gamma</code>	Γ, γ, γ

Δ , δ	Δ , δ
ϵ	ϵ
\wedge	\wedge
θ	θ
ι	ι
ν	ν
ϱ	ϱ
σ	σ
φ , ϕ	φ , ϕ
χ , χ	χ , χ

\int	\int
$=$	$=$
\circ	\circ
$\$$	$\$$
\rightarrow	\rightarrow

∞ , ∞ and \emptyset works on some website or app.

It is also possible to combine a subscript and a superscript above (e.g. \sum_n^m). It however almost always looks horrible. Nonetheless, here is a list of symbols that you might be able to put above a letter or subscript.

a° , c° , ... x°	a° , c° , ... x°
m° , v°	m° , v°

The list of latin letters that you can add after `over` is: a , c , d , e , h , i , k^* , m , n^* , o , r , t , u , v , x .

* It only works on certain devices, websites or apps.

`\overring` or `\overcirc` can be used to put a circle above a character. It is similar to `\overo`
`\overinf` can also be used to put ∞ above a symbol, but it works on few devices, websites or apps.

Chess & card games





<code>\wking, \bking</code>	♔, ♚
<code>\wqueen, \bqueen</code>	♕, ♛
<code>\wrook, \brook</code>	♖, ♜
<code>\wbishop, \bbishop</code>	♗, ♝
<code>\wknight, \bknight</code>	♘, ♞
<code>\wpawn, \bpawn</code>	♙, ♟

<code>\wspade, \bspade</code>	♠, ♠
<code>\wheart, \bheart</code>	♥, ♥
<code>\wclub, \bclub</code>	♣, ♣
<code>\wdiamond, \bdiamond</code>	♦, ♦


Money and currency

<code>\dollar, \cent</code>	\$, ¢
<code>\euro, \franc, \ruble, \pound, \hryvnia</code>	€, ₣, ₰, £, ₴
<code>\yen, \rupee, \won, \baht</code>	¥, ₹, ₩, ฿
<code>\lira, \tlira</code>	₺, ₺
<code>\peso</code>	₱
<code>\austral</code>	₶
<code>\bitcoin</code>	₿

Music

<code>\halfnote</code> , <code>\fullnote</code> , <code>\doublenote</code>	
<code>\flat</code> , <code>\sharp</code> , <code>\natural</code>	
<code>\eighthnote</code> , <code>\sixteenthnote</code> , <code>\quarternote</code>	
<code>\trebleclef</code>	

Other symbols

<code>\infty</code>	∞
<code>\iinfin</code> , <code>\tieinfty</code> , <code>\nvinfty</code>	
<code>\acidfree</code>	
<code>\radioactive</code> , <code>\biohazard</code>	
<code>\atom</code>	
<code>\hbar</code>	\hbar
<code>\wp</code>	\wp
<code>\ell</code>	ℓ
<code>\angstrom</code>	\AA
<code>\dagger</code> , <code>\ddagger</code>	\dagger , \ddagger
<code>\section</code> , <code>\paragraph</code> , <code>\bullet</code>	\S , \P , \bullet
<code>\copyright</code> , <code>\registered</code>	\copyright , $\text{\textcircled{R}}$
<code>\qc</code>	
<code>\smile</code> , <code>\frown</code>	\smile , \frown
<code>\emdash</code>	---
<code>\squaredots</code>	\ddots
<code>\ldots</code> , <code>\cdots</code> , <code>\udots</code> , <code>\vdots</code> , <code>\ddots</code>	\dots , \cdots , \vdots , \ddots , \ddots
<code>\male</code> , <code>\female</code>	σ , φ

<code>\Hermaphrodite, \neuter</code>	♀, ♀
<code>\femalemale</code>	♂
<code>\malemale, \femalefemale</code>	♂, ♀
<code>^, _</code>	^, _

Space, line break, tab

Space : “ \: ”

Double spaces : “ \; ”

Line break : “ \\ ” or “ \linebreak ”

Tab : “ \tab ”

To skip multiple line, use “ \vskip1 ”, “ \vskip2 ”, ... “ \vskip4 ”

To add multiple spaces, use “ \hspace1 ”, “ \hspace2 ”, ... “ \hspace6 ”

Also note that it's possible to uncheck “Remove spaces” (more info in “Tutorial”) and to make modifications, including adding or removing spaces, skipping a line, etc., once the converted text is in the second area.