

MAT_TAL_X symbol list

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Introduction

Important differences with LaTeX

MatTaX uses, most of the time, the same command as LaTeX. Some important differences are, for instance, \mathbb{R} is `\mathbbR` in MatTaX, instead of `\mathbb{R}` in LaTeX. The same goes for \mathbf{R} (and every other letter), which is obtained with `\mathbfR` instead of `\mathbf{R}`. However, for \overline{x} , \hat{y} and \underline{z} , MatTaX 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 MatTaX. As an example, $\stackrel{\text{def}}{=}$ is simply `\def` in MatTaX, but `\stackrel{\rm def}{=}` in LaTeX. As a last example, $\sqrt[3]{2}$ is `\sqrt3 2` instead of `\sqrt[3]{2}`.

For fractions, since MatTaX 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 `\frac12` $\rightarrow \frac{1}{2}$, 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/MatTaX/issues>

Tutorial

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

MatTalX 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

Ctrl+M opens MatTalX

Alt+M closes MatTalX

Alt+1 copies the text in the first box (input)

Alt+2 copies the text in the second box (output)

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>\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>	$*$, \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>	arccot , arccsc , arcsec

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

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

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

<code>\oplus, \ominus</code>	\oplus, \ominus
<code>\otimes, \odot, \oslash</code>	\otimes, \odot, \oslash
<code>\ocirc, \bullet</code>	\odot, \bullet
<code>\perp, \parallel</code>	\perp, \parallel
<code>\boxplus, \boxminus</code>	\boxplus, \boxminus
<code>\boxtimes, \boxdot</code>	\boxtimes, \boxdot

Calculus

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

\sum, \osum, \sumint	$\Sigma, \mathbb{S}, \mathbb{S}$
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\prime, \prime, \prime	\prime, \prime, \prime
∂	∂
∇	∇

\lim	\lim
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Relation

$=, \neq$	$=, \neq$
\equiv, \superequiv	\equiv, \equiv
\cong, \ncong	\cong, \ncong
\approx	\approx

<code>\sim, \nsim, \simeq</code>	\sim, \nsim, \simeq
<code>\doteq, \eqdot, \def, \quest</code>	$\doteq, \eqdot, \stackrel{\text{def}}{=}, \overset{?}{=}$
<code>\triangleq, \mquest, \dotequiv</code>	$\triangleq, \stackrel{\text{m}}{=}, \dotequiv$
<code><, ></code>	$<, >$
<code>\nless, \ngtr</code>	\nless, \ngtr
<code>\ll, \gg, \lll, \ggg</code>	\ll, \gg, \lll, \ggg
<code>\lquest, \rquest</code>	$\overset{?}{<}, \overset{?}{>}$
<code>\leq, \geq, \leqslant, \geqslant</code>	$\leq, \geq, \leqslant, \geqslant$
<code>\lnsim, \gnsim</code>	\lesssim, \gtrsim
<code>\lnapprox, \gnapprox</code>	\lesapprox, \gtrapprox
<code>\lneq, \gneq, \lneqq, \gneqq</code>	$\lneq, \gneq, \lneqq, \gneqq$
<code>\propto</code>	\propto
<code>., \colon, \because, \therefore</code>	$., \colon, \because, \therefore$

<code>\prec, \succ, \nprec, \nsucc</code>	$\prec, \succ, \nprec, \nsucc$
<code>\preceq, \succeq</code>	\preceq, \succeq
<code>\precneqq, \succneqq</code>	\precneqq, \succneqq
<code>\precnsim, \succnsim</code>	\precnsim, \succnsim
<code>\precnapprox, \succnapprox</code>	$\precnapprox, \succnapprox$

<code>\in, \ni, \notin</code>	\in, \ni, \notin
<code>\subset, \supset</code>	\subset, \supset
<code>\nsubset, \nsupset</code>	\nsubset, \nsupset
<code>\subseteq, \supseteq</code>	\subseteq, \supseteq
<code>\nsubseteq, \nsupseteq</code>	\nsubseteq, \nsupseteq
<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>	$\xrightarrow{\cdot}, \xleftarrow{\cdot}$
<code>\multimap, \leftmultimap</code>	\multimap, \leftmultimap
<code>\uptack</code>	\upharpoonright

<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>(,)</code>	$(,)$
<code>\lparen, \rparen</code>	$(,)$
<code>{, }</code>	${, }$
<code>\lBrace, \rBrace</code>	$\{, \}$
<code>[,]</code>	$[,]$
<code>\lbracket, \rbracket</code>	\llbracket, \rrbracket

\angle, \rangle	\langle, \rangle
\llangle, \rrangle	$\langle\langle, \rangle\rangle$
\lceil, \rceil, \lfloor, \rfloor	$[,], \llbracket, \rrbracket$

Logic

\exists, \nexists, \exists !	$\exists, \nexists, \exists !$
\land or \wedge, \lor or \vee	\wedge, \vee
\sqand, \sqlor	\boxtimes, \boxplus
\doublewedge, \doublevee	\Mho, \mathbb{W}
\curlywedge, \curlyvee	\curlywedge, \curlyvee
\forall	\forall
\invamp	\nexists

\vdash, \dashv, \nvDash	\vdash, \dashv, \nvdash
\Dashv, \VDash, \nvDash	$\Rightarrow, \Leftarrow, \nRightarrow$
\dashV, \Vdash, \nVdash	\dashV, \Vdash, \nVdash
\DashV, \VDash, \nVDash	$\Rightarrow, \Leftarrow, \nRightarrow$
\top, \bot	\top, \bot

\qed	■
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Geometry

\parallel, \nparallel, \vvvert, \nvvvert	$\parallel, \nparallel, \text{triple bar}, \text{triple bar with slash}$
\asymp	\asymp

<code>\perp</code> , <code>\perp \not</code> , <code>\Perp</code>	\perp , \lrcorner , \llcorner
<code>\angle</code> , <code>\rightangle</code>	\angle , \rceil
<code>\measuredangle</code> , <code>\sphericalangle</code>	\sphericalangle , \sphericalangle
<code>\mid</code> or <code> </code> , <code>\nmid</code>	$ $, \dagger
<code>\between</code>	\oslash

Arrows

<code>\leftarrow</code> or <code>\<-</code> , <code>\rightarrow</code> or <code>\></code>	\leftarrow , \rightarrow
<code>\longrightarrow</code> or <code>\--></code>	\longrightarrow
<code>\leftrightharpoonup</code> or <code>\<-></code>	\leftrightarrow
<code>\uparrow</code> , <code>\downarrow</code>	\uparrow , \downarrow
<code>\updownarrow</code>	\updownarrow
<code>\nleftarrow</code> , <code>\nrightarrow</code>	\nleftarrow , \nrightarrow
<code>\leftrightharpoonup</code>	\leftrightharpoonup
<code>\Leftarrow</code> or <code>\<=</code> , <code>\Rightarrow</code> or <code>\Rightarrow</code>	\Leftarrow , \Rightarrow
<code>\Leftrightarrow</code> or <code>\<=></code> , <code>\iff</code>	\Leftrightarrow , \Leftrightarrow
<code>\Longleftarrow</code> , <code>\implies</code>	\Longleftarrow , \Rightarrow
<code>\Uparrow</code> , <code>\Downarrow</code>	\Uparrow , \Downarrow
<code>\Updownarrow</code>	\Updownarrow
<code>\nLeftarrow</code> , <code>\nRightarrow</code>	\nLeftarrow , \nRightarrow
<code>\nLeftrightarrow</code>	\nLeftrightarrow
<code>\mapsto</code>	\mapsto

<code>\rightharpoonup</code> , <code>\rightharpoondown</code>	\rightharpoonup , \rightharpoondown
<code>\leftharpoonup</code> , <code>\leftharpoondown</code>	\leftharpoonup , \leftharpoondown

<code>\leftrightharpoons</code> , <code>\rightleftharpoons</code>	\rightleftharpoons , \leftrightharpoons
<code>\upharpoonleft</code> , <code>\upharpoonright</code>	\Uparrow , \upharpoonright
<code>\downharpoonleft</code> , <code>\downharpoonright</code>	\Downarrow , \downharpoonright

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

Fractions

<code>\frac{1}{2}</code>	$\frac{1}{2}$
<code>\frac{1}{3}</code> , <code>\frac{2}{3}</code>	$\frac{1}{3}$, $\frac{2}{3}$
<code>\frac{1}{5}</code> , <code>\frac{2}{5}</code> , <code>\frac{3}{5}</code> , <code>\frac{4}{5}</code>	$\frac{1}{5}$, $\frac{2}{5}$, $\frac{3}{5}$, $\frac{4}{5}$
<code>\frac{1}{6}</code> , <code>\frac{5}{6}</code>	$\frac{1}{6}$, $\frac{5}{6}$

<code>\frac17</code>	$\frac{1}{7}$
<code>\frac18</code> , <code>\frac38</code> , <code>\frac58</code> , <code>\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}</code> , <code>\fraca{s}</code> , <code>\fracc{o}</code> , <code>\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. $\frac{53}{19}$ and $\frac{x}{y}$). 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 \--> O \above: \below: = C = O \above: \below:`

Output: $\text{CO}_2 \rightarrow \ddot{\text{O}}=\text{C}=\ddot{\text{O}}$

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: (or :) F \above: \below: \mid.</code>	$:\ddot{\text{F}}:$
<code>\mid: Ca \--> Ca ^2-</code>	$:\text{Ca} \rightarrow \text{Ca}^{2-}$

For arrows, see table of content.

Matrix

<code>\id1</code>	$[1]$
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<code>\id2</code>	$\begin{bmatrix} 1 & 0 \\ 0 & 1 \end{bmatrix}$
<code>\id3</code>	$\begin{bmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & 0 & 1 \end{bmatrix}$
<code>\id4</code>	$\begin{bmatrix} 1 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 \\ 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 1 \end{bmatrix}$
<code>\idn</code>	$\begin{bmatrix} 1 & 0 & \cdots & 0 \\ 0 & 1 & \cdots & 0 \\ \vdots & \vdots & \ddots & \vdots \\ 0 & 0 & \cdots & 1 \end{bmatrix}$

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 `[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,σ][½,0,1]`

Input : `$matrix [2,3,σ][½,0,1]`

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

<code>A, a, ... z</code>	$A, a, \dots z$
<code>\A, \a, ... \z</code>	$\mathbb{A}, \mathbb{a}, \dots \mathbb{z}$
<code>\mathbf{A}, \mathbf{a}, ... \mathbf{z}</code>	$\mathbf{A}, \mathbf{a}, \dots \mathbf{z}$
<code>\mathbb{A}, \mathbb{a}, ... \mathbb{z}</code>	$\mathbb{A}, \mathbb{a}, \dots \mathbb{z}$
<code>\mathfrak{A}, \mathfrak{a}, ... \mathfrak{z}</code>	$\mathfrak{A}, \mathfrak{a}, \dots \mathfrak{z}$
<code>\mathcal{A}, \mathcal{a}, ... \mathcal{z}</code>	$\mathcal{A}, \mathcal{a}, \dots \mathcal{z}$

<code>0, 1, ... 9</code>	$0, 1, \dots 9$
<code>\mathbf{0}, \mathbf{1}, ... \mathbf{9}</code>	$\mathbf{0}, \mathbf{1}, \dots \mathbf{9}$
<code>\mathbb{0}, \mathbb{1}, ... \mathbb{9}</code>	$\mathbb{0}, \mathbb{1}, \dots \mathbb{9}$

Greek letters

<code>\mathbb{P}i, \mathbb{p}i</code>	\mathbb{P}, \mathbb{p}
<code>\mathbb{G}amma, \mathbb{g}amma</code>	\mathbb{G}, \mathbb{g}
<code>\mathbb{S}igma</code>	\mathbb{S}

* These are the only one as of v 1.0.0

<code>\mathbf{Alpha}, ... \mathbf{omega}</code>	$A, ... \omega$
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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 \looverline a, b \luunderline b</code>	$\overline{a\overline{a}}, \underline{b\underline{b}}$
<code>n \overfrown m</code>	$\overfrown nm$
<code>\rho \oversmile \tau</code>	$\oversmile{\rho\tau}$
<code>\mathbf{A} \undersmile \mathbf{B}</code>	\undersmile{AB}
<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. $A \hat \rightarrow \hat{A}$). 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 $\backslash A \hat$ instead (“\” before the letter) $\rightarrow \hat{A}$ vs \hat{A} .

Subscript and superscript

<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
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$\backslash^{\wedge}\text{Gamma}$, $\backslash^{\wedge}\text{gamma}$, \backslash_gamma	Γ , γ , γ
$\backslash^{\wedge}\text{Delta}$, $\backslash^{\wedge}\text{delta}$	Δ , δ
$\backslash^{\wedge}\text{epsilon}$	ϵ
$\backslash^{\wedge}\text{Lambda}$	Λ
$\backslash^{\wedge}\text{Theta}$	Θ
$\backslash^{\wedge}\text{iota}$	ι
$\backslash^{\wedge}\text{nu}$	ν
\backslash_rho	ρ
$\backslash^{\wedge}\text{sigma}$	σ
$\backslash^{\wedge}\text{phi}$, \backslash_phi	φ , ϕ
$\backslash^{\wedge}\text{chi}$, \backslash_chi	χ , χ

$\backslash^{\wedge}\text{int}$	\int
$\backslash^{\wedge}\text{neq}$	\neq
$\backslash^{\wedge}\text{circ}$ or $^{\circ}$	$^{\circ}$
$\backslash^{\wedge}\text{dollar}$	$\$$
$\backslash_rightarrow$ or $\backslash_>$	\rightarrow

$\backslash^{\wedge}\text{infty}$, \backslash_infty and $\backslash^{\wedge}\text{emptyset}$ 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.

$a \backslash^{\wedge}\text{overa}$, $c \backslash^{\wedge}\text{overc}$, ... $x \backslash^{\wedge}\text{overx}$	a^{a} , c^{c} , ... x^{x}
$_m \backslash^{\wedge}\text{overm}$, $_v \backslash^{\wedge}\text{overv}$	$_m^{\text{m}}$, $_v^{\text{v}}$

The list of latin letters that you can add after $\backslash^{\wedge}\text{over}$ 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.*

$\backslash^{\wedge}\text{erring}$ or $\backslash^{\wedge}\text{ercirc}$ can be used to put a circle above a character. It is similar to $\backslash^{\wedge}\text{overo}$
 $\backslash^{\wedge}\text{overinf}$ 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>\doublenote</code>	
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`\flat`, `\natural`, `\sharp`, `\eighthnote`, `\sixteenthnote`, `\quaternote`, `\halfnote`, `\fullnote` and `\trebleclef` works on certain website or apps.

Other symbols

<code>\infty</code>	∞
<code>\iinfin</code> , <code>\tieinfty</code> , <code>\vinfty</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 , \vdots , \ddots
<code>\male</code> , <code>\female</code>	$\text{\textcircled{M}}$, $\text{\textcircled{F}}$
<code>\Hermaphrodite</code> , <code>\neuter</code>	$\text{\textcircled{M}}$, $\text{\textcircled{F}}$
<code>\femalemale</code>	$\text{\textcircled{MF}}$

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

Space, line break, tab

Space : “ \: ”

Double spaces : “ \; ”

Line break : “ \\ ”

Tab : “ \tab ”

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.