

# 1 Design Principles

## 1.1 Special Syntax For Specifying Points

## 1.2 Special Syntax For Path Specifications

## 1.3 Actions on Paths

## 1.4 Key-Value Syntax for Graphic Parameters

## 1.5 Special Syntax for Specifying Nodes

## 1.6 Special Syntax for Specifying Trees

## 1.7 Grouping of Graphic Parameters

## 1.8 Coordinate Transformation System

# 2 Hierarchical Structures:

## Package, Environments, Scopes, and Styles

### 2.1 Loading the Package and the Libraries

```
\usepackage{tikz} %  $\TeX$ 
\input tikz.tex % plain  $\TeX$ 
\usemodule[tikz] % Con $\TeX$ t

\usetikzlibrary{\langle list of libraries \rangle}
```

### 2.2 Creating a Picture

#### 2.2.1 Creating a Picture Using an Environment

```
/tikz/baseline=\langle dimension or coordinate or default \rangle (default Opt)

/tikz/execute at begin picture=\langle code \rangle (no default)

/tikz/execute at end picture=\langle code \rangle (no default)

/tikz/every picture (style, initially empty)
```

#### 2.2.2 Creating a Picture Using a Command

```
\tikz[\i\langle options \rangle]{\langle path commands \rangle}
```

#### 2.2.3 Adding a Background

### 2.3 Using Scopes to Structure a Picture

#### 2.3.1 The Scope Environment

```
/tikz/every scope (style, initially empty)

/tikz/execute at begin scope=\langle code \rangle (no default)

/tikz/execute at end scope=\langle code \rangle (no default)
```

#### 2.3.2 Shorthand for Scope Environments

#### 2.3.3 Single Command Scopes

```
\scoped[\i\langle options \rangle]{\langle path command \rangle}
```

#### 2.3.4 Using Scopes Inside Paths

### 2.4 Using Graphic Options

#### 2.4.1 How Graphic Options Are Processed

```
\tikzset{\i\langle options \rangle}
```

## 2.4.2 Using Styles to Manage How Pictures Look

# 3 Specifying Coordinates

## 3.1 Overview

## 3.2 Coordinate Systems

### 3.2.1 Canvas, XYZ, and Polar Coordinate Systems

Coordinate system **canvas**

`/tikz/cs/x=<dimension>` (no default, initially 0pt)

`/tikz/cs/y=<dimension>` (no default, initially 0pt)

Coordinate system **xyz**

`/tikz/cs/x=<factor>` (no default, initially 0)

`/tikz/cs/y=<factor>` (no default, initially 0)

`/tikz/cs/z=<factor>` (no default, initially 0)

Coordinate system **canvas polar**

`/tikz/cs/angle=<degrees>` (no default)

`/tikz/cs/radius=<dimension>` (no default)

`/tikz/cs/x radius=<dimension>` (no default)

`/tikz/cs/y radius=<dimension>` (no default)

Coordinate system **xyz polar**

`/tikz/cs/angle=<degrees>` (no default)

`/tikz/cs/radius=<factor>` (no default)

`/tikz/cs/x radius=<dimension>` (no default)

A specific factor by

`/tikz/cs/y radius=<dimension>` (no default)

Coordinate system **xy polar**

### 3.2.2 Barycentric Systems

Coordinate system **barycentric**

### 3.2.3 Node Coordinate System

Coordinate system **node**

`/tikz/cs/name=<node name>` (no default)

`/tikz/anchor=<anchor>` (no default)

`/tikz/cs/angle=<degrees>` (no default)

### 3.2.4 Tangent Coordinate Systems

Coordinate system **tangent**

`/tikz/cs/node=<node>` (no default)

`/tikz/cs/point=<point>` (no default)

`/tikz/cs/solution=<number>` (no default)

### 3.2.5 Defining New Coordinate Systems

`\tikzdeclarecoordinatesystem{<name>}{<code>}`

`\tikzaliascoordinatesystem{<new name>}{<old name>}`

## 3.3 Coordinates at Intersections

### 3.3.1 Intersections of Perpendicular Lines

Coordinate system `perpendicular`

`/tikz/cs/horizontal line through={(<coordinate>)}` (no default)

`/tikz/cs/vertical line through={(<coordinate>)}` (no default)

### 3.3.2 Intersections of Arbitrary Paths

`/tikz/name path=<name>` (no default)

`/tikz/name path global=<name>` (no default)

`/tikz/name intersections={<options>}` (no default)

`/tikz/intersection/of=<name path 1> and <name path 2>` (no default)

`/tikz/intersection/name=<prefix>` (no default, initially `intersection`)

`/tikz/intersection/total=<macro>` (no default)

`/tikz/intersection/by=<comma-separated list>` (no default)

`/tikz/intersection/sort by=<path name>` (no default)

## 3.4 Relative and Incremental Coordinates

### 3.4.1 Specifying Relative Coordinates

### 3.4.2 Relative Coordinates and Scopes

`/tikz/current point is local=<boolean>` (no default, initially `false`)

## 3.5 Coordinate Calculations

### 3.5.1 The General Syntax

### 3.5.2 The Syntax of Factors

### 3.5.3 The Syntax of Partway Modifiers

### 3.5.4 The Syntax of Distance Modifiers

### 3.5.5 The Syntax of Projection Modifiers

## 4 Syntax for Path Specifications

`\path<specification>;`

`/tikz/every path` (style, initially empty)

`/tikz/insert path=<path>` (no default)

`/tikz/append after command=<path>` (no default)

`/tikz/prefix after command=<path>` (no default)

### 4.1 The Move-To Operation

`\path ... <coordinate> ...;`

## 4.2 The Line-To Operation

### 4.2.1 Straight Lines

`\path ... --⟨coordinate⟩ ...;`

### 4.2.2 Horizontal and Vertical Lines

`\path ... -|⟨coordinate⟩ ...;`  
`]—`

`\path ... |-⟨coordinate⟩ ...;`  
`]—`

## 4.3 The Curve-To Operation

`\path ... ..controls⟨c⟩and⟨d⟩..⟨y⟩ ...;`

## 4.4 The Cycle Operation

`\path ... --cycle ...;`

## 4.5 The Rectangle Operation

`\path ... rectangle⟨corner⟩ ...;`

## 4.6 Rounding Corners

`/tikz/rounded corners=⟨inset⟩` (default 4pt)

`/tikz/sharp corners` (no value)

## 4.7 The Circle and Ellipse Operations

`\path ... circle[⟨options⟩] ...;`

`/tikz/x radius=⟨value⟩` (no default)

`/tikz/y radius=⟨value⟩` (no default)

`/tikz/radius=⟨value⟩` (no default)

`/tikz/at=⟨coordinate⟩` (no default)

`/tikz/every circle` (style, no value)

`\path ... ellipse[⟨options⟩] ...;`

## 4.8 The Arc Operation

`\path ... arc[⟨options⟩] ...;`

`/tikz/start angle=⟨degrees⟩` (no default)

`/tikz/end angle=⟨degrees⟩` (no default)

`/tikz/delta angle=⟨degrees⟩` (no default)

## 4.9 The Grid Operation

`\path ... grid[⟨options⟩]⟨corner⟩ ...;`

`/tikz/step=⟨number or dimension or coordinate⟩` (no default, initially 1cm)

`/tikz/xstep=⟨dimension or number⟩` (no default, initially 1cm)

`/tikz/ystep=⟨dimension or number⟩` (no default, initially 1cm)

`/tikz/help lines` (style, initially line width=0.2pt,gray)

## 4.10 The Parabola Operation

`\path ... parabola[<options>]bend<bend coordinate><coordinate> ...;`

`/tikz/bend=<coordinate>` (no default)

`/tikz/bend pos=<fraction>` (no default)

`/tikz/parabola height=<dimension>` (no default)

`/tikz/bend at start` (style, no value)

`/tikz/bend at end` (style, no value)

## 4.11 The Sine and Cosine Operation

`\path ... sin<coordinate> ...;`

`\path ... cos<coordinate> ...;`

## 4.12 The SVG Operation

`\path ... svg[<options>]"<path data>" ...;`

## 4.13 The Plot Operation

## 4.14 The To Path Operation

`\path ... to[<options>] <nodes> (<coordinate>) ...;`

`/tikz/edge node=<node specification>` (no default)

`/tikz/edge label=<text>` (no default)

`/tikz/edge label'=<text>` (no default)

`/tikz/every to` (style, initially empty)

`/tikz/to path=<path>` (no default)

`/tikz/execute at begin to=<code>` (no default)

`/tikz/execute at end to=<code>` (no default)

`/tikz/every to` (style, initially empty)

## 4.15 The Let Operation

`\path ... let<assignment> ,<assignment> ,<assignment>... in ...;`

`\n{<number register>}`

`\p{<point register>}`

`\x{<point register>}`

`\y{<point register>}`

## 4.16 The Scoping Operation

## 4.17 The Node and Edge Operations

## 4.18 The Graph Operation

## 4.19 The PGF-Extra Operation

`\pgfextra{<code>}`

`\pgfextra<code> \endpgfextra`

## 5 Actions on Paths

### 5.1 Overview

`\draw`  
`\fill`  
`\filldraw`  
`\pattern`  
`\shade`  
`\shadedraw`  
`\clip`  
`\useasboundingbox`

### 5.2 Specifying a Color

`/tikz/color=<color name>` (no default)

### 5.3 Drawing a Path

`/tikz/draw=<color>` (default is scope's color setting)

#### 5.3.1 Graphic Parameters: Line Width, Line Cap, and Line Join

`/tikz/line width=<dimension>` (no default, initially 0.4pt)

`/tikz/ultra thin` (style, no value)

`/tikz/very thin` (style, no value)

`/tikz/thin` (style, no value)

`/tikz/semithick` (style, no value)

`/tikz/thick` (style, no value)

`/tikz/very thick` (style, no value)

`/tikz/ultra thick` (style, no value)

`/tikz/line cap=<type>` (no default, initially butt)

`/tikz/line join=<type>` (no default, initially miter)

`/tikz/miter limit=<factor>` (no default, initially 10)

#### 5.3.2 Graphic Parameters: Dash Pattern

`/tikz/dash pattern=<dash pattern>` (no default)

`/tikz/dash phase=<dash phase>` (no default, initially 0pt)

`/tikz/solid` (style, no value)

`/tikz/dotted` (style, no value)

`/tikz/densely dotted` (style, no value)

`/tikz/loosely dotted` (style, no value)

`/tikz/dashed` (style, no value)

`/tikz/densely dashed` (style, no value)

<code>/tikz/loosely dashed</code>	(style, no value)
<code>/tikz/dashdotted</code>	(style, no value)
<code>/tikz/densely dashdotted</code>	(style, no value)
<code>/tikz/loosely dashdotted</code>	(style, no value)
<code>/tikz/dashdotdotted</code>	(style, no value)
<code>/tikz/densely dashdotdotted</code>	(style, no value)
<code>/tikz/loosely dashdotdotted</code>	(style, no value)

### 5.3.3 Graphic Parameters: Draw Opacity

### 5.3.4 Graphic Parameters: Arrow Tips

<code>/tikz/arrows=<math>\langle start\ arrow\ kind \rangle</math>-<math>\langle end\ arrow\ kind \rangle</math></code>	(no default)
<code>/tikz/&gt;=<math>\langle end\ arrow\ kind \rangle</math></code>	(no default)
<code>/tikz/shorten &gt;=<math>\langle dimension \rangle</math></code>	(no default, initially 0pt)
<code>/tikz/shorten &lt;=<math>\langle dimension \rangle</math></code>	(no default)

### 5.3.5 Graphic Parameters: Double Lines and Bordered Lines

<code>/tikz/double=<math>\langle core\ color \rangle</math></code>	(default <code>white</code> )
<code>/tikz/double distance=<math>\langle dimension \rangle</math></code>	(no default, initially 0.6pt)
<code>/tikz/double distance between line centers=<math>\langle dimension \rangle</math></code>	(no default)
<code>/tikz/double equal sign distance</code>	(style, no value)

## 5.4 Filling a Path

<code>/tikz/fill=<math>\langle color \rangle</math></code>	(default is scope's color setting)
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### 5.4.1 Graphic Parameters: Fill Pattern

<code>/tikz/pattern=<math>\langle name \rangle</math></code>	(default is scope's pattern)
<code>/tikz/pattern color=<math>\langle color \rangle</math></code>	(no default)

### 5.4.2 Graphic Parameters: Interior Rules

<code>/tikz/nonzero rule</code>	(no value)
<code>/tikz/even odd rule</code>	(no value)

### 5.4.3 Graphic Parameters: Fill Opacity

## 5.5 Generalized Filling: Using Arbitrary Pictures to Fill a Path

<code>/tikz/path picture=<math>\langle code \rangle</math></code>	(no default)
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Predefined node `path picture bounding box`

## 5.6 Shading a Path

<code>/tikz/shade</code>	(no value)
<code>/tikz/shading=<math>\langle name \rangle</math></code>	(no default)
<code>/tikz/shading angle=<math>\langle degrees \rangle</math></code>	(no default, initially 0)

## 5.7 Establishing a Bounding Box

<code>/tikz/use as bounding box</code>	(no value)
<code>/tikz/trim left=&lt;dimension or coordinate or <i>default</i>&gt;</code>	(default <code>0pt</code> )
<code>/tikz/trim right=&lt;dimension or coordinate or <i>default</i>&gt;</code>	(no default)
<code>/pgf/trim lowlevel=true false</code>	(no default, initially <code>false</code> )

## 5.8 Clipping and Fading (Soft Clipping)

<code>/tikz/clip</code>	(no value)
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## 5.9 Doing Multiple Actions on a Path

<code>/tikz/preactions=&lt;options&gt;</code>	(no default)
<code>/tikz/postaction=&lt;options&gt;</code>	(no default)

## 5.10 Decorating and Morphing a Path

# 6 Nodes and Edges

## 6.1 Overview

## 6.2 Nodes and Their Shapes

<code>\path ... node[&lt;options&gt;](&lt;name&gt;)at(&lt;coordinate&gt;){&lt;text&gt;} ...;</code>	
<code>  /tikz/name=&lt;node name&gt;</code>	(no default)
<code>  /tikz/alias=&lt;another node name&gt;</code>	(no default)
<code>  /tikz/at=&lt;coordinate&gt;</code>	(no default)
<code>  /tikz/shape=&lt;shape name&gt;</code>	(no default, initially <code>rectangle</code> )
<code>  /tikz/every node</code>	(style, initially empty)
<code>  /tikz/every &lt;shape&gt; node</code>	(style, initially empty)
<code>\path ... coordinate[&lt;options&gt;](&lt;name&gt;)at(&lt;coordinate&gt;) ...;</code>	
<code>\node</code>	
<code>\coordinate</code>	

### 6.2.1 Predefined Shapes

### 6.2.2 Common Options: Separations, Margins, Padding and Border Rotation

<code>/pgf/inner sep=&lt;dimension&gt;</code>	(no default, initially <code>.3333em</code> )
<code>/pgf/inner xsep=&lt;dimension&gt;</code>	(no default, initially <code>.3333em</code> )
<code>/pgf/inner ysep=&lt;dimension&gt;</code>	(no default, initially <code>.3333em</code> )
<code>/pgf/outer sep=&lt;dimension&gt;</code>	(no default, initially <code>.5\pgflinewidth</code> )
<code>/pgf/outer xsep=&lt;dimension&gt;</code>	(no default, initially <code>.5\pgflinewidth</code> )
<code>/pgf/outer ysep=&lt;dimension&gt;</code>	(no default, initially <code>.5\pgflinewidth</code> )
<code>/pgf/minimum height=&lt;dimension&gt;</code>	(no default, initially <code>0pt</code> )
<code>/pgf/minimum width=&lt;dimension&gt;</code>	(no default, initially <code>0pt</code> )
<code>/pgf/minimum size=&lt;dimension&gt;</code>	(no default)
<code>/pgf/shape aspect=&lt;aspect ratio&gt;</code>	(no default)
<code>/pgf/shape border uses incircle=&lt;boolean&gt;</code>	(default <code>true</code> )
<code>/pgf/shape border rotate=&lt;angle&gt;</code>	(no default, initially <code>0</code> )



## 6.3 Multi-Part Nodes

`\nodepart[options]{part name}`

`/tikz/every part name node part` (style, initially empty)

## 6.4 The Node Text

### 6.4.1 Text Parameters: Color and Opacity

`/tikz/text=color` (no default)

### 6.4.2 Text Parameters: Font

`/tikz/font=font commands` (no default)

### 6.4.3 Text Parameters: Alignment and Width for Multi-Line Text

`/tikz/text width=dimension` (no default)

`/tikz/align=alignment option` (no default)

`/tikz/node halign header=macro storing a header` (no default, initially empty)

### 6.4.4 Text Parameters: Height and Depth of Text

`/tikz/text height=dimension` (no default)

`/tikz/text depth=dimension` (no default)

## 6.5 Positioning Nodes

### 6.5.1 Positioning Nodes Using Anchors

`/tikz/anchor=anchor name` (no default)

### 6.5.2 Basic Placement Options

`/tikz/above=offset` (default 0pt)

`/tikz/below=offset` (default 0pt)

`/tikz/left=offset` (default 0pt)

`/tikz/right=offset` (default 0pt)

`/tikz/above left` (no value)

`/tikz/above right` (no value)

`/tikz/below left` (no value)

`/tikz/below right` (no value)

### 6.5.3 Advanced Placement Options

`/tikz/above=specification` (default 0pt)

`/tikz/on grid=boolean` (no default, initially false)

`/tikz/node distance=shifting part` (no default, initially 1cm and 1cm)

`/tikz/below=specification` (no default)

`/tikz/left=specification` (no default)

`/tikz/right=specification` (no default)

`/tikz/above left=specification` (no default)

`/tikz/below left=specification` (no default)

<code>/tikz/above right=&lt;specification&gt;</code>	(no default)
<code>/tikz/below right=&lt;specification&gt;</code>	(no default)
<code>/tikz/base left=&lt;specification&gt;</code>	(no default)
<code>/tikz/base right=&lt;specification&gt;</code>	(no default)
<code>/tikz/mid left=&lt;specification&gt;</code>	(no default)
<code>/tikz/mid right=&lt;specification&gt;</code>	(no default)

#### 6.5.4 Arranging Nodes Using Chains and Matrices

### 6.6 Fitting Nodes to a Set of Coordinates

### 6.7 Transformations

<code>/tikz/transform shape</code>	(no value)
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### 6.8 Placing Nodes on a Line or Curve Explicitly

<code>/tikz/pos=&lt;fraction&gt;</code>	(no default)
<code>/tikz/auto=&lt;direction&gt;</code>	(default is scope's setting)
<code>/tikz/swap</code>	(no value)
<code>/tikz/'</code>	(no value)
<code>/tikz/sloped</code>	(no value)
<code>/tikz/allow upside down=&lt;boolean&gt;</code>	(default <code>true</code> , initially <code>false</code> )
<code>/tikz/midway</code>	(style, no value)
<code>/tikz/near start</code>	(style, no value)
<code>/tikz/near end</code>	(style, no value)
<code>/tikz/very near start</code>	(style, no value)
<code>/tikz/very near end</code>	(style, no value)
<code>/tikz/at start</code>	(style, no value)
<code>/tikz/at end</code>	(style, no value)

### 6.9 Placing Nodes on a Line or Curve Implicitly

### 6.10 The Label and Pin Options

#### 6.10.1 Overview

#### 6.10.2 The Label Option

<code>/tikz/label=[&lt;options&gt;]&lt;angle&gt;:&lt;text&gt;</code>	(no default)
<code>/tikz/label position=&lt;angle&gt;</code>	(no default, initially <code>above</code> )
<code>/tikz/absolute=&lt;true or false&gt;</code>	(default <code>true</code> )
<code>/tikz/label distance=&lt;distance&gt;</code>	(no default, initially <code>0pt</code> )
<code>/tikz/every label</code>	(style, initially empty)

### 6.10.3 The Pin Option

<code>/tikz/pin=[<i>&lt;options&gt;</i>]<i>&lt;angle&gt;</i>:<i>&lt;text&gt;</i></code>	(no default)
<code>/tikz/pin distance=<i>&lt;distance&gt;</i></code>	(no default, initially 3ex)
<code>/tikz/every pin</code>	(style, initially <code>draw=none,fill=none</code> )
<code>/tikz/pin position=<i>&lt;angle&gt;</i></code>	(no default, initially <code>above</code> )
<code>/tikz/every pin edge</code>	(style, initially <code>help lines</code> )
<code>/tikz/pin edge=<i>&lt;options&gt;</i></code>	(no default, initially empty)

### 6.10.4 The Quotes Syntax

<code>/tikz/quotes mean label</code>	(no value)
<code>/tikz/every label quotes</code>	(style, no value)
<code>/tikz/quotes mean pin</code>	(no value)
<code>/tikz/every pin quotes</code>	(style, no value)
<code>/tikz/node quotes mean=<i>&lt;replacement&gt;</i></code>	(no default)

## 6.11 Connecting Nodes: Using Nodes as Coordinates

## 6.12 Connecting Nodes: Using the Edge Operation

### 6.12.1 Basic Syntax of the Edge Operation

<code>\path ... edge[<i>&lt;options&gt;</i>] <i>&lt;nodes&gt;</i> (<i>&lt;coordinate&gt;</i>) ... ;</code>	
<code>/tikz/every edge</code>	(style, initially <code>draw</code> )

### 6.12.2 Nodes on Edges: Quotes Syntax

<code>/tikz/every edge quotes</code>	(style, initially <code>auto</code> )
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## 6.13 Referencing Nodes Outside the Current Picture

### 6.13.1 Referencing a Node in a Different Picture

<code>/tikz/remember picture=<i>&lt;boolean&gt;</i></code>	(no default, initially <code>false</code> )
<code>/tikz/overlay</code>	(no value)

### 6.13.2 Referencing the Current Page Node – Absolute Positioning

## 6.14 Late Code and Late Options

<code>\tikzlastnode</code>	
<code>/tikz/late options=<i>&lt;options&gt;</i></code>	(no default)

## 7 Specifying Graphs

### 7.1 Overview

### 7.2 Concepts

#### 7.2.1 Concept: Node Chains

#### 7.2.2 Concept: Chain Groups

#### 7.2.3 Concept: Edge Labels and Styles

#### 7.2.4 Concept: Node Sets

#### 7.2.5 Concept: Graph Macros

#### 7.2.6 Concept: Graph Expressions and Color Classes

### 7.3 Syntax of the Graph Path Command

#### 7.3.1 The Graph Command

`\graph`

`\path ... graph[options](group specification) ...;`

`\tikzgraphsset{options}`

`/tikz/graphs/every graph` (style, no value)

`/tikz/graphs/nodes=options` (no default)

`/tikz/graphs/edges=options` (no default)

`/tikz/graphs/edge=options` (no default)

`/tikz/graphs/edge node=node specification` (no default)

`/tikz/graphs/edge label=text` (no default)

`/tikz/graphs/edge label'=text` (no default)

#### 7.3.2 Syntax of Group Specifications

`/tikz/graph/parse=text` (no default)

#### 7.3.3 Syntax of Chain Specifications

`/tikz/graphs/new ->={left node}{right node}{edge options}{edge nodes}` (no default)

`/tikz/every new ->` (style, no value)

`/tikz/graphs/left anchor=anchor` (no default)

`/tikz/graphs/right anchor=anchor` (no default)

`/tikz/graphs/new --={left node}{right node}{edge options}{edge nodes}` (no default)

`/tikz/every new --` (style, no value)

`/tikz/graphs/new <->={left node}{right node}{edge options}{edge nodes}` (no default)

`/tikz/every new <->` (style, no value)

`/tikz/graphs/new <--={left node}{right node}{edge options}{edge nodes}` (no default)

`/tikz/every new <--` (style, no value)

`/tikz/graphs/new !-={left node}{right node}{edge options}{edge nodes}` (no default)

### 7.3.4 Syntax of Node Specifications

<code>/tikz/graphs/use existing node=&lt;true or false&gt;</code>	(default <b>true</b> )
<code>/tikz/graphs/fresh nodes=&lt;true or false&gt;</code>	(default <b>true</b> )
<code>/tikz/graphs/name=&lt;text&gt;</code>	(no default)
<code>/tikz/graphs/name separator=&lt;symbols&gt;</code>	(no default, initially <code>\space</code> )
<code>/tikz/graphs/as=&lt;text&gt;</code>	(no default)
<code>/tikz/graphs/typeset=&lt;code&gt;</code>	(no default)
<code>\tikzgraphnodetext</code>	
<code>\tikzgraphnodepath</code>	
<code>\tikzgraphnodefullname</code>	
<code>/tikz/graphs/empty nodes</code>	(no value)
<code>/tikz/graphs/math nodes</code>	(no value)
<code>/tikz/new set=&lt;set name&gt;</code>	(no default)
<code>/tikz/set=&lt;set name&gt;</code>	(no default)

### 7.3.5 Specifying Tries

<code>/tikz/graphs/trie=&lt;true or false&gt;</code>	(default <b>true</b> , initially <b>false</b> )
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## 7.4 Simple Versus Multi-Graphs

<code>/tikz/graphs/multi</code>	(no value)
<code>/tikz/graphs/simple</code>	(no value)

## 7.5 Graph Edges: Labeling and Styling

### 7.5.1 Options For All Edges Between Two Groups

<code>/tikz/graphs/edge quotes=&lt;options&gt;</code>	(no default)
<code>/tikz/graphs/edge quotes center</code>	(no value)
<code>/tikz/graphs/edge quotes mid</code>	(no value)

### 7.5.2 Changing Options For Certain Edges

### 7.5.3 Options For Incoming and Outgoing Edges

<code>/tikz/graphs/target edge style=&lt;options&gt;</code>	(no default)
<code>/tikz/graphs/target edge clear</code>	(no value)
<code>/tikz/graphs/target edge node=&lt;node specification&gt;</code>	(no default)
<code>/tikz/graphs/source edge style=&lt;options&gt;</code>	(no default)
<code>/tikz/graphs/source edge node=&lt;node specification&gt;</code>	(no default)
<code>/tikz/graphs/source edge clear=&lt;node specification&gt;</code>	(no default)

### 7.5.4 Special Syntax for Options For Incoming and Outgoing Edges

<code>/tikz/graphs/clear &gt;</code>	(no value)
<code>/tikz/graphs/clear &lt;</code>	(no value)

### 7.5.5 Placing Node Texts on Incoming Edges

`/tikz/graphs/put node text on incoming edges=<options>` (no default)

`/tikz/graphs/put node text on outgoing edges=<options>` (no default)

## 7.6 Graph Operators, Color Classes, and Graph Expressions

### 7.6.1 Color Classes

`/tikz/graphs/color class=<color class name>` (no default)

`/tikz/graphs/<color class name>` (no value)

`/tikz/graphs/not <color class name>` (no value)

`/tikz/graphs/recolor <color class name> by=<new color>` (no default)

### 7.6.2 Graph Operators on Groups of Nodes

`/tikz/graphs/operator=<code>` (no default)

`/tikz/graphs/default edge kind=<value>` (no default, initially --)

`/tikz/graphs/--` (no value)

`/tikz/graphs/->` (no value)

`/tikz/graphs/<-` (no value)

`/tikz/graphs/<->` (no value)

`/tikz/graphs/-!-` (no value)

`\tikzgraphforeachcolorednode{<color name>}{<macro>}`

`\tikzgraphpreparecolor{<color name>}{<counter>}{<prefix>}`

### 7.6.3 Graph Operators for Joining Groups

`/tikz/graphs/default edge operator=<key>` (no default)

## 7.7 Graph Macros

`/tikz/graphs/declare={<graph name>}{<specification>}` (no default)

## 7.8 Online Placement Strategies

### 7.8.1 Manual Placement

`/tikz/graphs/no placement` (no value)

`/tikz/graphs/x=<x dimension>` (no default)

`/tikz/graphs/y=<y dimension>` (no default)

### 7.8.2 Placement on a Grid

`/tikz/graphs/Cartesian placement` (no value)

`/tikz/graphs/chain shift=<coordinate>` (no default, initially (1,0))

`/tikz/graphs/group shift=<coordinate>` (no default, initially (0,-1))

`/tikz/graphs/grow up=<distance>` (default 1)

`/tikz/graphs/grow down=<distance>` (default 1)

`/tikz/graphs/grow left=<distance>` (default 1)

`/tikz/graphs/grow right=<distance>` (default 1)

<code>/tikz/graphs/branch up=<i>&lt;distance&gt;</i></code>	(default 1)
<code>/tikz/graphs/branch down=<i>&lt;distance&gt;</i></code>	(default 1)
<code>/tikz/graphs/branch left=<i>&lt;distance&gt;</i></code>	(default 1)
<code>/tikz/graphs/branch right=<i>&lt;distance&gt;</i></code>	(default 1)
<code>/tikz/graphs/grid placement</code>	(no value)

### 7.8.3 Placement Taking Node Sizes Into Account

<code>/tikz/graphs/grow right sep=<i>&lt;distance&gt;</i></code>	(default 1em)
<code>/tikz/graphs/grow left sep=<i>&lt;distance&gt;</i></code>	(default 1em)
<code>/tikz/graphs/grow up sep=<i>&lt;distance&gt;</i></code>	(default 1em)
<code>/tikz/graphs/grow down sep=<i>&lt;distance&gt;</i></code>	(default 1em)
<code>/tikz/graphs/branch right sep=<i>&lt;distance&gt;</i></code>	(default 1em)
<code>/tikz/graphs/branch left sep=<i>&lt;distance&gt;</i></code>	(default 1em)
<code>/tikz/graphs/branch up sep=<i>&lt;distance&gt;</i></code>	(default 1em)
<code>/tikz/graphs/branch down sep=<i>&lt;distance&gt;</i></code>	(default 1em)

### 7.8.4 Placement On a Circle

<code>/tikz/graphs/circular placement</code>	(no value)
<code>    /tikz/graphs/chain polar shift=(<i>&lt;angle&gt;</i>):(<i>&lt;radius&gt;</i>)</code>	(no default, initially (0:1))
<code>    /tikz/graphs/group polar shift=(<i>&lt;angle&gt;</i>):(<i>&lt;radius&gt;</i>)</code>	(no default, initially (45:0))
<code>    /tikz/graphs/radius=<i>&lt;dimension&gt;</i></code>	(no default, initially 1cm)
<code>    /tikz/graphs/phase=<i>&lt;angle&gt;</i></code>	(no default, initially 90)
<code>/tikz/graphs/clockwise=<i>&lt;number&gt;</i></code>	(default \tikzgraphVnum)
<code>/tikz/graphs/counterclockwise=<i>&lt;number&gt;</i></code>	(default \tikzgraphVnum)

### 7.8.5 Levels and Level Styles

<code>/tikz/graphs/placement/level</code>	(no value)
<code>/tikz/graph/level=<i>&lt;level&gt;</i></code>	(style, no default)
<code>/tikz/graph/level <i>&lt;level&gt;</i></code>	(style, no value)

### 7.8.6 Defining New Online Placement Strategies

<code>/tikz/graphs/placement/element count</code>	(no value)
<code>/tikz/graphs/placement/width</code>	(no value)
<code>    /tikz/graphs/placement/logical node width=<i>&lt;full node name&gt;</i></code>	(no default)
<code>/tikz/graphs/placement/element count</code>	(no value)
<code>/tikz/graphs/placement/depth</code>	(no value)
<code>    /tikz/graphs/placement/logical node depth=<i>&lt;full node name&gt;</i></code>	(no default)
<code>/tikz/graphs/placement/compute position=<i>&lt;code&gt;</i></code>	(no default)
<code>/tikz/graphs/placement/place</code>	(no value)

## 7.9 Reference: Predefined Elements

### 7.9.1 Graph Macros

<code>/tikz/graphs/V={\langle list of vertices \rangle}</code>	(no default)
<code>/tikz/graphs/n=\langle number \rangle</code>	(no default)
<code>/tikz/graphs/name shore V</code>	(style, initially empty)
<code>/tikz/graphs/name shore W</code>	(style, initially empty)
<code>/tikz/graphs/W={\langle list of vertices \rangle}</code>	(no default)
<code>/tikz/graphs/m=\langle number \rangle</code>	(no default)
<code>/tikz/graphs/wrap after=\langle number \rangle</code>	(no default)

### 7.9.2 Group Operators

<code>/tikz/graphs/clique=\langle color \rangle</code>	(default all)
<code>/tikz/graphs/induced independent set=\langle color \rangle</code>	(default all)
<code>/tikz/graphs/cycle=\langle color \rangle</code>	(default all)
<code>/tikz/graphs/induced cycle=\langle color \rangle</code>	(default all)
<code>/tikz/graphs/path=\langle color \rangle</code>	(default all)
<code>/tikz/graphs/induced path=\langle color \rangle</code>	(default all)

### 7.9.3 Joining Operators

<code>/tikz/graphs/complete bipartite=\langle from color \rangle \langle to color \rangle</code>	(default {source'}{target'})
<code>/tikz/graphs/induced complete bipartite</code>	(no value)
<code>/tikz/graphs/matching=\langle from color \rangle \langle to color \rangle</code>	(default {source'}{target'})
<code>/tikz/graphs/matching and star=\langle from color \rangle \langle to color \rangle</code>	(default {source'}{target'})
<code>/tikz/graphs/butterfly=\langle options \rangle</code>	(no default)
<code>    /tikz/graphs/butterfly/level=\langle level \rangle</code>	(no default, initially 1)
<code>    /tikz/graphs/butterfly/from=\langle color \rangle</code>	(no default, initially target')
<code>    /tikz/graphs/butterfly/to=\langle color \rangle</code>	(no default, initially source')

## 8 Matrices and Alignment

### 8.1 Overview

### 8.2 Matrices are Nodes

<code>/tikz/matrix=\langle true or false \rangle</code>	(default true)
<code>    /tikz/every matrix</code>	(style, initially empty)
<code>\matrix</code>	

### 8.3 Cell Pictures

#### 8.3.1 Alignment of Cell Pictures

#### 8.3.2 Setting and Adjusting Column and Row Spacing

<code>/tikz/column sep=\langle spacing list \rangle</code>	(no default)
<code>/tikz/row sep=\langle spacing list \rangle</code>	(no default)



### 8.3.3 Cell Styles and Options

<code>/tikz/every cell={\langle row \rangle}{\langle column \rangle}</code>	(style, no default, initially empty)
<code>/tikz/cells=\langle options \rangle</code>	(no default)
<code>/tikz/nodes=\langle options \rangle</code>	(no default)
<code>/tikz/column \langle number \rangle</code>	(style, no value)
<code>/tikz/every odd column</code>	(style, no value)
<code>/tikz/every even column</code>	(style, no value)
<code>/tikz/row \langle number \rangle</code>	(style, no value)
<code>/tikz/every odd row</code>	(style, no value)
<code>/tikz/every even row</code>	(style, no value)
<code>/tikz/row \langle row number \rangle column \langle column number \rangle</code>	(style, no value)
<code>/tikz/execute at begin cell=\langle code \rangle</code>	(no default)
<code>/tikz/execute at end cell=\langle code \rangle</code>	(no default)
<code>/tikz/execute at empty cell=\langle code \rangle</code>	(no default)

## 8.4 Anchoring a Matrix

<code>/tikz/matrix anchor=\langle anchor \rangle</code>	(no default)
<code>/tikz/anchor=\langle anchor or node.anchor \rangle</code>	(no default)

## 8.5 Considerations Concerning Active Characters

<code>/tikz/ampersand replacement=\langle macro name or empty \rangle</code>	(no default)
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# 9 Making Trees Grow

## 9.1 Introduction to the Child Operation

`\path ... child[\langle options \rangle]foreach\langle variables \ranglein{\langle values \rangle}{\langle child path \rangle} ... ;`

## 9.2 Child Paths and Child Nodes

## 9.3 Naming Child Nodes

## 9.4 Specifying Options for Trees and Children

<code>/tikz/every child</code>	(style, initially empty)
<code>/tikz/every child node</code>	(style, initially empty)
<code>/tikz/level=\langle number \rangle</code>	(style, no default, initially empty)
<code>/tikz/level \langle number \rangle</code>	(style, initially empty)

## 9.5 Placing Child Nodes

### 9.5.1 Basic Idea

### 9.5.2 Default Growth Function

<code>/tikz/level distance=\langle distance \rangle</code>	(no default, initially 15mm)
<code>/tikz/sibling distance=\langle distance \rangle</code>	(no default, initially 15mm)
<code>/tikz/grow=\langle direction \rangle</code>	(no default)
<code>/tikz/grow'=\langle direction \rangle</code>	(no default)

### 9.5.3 Missing Children

`/tikz/missing=<true or false>` (default **true**)

### 9.5.4 Custom Growth Functions

`/tikz/growth parent anchor=<anchor>` (no default, initially **center**)

`/tikz/growth function=<macro name>` (no default, initially an internal function)

## 9.6 Edges From the Parent Node

`\path ... edge from parent[<options>] ...;`

`/tikz/edge from parent` (style, initially **draw**)

`/tikz/edge from parent path=<path>` (no default, initially code shown below)

`/tikz/child anchor=<anchor>` (no default, initially **border**)

`/tikz/parent anchor=<anchor>` (no default, initially **border**)

`/tikz/edge from parent macro=<macro>` (no default)

## 10 Plots of Functions

### 10.1 When Should One Use TikZ for Generating Plots?

### 10.2 The Plot Path Operation

`\path ... --plot<further arguments> ...;`

`\path ... plot<further arguments> ...;`

### 10.3 Plotting Points Given Inline

### 10.4 Plotting Points Read From an External File

### 10.5 Plotting a Function

`/tikz/variable=<macro>` (no default, initially **x**)

`/tikz/samples=<number>` (no default, initially **25**)

`/tikz/domain=<start>:<end>` (no default, initially **-5:5**)

`/tikz/samples at=<sample list>` (no default)

### 10.6 Plotting a Function Using Gnuplot

`/tikz/parametric=<boolean>` (default **true**)

`/tikz/id=<id>` (no default)

`/tikz/prefix=<prefix>` (no default)

`/tikz/raw gnuplot` (no value)

`/tikz/every plot` (style, initially empty)

### 10.7 Placing Marks on the Plot

`/tikz/mark=<mark mnemonic>` (no default)

`/tikz/mark repeat=<r>` (no default)

`/tikz/mark phase=<p>` (no default)

`/tikz/mark indices=<list>` (no default)

<code>/tikz/mark size=<math>\langle dimension \rangle</math></code>	(no default)
<code>/tikz/every mark</code>	(style, no value)
<code>/tikz/mark options=<math>\langle options \rangle</math></code>	(no default)
<code>/tikz/no marks</code>	(style, no value)
<code>/tikz/no markers</code>	(style, no value)

## 10.8 Smooth Plots, Sharp Plots, Jump Plots, Comb Plots and Bar Plots

<code>/tikz/sharp plot</code>	(no value)
<code>/tikz/smooth</code>	(no value)
<code>/tikz/tension=<math>\langle value \rangle</math></code>	(no default)
<code>/tikz/smooth cycle</code>	(no value)
<code>/tikz/const plot</code>	(no value)
<code>/tikz/const plot mark left</code>	(no value)
<code>/tikz/const plot mark right</code>	(no value)
<code>/tikz/const plot mark mid</code>	(no value)
<code>/tikz/jump mark left</code>	(no value)
<code>/tikz/jump mark right</code>	(no value)
<code>/tikz/jump mark mid</code>	(no value)
<code>/tikz/ycomb</code>	(no value)
<code>/tikz/xcomb</code>	(no value)
<code>/tikz/polar comb</code>	(no value)
<code>/tikz/ybar</code>	(no value)
<code>/tikz/xbar</code>	(no value)
<code>/tikz/ybar interval</code>	(no value)
<code>/tikz/xbar interval</code>	(no value)
<code>/tikz/only marks</code>	(no value)

## 11 Transparency

### 11.1 Overview

### 11.2 Specifying a Uniform Opacity

<code>/tikz/draw opacity=<math>\langle value \rangle</math></code>	(no default)
<code>/tikz/opacity=<math>\langle value \rangle</math></code>	(no default)
<code>/tikz/transparent</code>	(style, no value)
<code>/tikz/ultra nearly transparent</code>	(style, no value)
<code>/tikz/very nearly transparent</code>	(style, no value)
<code>/tikz/nearly transparent</code>	(style, no value)
<code>/tikz/semitransparent</code>	(style, no value)
<code>/tikz/nearly opaque</code>	(style, no value)
<code>/tikz/very nearly opaque</code>	(style, no value)
<code>/tikz/ultra nearly opaque</code>	(style, no value)
<code>/tikz/opaque</code>	(style, no value)
<code>/tikz/fill opacity=<math>\langle value \rangle</math></code>	(no default)
<code>/tikz/text opacity=<math>\langle value \rangle</math></code>	(no default)

## 11.3 Fadings

### 11.3.1 Creating Fadings

`/tikz/name={\name}` (no default)  
`\tikzfading[\options]`

### 11.3.2 Fading a Path

`/tikz/path fading=\name` (default scope's setting)  
`/tikz/fit fading=\boolean` (default `true`, initially `true`)  
`/tikz/fading transform=(transformation options)` (no default)  
`/tikz/fading angle=\degree` (no default)

### 11.3.3 Fading a Scope

`/tikz/scope fading=\fading` (no default)

## 11.4 Transparency Groups

`/tikz/transparency group` (no value)

## 12 Decorated Paths

### 12.1 Overview

### 12.2 Decorating a Subpath Using the Decorate Path Command

`\path ... decorate[\options]{\subpath} ... ;`  
`/pgf/decoration=\decoration options` (no default)  
`/pgf/decoration/name=\name` (no default, initially `none`)

### 12.3 Decorating a Complete Path

`/tikz/decorate=\boolean` (default `true`)

### 12.4 Adjusting Decorations

#### 12.4.1 Positioning Decorations Relative to the To-Be-Decorate Path

`/pgf/decoration/raise=\dimension` (no default, initially `0pt`)  
`/pgf/decoration/mirror=\boolean` (no default)  
`/pgf/decoration/transform=(transformations)` (no default)

#### 12.4.2 Starting and Ending Decorations Early or Late

`/pgf/decoration/pre=\decoration` (no default, initially `lineto`)  
`/pgf/decoration/pre length=\dimension` (no default, initially `0pt`)  
`/pgf/decorations/post=\decoration` (no default, initially `lineto`)  
`/pgf/decorations/post length=\dimension` (no default, initially `0pt`)

## 13 Transformations

### 13.1 The Different Coordinate Systems

### 13.2 The XY- and XYZ-Coordinate Systems

`/tikz/x=\value` (no default, initially `1cm`)  
`/tikz/y=\value` (no default, initially `1cm`)  
`/tikz/z=\value` (no default, initially `-3.85mm`)

### 13.3 Coordinate Transformations

<code>/tikz/shift={⟨coordinate⟩}</code>	(no default)
<code>/tikz/shift only</code>	(no value)
<code>/tikz/xshift=⟨dimension⟩</code>	(no default)
<code>/tikz/yshift=⟨dimension⟩</code>	(no default)
<code>/tikz/scale=⟨factor⟩</code>	(no default)
<code>/tikz/scale around={⟨factor⟩:⟨coordinate⟩}</code>	(no default)
<code>/tikz/xscale=⟨factor⟩</code>	(no default)
<code>/tikz/yscale=⟨factor⟩</code>	(no default)
<code>/tikz/xslant=⟨factor⟩</code>	(no default)
<code>/tikz/yslant=⟨factor⟩</code>	(no default)
<code>/tikz/rotate=⟨degree⟩</code>	(no default)
<code>/tikz/rotate around={⟨degree⟩:⟨coordinate⟩}</code>	(no default)
<code>/tikz/cm={⟨a⟩,⟨b⟩,⟨c⟩,⟨d⟩,⟨coordinate⟩}</code>	(no default)
<code>/tikz/reset cm</code>	(no value)

### 13.4 Canvas Transformations

<code>/tikz/transform canvas=⟨options⟩</code>	(no default)
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