

TikZ Reference Card

PICTURE COMMANDS/ENVIRONMENTS

```

→ \tikzpicture[⟨options⟩] ... \endtikzpicture
→ \begin{tikzpicture}[⟨options⟩] ... \end{tikzpicture}
→ \starttikzpicture[⟨options⟩] ... \stoptikzpicture
→ \tikz[⟨options⟩]{ ... }

```

PICTURE OPTIONS

```

→ every picture/.style=⟨key list⟩
→ baseline=⟨ycoord⟩
→ trim left=⟨xcoord⟩
→ trim right=⟨xcoord⟩
→ remember picture
→ execute at begin picture=⟨code⟩
→ execute at end picture=⟨code⟩

```

PATH CONSTRUCTION

```

\path[⟨options⟩] ... ⟨operation⟩ ... ;

```

```

→ foreach⟨variables⟩[⟨options⟩]
  in⟨code⟩
→ let⟨assignments⟩in
  {
  → \n⟨number register⟩
  → \p⟨point register⟩
  }
→ ⟨coord⟩ move to
→ --⟨coord⟩ line to
→ -|⟨coord⟩ hor./ver. line to
→ |-⟨coord⟩ ver./hor. line to
→ ..controls⟨coord1⟩
  and⟨coord2⟩..⟨coord⟩
  Bézier cubic curve to
→ rectangle⟨coord⟩
→ grid[⟨options⟩]⟨coord⟩
  {
  → xstep=⟨dimen⟩
  → ystep=⟨dimen⟩
  → step=⟨dimen⟩
  }
→ circle[⟨options⟩] circle/ellipse
  {
  → x radius=⟨dimen⟩
  → y radius=⟨dimen⟩
  → radius=⟨dimen⟩
  → at=⟨coord⟩
  }
→ {plot|--plot}[⟨options⟩]⟨further arguments⟩
  {
  → coordinates{⟨coord1⟩⟨coord2⟩ ... ⟨coordn⟩}
  → file{⟨filename⟩}
  → ⟨coordinate expression⟩
  → function{⟨gnuplot formula⟩}
  }
→ node⟨foreach statements⟩[⟨node-options⟩](⟨name⟩)at⟨coord⟩{⟨text⟩}
→ coordinate[⟨options⟩](⟨name⟩)at⟨coord⟩
→ node also[⟨options⟩](⟨name⟩)
→ edge[⟨options⟩]⟨nodes⟩⟨coord⟩
→ child[⟨options⟩]⟨foreach statements⟩{⟨code⟩}
  ↳ edge from parent[⟨options⟩]
→ pic⟨foreach statements⟩[⟨options⟩](⟨prefix⟩)at⟨coord⟩{⟨pic type⟩}

```


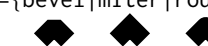
PATH OPTIONS

```

→ every path/.style=⟨key list⟩
→ draw=⟨color⟩

```

```

→ line width=⟨w⟩
→ ultra thin — 0.1 pt
→ very thin — 0.2 pt
→ thin — 0.4 pt
→ semithick — 0.6 pt
→ thick — 0.8 pt
→ very thick — 1.2 pt
→ ultra thick — 1.6 pt
→ rounded corners=⟨dimen⟩
  ↳ sharp corners
→ line cap={butt|rect|round}
  ↳ 
→ line join={bevel|miter|round}
  ↳ 
→ miter limit=⟨ratio⟩

```

SCOPE COMMANDS/ENVIRONMENTS

```

→ \scope[⟨options⟩] ... \endscope
→ \begin{scope}[⟨options⟩] ... \end{scope}
→ \startscope[⟨options⟩] ... \stopscope
→ \scoped[⟨options⟩]{ ... }

```

SCOPE OPTIONS

```

→ every scope/.style=⟨key list⟩
→ execute at begin scope=⟨code⟩
→ execute at end scope=⟨code⟩

```

```

→ arc[⟨options⟩] elliptical arc

```

```

  {
  → x radius=⟨dimen⟩
  → y radius=⟨dimen⟩
  → radius=⟨dimen⟩
  → start angle=⟨angle⟩
  → end angle=⟨angle⟩
  → delta angle=⟨angle⟩
  }
→ sin⟨coord⟩ sine in [0, π/2]
→ cos⟨coord⟩ cosine in [0, π/2]
→ parabola[⟨options⟩]⟨coord⟩
  {
  → bend=⟨bcoord⟩
  → bend at start
  → bend at end
  → bend pos=⟨bposcoord⟩
  → parabola height=⟨dimen⟩
  }
→ to[⟨options⟩]⟨coord⟩
  {
  → out=⟨angle⟩
  → in=⟨angle⟩
  → edge node=⟨nodespec⟩
  → edge label=⟨text⟩
  → edge label' =⟨text⟩
  → at=⟨coord⟩
  }

```

OPTIONS & KEY HANDLING

```

→ \tikzset{⟨options⟩}
→ ⟨key⟩/.cd
→ ⟨key⟩/.style=⟨key list⟩
→ ⟨key⟩/.prefix style=⟨key list⟩
→ ⟨key⟩/.append style=⟨key list⟩
→ ⟨key⟩/.pic={⟨code⟩}

```

COORDINATE SPECIFICATION

```

→ (⟨xdimen⟩,⟨ydimen⟩) canvas
→ (⟨x⟩,⟨y⟩,⟨z⟩) xyz
→ (⟨angle⟩:⟨dimen⟩) canvas polar
→ (⟨angle⟩:⟨r⟩) xyz polar
→ (⟨node name⟩.⟨{⟨anchor⟩|⟨angle⟩})
→ +⟨coord⟩ rel. current position; no 'update'
→ ++⟨coord⟩ rel. current position; 'updates'
→ (⟨coord1⟩-|⟨coord2⟩) intersection of hor. and ver. lines
→ (⟨coord1⟩|-⟨coord2⟩) intersection of ver. and hor. lines
→ ($⟨computation⟩$)
  ↳  $\langle factor \rangle * \langle coord \rangle \langle modifiers \rangle \{ + | - \} \langle computation \rangle$ 

```

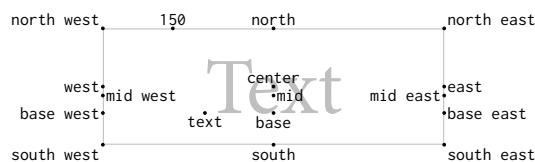
```

  ↳  $! \langle number \rangle ! \langle angle \rangle : \langle coord \rangle$ 
    position ⟨number⟩ from ⟨coord⟩ to ⟨coord2⟩
  ↳  $! \langle dimen \rangle ! \langle angle \rangle : \langle coord \rangle$ 
    distance ⟨dimen⟩ from ⟨coord⟩ to ⟨coord2⟩
  ↳  $! \langle pr-coord \rangle ! \langle angle \rangle : \langle coord \rangle$ 
    project ⟨pr-coord⟩ to line from ⟨coord⟩ to ⟨coord2⟩

```

Library: calc

NODE ANCHORS & REFERENCES



PREDEFINED NODES

```

→ current bounding box
→ current path bounding box
→ current subpath start (coordinate)
→ current page

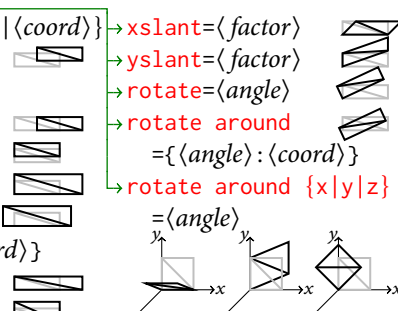
```

TRANSFORMATIONS

```

→ {x|y|z}={⟨dimen⟩|⟨coord⟩}
→ shift=⟨coord⟩
→ shift only
→ xshift=⟨dimen⟩
→ yshift=⟨dimen⟩
→ scale=⟨factor⟩
→ scale around
  =⟨{⟨factor⟩:⟨coord⟩}⟩
→ xscale=⟨factor⟩
→ yscale=⟨factor⟩
→ xslant=⟨factor⟩
→ yslant=⟨factor⟩
→ rotate=⟨angle⟩
→ rotate around
  =⟨{⟨angle⟩:⟨coord⟩}⟩
→ rotate around {x|y|z}
  =⟨{⟨angle⟩}⟩

```






```

→ clip
→ path picture={⟨code⟩}
  ⟨code⟩ clipped to curr. path
→ use as bounding box
→ overlay no effect on bbox calc.
→ preaction=⟨options⟩
→ postaction=⟨options⟩
→ late options={name=
  ⟨node name⟩,⟨options⟩}
→ ⟨arrow spec.⟩-⟨arrow spec.⟩
→ double=⟨color⟩
→ double distance=⟨dim.⟩
  dist. between inner borders
→ double between line centers
  =⟨dim.⟩
→ double equal sign distance
  dist. matches =

```

```

→ fill=⟨color⟩
  ↳ {nonzero|even odd} rule
    (for fill area calc.)
→ pattern=⟨name⟩
→ pattern color=⟨color⟩
→ shade (using curr. shading)
→ shading angle=⟨angle⟩
→ shading=⟨name⟩
  ↳ axis 
    ↳ {top|bottom|middle
      |left|right}color
      =⟨color⟩
  ↳ ball 
    ↳ ball color=⟨color⟩
  ↳ radial 
    ↳ {inner|outer} color
      =⟨color⟩

```

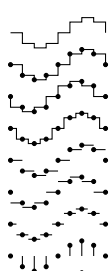
CHILD OPTIONS

→ level distance= $\langle \text{dimen} \rangle$
 → sibling distance= $\langle \text{dimen} \rangle$
 → grow= $\{ \langle \text{angle} \rangle | \langle \text{direction} \rangle \}$
 ↳ {down|up|left|right
 |north {west|east}
 |south {west|east}}
 → grow'= $\{ \langle \text{angle} \rangle | \langle \text{direction} \rangle \}$
 → missing= $\langle \text{bool} \rangle$
 → growth parent anchor= $\langle \text{anchor} \rangle$
 → edge from parent path= $\langle \text{path} \rangle$
 → child anchor= $\langle \text{anchor} \rangle$
 → parent anchor= $\langle \text{anchor} \rangle$
 → every child/.style= $\langle \text{key list} \rangle$
 → every child node/.style= $\langle \text{key list} \rangle$
 → level/.style= $\langle \text{key list} \rangle$
 → level $\langle \text{number} \rangle$ /.style= $\langle \text{key list} \rangle$
 → edge from parent/.style= $\langle \text{key list} \rangle$

PLOT OPTIONS

→ variable= $\langle \text{macro name} \rangle$
 → samples= $\langle \text{number} \rangle$
 → domain= $\langle \text{start} \rangle : \langle \text{end} \rangle$
 → samples at= $\{ \langle \text{sample list} \rangle \}$
 ↳ $\langle \text{number} \rangle, \langle \text{sample list} \rangle$
 → parametric= $\langle \text{bool} \rangle$
 → {range|xrange|yrange}
 = $\langle \text{start} \rangle : \langle \text{end} \rangle$
 → id= $\langle \text{plot id} \rangle$
 → prefix= $\langle \text{prefix} \rangle$
 → raw gnuplot
 → every plot/.style= $\langle \text{key list} \rangle$
 → mark= $\{ * | + | x | \text{ball} \}$ ● + × ●
 → mark repeat= $\langle \text{number} \rangle$
 → mark phase= $\langle \text{number} \rangle$
 → mark indices= $\langle \text{list} \rangle$
 → mark size= $\langle \text{dimen} \rangle$
 → every mark/.style= $\langle \text{key list} \rangle$
 → mark options= $\{ \langle \text{options} \rangle \}$
 → no {marks|markers}
 → sharp plot
 → smooth
 → tension= $\langle \text{number} \rangle$
 → smooth cycle
 → const plot
 → const plot mark left
 → const plot mark right
 → const plot mark mid
 → jump mark left
 → jump mark right
 → jump mark mid
 → ycomb
 → xcomb
 → polar comb
 → ybar
 → xbar
 → ybar interval
 → xbar interval
 → only marks

r [Function only]



PIC OPTIONS

→ every pic/.style= $\langle \text{key list} \rangle$
 → pic type= $\langle \text{pic type} \rangle$
 → pics/code= $\langle \text{code} \rangle$
 → pics/foreground code= $\langle \text{code} \rangle$
 → pics/background code= $\langle \text{code} \rangle$
 → pic text= $\langle \text{text} \rangle$
 → pic text options= $\langle \text{options} \rangle$
 → pic action
 → name prefix

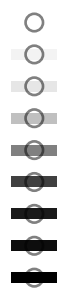
NODE OPTIONS

→ every node/.style= $\langle \text{key list} \rangle$
 → node contents= $\langle \text{text} \rangle$
 → at= $\{ \langle \text{coord} \rangle \}$
 → behind path
 → in front of path
 → name= $\langle \text{name} \rangle$
 → alias= $\langle \text{name} \rangle$
 → name prefix= $\langle \text{text} \rangle$
 → name suffix= $\langle \text{text} \rangle$
 → inner sep= $\langle \text{dimen} \rangle$
 → inner xsep= $\langle \text{dimen} \rangle$
 → inner ysep= $\langle \text{dimen} \rangle$
 → outer sep= $\langle \text{dimen} \rangle$
 → outer xsep= $\langle \text{dimen} \rangle$
 → outer ysep= $\langle \text{dimen} \rangle$
 → minimum width= $\langle \text{dimen} \rangle$
 → minimum height= $\langle \text{dimen} \rangle$
 → minimum size= $\langle \text{dimen} \rangle$
 → shape aspect= $\langle \text{ratio} \rangle$
 → text= $\langle \text{color} \rangle$
 → node font= $\langle \text{commands} \rangle$
 sets ex & em dimens
 → font= $\langle \text{commands} \rangle$
 does not set ex & em
 → text width= $\langle \text{dimen} \rangle$
 → align= $\langle \text{alignment} \rangle$
 ↳ left ≡≡≡
 ↳ flush left ≡≡≡
 ↳ right ≡≡≡
 ↳ flush right ≡≡≡
 ↳ center ≡≡≡
 ↳ flush center ≡≡≡
 ↳ justify ≡≡≡
 ↳ none
 → transform shape
 apply curr. transform. to node
 → shape={rectangle|circle
 |coordinate| $\langle \text{name} \rangle$ }
 → anchor= $\langle \text{name} \rangle$
 → {above|below|left|right}
 = $\langle \text{shift-part} \rangle \langle \text{of-part} \rangle$
 → {above|mid|base|below}
 {left|right}= $\langle \text{shift-part} \rangle \langle \text{of-part} \rangle$
 ↳ of { $\langle \text{coord} \rangle$ | $\langle \text{node name} \rangle$ }
 ↳ $\langle \text{dimen} \rangle$ } offset
 ↳ $\langle \text{number} \rangle$ }
 ↳ { $\langle \text{number}_1 \rangle$ | $\langle \text{dimen}_1 \rangle$ }
 and { $\langle \text{number}_2 \rangle$ | $\langle \text{dimen}_2 \rangle$ }
 → on grid
 → node distance= $\langle \text{shift-part} \rangle$
 default $\langle \text{shift-part} \rangle$
 → pos= $\langle \text{num.} \rangle$
 → at start → pos=0
 → very near start → pos=0.125
 → near start → pos=0.25
 → midway → pos=0.5
 → near end → pos=0.75
 → very near end → pos=0.875
 → at end → pos=1
 → auto={left|right}
 → {swap|'} swaps right & left
 → sloped rotated to tangent
 → allow upside down= $\langle \text{bool} \rangle$
 → label= $\{ \langle \text{options} \rangle \}$
 { $\langle \text{angle} \rangle$ | center} : $\langle \text{text} \rangle$
 → label distance= $\langle \text{angle} \rangle$
 → label position= $\langle \text{angle} \rangle$

→ pin= $\{ \langle \text{options} \rangle \}$
 { $\langle \text{angle} \rangle$ | center} : $\langle \text{text} \rangle$
 → pin distance= $\langle \text{angle} \rangle$
 → pin position= $\langle \text{angle} \rangle$
 → pin edge= $\{ \langle \text{options} \rangle \}$
 → absolute= $\langle \text{bool} \rangle$
 label/pin positions
 → matrix
 → every matrix/.style= $\langle \text{key list} \rangle$
 → every cell/.style= $\langle \text{key list} \rangle$
 → column sep= $\{ \langle \text{dimen} \rangle | \langle \text{spacing list} \rangle \}$
 → row sep= $\{ \langle \text{dimen} \rangle | \langle \text{spacing list} \rangle \}$
 ↳ { $\langle \text{dimen} \rangle$ | between origins,
 | between borders}, $\langle \text{spacing list} \rangle$
 → cells= $\{ \langle \text{options} \rangle \}$
 → nodes= $\{ \langle \text{options} \rangle \}$
 → {column|row} $\langle \text{number} \rangle$ = $\{ \langle \text{options} \rangle \}$
 → every odd {column|row} = $\{ \langle \text{options} \rangle \}$
 → every even {column|row} = $\{ \langle \text{options} \rangle \}$
 → matrix anchor= $\langle \text{anchor} \rangle$
 → anchor= $\{ \langle \text{anchor} \rangle | \langle \text{node} \rangle . \langle \text{anchor} \rangle \}$
 → ampersand replacement= $\{ \langle \text{macro name} \rangle | \langle \text{empty} \rangle \}$

OPACITY

→ draw opacity= $\langle \text{number} \rangle$
 → fill opacity= $\langle \text{number} \rangle$
 → text opacity= $\langle \text{number} \rangle$
 → opacity= $\langle \text{number} \rangle$
 → transparent
 → ultra nearly transparent
 → very nearly transparent
 → nearly transparent
 → semitransparent
 → nearly opaque
 → very nearly opaque
 → ultra nearly opaque
 → opaque



— [Library: positioning] —