

TikZ Reference Card

PICTURE COMMANDS/ENVIRONMENTS

```

\begin{tikzpicture}[\options] ... \end{tikzpicture}
\begin{tikzpicture}[\options] ... \end{tikzpicture}
\starttikzpicture[\options] ... \stoptikzpicture
\begin{tikzpicture}[\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}[\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}

```

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, pi/2]
cos{coord} cosine in [0, pi/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

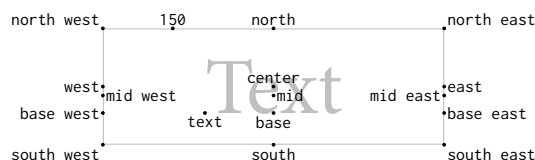
```

(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
($computation$)
  {factor} * {coord} {modifiers} {+|-} {computation}
!{number}! (angle): {coord2}
  position {number} from {coord} to {coord2}
!{dimen}! (angle): {coord2}
  distance {dimen} from {coord} to {coord2}
!{pr-coord}! (angle): {coord2}
  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

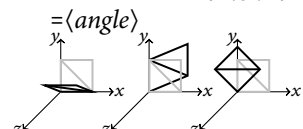
```

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}

```



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}

```



```

dash pattern={pattern}
  e.g. on 2pt off 3pt
dash phase={length}
dotted .....
densely dotted .....
loosely dotted ....
dashed ---
densely dashed ----
loosely dashed - -
dash dot -.-
densely dash dot -.-.-
loosely dash dot -.-
dash dot dot -.-.-
densely dash dot dot -.-.-
loosely dash dot dot -.-.-

```

```

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

```

PLOT OPTIONS

```

→ variable= $\langle macro name \rangle$ 
→ samples= $\langle number \rangle$ 
→ domain= $\langle start \rangle$ : $\langle end \rangle$ 
→ samples at={ $\langle sample list \rangle$ }
    ↳  $\langle number \rangle$ ,  $\langle sample list \rangle$ 
→ parametric= $\langle bool \rangle$ 
→ {range|xrange|yrange}
    = $\langle start \rangle$ : $\langle end \rangle$ 
→ id= $\langle plot id \rangle$ 
→ prefix= $\langle prefix \rangle$ 
→ raw gnuplot
→ every plot/.style= $\langle key list \rangle$ 
→ mark={*|+|x|ball} ● + × ●
→ mark repeat= $\langle number \rangle$ 
→ mark phase= $\langle number \rangle$ 
→ mark indices= $\langle list \rangle$ 
→ mark size= $\langle dimen \rangle$ 
→ every mark/.style= $\langle key list \rangle$ 
→ mark options={ $\langle options \rangle$ }
→ no {marks|markers}
→ sharp plot
→ smooth
→ tension= $\langle number \rangle$ 
→ 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= $\langle key list \rangle$ 
→ pic type= $\langle pic type \rangle$ 
→ pics/code= $\langle code \rangle$ 
→ pics/foreground code= $\langle code \rangle$ 
→ pics/background code= $\langle code \rangle$ 
→ pic text= $\langle text \rangle$ 
→ pic text options= $\langle options \rangle$ 
→ pic action
→ name prefix

```

NODE OPTIONS

```

→ every node/.style= $\langle key list \rangle$ 
→ node contents= $\langle text \rangle$ 
→ at={ $\langle coord \rangle$ }
→ behind path
→ in front of path
→ name= $\langle name \rangle$ 
→ alias= $\langle name \rangle$ 
→ name prefix= $\langle text \rangle$ 
→ name suffix= $\langle text \rangle$ 
→ inner sep= $\langle dimen \rangle$ 
→ inner xsep= $\langle dimen \rangle$ 
→ inner ysep= $\langle dimen \rangle$ 
→ outer sep= $\langle dimen \rangle$ 
→ outer xsep= $\langle dimen \rangle$ 
→ outer ysep= $\langle dimen \rangle$ 
→ minimum width= $\langle dimen \rangle$ 
→ minimum height= $\langle dim. \rangle$ 
→ minimum size= $\langle dimen \rangle$ 
→ shape aspect= $\langle ratio \rangle$ 
→ text= $\langle color \rangle$ 
→ node font= $\langle commands \rangle$ 
    sets ex & em dimens
→ font= $\langle commands \rangle$ 
    does not set ex & em
→ text width= $\langle dimen \rangle$ 
→ align= $\langle alignment \rangle$ 
    ↳ left ≡≡≡
    ↳ flush left ≡≡
    ↳ right ≡≡≡
    ↳ flush right ≡≡
    ↳ center ≡≡≡
    ↳ flush center ≡≡
    ↳ justify ≡≡≡
    ↳ none
→ transform shape
    apply curr. transform. to node
→ shape={rectangle|circle
    |coordinate| $\langle name \rangle$ }
→ anchor= $\langle name \rangle$ 
→ {above|below|left|right}
    = $\langle shift-part \rangle$  $\langle of-part \rangle$ 
→ {above|mid|base|below}
    {left|right}= $\langle shift-part \rangle$  $\langle of-part \rangle$ 
    ↳ of { $\langle coord \rangle$  |  $\langle node name \rangle$ }
    ↳  $\langle dimen \rangle$  } offset
    ↳  $\langle number \rangle$  }
    ↳ { $\langle number1 \rangle$  |  $\langle dimen1 \rangle$ }
        and { $\langle number2 \rangle$  |  $\langle dimen2 \rangle$ }
→ on grid
→ node distance= $\langle shift-part \rangle$ 
    default  $\langle shift-part \rangle$ 
→ pos= $\langle num. \rangle$ 
→ 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= $\langle bool \rangle$ 
→ label=[ $\langle options \rangle$ ]
    { $\langle angle \rangle$  | center} :  $\langle text \rangle$ 
→ label distance= $\langle angle \rangle$ 
→ label position= $\langle angle \rangle$ 

```

Library: positioning

ABBREVIATIONS

```

→ \draw
→ \fill
→ \filldraw
→ \pattern
→ \shade
→ \shadedraw
→ \clip
→ \useasboundingbox
→ \node
→ \matrix

```

```

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

```

OPACITY

```

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

```