

realhats v7.0

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




`realhats` is a package for \LaTeX that makes the `\hat` command put real hats on symbols. For example, the input `\hat{a}=\hat{b}` will produce the output:

$$\hat{a} = \hat{b}$$



















To make a vector with a hat, the input `\hat{\mathbf{a}}` produces:

$$\hat{\mathbf{a}}$$

The command `\hat` will choose a hat randomly from eighteen hats:

	beret		Santa hat
	sombrero		witch's hat
	top hat		Ash's hat
	fez		cowboy hat
	crown		dunce's cap
	policeman's hat		Scottish hat
	birthday hat		mortarboard
	aperiodic tile (white)		aperiodic tile (gray)
	aperiodic tile (light blue)		aperiodic tile (blue)

Variables can be given a non-random hat, using the command `\hat` with an optional parameter:

command	produces	command	produces
<code>\hat[beret]{a}</code>		<code>\hat[santa]{a}</code>	
<code>\hat[sombrero]{a}</code>		<code>\hat[witch]{a}</code>	
<code>\hat[tophat]{a}</code>		<code>\hat[ash]{a}</code>	
<code>\hat[fez]{a}</code>		<code>\hat[cowboy]{a}</code>	
<code>\hat[crown]{a}</code>		<code>\hat[dunce]{a}</code>	
<code>\hat[policeman]{a}</code>		<code>\hat[scottish]{a}</code>	
<code>\hat[birthday]{a}</code>		<code>\hat[mortarboard]{a}</code>	
<code>\hat[tile-white]{a}</code>		<code>\hat[tile-gray]{a}</code>	
<code>\hat[tile-light-blue]{a}</code>		<code>\hat[tile-blue]{a}</code>	

You can also pass these same options when loading the package. For example, `\usepackage[cowboy]{realhats}` will cause the package to use cowboy hats everywhere (unless a different hat is given to the `\hat` command).