

realhats v4.0

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



`realhats` is a package for L^AT_EX 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:



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

-  - A beret
-  - A Santa hat
-  - A sombrero
-  - A witch's hat
-  - A top hat
-  - Ash's hat
-  - A fez
-  - A cowboy hat
-  - A crown
-  - A dunce's cap

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

- `\hat[beret]{a}` produces 
- `\hat[santa]{a}` produces 
- `\hat[sombrero]{a}` produces 

- `\hat[witch]{a}` produces \hat{a}
- `\hat[tophat]{a}` produces \hat{a}
- `\hat[ash]{a}` produces \hat{a}
- `\hat[fez]{a}` produces \hat{a}
- `\hat[cowboy]{a}` produces \hat{a}
- `\hat[crown]{a}` produces \hat{a}
- `\hat[dunce]{a}` produces \hat{a}

You can also pass these same options when loading the package. For example, `\usepackage[ash]{realhats}` will cause the package to use make L^AT_EX great again hats everywhere (unless an different hat is given to the `\hat` command).