

# realhats v4.0

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`realhats` is a package for  $\text{\LaTeX}$  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 ten hats:

- $\hat{a}$  - A beret
- $\hat{a}$  - A Santa hat
- $\hat{a}$  - A sombrero
- $\hat{a}$  - A witch's hat
- $\hat{a}$  - A top hat
- $\hat{a}$  - A make  $\text{\LaTeX}$  great again hat
- $\hat{a}$  - A fez
- $\hat{a}$  - A cowboy hat
- $\hat{a}$  - A crown
- $\hat{a}$  - A dunce's cap

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

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

- `\hat[tophat]{a}` produces  $\hat{a}$
- `\hat[mlga]{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[mlga]{realhats}` will cause the package to use make L<sup>A</sup>T<sub>E</sub>X great again hats everywhere (unless an different hat is given to the `\hat` command).