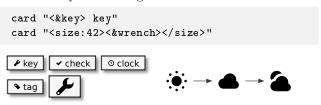
# ultimate PlantUML Cheatsheet

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Open Iconic is supported out of the box. Any icon can be rendered by embedding into <&...>.



Icons can be shown as icon only by disabling the border and background styles.

skinparam cardBorderColor none skinparam cardBackgroundColor none skinparam cardShadowing false

# Sprite Icons

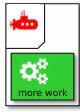
Custom icons can be added via sprites. There is a collection of sprites for various icons included in the standard library. Additional sets can be loaded from any URL reachable by the rendering server using !includeurl.

```
!include <font-awesome/common>
!include <font-awesome/cogs>
!define ICONURL https://raw.githubusercontent.com/
tupadr3/plantum1-icon-font-sprites/v2.0.0
!includeurl ICONURL/govicons/submarine.puml

FA_COGS(c1, work) #white
GOV_SUBMARINE(sub1, Submarine1) #lightblue
GOV_SUBMARINE(sub2, , frame, red) {
   FA_COGS(c2, more work, card, white)
   #limegreen
}
```

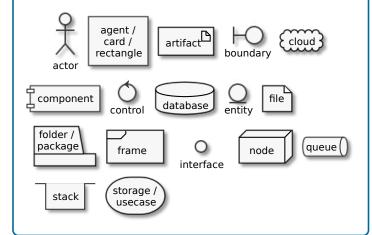






## Components

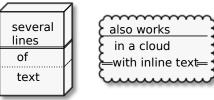
A list of plantUML components and their names, most can be used in any diagrams. The *sequence* diagram only supports a subset.



### Multiline Components

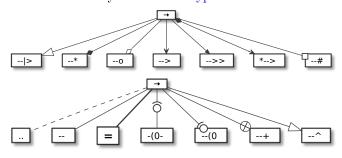
Text can be spread across multiple lines in components by declaring the text in [ ].

```
node mynode [
  several
  lines
  ====
  of
   ....
  text
]
```



#### Arrows

All combinations of two arrow heads and line type can be used to create any UML arrow type.



### Skinparam Properties

For any *component* style properties can be set via

skinparam <Component><Property> <value>

Multiple properties for the same component can be grouped

```
skinparam node {
BackgroundColor transparent
BorderColor black
}
```

## Component properties:

BackgroundColor, BorderColor, BorderThickness, FontColor, FontName, FontSize, FontStyle

## Generic properties:

ArrowColor, ArrowLollipopColor, ArrowThickness, BackgroundColor, DefaultTextAlignment ([left], center, right), Handwritten [false], HyperlinkColor, HyperlinkUnderline, Monochrome [false], Nodesep (horizontal margin [0]), Padding (text padding within node [0]), Ranksep (vertical margin [0]), RoundCorner, Shadowing

The full list of skinparam settings and available colors can be found on the plant UML website.