

d2

d2 compiles and renders *file.d2* to *file.svg* | *file.png* .

```
d2 [--watch false] [--theme 0] [--salt string] file.d2 [file.svg | file.png]  
d2 layout [name]  
d2 fnt file.d2 ...  
d2 play file.d2
```

- It defaults to *file.svg* if no output path is passed.
- Pass - to have d2 read from stdin or write to stdout.
- Never use the presence of the output file to check for success. Always use the exit status of d2 . This is because sometimes when errors occur while rendering, d2 still write out a partial render anyway to enable iteration on a broken diagram.
- See more docs, the source code and license at <https://oss.terrastruct.com/d2> .
- Hosted icons at <https://icons.terrastruct.com> .
- Playground runner at <https://play.d2lang.com> .

OPTIONS

-w, --watch *false*

Watch for changes to input and live reload. Use \$PORT and \$HOST to specify the listening address.

-h, --host *localhost*

Host listening address when used with *watch* .

-p, --port *0*

Port listening address when used with *watch* .

-t, --theme *0*

Set the diagram theme ID .

--dark-theme *-1*

The theme to use when the viewer's browser is in dark mode. When left unset **--theme** is used for both light and dark mode. Be aware that explicit styles set in D2 code will still be applied and this may produce unexpected results. We plan on resolving this by making style maps in D2 light/dark mode specific. See <https://github.com/terrastruct/d2/issues/831> .

-s, --sketch *false*

Renders the diagram to look like it was sketched by hand .

--center *flag*

Center the SVG in the containing viewbox, such as your browser screen .

--scale *-1*

Scale the output. E.g., 0.5 to halve the default size. Default -1 means that SVG's will fit to screen and all others will use their default render size. Setting to 1 turns off SVG fitting to screen .

--font-regular

Path to .ttf file to use for the regular font. If none provided, Source Sans Pro Regular is used .

--font-italic

Path to .ttf file to use for the italic font. If none provided, Source Sans Pro Regular-Italic is used .

--font-bold

Path to .ttf file to use for the bold font. If none provided, Source Sans Pro Bold is used .

--pad *100*

Pixels padded around the rendered diagram .

--animate-interval *0*

If given, multiple boards are packaged as 1 SVG which transitions through each board at the interval (in milliseconds). Can only be used with SVG and GIF exports .

--browser *true*

Browser executable that watch opens. Setting to 0 opens no browser .

-l, --layout *dagre*

<code>-b, --bundle</code> <i>true</i>	Set the diagram layout engine to the passed string. For a list of available options, run <i>layout</i> .
<code>--force-appendix</code> <i>false</i>	Bundle all assets and layers into the output svg .
<code>--target</code>	An appendix for tooltips and links is added to PNG exports since they are not interactive. Setting this to true adds an appendix to SVG exports as well .
<code>-d, --debug</code>	Target board to render. Pass an empty string to target root board. If target ends with <code>â€™*â€™</code> , it will be rendered with all of its scenarios, steps, and layers. Otherwise, only the target board will be rendered. E.g. <code>--target=â€™â€™</code> to render root board only or <code>--target=â€™layers.x.*â€™</code> to render layer <code>â€™xâ€™</code> with all of its children .
<code>--img-cache</code> <i>true</i>	Print debug logs .
<code>--timeout</code> <i>120</i>	In watch mode, images used in icons are cached for subsequent compilations. This should be disabled if images might change .
<code>--check</code> <i>false</i>	The maximum number of seconds that D2 runs for before timing out and exiting. When rendering a large diagram, it is recommended to increase this value .
<code>--salt</code> <i>string</i>	Check that the specified files are formatted correctly .
<code>-h, --help</code>	Add a salt value to ensure the output uses unique IDs. This is useful when generating multiple identical diagrams to be included in the same HTML doc, so that duplicate IDs do not cause invalid HTML. The salt value is a string that will be appended to IDs in the output. .
<code>-v, --version</code>	Print usage information and exit .
<code>--stdout-format</code> <i>string</i>	Print version information and exit .
<code>--no-xml-tag</code> <i>false</i>	Set the output format when writing to stdout. Supported formats are: png, svg. Only used when output is set to stdout (-) .
	Omit XML tag (<code><?xml ...?></code>) from output SVG files. Useful when generating SVGs for direct HTML embedding .

SUBCOMMANDS

<i>layout</i>	Lists available layout engine options with short help .
<i>layout</i> <i>[name]</i>	Display long help for a particular layout engine, including its configuration options .
<i>themes</i>	Lists available themes .
<i>fmt file.d2 ...</i>	Format all passed files
<i>play file.d2</i>	Opens the file in playground, an online web viewer (https://play.d2lang.com)

ENVIRONMENT VARIABLES

Many flags can also be set with environment variables.

All the D2 Environment variables are named `D2_option` except *HOST*, *PORT*, and *BROWSER*

SEE ALSO *d2plugin-tala*(1)

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