How to Render a (Hierarchical) Tree in Asciidoctor

Simplest Variant

```
[plantuml, format=svg, opts="inline"]
----
skinparam Legend {
    BackgroundColor transparent
    BorderColor transparent
}
legend
Root
|_ Element 1
|_ Element 1.1
|_ Element 1.2
|_ Element 2
|_ Element 2.1
end legend
-----
```

Example 1. Result

```
Root
Element 1
Element 1.1
Element 1.2
Element 2
Element 2.1
```

Default Asciidoctor Style

```
[plantuml, format=svg, opts="inline"]
----
skinparam Legend {
    BackgroundColor transparent
    BorderColor transparent
    FontName "Noto Serif", "DejaVu Serif", serif
    FontSize 17
}
legend

Root
|_ Element 1
|_ Element 1.1
|_ Element 1.2
|_ Element 2
|_ Element 2.1

end legend
----
```

Example 2. Result

```
Root
Element 1
Element 1.1
Element 1.2
Element 2
Element 2.1
```

Externalized

asciidoctor-style.iuml

```
skinparam Legend {
    BackgroundColor transparent
    BorderColor transparent
    FontName "Noto Serif", "DejaVu Serif", serif
    FontSize 17
}
```

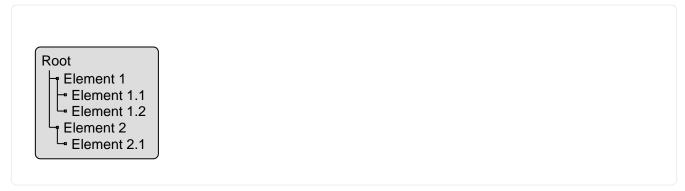
Example 3. Result

```
Root
Element 1
Element 1.1
Element 1.2
Element 2
Element 2.1
```

Barebones

```
[plantuml, format=svg, opts="inline"]
----
legend
Root
|_ Element 1
|_ Element 1.1
|_ Element 1.2
|_ Element 2
|_ Element 2.1
end legend
----
```

Example 4. Result



No Dot Available

```
[plantuml, format=svg, opts="inline"]
skinparam Legend {
    BackgroundColor transparent
    BorderThickness 0
    FontName "Noto Serif", "DejaVu Serif", serif
    FontSize 17
}
skinparam SequenceLifeLineBorderThickness 0
skinparam SequenceLifeLineBorderColor transparent
skinparam SequenceParticipant {
    BackgroundColor transparent
    BorderColor transparent
    Shadowing false
    FontSize 0
    BorderThickness 0
    Padding 0
hide footbox
participant dummy
legend top left
Root
|_ Element 1
 _ Element 1.1
 _ Element 1.2
|_ Element 2
 _ Element 2.1
end legend
```

Example 5. Result

```
Root
- Element 1
- Element 1.2
- Element 2
- Element 2.1
```

No Dot Externalized

```
[plantuml, format=svg, opts="inline"]
----
!include nodot-asciidoctor-style.iuml
legend
Root
|_ Element 1
|_ Element 1.1
|_ Element 1.2
|_ Element 2
|_ Element 2.1
end legend
----
```

```
skinparam Legend {
    BackgroundColor transparent
    BorderColor transparent
    BorderThickness 0
    FontName "Noto Serif", "DejaVu Serif", serif
    FontSize 17
}
skinparam SequenceLifeLineBorderThickness 0
skinparam SequenceLifeLineBorderColor transparent
skinparam SequenceParticipant {
    BackgroundColor transparent
    BorderColor transparent
    Shadowing false
    FontSize 0
    BorderThickness 0
    Padding 0
}
hide footbox
participant dummy
```

Example 6. Result

```
Root
Element 1.1
Element 1.2
Element 2
Element 2.1
```