

# Drawing

Operation	Keystroke	Function	Note
Drawing ASCII in Emacs	Emacs provides the picture-mode and artist-mode to draw ASCII-based pictures. Both are available when Emacs runs in graphics and terminal mode. However, I have not been able to use the artist-mode with the mouse, even with xterm-mouse-mode active: each mouse click just prints an ANSI sequence code.		
Picture Mode	Emacs supports the picture mode that allow you to move your cursor freely anywhere inside the window, which greatly simplify creating rectangular shapes for tables or even <i>drawing</i> ASCII-art. This work well in both graphics and terminal mode.		
Enter picture mode  (See also: $\Sigma$ Text Modes)	<ul style="list-style-type: none"><li>• <code>&lt;f11&gt; d p</code></li><li>• <code>&lt;f11&gt; t p</code></li></ul>	(picture-mode)	Switch to Picture mode, in which a quarter-plane screen model is used. 👉 Very useful to type text in vertical fashion when for example, writing reStructuredText table. <ul style="list-style-type: none"><li>• Type <b>C-c C-c</b> to exit picture-mode and return to the mode previously used in the buffer.</li></ul>
Artist Mode	Although you can get some commands to work in terminal mode, it's best to use artist-mode when running Emacs in graphics mode.		
Toggle artist mode	<code>&lt;f11&gt; d a</code>	(artist-mode &optional ARG)	Toggle Artist mode. <ul style="list-style-type: none"><li>• With argument ARG, turn Artist mode on if ARG is positive.</li><li>• Artist lets you draw lines, squares, rectangles and poly-lines, ellipses and circles with your mouse and/or keyboard.</li></ul>

## Drawing — References

Topic & Link	Notes
Poor Man's UML / Emacs Artist Mode and Ditaa Demo - Youtube video	Video demo of Emacs artist mode. Shows how to draw UML diagram.