











Drawing Text in Emacs

Description	Keystroke	Function	Note
Drawing Text Emacs <ul style="list-style-type: none">◦ Help & Customize<ul style="list-style-type: none">• syntree• artist mode• picture mode<ul style="list-style-type: none">◦ picture-mode rectangle• edit tabular data• uniline◦ Reference	Emacs provides the picture-mode and artist-mode to draw ASCII-based pictures. Both are available when Emacs runs in graphics and terminal mode. 👉 These 2 modes work better in GUI modes as you can use the mouse to draw. Attempt to draw with. the mouse inside terminal-based Emacs failed. PEL also provides support for the following external packages, activated by the corresponding pet-use customizable user-option.		
<div>Last updated on:</div>	 syntree	 pel-use-syntree	A major mode where you input a tree in S-expression form which generates a printed tree output. MAde for linguists but can be used to draw any kind of tree.
	 uniline	 pel-use-uniline	Draw ▶—UNICODE diagrams—◀ within ▶—your texts—◀ in Emacs 🙌 Excellent in terminal
	 ascii-art-to-unicode	 pel-use-ascii-art-to-unicode (activated when pel-use-uniline is t)	Convert ASCII drawings to Unicode. Can be used via uniline .
Open this PDF file. See also: 🔗 Help/Info	<f11> D <f1>	(pel-help-pdf &optional OPEN-WEB-PAGE)	Open the 🔗 Drawing local PDF. If the prefix argument (like C-u or M--) is used, then it opens the remote GitHub hosted raw PDF instead. If the pel-flip-help-pdf-arg user-option is set it's the other way around.
Customize PEL Drawing support. See also: 🔗 Customize	<f11> D <f2>	(pel-customize-pel &optional OTHER-WINDOW)	Customize PEL drawing mode support. <ul style="list-style-type: none">• If OTHER-WINDOW is non-nil (use C-u) , display in other window.
Customize Emacs Drawing control See also: 🔗 Customize	<f11> D <f3>	(pel-customize-library &optional OTHER-WINDOW)	Customize Emacs support for the display packages: artist, picture, syntree , online .
Create a new syntree diagram	<f11> D s	(syntree-new)	Create new frame with input and output buffers for syntree: Printing a tree from writing S-expression. See syntree manual . <ul style="list-style-type: none">• Type C-h m to list the bindings of this major mode.  Requires syntree activated by  pel-use-syntree
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 but it can be used in terminal mode for simple things. See this Youtube video on using Emacs Artist mode .		
Toggle artist mode	<f11> D a	(artist-mode &optional ARG)	Toggle Artist mode. <ul style="list-style-type: none">• With argument ARG, turn Artist mode on if ARG is positive.• Artist lets you draw lines, squares, rectangles and poly-lines, ellipses and circles with your mouse and/or keyboard.
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. 👉 Very useful to type text in vertical fashion when for example, writing reStructuredText table.		
Enter picture mode See also: 🔗 Text Modes	<ul style="list-style-type: none">• <f11> D p• <f11> t p	(picture-mode)	Switch to Picture mode, in which a quarter-plane screen model is used. <ul style="list-style-type: none">• Type C-c C-c to exit picture-mode and return to the mode previously used.
Picture Mode Commands	While in picture mode the following commands help type text in ways that help “drawing” text. It's possible, for example to type text vertically going down or going up or horizontally toward the left (without changing the input mode). This is very useful to type rectangular shapes that can be used to make UML drawings or just tables for reStructuredText markup for example. Or just to create vertically lined-up comments. To get get the full list of commands, simply type <f1> m as it is the case for all mode.		
Picture Motion	The following 12 commands set the direction of insertion. As long as you stay in picture mode and don't issue another of these commands insertions continue in that direction. The direction is displayed in the mode line.		
Move left	<ul style="list-style-type: none">• C-c <• C-c <left>	(picture-movement-left)	Move left after self-inserting character in Picture mode.  🚫 With PEL when <i>pel-use-winner</i> user option is t the C-c <left> is used by winner and is not available for picture movement.
Move right	<ul style="list-style-type: none">• C-c >• C-c <right>	(picture-movement-right)	Move right after self-inserting character in Picture mode.  🚫 With PEL when <i>pel-use-winner</i> user option is t the C-c <right> is used by winner and is not available for picture movement.
Move up	<ul style="list-style-type: none">• C-c ^• C-c <up>	(picture-movement-up)	Move up after self-inserting character in Picture mode.
Move down	<ul style="list-style-type: none">• C-c .• C-c <down>	(picture-movement-down)	Move down after self-inserting character in Picture mode.
Move northwest (nw)	C-c `	(picture-movement-nw &optional ARG)	Move up and left after self-inserting character in Picture mode.
Move northeast (ne)	C-c ’	(picture-movement-ne &optional ARG)	Move up and right after self-inserting character in Picture mode.
Move southwest (sw)	C-c /	(picture-movement-sw &optional ARG)	Move down and left after self-inserting character in Picture mode.
Move southeast (se)	C-c \	(picture-movement-se &optional ARG)	Move down and right after self-inserting character in Picture mode.
Move westnorthwest (wnw)	C-u C-c `	(picture-movement-nw &optional ARG)	Move up and two-column left after self-inserting character in Picture mode.
Move eastnortheast (ene)	C-u C-c ’	(picture-movement-ne &optional ARG)	Move up and two-column right after self-inserting character in Picture mode.
Move westsouthwest (wsw)	C-u C-c /	(picture-movement-sw &optional ARG)	Move down and two-column left after self-inserting character in Picture mode.
Move eastsoutheast (ese)	C-u C-c \	(picture-movement-se &optional ARG)	Move down and two-column right after self-inserting character in Picture mode.
Move in Picture Mode	The following commands move the point freely, even in “void” space, past the end of the current line or past the last line in the buffer, extending the whitespace as necessary and converting hard tabs to spaces when necessary. 👉 These commands override standard navigation motion commands, but other available navigation commands in described in 🔗 Navigation .		
Move up	<ul style="list-style-type: none">• C-p• <up>	(picture-move-up ARG)	Move vertically up, making whitespace if necessary. <ul style="list-style-type: none">• With argument, move that many lines.
Move down	<ul style="list-style-type: none">• C-n• <down>	(picture-move-down ARG)	Move vertically down, making whitespace if necessary. <ul style="list-style-type: none">• With argument, move that many lines.
Move to column following last non-whitespace character	C-e	(picture-end-of-line &optional ARG)	Position point after last non-blank character on current line. <ul style="list-style-type: none">• With ARG not nil, move forward ARG - 1 lines first.• If scan reaches end of buffer, stop there without error.
Move right	<ul style="list-style-type: none">• C-f• <right>	(picture-forward-column ARG &optional INTERACTIVE)	Move cursor right, making whitespace if necessary. <ul style="list-style-type: none">• With argument, move that many columns.
Move left	<ul style="list-style-type: none">• C-b• <left>	(picture-backward-column ARG &optional INTERACTIVE)	Move cursor left, making whitespace if necessary. <ul style="list-style-type: none">• With argument, move that many columns.
Move in direction of current picture motion	C-c C-f	(picture-motion ARG)	Move point in direction of current picture motion in Picture mode. <ul style="list-style-type: none">• With ARG do it that many times. Useful for delineating rectangles in conjunction with diagonal picture motion.
Move in direction opposite to current picture motion	C-c C-b	(picture-motion-reverse ARG)	Move point in direction opposite of current picture motion in Picture mode. <ul style="list-style-type: none">• With ARG do it that many times. Useful for delineating rectangles in conjunction with diagonal picture motion.

Drawing — References

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