Ditaa convert ASCII diagrams into bitmap graphic (pictures)

Author : admin

```
+--------+    +-------+    +-------+
|        | --+ ditaa +--> |       |
|  Text  |    +-------+    |diagram|
|Document|    |!magic!|    |       |
|   {d}  |    |       |    |       |
+---+----+    +-------+    +-------+
    :                          ^
    |       Lots of work       |
    +--------------------------+
```

After conversion using ditaa, the above file becomes:

As part of my passion for ASCII art, I've found another interesting tool useful to ASCII art maniacs like me, the tool is called **ditta** and is able to **convert manually drawn ASCII art diagrams to graphics**, below is tool *description from my debian apt-cache* as well as a screenshot:

apt-cache show ditaa|grep -i ditaa -A 4

Package: ditaa
Priority: optional
Section: graphics
Installed-Size: 164
Maintainer: David Paleino
--
Filename: pool/main/d/ditaa/ditaa_0.9+ds1-2_all.deb
Size: 107270
MD5sum: 05ec52d9274b954b053f1835ca5d7a7f
SHA1: 792d91d05fff2a2a19c0ebce317351d138436c18

SHA256: c4319d32e7918aab782e2f38cdad745bc9023f9f09a999033d983095ee4f70d5

--

*DiTAA is a small command-line utility that can convert diagrams drawn using
ASCII art ("drawings" that contain characters that resemble lines, like | /
and -), into proper bitmap graphics.*

.

*DiTAA also uses special markup syntax to increase the possibilities of shapes
and symbols that can be rendered.*
Homepage: http://ditaa.org

To *install ditaa on Debian and Ubuntu Linux*:

debian:~# apt-get install --yes ditaa

...

Ditaa text diagram to Graphics converter is also available in *Fedora Linux and in Source RPMs to be
used on Redhat Based RPM distributions*.
To install in most of RPM based Linuxes:

[root@fedora:~]# yum install -y ditaa

...

For most people probably Ditta will not be of any value except as a PoC and of a Hack value just like
Ditaa's home page suggests. Nomatter that Ditta is cool but has just 2 drawback it *doesn't understand non-
latin characters i.e. Cyrillic* and requires **Java Virtual Machine** .. but if you're a real geek you will do
the sacrifice to install a whole bunch of the heavy java for the sake of some oldschool fun :) *Being written
in Java makes Ditta multi-platform, but you will need a Java VM version of at least 1.6 (it doesn't work
with Java 1.5).*

The format Ditta understands is close to HTML

```
... (some ditaa-code) ...
```

There are also *special tags understood by Ditta* which are
automatically turned into *shaped graphical buttons and forms*.

Possible tags

Not all shape selector tags are documented on the ditaa site. A
quick source scan revealed:

```
  tag                                Description
  {c}                                decision(Choice)
  {d}                                document
  {io}                               input/output, parallelogram
  {mo}                               manual operation
  {o}                                ellipse, circle
  {s}                                storage
  {tr}                               trapezoid (looks like an inverted
                                     {mo} )
```
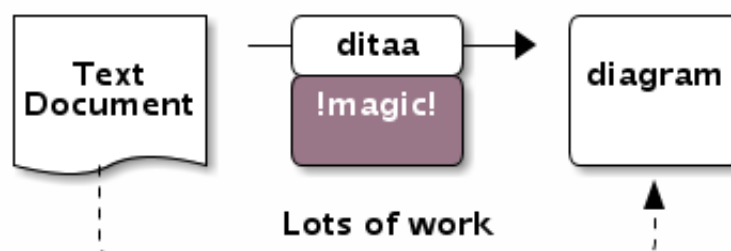Here is an example Ditta code

```
      +--------+   +-------+   +-------+      |          | --+ ditaa
+-->  |        |   | Text  |   +-------+      |diagram|      |Document
|     |!magic!|    |       |   |     {d}|     |  c478 |      |        |
   +---+----+   +-------+   +-------+          :
    ^          |        Lots of work    :          +----------------
--------+
```

This *Ditta code will generate following picture*:

To learn more on ditta please check <u>Ditaa's Project homepage on
Sourceforge</u>

Many thanks to [Cybercity's 30 Cool Open Source Software of 2013](#) for inspiring this post.