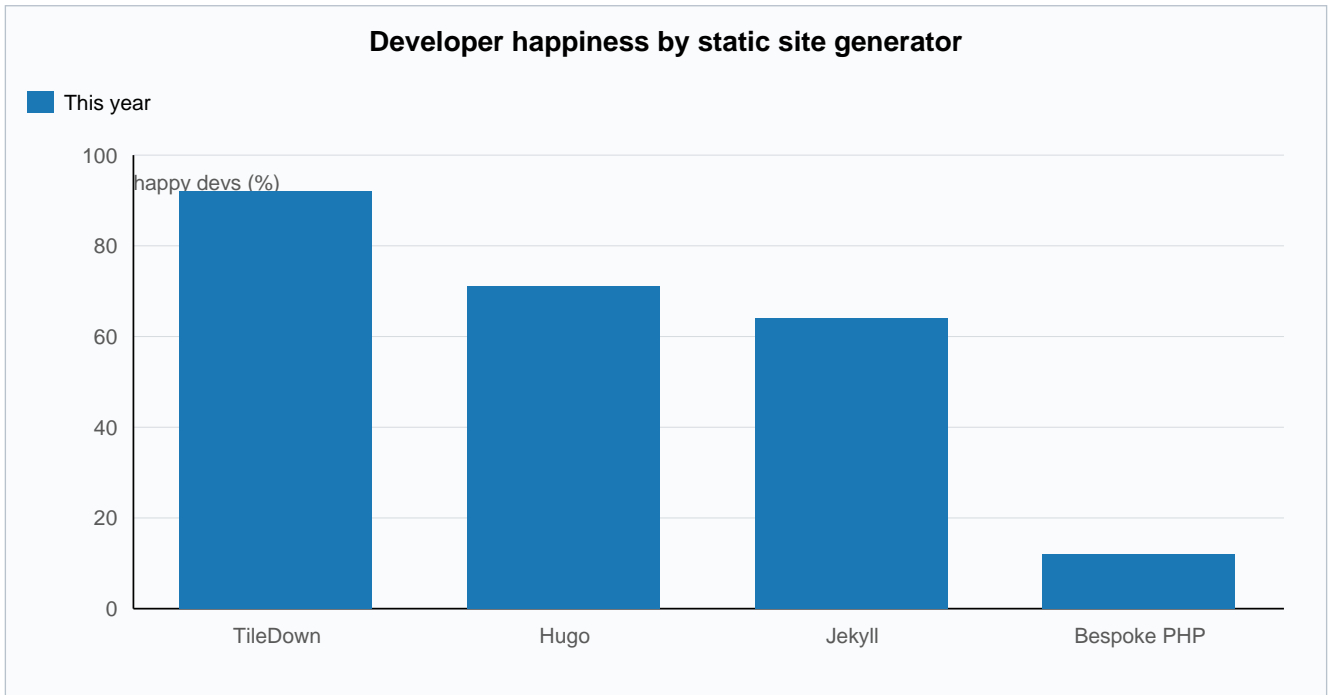


# Charts in Markdown

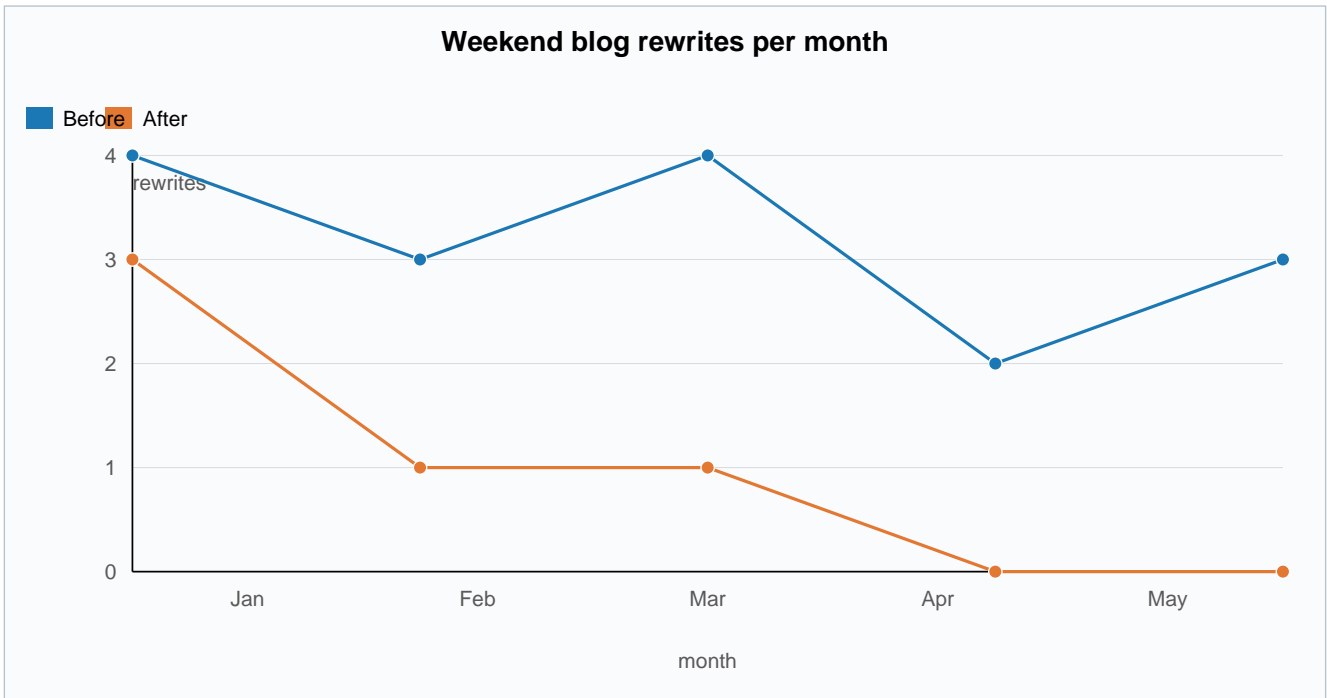
A chart is static content, so in TileDown it is plain Markdown, not a tile. Open a fenced block tagged `chart`, describe the data in a few `key: value` lines, and the generator renders a self-contained SVG at build time. No browser runtime, no script tag, identical in every browser. The notation matches the sibling MarkdownPDF project, so the same source renders in both engines.

Here is the only benchmark that matters:

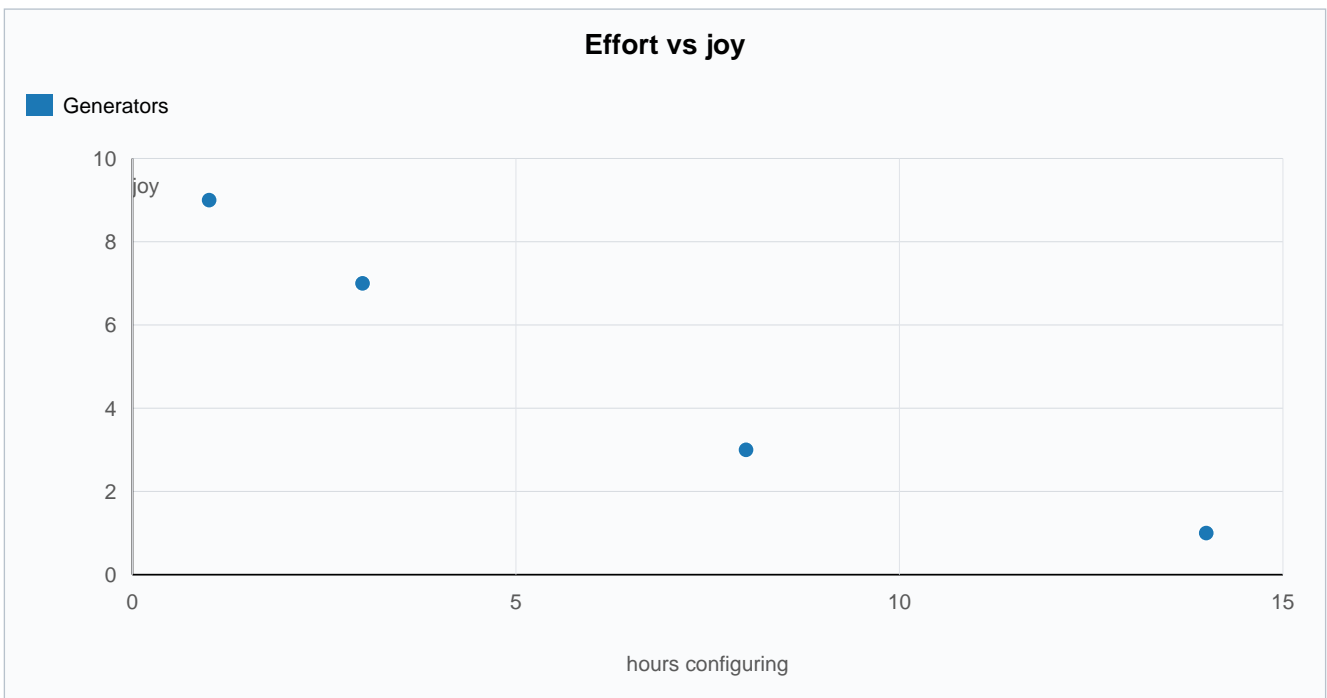


A staggering **90% of developers** report being happier with TileDown than with the generator they used last. We are legally and morally obligated to tell you that these numbers are completely made up. We invented them. They are not real. We did, however, render them honestly.

Trend data is just as rigorous. Weekend rewrites reportedly drop off a cliff once the build stops fighting you:



And effort versus joy, plotted as honest-to-goodness  $(x, y)$  points (also fabricated, but to scale):



A doughnut, because a hole improves morale:

```

Unsupported chart: line 1: unknown chart type `doughnut`
type: doughnut
title: Where the build minute goes
categories: Compiling, Waiting, Doom-scrolling
series: Minutes = 3, 1, 26

```

Everything here is a **static SVG** chart: zero shipped JavaScript. Hover any bar, point, or slice for a native tooltip. When a chart needs richer hover behavior, TileDown offers an opt-in interactive version, covered in [Interactive Charts](#).

The figures are invented; the rendering, the dark mode, and the static-by-default output are real.