

The ‘fancyvrb’ package

Fancy Verbatims in L^AT_EX

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Abstract

This package provides very sophisticated facilities for reading and writing verbatim T_EX code. Users can perform common tasks like changing font family and size, numbering lines, framing code examples, colouring text and conditionally processing text.

Report bugs to hvoss@tug.org

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Part I

Package fancyvrb

1 Introduction

‘fancyvrb’ is the development of the *verbatim* macros of the ‘fancybox’ package, Section 11 of [3]. It offers six kinds of extended functionality, compared to the standard $\text{\LaTeX}$ verbatim environment:

1. verbatim commands can be used in footnotes,
2. several verbatim commands are enhanced,
3. a variety of verbatim environments are provided, with many parameters to change the way the contents are printed; it is also possible to define new customized verbatim environments,
4. a way is provided to save and restore verbatim text and environments,
5. there are macros to write and read files in verbatim mode, with the usual versatility,
6. you can build *example* environments (showing both result and verbatim text), with the same versatility as normal verbatim.

The package works by scanning a line at a time from an environment or a file. This allows it to pre-process each line, rejecting it, removing spaces, numbering it, etc, before going on to execute the body of the line with the appropriate catcodes set.

2 Verbatim material in footnotes

After a `\VerbatimFootnotes` macro declaration (to use after the preamble), it is possible to put verbatim commands and environments (the $\text{\LaTeX}$ or ‘fancyvrb’ ones) in footnotes, unlike in standard $\text{\LaTeX}$:

1	<code>\VerbatimFootnotes</code>
2	<code>We can put verbatim\footnote{\verb+_Yes!_+} text in footnotes.</code>

We can put verbatim¹ text in footnotes.

¹ `_Yes!_`

3 Improved verbatim commands

The `\DefineShortVerb` macro allows us to define a special character as an abbreviation to enclose verbatim text and the `\UndefineShortVerb` macro suppresses the special meaning of the specified character (the same functionalities are provided in the $\TeX$ ‘shortvrb’ package):

We can simply write _verbatim_ material using a single _delimiter_. And we can _change_ the character.	<pre> 1 \DefineShortVerb{\ } 2 We can simply write \Verb+_verbatim_+ 3 material using a single _delimiter_ 4 \UndefineShortVerb{\ } 5 \DefineShortVerb{+} 6 And we can +_change_+ the character. </pre>
---	---

To make matters more versatile, we can nominate *escape* characters in verbatim text (using the `\Verb` macro or with a ‘shortverb’ character defined), to perform formatting or similar tasks, using the `commandchars` parameter as shown for environments in paragraph 4.1.13.

4 Verbatim environments

Several verbatim environments are available, each with a lot of parameters to customize them. In the following examples we use the `Verbatim` environment, which is the equivalent of the standard verbatim. The parameters can be set globally using the `\fvset` macro or in an optional argument after the start of the environment^{2,3}.

<pre> 1 First verbatim line. 2 Second verbatim line. </pre>	<pre> 1 \begin{Verbatim} 2 First verbatim line. 3 Second verbatim line. 4 \end{Verbatim} </pre>
---	---

4.1 Customization of verbatim environments

The appearance of verbatim environments can be changed in many and varied ways; here we list the keys that can be set.

4.1.1 Comments

commentchar (character) : character to define comments in the verbatim code, so that lines starting with this character will not be printed (*Default: empty*).

²For clarification in this paper, note that we generally indent each verbatim line with two spaces.

³This mechanism uses the ‘keyval’ package from the standard $\TeX$ graphics distribution, written by David CARLISLE.

4.1 Customization of verbatim environments

1A comment 2Verbatim line.	1<code>\begin{Verbatim}[commentchar=!]</code> 2<code> A comment</code> 3<code> Verbatim line.</code> 4<code> ! A comment that you will not see</code> 5<code>\end{Verbatim}</code>
---	---

Take care to a special effect if the comment character is not the first non blank one: it is because this character is in fact managed as the $\text{\TeX}$ comment one, that is to say that it gobble the newline character too. So, in this case, the current line will be joined with the next one and, more, the last one will be lost if it contain a comment, as ‘fancyvrb’ print a line only after finding it end character, which will never occurred in this case...

1First line. Second.	1<code>\begin{Verbatim}[commentchar=\%]</code> 2<code> First line. \% First line</code> 3<code> Second.</code> 4<code> Third line. \% Third line lost...</code> 5<code>\end{Verbatim}</code>
---	---

4.1.2 Initial characters to suppress

`gobble (integer)` : number of characters to suppress at the beginning of each line (up to a maximum of 9), mainly useful when environments are indented (*Default: empty* — no character suppressed).

1Verbatim line.	1<code>\begin{Verbatim}</code> 2<code> Verbatim line.</code> 3<code>\end{Verbatim}</code>
1Verbatim line.	5<code>\begin{Verbatim}[gobble=2]</code> 6<code> Verbatim line.</code> 7<code>\end{Verbatim}</code>
1atim line.	9<code>\begin{Verbatim}[gobble=8]</code> 10<code> Verbatim line.</code> 11<code>\end{Verbatim}</code>

4.1.3 Customization of formatting

`formatcom (command)` : command to execute before printing verbatim text (*Default: empty*).

`formatcom* (command)` : add definition to an existing one

1 First verbatim line. 2 Second verbatim line.	1 \begin{Verbatim}[formatcom=\color{red}] 2 First verbatim line. 3 Second verbatim line. 4 \end{Verbatim}
1 First verbatim line. 2 Second verbatim line.	1 \fvset{formatcom=\color{red}} 2 \begin{Verbatim}[formatcom*=\itshape] 3 First verbatim line. 4 Second verbatim line. 5 \end{Verbatim}

4.1.4 Changing individual line formatting

The macro `\FancyVerbFormatLine` defines the way each line is formatted. Its default value is `\def\FancyVerbFormatLine#1{#1}`, but we can redefine it at our convenience (`FancyVerbLine` is the name of the line counter):

1 ⇒ First verbatim line. 2 ⇒ Second verbatim line. 3 ⇒ Third verbatim line.	1 \renewcommand{\FancyVerbFormatLine}[1]{% 2 \makebox[0cm][l]{\>#1} 3 \begin{Verbatim} 4 First verbatim line. 5 Second verbatim line. 6 Third verbatim line. 7 \end{Verbatim}
1 FIRST VERBATIM LINE. 2 Second verbatim line. 3 THIRD VERBATIM LINE.	1 \renewcommand{\FancyVerbFormatLine}[1]{% 2 \ifodd\value{FancyVerbLine}% 3 \MakeUppercase{#1}\else#1\fi 4 \begin{Verbatim} 5 First verbatim line. 6 Second verbatim line. 7 Third verbatim line. 8 \end{Verbatim}

4.1.5 Fonts

`fontfamily (family name)` : font family to use. `tt`, `courier` and `helvetica` are pre-defined (*Default: tt*).

We can guess that PostScript fonts are available

1 Verbatim line.	1 \begin{Verbatim}[fontfamily=helvetica] 2 Verbatim line. 3 \end{Verbatim}
------------------	--

`fontsize (font size)` : size of the font to use (*Default: auto* — the same as the current font). If you use the `'relsize'` package too, you can require a change of the size proportional to the current one (for instance: `fontsize=\relsize{-2}`).

4.1 Customization of verbatim environments

We can guess that PostScript fonts are available

1	Verbatim line.	1	<code>\begin{Verbatim}[fontsize=\small]</code>
		2	<code>Verbatim line.</code>
		3	<code>\end{Verbatim}</code>
		4	
1	Verbatim line.	5	<code>\begin{Verbatim}[fontfamily=courier,</code>
		6	<code> fontsize=\large]</code>
		7	<code>Verbatim line.</code>
		8	<code>\end{Verbatim}</code>

fontshape (font shape) : font shape to use (*Default: auto* — the same as the current font).

We can guess that PostScript fonts are available

1	Verbatim line.	1	<code>\begin{Verbatim}[fontfamily=courier,</code>
		2	<code> fontshape=it]</code>
		3	<code>Verbatim line.</code>
		4	<code>\end{Verbatim}</code>

fontseries (series name) : $\LaTeX$ font ‘series’ to use (*Default: auto* — the same as the current font).

We can guess that PostScript fonts are available

1	Verbatim line.	1	<code>\begin{Verbatim}[fontfamily=courier,</code>
		2	<code> fontseries=b]</code>
		3	<code>Verbatim line.</code>
		4	<code>\end{Verbatim}</code>

4.1.6 Types and characteristics of frames

frame (none|leftline|topline|bottomline|lines|single) : type of frame around the verbatim environment (*Default: none* — no frame). With leftline and single modes, a space of a length given by the $\LaTeX$ `\fboxsep` macro is added between the left vertical line and the text.

Problem at the top of a page...

1		Verbatim line.	1	<code>\begin{Verbatim}[frame=leftline]</code>
			2	<code>Verbatim line.</code>
			3	<code>\end{Verbatim}</code>
1		Verbatim line.	4	
			5	<code>\begin{Verbatim}[frame=topline]</code>
			6	<code>Verbatim line.</code>
1		Verbatim line.	7	<code>\end{Verbatim}</code>
			8	
1		Verbatim line.	9	<code>\begin{Verbatim}[frame=bottomline]</code>
			10	<code>Verbatim line.</code>
			11	<code>\end{Verbatim}</code>
1		Verbatim line.	12	
			13	<code>\begin{Verbatim}[frame=lines]</code>
1		Verbatim line.	14	<code>Verbatim line.</code>
			15	<code>\end{Verbatim}</code>
			16	
			17	<code>\begin{Verbatim}[frame=single]</code>
			18	<code>Verbatim line.</code>
			19	<code>\end{Verbatim}</code>

`framerule` (dimension) : width of the rule of the frame (*Default: 0.4pt if framing specified*).

1		Verbatim line.	1	<code>\begin{Verbatim}[frame=single,</code>
			2	<code>framerule=1mm]</code>
			3	<code>Verbatim line.</code>
			4	<code>\end{Verbatim}</code>

`framesep` (dimension) : width of the gap between the frame and the text (*Default: `\fboxsep`*).

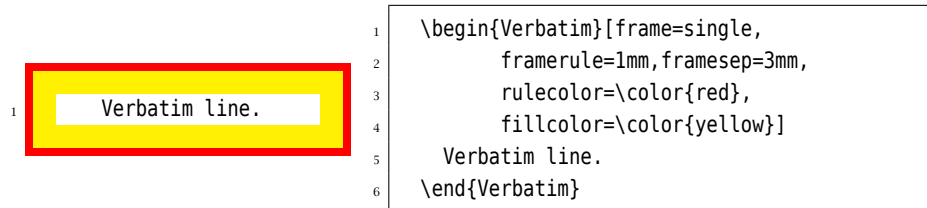
1		Verbatim line.	1	<code>\begin{Verbatim}[frame=single,</code>
			2	<code>framesep=5mm]</code>
			3	<code>Verbatim line.</code>
			4	<code>\end{Verbatim}</code>

`rulecolor` (color command) : color of the frame rule, expressed in the standard $\text{\LaTeX}$ way (*Default: black*).

1		Verbatim line.	1	<code>\begin{Verbatim}[frame=single,</code>
			2	<code>rulecolor=\color{red}]</code>
			3	<code>Verbatim line.</code>
			4	<code>\end{Verbatim}</code>

4.1 Customization of verbatim environments

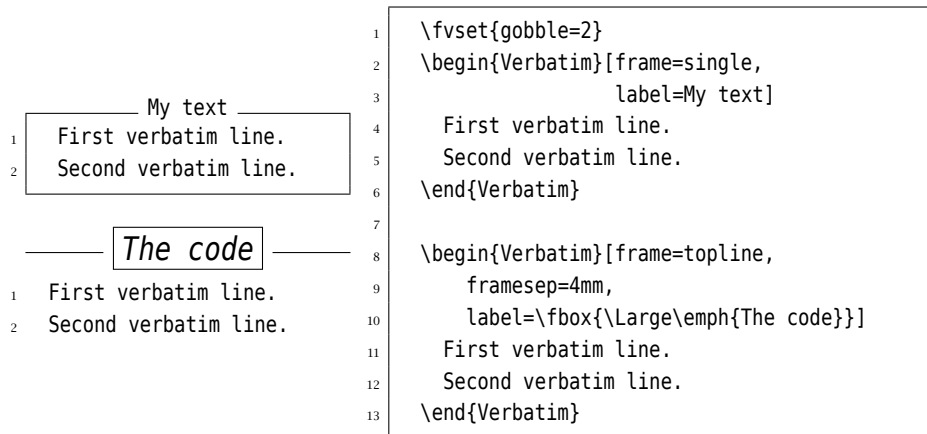
`fillcolor` (color command) : color used to fill the space between the frame and the text (its thickness is given by `framesep`) (*Default: none* — no color).



4.1.7 Label for the environment

`label` (`{[string]string}`) : label(s) to print on top, bottom or both frame lines of the environment to describe its content (*Default: empty* — no label). If the label(s) contains special characters, as a comma or an equal sign, it must be put inside a group. If only one string is given, it will be used for both top and bottom lines (if the two are printed), but if an optional first label is given too, this one will be used for the top line and the second one for the bottom line. Note also that, if another value than `topline`, `bottomline`, `lines` or `single` is used for the frame parameter, the label(s) will not be printed.

Problem at the top of a page...



`labelposition` (`none|topline|bottomline|all`) : position where to print the label if one is defined, which must be coherent with the kind of frame chosen (*Default: none if the label is empty, topline if one label is defined and all if two are defined*). Of course, some incompatible options (like `frame=topline,labelposition=bottomline`) will not print the label.

Problem at the top of a page...

<pre> 1 Text 2 First verbatim line. 2 Second verbatim line. Text </pre>	<pre> 1 \fvset{gobble=2} 2 \begin{Verbatim}[frame=single, 3 framesep=2mm, 4 label=Text,labelposition=all] 5 First verbatim line. 6 Second verbatim line. 7 \end{Verbatim} </pre>
<pre> Text 1 First verbatim line. 2 Second verbatim line. </pre>	<pre> 8 \begin{Verbatim}[frame=lines, 9 label=Text,labelposition=topline] 10 First verbatim line. 11 Second verbatim line. 12 \end{Verbatim} 13 </pre>
<pre> 1 First verbatim line. 2 Second verbatim line. Code included </pre>	<pre> 1 \begin{Verbatim}[frame=bottomline, 2 framesep=3mm, 3 label=\textit{Code included}, 4 labelposition=bottomline] 5 First verbatim line. 6 Second verbatim line. 7 \end{Verbatim} </pre>
<pre> Beginning of code 1 First verbatim line. 2 Second verbatim line. End of code </pre>	<pre> 8 \begin{Verbatim}[frame=lines, 9 framesep=3mm, 10 label={[Beginning of code]End of code}] 11 First verbatim line. 12 Second verbatim line. 13 \end{Verbatim} 14 </pre>

4.1.8 Line numbering

numbers (none|left|right) : numbering of the verbatim lines (*Default: none*—no numbering). If requested, this numbering is done *outside* the verbatim environment.

<pre> 1 First verbatim line. 2 Second verbatim line. </pre>	<pre> 1 \begin{Verbatim}[gobble=2,numbers=left] 2 First verbatim line. 3 Second verbatim line. 4 \end{Verbatim} </pre>
<pre> 1 First verbatim line. 2 Second verbatim line. </pre>	<pre> 6 \begin{Verbatim}[gobble=2, 7 numbers=right,numbersep=0pt] 8 First verbatim line. 9 Second verbatim line. 10 \end{Verbatim} </pre>

4.1 Customization of verbatim environments

`numbersep` (dimension) : gap between numbers and verbatim lines (*Default: 12pt*).

1	First verbatim line.	1	<code>\begin{Verbatim}[gobble=2,</code>
2	Second verbatim line.	2	<code>numbers=left,numbersep=2pt]</code>
		3	<code>First verbatim line.</code>
		4	<code>Second verbatim line.</code>
		5	<code>\end{Verbatim}</code>

`firstnumber` (auto|last|integer) : number of the first line (*Default: auto* — numbering starts from 1). *last* means that the numbering is continued from the previous verbatim environment. If an integer is given, its value will be used to start the numbering.

1	Verbatim line.	1	<code>\fvset{gobble=2,</code>
		2	<code>numbers=left,numbersep=3pt}</code>
		3	<code>\begin{Verbatim}</code>
		4	<code>Verbatim line.</code>
		5	<code>\end{Verbatim}</code>
2	Verbatim line.	6	
		7	<code>\begin{Verbatim}[firstnumber=last]</code>
		8	<code>Verbatim line.</code>
		9	<code>\end{Verbatim}</code>
100	Verbatim line.	10	
		11	<code>\begin{Verbatim}[firstnumber=100]</code>
		12	<code>Verbatim line.</code>
		13	<code>\end{Verbatim}</code>

`stepnumber` (integer) : interval at which line numbers are printed (*Default: 1* — all lines are numbered).

1	First verbatim line.	1	<code>\begin{Verbatim}[gobble=2,numbers=left,</code>
2	Second verbatim line.	2	<code>numbersep=3pt,stepnumber=2]</code>
	Third verbatim line.	3	<code>First verbatim line.</code>
		4	<code>Second verbatim line.</code>
		5	<code>Third verbatim line.</code>
		6	<code>\end{Verbatim}</code>

The macro `\theFancyVerbLine` defines the typesetting style of the numbering, and the counter used is `FancyVerbLine`:

8.a First verbatim line.
 8.b Second verbatim line.
 8.c Third verbatim line.

```

1 \renewcommand{\theFancyVerbLine}{%
2   \textcolor{red}{\small
3     8.\alph{FancyVerbLine}}}
4 \begin{Verbatim}[gobble=2,
5   numbers=left,numbersep=2pt]
6   First verbatim line.
7   Second verbatim line.
8   Third verbatim line.
9 \end{Verbatim}
```

`numberblanklines` (boolean) : to number or not the empty lines (really empty or containing blank characters only) (*Default: true* — all lines are numbered).

1 First verbatim line.
 2 Second verbatim line.

```

1 \begin{Verbatim}[gobble=2,numbers=left,
2   numbersep=3pt,
3   numberblanklines=false]
4   First verbatim line.
5
6   Second verbatim line.
7
8 \end{Verbatim}
```

4.1.9 Selection of lines to print

`firstline` (integer) : first line to print (*Default: empty* — all lines from the first are printed).

`lastline` (integer) : last line to print (*Default: empty* — all lines until the last one are printed).

1 First verbatim line.
 2 Second verbatim line.
 3 Third verbatim line.

```

1 \begin{Verbatim}[gobble=2,firstline,lastline,
2   numbers=left,numbersep=2pt]
3   First verbatim line.
4   Second verbatim line.
5   Third verbatim line.
6 \end{Verbatim}
```

2 Second verbatim line.
 3 Third verbatim line.

```

1 \begin{Verbatim}[gobble=2,firstline=2,
2   numbers=left,numbersep=2pt]
3   First verbatim line.
4   Second verbatim line.
5   Third verbatim line.
6 \end{Verbatim}
```

4.1 Customization of verbatim environments

1 First verbatim line.

```
1 \begin{Verbatim}[gobble=2,lastline=1,
2   numbers=left,numbersep=2pt]
3   First verbatim line.
4   Second verbatim line.
5   Third verbatim line.
6 \end{Verbatim}
```

Instead of specifying a firstline at which to start printing a range of lines, you can define a start string; the start of the range is the first line that exactly equals the string. (The comparison is made before any characters are gobbled off the front of the line.) Similarly for a stop string. You can mix line-numbers and strings, e.g. start at firstline, and end at a stop string. Specifying the strings is a bit klunky. Initially you must define the strings with `\newcommand*` as in:

3 Second verbatim line.

```
1 \newcommand*\FancyVerbStartString{FROM}
2 \newcommand*\FancyVerbStopString{T0}
3 \begin{Verbatim}
4   First verbatim line.
5 FROM
6   Second verbatim line.
7 T0
8   Third verbatim line.
9 \end{Verbatim}
```

To redefine the strings, you must use `\renewcommand*`.

With the setting `lastline=` or `lastline=0` nothing will be printed.

foo
bar

```
1 foo
2 \begin{Verbatim}[frame=none,lastline=]
3   First verbatim line.
4   Second verbatim line.
5   Third verbatim line.
6 \end{Verbatim}
7 bar
```

4.1.10 Spaces and tab characters

`showspaces` (boolean) : print a special character representing each space (*Default: false* — spaces not shown).

1 Verbatim_line_~~~~~.

```
1 \begin{Verbatim}[showspaces,showtabs]
2 Verbatim line      .
3 \end{Verbatim}
```

In practice, all verbatim environments, `\VerbatimInput`, and `\Verb` have a `*` variant, which sets `showspaces=true`:

1 Verbatim_line_.	1 \begin{Verbatim*} 2 Verbatim line . 3 \end{Verbatim*}
Verbatim with tab . Verbatim_with_tab_.	1 \begin{filecontents} 2 [noheader,force]{foo.txt} 3 foo bar baz 4 \end{filecontents} 5 \Verb Verbatim with tab . 6 \Verb* Verbatim with tab . 7 8 \VerbatimInput*{foo.txt}
1 foo_bar_baz	

There are also some parameters to determine the way tab characters are interpreted (using tabs is in fact a rather old-fashioned style of coding):

showtabs (boolean) : explicitly show tab characters (*Default: false* — tab characters not shown).

obeytabs (boolean) : position characters according to the tabs (*Default: false* — tab characters are added to the current position).

tabsize (integer) : number of spaces given by a tab character (*Default: 8*).

Pay attention that the behaviour of the environment/command from the $\text{\LaTeX}$ kernel is different. In $\text{\LaTeX}$ Tabs are printed as visible space, but with `fancyvrb` as spaces or with `showtabs` as visible Tab.

4.1.11 Space between lines

baselinestretch (auto|dimension) : value to give to the usual ‘baselinestretch’ $\text{\LaTeX}$ parameter (*Default: auto* — its current value just before the verbatim command).

1 First verbatim line. 2 Second verbatim line.	1 \begin{Verbatim}[baselinestretch=2] 2 First verbatim line. 3 Second verbatim line. 4 \end{Verbatim}
---	--

4.1.12 Vertical space before and after

vspace (dimension) : value to give to the usual vertical list space . (*Default: \topsep* — its current value just before the verbatim command).

4.1 Customization of verbatim environments

A line before Verbatim foo 1 First verbatim line. 2 Second verbatim line. A line after Verbatim	1 A line before Verbatim 2 \begin{Verbatim}[frame=lines,label=foo] 3 First verbatim line. 4 Second verbatim line. 5 \end{Verbatim} 6 A line after Verbatim
A line before Verbatim foo 1 First verbatim line. 2 Second verbatim line. A line after Verbatim	1 A line before Verbatim 2 \begin{Verbatim}[frame=lines,label=foo, 3 vspace=0pt] 4 First verbatim line. 5 Second verbatim line. 6 \end{Verbatim} 7 A line after Verbatim

4.1.13 Escape characters for inserting commands

`commandchars` (three characters) : characters which define the character which starts a macro and marks the beginning and end of a group; thus lets us introduce *escape* sequences in verbatim code. Of course, it is better to choose special characters which are not used in the verbatim text! (*Default: empty*).

1 This is a comment 2 First verbatim line. 3 Second verbatim line. 4 Third verbatim line.	1 \begin{Verbatim}[commandchars=\\\{\}] 2 \textit{This is a comment} 3 First verbatim line. 4 \fbox{Second} verbatim line. 5 \textcolor{red}{Third} verbatim line. 6 \end{Verbatim}
1 \textbf{Verbatim} line.	8 \begin{Verbatim}[commandchars=+\[\]] 9 +textit[\textbf{Verbatim} line]. 10 \end{Verbatim}

Escaping of] is needed to prevent]] at the end which is not allowed. Alternatively you can write `commandchars={+[ ]}` or `commandchars=+{[ ]{ }`. Escaping is needed for all active characters. Pay attention that you do not use characters which are used in the code of `fancyvrb` itself, e.g. `<` `>`

Using this way, it is also possible to put labels to be able, later, to make reference to some lines of the verbatim environments:

```

1 First verbatim line.
2 Second line.
3 Third verbatim line.

```

As I previously shown line 2,
it is...

```

1 \begin{Verbatim}[commandchars=\\\{\},
2   numbers=left,numbersep=2pt]
3   First verbatim line.
4   Second line.\label{vrb:Important}
5   Third verbatim line.
6 \end{Verbatim}
7
8   As I previously shown
9   line~\ref{vrb:Important}, it is...

```

4.1.14 Margins

`xleftmargin (dimension)` : indentation to add at the start of each line (*Default: 0pt* — no left margin).

```

1 Verbatim line.

```

```

1 \begin{Verbatim}[frame=single,
2   xleftmargin=5mm]
3   Verbatim line.
4 \end{Verbatim}

```

`xrightmargin (dimension)` : right margin to add after each line (*Default: 0pt* — no right margin).

```

1 Verbatim line.

```

```

1 \begin{Verbatim}[frame=single,
2   xrightmargin=1cm]
3   Verbatim line.
4 \end{Verbatim}

```

`resetmargins (boolean)` : reset the left margin, which is useful if we are inside other indented environments (*Default: false* — no reset of the margin).

- First item

```

Verbatim line.

```

- Second item

```

Verbatim line.

```

```

1 \begin{itemize}
2   \item First item
3   \begin{Verbatim}[frame=single]
4   Verbatim line.
5   \end{Verbatim}
6   \item Second item
7   \begin{Verbatim}[frame=single,
8     resetmargins=true]
9   Verbatim line.
10  \end{Verbatim}
11 \end{itemize}

```

4.1.15 Overfull box messages

`hfuzz` (dimension) : value to give to the $\text{\TeX}$ `\hfuzz` dimension for text to format. This can be used to avoid seeing some unimportant *Overfull box* messages (Default: *2pt*).

4.1.16 Page breaks

`samepage` (boolean) : in very special circumstances, we may want to make sure that a verbatim environment is not broken, even if it does not fit on the current page. To avoid a page break, we can set the `samepage` parameter to *true* (Default: *false*).

4.1.17 Catcode characters

`codes` (macro) : to specify *catcode* changes (Default: *empty*).

`codes*` (macro) : add to an existing definition.

For instance, this allows us to include formatted mathematics in verbatim text:

1	$x=1/\text{sqrt}(z^{**2}) \quad ! \quad \frac{1}{\sqrt{z^2}}$	<pre>1 \begin{Verbatim}[commandchars=\\\{\}, 2 codes={\catcode'\\$=3\catcode'^=7}] 3 x=1/sqrt(z**2) ! \$\frac{1}{\sqrt{z^2}}\$ 4 \end{Verbatim}</pre>
---	---	---

With `codes*` we can add code to an already existing definition of `codes`:

1	$x=1/\text{sqrt}(z^{**2}) \quad ! \quad \frac{1}{\sqrt{z^2}}$	<pre>1 \fvset{codes={\catcode'\\$=3\catcode'^=7}} 2 \begin{Verbatim}[commandchars=\\\{\}, 3 % _add_ to codes 4 codes*={\color{blue}}] 5 x=1/sqrt(z**2) ! \$\frac{1}{\sqrt{z^2}}\$ 6 \end{Verbatim}</pre>
---	---	--

4.1.18 Active characters

`defineactive` (macro) : to define the effect of *active* characters (Default: *empty*).

`defineactive*` (macro) : add the definition to an existing one.

This allows us to do some devious tricks: see the example in Section 6 on page 23.

4.1.19 Reference label

`relabel` (<label>) : A label for use of `\pageref`.

1	First verbatim line.	1	<code>\begin{Verbatim}[relabel=verb0]</code>
2	Second verbatim line.	2	First verbatim line.
		3	Second verbatim line.
		4	<code>\end{Verbatim}</code>
	See the verbatim on page 19.	5	See the verbatim on
		6	page~\pageref{verb0}.

4.2 Different kinds of verbatim environments

4.2.1 Verbatim environment

This is the ‘normal’ verbatim environment which we have been using up to now.

4.2.2 BVerbatim environment

This environment puts the verbatim material in a $\text{\TeX}$ box. Some parameters do not work inside this environment (notably the framing ones), but two new ones are available:

`boxwidth (auto|dimension)` : size of the box used (*Default: auto* — the width of the longest line is used).

`baseline (b|c|t)` : position of the baseline (on the baseline, the center or the top of the box) (*Default: b*).

		1	<code>\fvset{gobble=2}</code>
		2	<code>\begin{BVerbatim}</code>
		3	First
		4	Second
		5	<code>\end{BVerbatim}</code>
		6	<code>\begin{BVerbatim}[baseline=c]</code>
		7	First
		8	Second
		9	<code>\end{BVerbatim}</code>
First	First	1	<code>\begin{BVerbatim}[boxwidth=2cm]</code>
Second	Second	2	First
		3	Second
		4	<code>\end{BVerbatim}</code>
		5	<code>\begin{BVerbatim}[boxwidth=2cm,</code>
		6	baseline=t]
		7	First
		8	Second
		9	<code>\end{BVerbatim}</code>
First	First		
Second	Second		

4.2.3 LVerbatim environment

This environment puts verbatim material into $\text{\LaTeX}$ ‘LR’ mode (the so-called *left-to-right* mode, which in fact is the same thing that $\text{\TeX}$ itself calls *restricted horizontal mode*).

4.2.4 Personalized environments

It is easy to define personal customized environments. You can redefine the existing ones using the `\RecustomVerbatimEnvironment` macro or create your own ones, using the `\DefineVerbatimEnvironment` macro⁴. In each case, you specify the name of the new environment, the type of environment on which it is based, and a set of initial option values. The options can be overridden with an optional argument in the normal way:

```
1 First verbatim line.  
2 Second verbatim line.
```

```
1 \RecustomVerbatimEnvironment  
2   {Verbatim}{Verbatim}  
3   {gobble=2,frame=single}  
4 \begin{Verbatim}  
5   First verbatim line.  
6   Second verbatim line.  
7 \end{Verbatim}
```

```
1 First verbatim line.  
2 Second verbatim line.
```

```
1 \DefineVerbatimEnvironment%  
2   {MyVerbatim}{Verbatim}  
3   {gobble=2,numbers=left,numbersep=2mm,  
4     frame=lines,framerule=0.8mm}  
5 \begin{MyVerbatim}  
6   First verbatim line.  
7   Second verbatim line.  
8 \end{MyVerbatim}  
9  
10 \begin{MyVerbatim}[numbers=none,  
11                      framerule=1pt]  
12   First verbatim line.  
13   Second verbatim line.  
14 \end{MyVerbatim}
```

5 Saving and restoring verbatim text and environments

The `\SaveVerb` and `\UseVerb` macros allow us to save and restore verbatim material. `\UseVerb` itself is robust:

⁴For verbatim commands, the `\CustomVerbatimCommand` and `\RecustomVerbatimCommand` macros also exist; for instance:
`\RecustomVerbatimCommand{\VerbatimInput}{VerbatimInput}{frame=lines}`

I have saved `_verbatim_` and reuse it later as many times as I want

Using `_verbatim_`

`_verbatim_`.

This also provides a solution to putting verbatim text inside $\text{\LaTeX}$ commands which do not normally permit it:

```
1 \DefineShortVerb{\}\SaveVerb{Verb}|_OK^| \marginpar{\UseVerb{Verb}}
```

`_OK^`

There is a useful ability to use verbatim text as the item text in a description list (something not normally permitted in $\text{\LaTeX}$), using the `aftersave` parameter:

`aftersave` (macro) : macro to dynamically save some verbatim material (*Default: empty*).

`\MyCommand` : my command

```
1 \newcommand{\Vitem}{%
2   \SaveVerb[aftersave=%
3     \item[\UseVerb{Vitem}]]{Vitem}}
4 \DefineShortVerb{\}\
5 \begin{description}
6   \Vitem|\MyCommand|: my command
7 \end{description}
```

In the same way, we can use and restore (in normal, boxed and LR mode, using `\UseVerbatim`, `\BUseVerbatim` and `\LUseVerbatim` respectively) entire verbatim environments:

```
1 Verbatim line.
```

and

```
1 Verbatim line.
```

```
1st      1st
econd    and econd.
```

```
1 1st
2 econd
```

and

```
1 1st
2 econd
```

```
1 \begin{SaveVerbatim}{VerbEnv}
2 Verbatim line.
3 \end{SaveVerbatim}
4 \UseVerbatim{VerbEnv}
5 and \UseVerbatim{VerbEnv}
```

```
1 \begin{SaveVerbatim}[gobble=5]{VerbEnv}
2 First
3 Second
4 \end{SaveVerbatim}

5 \fbox{\BUseVerbatim{VerbEnv}}
6 and \BUseVerbatim{VerbEnv}.

7

8

9 \LUseVerbatim{VerbEnv} and
10 \LUseVerbatim{VerbEnv}
```

1 This works.
2 I use Verbatim directly.

1 However, if I define a
2 reusable Verbatim by
3 SaveVerbatim,
4 linenumbers works.

```
1 \begin{SaveVerbatim}{F00}  
2 However, if I define a  
3 reusable Verbatim by  
4 SaveVerbatim,  
5 linenumbers works.  
6 \end{SaveVerbatim}  
7  
8 \begin{Verbatim}[numbers=left]  
9 This works.  
10 I use Verbatim directly.  
11 \end{Verbatim}  
12  
13 \UseVerbatim[numbers=left]{F00}
```

6 Writing and reading verbatim files

The command `\VerbatimInput` (the variants `\BVerbatimInput` and `\LVerbatimInput` also exist) allows inclusion of the contents of a file with verbatim formatting. Of course, the various parameters which we have described for customizing can still be used:

<pre> 1 ! A "hello" program 2 3 program hello 4 print *, "Hello world" 5 end program hello </pre>	<pre> 1 \fvset{fontsize=\small} 2 \VerbatimInput{hello.f90} 3 4 \fvset{frame=single,numbers=left, 5 numbersep=3pt} 6 \VerbatimInput{hello.f90} 7 8 \VerbatimInput[firstline=3, 9 rulecolor=\color{green}] 10 {hello.f90} 11 12 \VerbatimInput[frame=lines, 13 fontshape=sl,fontsize=\footnotesize] 14 {hello.f90} </pre>
<pre> 1 ! A "hello" program 2 3 program hello 4 print *, "Hello world" 5 end program hello </pre>	
<pre> 3 program hello 4 print *, "Hello world" 5 end program hello </pre>	
<pre> 1 ! A "hello" program 2 3 program hello 4 print *, "Hello world" 5 end program hello </pre>	

We can make use of the ‘defineactive’ parameter to set the comment lines in the program text in a different style:

<pre> 1 ! A "hello" program 2 3 program hello 4 print *, "Hello world" 5 end program hello </pre>	<pre> 1 \def\ExclamationPoint{\char33} 2 \catcode'\!=\active 3 \VerbatimInput% 4 [defineactive=% 5 \def!\{\color{cyan}\itshape 6 \ExclamationPoint}] 7 {hello.f90} </pre>
---	--

It is important to note that if the contents of the file does not fit on the page, it will be automatically broken across pages as needed (unless the `samepage` parameter has been set to true).

There is also a `VerbatimOut` environment to write verbatim text to an output file, in the same way:

1	I write that.	1	<code>\begin{VerbatimOut}{file.txt}</code>
2	And that too.	2	<code>I write that.</code>
		3	<code>And that too.</code>
		4	<code>\end{VerbatimOut}</code>
		5	
		6	<code>\VerbatimInput[frame=single,</code>
		7	<code>numbers=left,numbersep=6pt]{file.txt}</code>

7 Automatic pretty printing

Obviously, automatic *pretty printing* is outside the scope of this package. Nevertheless, this is specially interesting for verbatim inclusion of programming code files or fragments. In the $\text{\TeX}$ world (not speaking of the *literate programming* way), there are software for some special languages, as the ‘C++2LaTeX’ package from Norbert KIESEL, but mainly two generic ones, which use completely different modes (an external preprocessor written in C and a $\text{\TeX}$ based solution): the ‘LGrind’ [2] system, currently maintained by Michael PIEFEL, and the ‘listings’ [1] package from Carsten HEINZ.

Future versions of ‘fancyvrb’ and ‘listings’ packages are planned to cooperate, which will offer great advantages to both users of the two actual packages, and will allow ‘fancyvrb’ users to have automatic pretty printing of programming codes.

8 Known problems

- Vladimir VOLOVICH <vvv@vvv.vsu.ru> reported that the special character `\th`, available with T1 encoding, can’t be included as verbatim with ‘fancyvrb’. It can be true for other special characters too.

9 Conclusion

There are a few other possibilities that we have not described here. Note specially that it is possible to define a customization file (fancyvrb.cfg) loaded at the end of the package, to store definitions of your customized commands and environments and to redefine the attributes of existing ones.

Part II

Package fancyvrb-ex

This package defines some example environments which can write input code and output side by side or on top of each other. They are all used for this documentation of fancyvrb.

10 Example environment

```
1 \begin{Example}  
2   First verbatim line.  
3   Second verbatim line.  
4   Third verbatim line.  
5 \end{Example}
```

```
1   First verbatim line.  
2   Second verbatim line.  
3   Third verbatim line.
```

First verbatim line. Second verbatim line. Third verbatim line.

```
1 \begin{Example}[frame=lines,framerule=1mm,  
2   numbers=left]  
3   First verbatim line.  
4   Second verbatim line.  
5   Third verbatim line.  
6 \end{Example}
```

```
1   First verbatim line.  
2   Second verbatim line.  
3   Third verbatim line.
```

First verbatim line. Second verbatim line. Third verbatim line.

11 CenterExample environment

```
1 \begin{CenterExample}[frame=single,  
2   numbers=right]  
3   First verbatim line.  
4   Second verbatim line.  
5   Third verbatim line.  
6 \end{CenterExample}
```

```
First verbatim line.  
Second verbatim line.  
Third verbatim line.
```

1
2
3

First verbatim line. Second verbatim line. Third verbatim line.

12 SideBySideExample environment

```
1 \begin{SideBySideExample}[xrightmargin=5cm,  
2   frame=lines, numbers=left]  
3   First verbatim line.  
4   Second verbatim line.  
5   Third verbatim line.  
6 \end{SideBySideExample}
```

```
First verbatim line.  Second  
verbatim line. Third verbatim  
line.
```

```
1 First verbatim line.  
2 Second verbatim line.  
3 Third verbatim line.
```

References

- [1] Jobst Hoffmann, Brooks Moses, and Carsten Heinz. *The listings package. Type-set source code listings using L^AT_EX*. Version 1.11b. Mar. 18, 2026. URL: <https://ctan.org/pkg/listings>.
- [2] Michael Piefel. *The lgrind package. Produce beautiful listings of source code with L^AT_EX*. Version 3.67. Mar. 18, 2026. URL: <https://ctan.org/pkg/lgrind>.
- [3] Timothy Van Zandt. *The fancybox package. Variants of \fbox and other games with boxes*. Version 1.4. Mar. 18, 2026. URL: <https://ctan.org/pkg/fancybox>.
- [4] Timothy Van Zandt et al. *The fancyvrb package. Sophisticated verbatim text*. Version 4.6. Mar. 18, 2026. URL: <https://ctan.org/pkg/fancyvrb>.