

Package: gameR (via r-universe)

June 27, 2024

Title Color Palettes Inspired by Video Games

Version 0.0.6.9000

Description Palettes based on video games.

License GPL (>= 3)

Encoding UTF-8

Roxygen list(markdown = TRUE)

RoxygenNote 7.3.1

Suggests testthat (>= 3.0.0), ggplot2, magrittr, palmerpenguins,
knitr, rmarkdown, spelling

Config/testthat/edition 3

URL <https://www.constantine-cooke.com/gameR/>,
<https://github.com/nathansam/gameR/>

BugReports <https://github.com/nathansam/gameR/issues>

VignetteBuilder knitr

Language en-US

Repository <https://nathansam.r-universe.dev>

RemoteUrl <https://github.com/nathansam/gameR>

RemoteRef HEAD

RemoteSha 939bda17ee6d7599930874fb4613ba620be9de9d

Contents

| | |
|----------------------|----------|
| gameR_cols | 2 |
| gameR_cont | 2 |
| Index | 4 |

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|------------|-------------------------------|
| gameR_cols | <i>Choose a gameR palette</i> |
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Description

Choose a gameR palette

Usage

```
gameR_cols(palette = NULL, reverse = FALSE)
```

Arguments

| | |
|---------|--|
| palette | Character name of palette. Either banjo, blocks, border, cowboy, cups, cyberpunk, fallout, gris, kirby, ocarina, okami, p3r, p4g, pman, rayman, sonic, spirit, splat, superbros, wow |
| reverse | Logical. Should the palette be reversed? Defaults to FALSE. |

Value

Vector containing a hex color code representation for the chosen palette

| | |
|------------|--|
| gameR_cont | <i>Generate continuous palette from a discrete gameR palette</i> |
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Description

Generate continuous palette from a discrete gameR palette

Usage

```
gameR_cont(  
  n,  
  palette = NULL,  
  reverse = FALSE,  
  bias = NULL,  
  interpolate = "spline"  
)
```

Arguments

| | |
|-------------|--|
| n | Number of colors to be generated |
| palette | Character name of palette. Either banjo, blocks, border, cowboy, cups, cyberpunk, fallout, gris, kirby, ocarina, okami, p3r, p4g, pman, rayman, sonic, spirit, splat, superbros, wow |
| reverse | Logical. Should the palette be reversed? Defaults to FALSE. |
| bias | Passed to colorRamp . A positive number. Higher values give more widely spaced colors at the high end. |
| interpolate | Passed to colorRamp . Use spline or linear interpolation |

Value

Vector containing a hex color code representation for the chosen palette interpolated across n values

Index

`colorRamp`, 3

`gameR_cols`, 2

`gameR_cont`, 2