

Package: gameR (via r-universe)

December 27, 2024

Title Color Palettes Inspired by Video Games

Version 0.0.7.9000

Description Palettes based on video games.

License GPL (>= 3)

Encoding UTF-8

Roxygen list(markdown = TRUE)

RoxygenNote 7.3.2

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 bb83de85dd7f965038c5ee6bd830fdc2b61774ee

Contents

gameR_cols	2
gameR_cont	2
Index	4

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

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, frisk, gris, human_rev, kirby, new_horizon, ocarina, okami, p3r, p4g, papyrus, pman, radio, rayman, sans, 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>
------------	--

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, frisk, gris, human_rev, kirby, new_horizon, ocarina, okami, p3r, p4g, papyrus, pman, radio, rayman, sans, 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