Package: tinter (via r-universe)

September 21, 2024

Title Generate a Monochromatic Palette

Version 0.1.0.9001

Description Generate a palette of tints, shades or both from a single colour.

URL https://github.com/poissonconsulting/tinter

BugReports https://github.com/poissonconsulting/tinter/issues

Depends R (>= 3.4)

Imports chk, grDevices

Suggests graphics, covr, testthat

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Encoding UTF-8

LazyData true

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Repository https://sebdalgarno.r-universe.dev

RemoteUrl https://github.com/sebdalgarno/tinter

RemoteRef HEAD

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Contents

chk_color *Check Color String*

Description

Checks that x is a string (non-missing character vector of length 1) that specifies a color.

chk_color checks if a color string.

chk_colour checks if a color string.

Usage

```
chk_color(x, x_name = NULL)

chk_colour(x, x_name = NULL)
```

Arguments

x	The object to check.
x_name	A string of the name of object x or NULL.

Value

NULL, invisibly. Called for the side effect of throwing an error if the condition is not met.

Functions

- chk_color: Check Color String Object
- chk_colour: Check Color String Object

See Also

vld_color()

Examples

```
# chk_color
chk_color("blue")
try(chk_color("glue"))

# chk_colour
chk_colour("blue")
try(chk_colour("glue"))
```

darken *Darken colour.*

Description

Darken colour.

Usage

```
darken(x, amount)
```

Arguments

x	A vector of strings of colours in any format accepted by grDevices::col2rgb().
amount	A number from 0 to 1.

Value

A vector of modified colours.

Examples

```
darken(tinter("blue"), 0.2)
```

lighten *Lighten colour.*

Description

Lighten colour.

Usage

```
lighten(x, amount)
```

Arguments

x	A vector of strings of colours in any format accepted by grDevices::col2rgb().
amount	A number from 0 to 1.

Value

A vector of modified colours.

Examples

```
lighten(tinter("blue"), 0.2)
```

tinter *Generate shades, tints or both from a colour.*

Description

Generate shades, tints or both from a colour.

Usage

```
tinter(x, steps = 5, crop = 1, direction = "both", adjust = 0)
```

Arguments

x	A string of a colour in any format accepted by grDevices::col2rgb().
steps	An integer indicating how many shades/tints to generate (excluding x).
crop	An integer indicating how many extreme colours to remove (e.g. crop = 1 eliminates 'black' and 'white').
direction	A string indicating whether to include 'tints', 'shades' or 'both'.
adjust	A number between -1 and 1. Values between 0 and -1 increasingly darken colour; values between 0 and 1 increasingly lighten colour.

Value

A vector of colours.

Examples

```
tinter("blue")
tinter("#fa6a5c", steps = 10, crop = 3)
tinter("#fa6a5c", direction = "tints")
```

vld_color *Validate Color String*

Description

Validates whether x is a string (non-missing character vector of length 1) that specifies a color.

Usage

```
vld_color(x)

vld_colour(x)
```

Arguments

x	The object to check.

Value

A flag indicating whether the object was validated.

Functions

- `vld_color`: Validate Color String
- `vld_colour`: Validate Colour String

See Also

`chk_color()`

Examples

```
# vld_color
vld_color("blue")
vld_color("glue")

# vld_color
vld_colour("blue")
vld_colour("glue")
```

Index