

Package ‘gameR’

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Title Color Palettes Inspired by Video Games

Version 0.0.3

Description Palettes based on video games.

License GPL (>= 3)

Encoding UTF-8

RoxygenNote 7.2.0

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

Config/testthat/edition 3

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

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

VignetteBuilder knitr

Language en-US

NeedsCompilation no

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Repository CRAN

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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 blocks, border, cowboy, cups, cyberpunk, fallout, gris, ocarina, 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 blocks, border, cowboy, cups, cyberpunk, fallout, gris, ocarina, 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

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Value

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

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