Package ‘loon’

June 15, 2023

Type Package
Title Interactive Statistical Data Visualization
Version 1.4.1
Date 2023-06-13

URL https://great-northern-diver.github.io/loon/
Description An extendable toolkit for interactive data visualization and exploration.
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Depends R (>= 3.5.0), methods, tcltk
Imports tools, graphics, grDevices, utils, stats, gridExtra

Suggests maps, sp, graph, scagnostics, PairViz, RColorBrewer, loon.data, rworldmap, mgcv, rgl, Rgraphviz, RDRToolbox, kernlab, scales, MASS, testthat, knitr, rmarkdown, png, formatR, covr

BugReports https://github.com/great-northern-diver/loon/issues
Encoding UTF-8
LazyData true
RoxygenNote 7.2.3
VignetteBuilder knitr

NeedsCompilation no

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Repository CRAN

Date/Publication 2023-06-15 15:00:02 UTC
R topics documented:

as.graph ................................................................. 8
as.loongraph ............................................................. 9
as_grid_size ............................................................. 9
as_hex6color ........................................................... 10
char2num.data.frame .................................................. 11
color_loon ............................................................... 12
complement ............................................................... 13
complement.loongraph .................................................. 14
completegraph .......................................................... 14
condGrob ................................................................. 15
facet_grid_layout ........................................................ 16
facet_separate_layout .................................................. 17
facet_wrap_layout ....................................................... 18
get_display_color ....................................................... 20
get_font_info_from_tk .................................................. 20
get_layer_states ........................................................ 21
get_model_display_order ............................................... 22
glyph_to_pch ............................................................ 22
graphreduce .............................................................. 23
grid.loon ................................................................. 24
hex12tohex6 ............................................................. 25
L2_distance ............................................................... 25
linegraph ................................................................. 26
linegraph.loongraph ..................................................... 27
loon .......................................................................... 28
loongraph ................................................................. 29
loonGrob ................................................................. 30
loonGrob_layoutType .................................................... 34
loon_palette ............................................................. 35
l_after_idle .............................................................. 36
l_aspect ................................................................. 36
l_aspect<- ............................................................... 37
l_basePaths .............................................................. 37
l_binCut ................................................................. 38
l_bind_canvas ........................................................... 39
l_bind_canvas_delete .................................................... 40
l_bind_canvas_get ....................................................... 41
l_bind_canvas_ids ....................................................... 42
l_bind_canvas_reorder .................................................. 43
l_bind_context ........................................................... 44
l_bind_context_delete ................................................... 44
l_bind_context_get ....................................................... 45
l_bind_context_ids ....................................................... 46
l_bind_context_reorder .................................................. 46
l_bind_glyph ............................................................. 47
l_bind_glyph_delete ..................................................... 48
topics documented:

1_bind_glyph_get .................................................................. 48
1_bind_glyph_ids .................................................................. 49
1_bind_glyph_reorder ................................................................. 50
1_bind_item ............................................................................ 50
1_bind_item_delete ................................................................. 51
1_bind_item_get ..................................................................... 52
1_bind_item_ids ..................................................................... 53
1_bind_item_reorder ................................................................. 53
1_bind_layer ........................................................................... 54
1_bind_layer_delete ................................................................. 55
1_bind_layer_get ..................................................................... 55
1_bind_layer_ids ..................................................................... 56
1_bind_layer_reorder ................................................................. 57
1_bind_navigator ..................................................................... 57
1_bind_navigator_delete ............................................................. 58
1_bind_navigator_get ................................................................. 59
1_bind_navigator_ids ................................................................. 59
1_bind_navigator_reorder ............................................................ 60
1_bind_state ........................................................................... 61
1_bind_state_delete ................................................................. 61
1_bind_state_get ..................................................................... 62
1_bind_state_ids ..................................................................... 63
1_bind_state_reorder ................................................................. 63
1_breaks .............................................................................. 64
1_cget ................................................................................ 65
1_colorName ......................................................................... 65
1_colRemoveAlpha .................................................................. 67
1_compoundPaths ................................................................. 68
1_configure ........................................................................... 68
1_context_add_context2d ............................................................ 69
1_context_add_geodesic2d .......................................................... 70
1_context_add_slicing2d .............................................................. 70
1_context_delete ..................................................................... 71
1_context_getLabel ................................................................... 72
1_context_ids .......................................................................... 73
1_context_relabel ..................................................................... 73
1_copyStates .......................................................................... 74
1_createCompoundGrob .............................................................. 76
1_create_handle ...................................................................... 77
1_currentindex ....................................................................... 78
1_currenttags ........................................................................ 79
1_data ................................................................................ 80
1_export ................................................................................ 80
1_export_valid_formats ............................................................... 81
1_facet .............................................................................. 81
1_getBinData .......................................................................... 85
1_getBinIds ........................................................................... 85
1_getColorList ....................................................................... 86
R topics documented:

l_getFromPath .................................................... 86
l_getGraph .......................................................... 87
l_getLinkedStates .................................................. 88
l_getLocations ....................................................... 88
l_getOption .......................................................... 89
l_getOptionNames ................................................... 90
l_getPlots ............................................................ 90
l_getSavedStates .................................................... 91
l_getScaledData ..................................................... 93
l_get_arrangeGrobArgs ............................................. 94
l_glyphs_inspector ................................................ 95
l_glyphs_inspector_image ......................................... 96
l_glyphs_inspector_pointrange ................................... 96
l_glyphs_inspector_serialaxes .................................... 97
l_glyphs_inspector_text ............................................ 98
l_glyph_add .......................................................... 99
l_glyph_add.default ............................................... 100
l_glyph_add_image ................................................. 101
l_glyph_add_pointrange .......................................... 102
l_glyph_add_polygon ............................................... 103
l_glyph_add_serialaxes ........................................... 105
l_glyph_add_text ................................................... 106
l_glyph_delete ....................................................... 107
l_glyph_getLabel ................................................... 107
l_glyph_getType ..................................................... 108
l_glyph_ids .......................................................... 108
l_glyph_relabel ..................................................... 109
l_graph .............................................................. 110
l_graphswitch ....................................................... 111
l_graphswitch_add ................................................. 112
l_graphswitch_add.default ....................................... 112
l_graphswitch_add.graph ......................................... 113
l_graphswitch_add.loongraph ..................................... 114
l_graphswitch_delete .............................................. 115
l_graphswitch_get ................................................ 115
l_graphswitch_getLabel .......................................... 116
l_graphswitch_ids ................................................. 116
l_graphswitch_move ................................................ 117
l_graphswitch_relabel ............................................. 117
l_graphswitch_reorder ............................................. 118
l_graphswitch_set ................................................ 118
l_graph_inspector ................................................ 119
l_graph_inspector_analysis ....................................... 119
l_graph_inspector_navigators ................................... 120
l_help ................................................................. 121
l_hexcolor .......................................................... 121
l_hist ................................................................. 122
l_hist_inspector ..................................................... 126
<table>
<thead>
<tr>
<th>R topics documented:</th>
</tr>
</thead>
<tbody>
<tr>
<td>l_hist_inspector_analysis</td>
</tr>
<tr>
<td>l_imageviewer</td>
</tr>
<tr>
<td>l_image_import_array</td>
</tr>
<tr>
<td>l_image_import_files</td>
</tr>
<tr>
<td>l_info_states</td>
</tr>
<tr>
<td>l_isLoonWidget</td>
</tr>
<tr>
<td>l_layer</td>
</tr>
<tr>
<td>l_layer.density</td>
</tr>
<tr>
<td>l_layer.Line</td>
</tr>
<tr>
<td>l_layer.Lines</td>
</tr>
<tr>
<td>l_layer.map</td>
</tr>
<tr>
<td>l_layer.Polygon</td>
</tr>
<tr>
<td>l_layer.Polygons</td>
</tr>
<tr>
<td>l_layer.SpatialLines</td>
</tr>
<tr>
<td>l_layer.SpatialLinesDataFrame</td>
</tr>
<tr>
<td>l_layer.SpatialPoints</td>
</tr>
<tr>
<td>l_layer.SpatialPointsDataFrame</td>
</tr>
<tr>
<td>l_layer.SpatialPolygons</td>
</tr>
<tr>
<td>l_layer.SpatialPolygonsDataFrame</td>
</tr>
<tr>
<td>l_layers_inspector</td>
</tr>
<tr>
<td>l_layer_bbox</td>
</tr>
<tr>
<td>l_layer_contourLines</td>
</tr>
<tr>
<td>l_layer_delete</td>
</tr>
<tr>
<td>l_layer_demote</td>
</tr>
<tr>
<td>l_layer_expunge</td>
</tr>
<tr>
<td>l_layer_getChildren</td>
</tr>
<tr>
<td>l_layer_getLabel</td>
</tr>
<tr>
<td>l_layer_getParent</td>
</tr>
<tr>
<td>l_layer_getType</td>
</tr>
<tr>
<td>l_layer_group</td>
</tr>
<tr>
<td>l_layer_groupVisibility</td>
</tr>
<tr>
<td>l_layer_heatImage</td>
</tr>
<tr>
<td>l_layer_hide</td>
</tr>
<tr>
<td>l_layer_ids</td>
</tr>
<tr>
<td>l_layer_index</td>
</tr>
<tr>
<td>l_layer_isVisible</td>
</tr>
<tr>
<td>l_layer_layerVisibility</td>
</tr>
<tr>
<td>l_layer_line</td>
</tr>
<tr>
<td>l_layer_lines</td>
</tr>
<tr>
<td>l_layer_lower</td>
</tr>
<tr>
<td>l_layer_move</td>
</tr>
<tr>
<td>l_layer_oval</td>
</tr>
<tr>
<td>l_layer_points</td>
</tr>
<tr>
<td>l_layer_polygon</td>
</tr>
<tr>
<td>l_layer_polygons</td>
</tr>
<tr>
<td>l_layer_printTree</td>
</tr>
<tr>
<td>l_layer_promote</td>
</tr>
<tr>
<td>l_layer_raise</td>
</tr>
</tbody>
</table>
R topics documented:

l_layer_rasterImage ........................................ 179
l_layer_rectangle ........................................... 180
l_layer_rectangles .......................................... 182
l_layer_relabel ............................................. 183
l_layer_show ................................................ 184
l_layer_smooth ............................................. 185
l_layer_text .................................................. 188
l_layer_texts ................................................ 190
l_loonWidgets ............................................... 191
l_loon_inspector ............................................. 192
l_make_glyphs ................................................. 193
l_move_grid .................................................. 197
l_move_halign ............................................... 198
l_move_hdist ................................................ 199
l_move_jitter ............................................... 200
l_move_reset .................................................. 201
l_move_valign ............................................... 202
l_move_vdist ................................................ 203
l_naviGraph .................................................. 204
l_navigator_add ............................................. 205
l_navigator_delete .......................................... 206
l_navigator_getLabel ....................................... 206
l_navigator_getPath ......................................... 207
l_navigator_ids ............................................. 207
l_navigator_relabel ......................................... 208
l_navigator_walk_backward ................................ 208
l_navigator_walk_forward .................................. 209
l_navigator_walk_path ..................................... 209
l_nDimStateNames .......................................... 210
l_nestedTclList2Rlist .................................... 210
l_ng_plots ................................................... 211
l_ng_plots.default ......................................... 212
l_ng_plots.measures ...................................... 213
l_ng_plots.scagnostics .................................... 215
l_ng_ranges .................................................. 216
l_ng_ranges.default ....................................... 216
l_ng_ranges.measures ...................................... 218
l_ng_ranges.scagnostics .................................. 219
l_pairs ........................................................ 220
l_plot .......................................................... 222
l_plot3D ....................................................... 228
l_plot_arguments ........................................... 233
l_plot_inspector ............................................ 236
l_plot_inspector_analysis .................................. 237
l_plot_ts ...................................................... 237
l_predict ...................................................... 239
l_primitiveGlyphs ......................................... 241
l_redraw ....................................................... 242
R topics documented:

1_resize ................................................................. 243
1_Rlist2nestedTclList .............................................. 243
1_saveStates ............................................................ 244
1_scale3D ................................................................. 247
1_scaleto_active ........................................................ 248
1_scaleto_layer .......................................................... 249
1_scaleto_plot ........................................................... 249
1_scaleto_selected ...................................................... 250
1_scaleto_world .......................................................... 250
1_serialaxes ................................................................. 251
1_serialaxes_inspector .................................................. 256
1_setAspect ................................................................. 257
1_setColorList ............................................................. 257
1_setColorList_baseR ................................................... 259
1_setColorList_ColorBrewer ......................................... 260
1_setColorList_ggplot2 ................................................ 260
1_setColorList_hcl ....................................................... 261
1_setColorList_loon ..................................................... 262
1_setLinkedStates ....................................................... 262
1_setOption ............................................................... 263
1_setTitleFont ............................................................ 264
1_size ...................................................................... 265
1_size<- ................................................................. 265
1_state_names ............................................................ 266
1_subwin ................................................................. 267
1_throwErrorIfNotLoonWidget ...................................... 267
1_toplevel ................................................................. 268
1_toR ...................................................................... 269
1_userOptionDefault .................................................. 270
1_userOptions ............................................................ 270
1_web ...................................................................... 271
1_widget ................................................................. 272
1_worldview .............................................................. 272
1_zoom .................................................................... 273
measures1d ............................................................... 274
measures2d ............................................................... 275
minority ................................................................. 276
names.loon ............................................................... 277
ndtransitiongraph ....................................................... 277
olive ...................................................................... 278
oliveAcids ............................................................... 279
oliveLocations .......................................................... 280
plot.loon ................................................................. 280
plot.loongraph ........................................................... 281
print.1_layer ............................................................ 282
print.measures1d ....................................................... 282
print.measures2d ....................................................... 283
scagnostics2d ............................................................ 283
as.graph

Convert a loongraph object to an object of class graph

Description

Loon’s native graph class is fairly basic. The graph package (on bioconductor) provides a more powerful alternative to create and work with graphs. Also, many other graph theoretic algorithms such as the complement function and some graph layout and visualization methods are implemented for the graph objects in the RBGL and Rgraphviz R packages. For more information on packages that are useful to work with graphs see the \textit{gRaphical Models in R} CRAN Task View at \url{https://cran.r-project.org/web/views/}.

Usage

\texttt{as.graph(loongraph)}

Arguments

\begin{description}
\item[loongraph] object of class loongraph
\end{description}

Details

See \url{https://www.bioconductor.org/packages/release/bioc/html/graph.html} for more information about the graph R package.

Value

graph object of class loongraph

Examples

\begin{verbatim}
if (requireNamespace("graph", quietly = TRUE)) {
  g <- loongraph(letters[1:4], letters[1:3], letters[2:4], FALSE)
  g1 <- as.graph(g)
}
\end{verbatim}
as.loongraph

Convert a graph object to a loongraph object

Description

Sometimes it is simpler to work with objects of class loongraph than to work with object of class graph.

Usage

as.loongraph(graph)

Arguments

graph object of class graph (defined in the graph library)

Details


For more information run: l_help("learn_R_display_graph.html.html#graph-utilities")

Value

graph object of class loongraph

Examples

if (requireNamespace("graph", quietly = TRUE)) {
  graph_graph = graph::randomEGraph(LETTERS[1:15], edges=100)
  loon_graph <- as.loongraph(graph_graph)
}

as_grid_size

Turn a loon size to a grid size

Description

The size of loon is determined by pixel (px), while, in grid graphics, the size is determined by pointsize (pt)
Usage

as_grid_size(
  size,
  type = c("points", "texts", "images", "radial", "parallel", "polygon", "lines"),
  adjust = 1,
  ...
)

Arguments

size          input loon size
type          glyph type; one of "points", "texts", "images", "radial", "parallel", "polygon", "lines".
adjust        a pixel (px) at 960 DPI (dots per inch) is equal to 0.75 point. However, for different machines, the DPI is slightly different. Argument adjust is used to twist the size. IT IS A HACK and should be removed in the later version.
...           some arguments used to specify the size, e.g. pch for "points", ratio for "image" and p for "parallel".

---

as_hex6color  Return a 6 hexadecimal digit color representations

Description

Return a 6 hexadecimal digit color representations

Usage

as_hex6color(color)

Arguments

color         input color

Details

Compared with hex12tohex6(), it could accommodate 6 digit code, 12 digit code or real color names.

See Also

1_hexcolor, hex12tohex6, l_colorName
Examples

```r
color <- c("#FF00FF", "#999999999999", "red")
# return 12 hexadecimal digit color
loon::l_hexcolor(color)
# return 6 hexadecimal digit color
as_hex6color(color)
# return color names
l_colorName(color)

## Not run: # WRONG COLORS
hex12tohex6(color)
## End(Not run)
```

char2num.data.frame  A Character Data Frame to a Numerical Data Frame

Description

Turn a data frame of characters to a data frame of numerical values. If the character cannot be converted to numerical in direct, it will be turned to factor first, then to numerical data

Usage

```r
char2num.data.frame(chardataframe)
```

Arguments

chardataframe  A char data frame

Examples

```r
data <- data.frame(x = c("1", "2", "3"),
                   y = c("foo", "bar", "foo"),
                   z = 4:6)

# ERROR
# data + 1
numData <- char2num.data.frame(data)
numData + 1

if(interactive()) {
  s <- l_serialaxes(iris)
  data <- s["data"]
  # it is a character data frame
  data[1,1]
  numData <- char2num.data.frame(data)
  numData[1,1]
}
```
color_loon

Create a palette with loon’s color mapping

Description

Used to map nominal data to colors. By default these colors are chosen so that the categories can be well differentiated visually (e.g. to highlight the different groups)

Usage

color_loon()

Details

This is the function that loon uses by default to map values to colors. Loon’s mapping algorithm is as follows:

1. if all values already represent valid Tk colors (see \texttt{tkcolors}) then those colors are taken
2. if the number of distinct values is less than the number of values in loon’s color mapping list then they get mapped according to the color list, see \texttt{l_setColorList} and \texttt{l_getColorList}.
3. if there are more distinct values than there are colors in loon’s color mapping list then loon’s own color mapping algorithm is used. See \texttt{loon_palette} and the details section in the documentation of \texttt{l_setColorList}.

For other mappings see the \texttt{col_numeric} and \texttt{col_factor} functions from the scales package.

Value

A function that takes a vector with values and maps them to a vector of 6 digit hexadecimal encoded color representation (strings). Note that loon uses internally 12 digit hexadecimal encoded color values. If all the values that get passed to the function are valid color names in Tcl then those colors get returned hexencoded. Otherwise, if there is one or more elements that is not a valid color name it uses the loons default color mapping algorithm.

See Also

\texttt{l_setColorList, l_getColorList, loon_palette, l_hexcolor, l_colorName, as_hex6color}

Examples

```r
pal <- color_loon()
pal(letters[1:4])
pal(c('a','a','b','c'))
pal(c('green','yellow'))

# show color choices for different n's
if (requireNamespace("grid", quietly = TRUE)) {
```

complement

Create the Complement Graph of a Graph

Description

Creates a complement graph of a graph

Usage

complement(x)

Arguments

x  
graph or loongraph object

Value

graph object
complement.loongraph  Create the Complement Graph of a loong Graph

Description

Creates a complement graph of a graph

Usage

```r
## S3 method for class 'loongraph'
complement(x)
```

Arguments

- `x`  loongraph object

Details

This method is currently only implemented for undirected graphs.

Value

graph object of class loongraph

completegraph  Create a complete graph or digraph with a set of nodes

Description

From Wikipedia: "a complete graph is a simple undirected graph in which every pair of distinct vertices is connected by a unique edge. A complete digraph is a directed graph in which every pair of distinct vertices is connected by a pair of unique edges (one in each direction)

Usage

```r
completegraph(nodes, isDirected = FALSE)
```

Arguments

- `nodes`  a character vector with node names, each element defines a node hence the elements need to be unique
- `isDirected`  a boolean scalar to indicate whether the returned object is a complete graph (undirected) or a complete digraph (directed).
**condGrob**

**Details**

Note that this function masks the completegraph function of the graph package. Hence it is a good idea to specify the package namespace with `::`, i.e. `loon::completegraph` and `graph::completegraph`.

For more information run: `?learn_R_display_graph.html.html#graph-utilities`

**Value**

graph object of class loongraph

**Examples**

```r
g <- loon::completegraph(letters[1:5])
```

---

**condGrob**  
Create a named grob or a template grob depending on a test

**Description**

Creates and returns a grid object using the function given by `grobFun` when `test` is `TRUE`. Otherwise a simple `grob()` is produced with the same parameters. All grob parameters are given in `...`.

**Usage**

`condGrob(test = TRUE, grobFun = grid::grob, name = "grob name", ...)`

**Arguments**

- `test`  
  Either `TRUE` or `FALSE` to indicate whether `grobFun` is to be used (default `TRUE`) or not.

- `grobFun`  
  The function to be used to create the grob when `test = TRUE` (e.g. `textGrob`, `polygonGrob`, etc.).

- `name`  
  The name to be used for the returned grob.

- `...`  
  The arguments to be given to the `grobFun` (or to `grob()` when `test = FALSE`).

**Value**

A grob as produced by either the `grobFun` given or by `grob()` using the remaining arguments. If `test = FALSE` then the name is suffixed by ": 'grobFun name' arguments".

**Examples**

```r
myGrob <- condGrob(test = (runif(1) > 0.5),
                   grobFun = textGrob,
                   name = "my label",
                   label = "Some random text")
myGrob
```
facet_grid_layout  Layout as a grid

Description
Layout as a grid

Usage

```r
facet_grid_layout(
  plots,
  subtitles,
  by = NULL,
  prop = 10,
  parent = NULL,
  title = "",
  xlabel = "",
  ylabel = "",
  labelLocation = c("top", "right"),
  byrow = FALSE,
  swapAxes = FALSE,
  labelBackground = l_getOption("facetLabelBackground"),
  labelForeground = l_getOption("foreground"),
  labelBorderwidth = 2,
  labelRelief = "ridge",
  plotWidth = 200,
  plotHeight = 200,
  sep = ".",
  maxCharInOneRow = 10,
  new.toplevel = TRUE,
  ...
)
```

Arguments

- **plots**: A list of loon plots
- **subtitles**: The subtitles of the layout. It is a list and the length is equal to the number of by variables. Each element in a list is the unique values of such by variable.
- **by**: an object of class "formula" (or one that can be coerced to that class): a symbolic description of the plots separated by
- **prop**: The proportion of the label height and widget height
- **parent**: a valid Tk parent widget path. When the parent widget is specified (i.e. not NULL) then the plot widget needs to be placed using some geometry manager like `tkpack` or `tkplace` in order to be displayed. See the examples below.
- **title**: The title of the widget
facet_separate_layout

Description

layout separately

Usage

```r
facet_separate_layout(
  plots,
  subtitles,
  title = "",
  xlabel = "",
  ylabel = "",
  sep = "*",
  maxCharInOneRow = 10,
  ...
)
```
facet_wrap_layout

Arguments

- **plots**: A list of loon plots
- **subtitles**: The subtitles of the layout. It is a list and the length is equal to the number of by variables. Each element in a list is the unique values of such by variable.
- **title**: The title of the widget
- **xlabel**: The xlabel of the widget
- **ylabel**: The ylabel of the widget
- **sep**: The character string to separate or combine a vector
- **maxCharInOneRow**: deprecated
- **...**: named arguments to modify plot states. See `l_info_states` of any instantiated `l_plot` for examples of names and values.

Description

Layout as a wrap

Usage

```
facet_wrap_layout(
  plots,
  subtitles,
  prop = 10,
  parent = NULL,
  title = "",
  xlabel = "",
  ylabel = "",
  nrow = NULL,
  ncol = NULL,
  labelLocation = "top",
  byrow = TRUE,
  swapAxes = FALSE,
  labelBackground = l_getOption("facetLabelBackground"),
  labelForeground = l_getOption("foreground"),
  labelBorderwidth = 2,
  labelRelief = "ridge",
  plotWidth = 200,
  plotHeight = 200,
  sep = ",",
  maxCharInOneRow = 10,
  new.toplevel = TRUE,
  ...
)
```
Arguments

- **plots**: A list of `loon` plots.
- **subtitles**: The subtitles of the layout. It is a list and the length is equal to the number of `by` variables. Each element in a list is the unique values of such `by` variable.
- **prop**: The proportion of the label height and widget height.
- **parent**: A valid Tk parent widget path. When the parent widget is specified (i.e., not `NULL`) then the plot widget needs to be placed using some geometry manager like `tkpack` or `tkplace` in order to be displayed. See the examples below.
- **title**: The title of the widget.
- **xlabel**: The xlabel of the widget.
- **ylabel**: The ylabel of the widget.
- **nrow**: The number of layout rows.
- **ncol**: The number of layout columns.
- **labelLocation**: Labels location.
  - Length two vector for layout grid. The first one is used to determine the position of column labels (‘top’ or ‘bottom’). The second one is used to determine the position of row labels (‘right’ or ‘left’).
  - Length one vector for layout wrap, ‘top’ or ‘bottom’.
- **byrow**: Place widget by row or by column.
- **swapAxes**: swap axes, TRUE or FALSE.
- **labelBackgroundColor**: Label background color.
- **labelForegroundColor**: Label foreground color.
- **labelBorderwidth**: Label border width.
- **labelRelief**: Label relief.
- **plotWidth**: Default plot width (in pixel).
- **plotHeight**: Default plot height (in pixel).
- **sep**: The character string to separate or combine a vector.
- **maxCharInOneRow**: Deprecated.
- **new.toplevel**: Determine whether the parent is a new top level. If it is not a new window, the widgets will not be packed.
- **...**: Named arguments to modify plot states. See `l_info_states` of any instantiated `l_plot` for examples of names and values.
get_display_color  

Return the Displayed Color

Description
Always reflect the current displayed color.

Usage
get_display_color(color, selected)

Arguments
- color: the loon widget color
- selected: the selected states

Details
In loon, each element (i.e. point, bin, line) has a "temporary" color and a "permanent" color. If one element is selected, the color is switched to the "temporary" color to highlight it. If the selection state is eliminated, the "permanent" color of this element will be displayed. Our function always gives the "temporary" displayed color.

Value
The color shown on the plot

Examples
if(interactive()) {
  p <- l_plot(1:10)
  p['selected'][c(1,3,5)] <- TRUE
  displayedColor <- get_display_color(p['color'], p['selected'])
  plot(1:10, bg = as_hex6color(displayedColor), pch = 21)
}

get_font_info_from_tk  

Return Font Information

Description
Return Font Information

Usage
get_font_info_from_tk(tkFont)
get_layer_states

Arguments

- **tkFont**: A specified tk font character, one of `l_getOption("font-scales"), l_getOption("font-title"), l_getOption("font-xlabel"), l_getOption("font-ylabel")`

Value

A list of font information, containing font "family", font "face" and font "size"

Examples

```r
fontscales <- l_getOption("font-scales")
get_font_info_from_tk(fontscales)
```

Description

Return the input widget states

Usage

```r
get_layer_states(target, native_unit = TRUE, omit = NULL)
```

Arguments

- **target**: either an object of class loon or a vector that specifies the widget, layer, glyph, navigator or context completely. The widget is specified by the widget path name (e.g. `.l0.plot`), the remaining objects by their ids.
- **native_unit**: return numerical vectors or unit objects
- **omit**: deprecated

Details

get layer states

Examples

```r
if(interactive()){
  p <- l_plot(x = c(0,1), y = c(0,1))
  l <- l_layer_rectangle(p, x = c(0,0.5), y = c(0, 0.5))
  # the coordinates are in `unit`
  get_layer_states(p)
  # the coordinates are numerical
  get_layer_states(p, native_unit = FALSE)
  # get `l_layer` state
  get_layer_states(l)
}
```
### get_model_display_order

**Get the Order of the Display**

**Description**

In loon, if points (in scatter plot) or lines (in parallel or radial coordinate) are highlighted, the displayed order will be changed. This function always reflects the current displayed order.

**Usage**

```r
get_model_display_order(widget)
```

**Arguments**

- `widget` An `l_plot` or `l_serialaxes` widget

**Examples**

```r
if(interactive()) {
  p <- l_plot(rnorm(10))
  get_model_display_order(p)
  p[['Var selected']['c(1,3,5,7)]] <- TRUE
  # The 1st, 3rd, 5th, 7th points will be drawn afterwards
  # to make sure that they are displayed on top
  get_model_display_order(p)
}
```

---

### glyph_to_pch

**Glyph to Pch**

**Description**

Turn a loon point glyph to an R graphics plotting 'character' (pch).

**Usage**

```r
glyph_to_pch(glyph)
```

**Arguments**

- `glyph` glyph type in loon, must be "circle", "ocircle", "ccircle", "square", "osquare", "csquare", "triangle", "otriangle", "ctriangle", "diamond", "cdiamond", "odiamond". If the input glyph is not valid, NA is returned.
graphreduce

Value

a pch type

Examples

glyph_to_pch(c("circle", "ocircle", "ccircle",
"square", "osquare", "csquare",
"triangle", "otriangle", "ctriangle",
"diamond", "cdiamond", "odiamond",
"foo"))

graphreduce Make each space in a node appear only once

Description

Reduce a graph to have unique node names

Usage

graphreduce(graph, separator)

Arguments

graph graph of class loongraph
separator one character that separates the spaces in node names

Details

Note this is a string based operation. Node names must not contain the separator character!

Value

graph object of class loongraph

Examples

G <- completegraph(nodes=LETTERS[1:4])
LG <- linegraph(G)
LLG <- linegraph(LG)
R_LLG <- graphreduce(LLG)
grid.loon

Create and optionally draw a grid grob from a loon widget handle

Description

Create and optionally draw a grid grob from a loon widget handle

Usage

grid.loon(target, name = NULL, gp = gpar(), draw = TRUE, vp = NULL)

Arguments

target

either an object of class loon or a vector that specifies the widget, layer, glyph, navigator or context completely. The widget is specified by the widget path name (e.g. ’.10.plot’), the remaining objects by their ids.

name

a character identifier for the grob, or NULL. Used to find the grob on the display list and/or as a child of another grob.

gp

a gpar object, or NULL, typically the output from a call to the function gpar. This is basically a list of graphical parameter settings.

draw

a logical value indicating whether graphics output should be produced.

vp

a grid viewport object (or NULL).

Value

a grid grob of the loon plot

See Also

loonGrob, plot.loon

Examples

## Not run:
library(grid)
widget <- with(iris, l_plot(Sepal.Length, Sepal.Width))
grid.loon(widget)

## End(Not run)
hex12tohex6  

Convert 12 hexadecimal digit color representations to 6 hexadecimal digit color representations

Description

Tk colors must be in 6 hexadecimal format with two hexadecimal digits for each of the red, green, and blue components. Twelve hexadecimal digit colors have 4 hexadecimal digits for each. This function converts the 12 digit format to the 6 provided the color is preserved.

Usage

hex12tohex6(x)

Arguments

x  
a vector with 12 digit hexcolors

Details

Function throws a warning if the conversion loses information. The `1_hexcolor` function converts any Tcl color specification to a 12 digit hexadecimal color representation.

Examples

x <- 1_hexcolor(c("red", "green", "blue", "orange"))
x
hex12tohex6(x)

L2_distance

Euclidean distance between two vectors, or between column vectors of two matrices.

Description

Quickly calculates and returns the Euclidean distances between m vectors in one set and n vectors in another. Each set of vectors is given as the columns of a matrix.

Usage

L2_distance(a, b, df = 0)
Arguments

a  A d by m numeric matrix giving the first set of m vectors of dimension d as the columns of a.

b  A d by n numeric matrix giving the second set of n vectors of dimension d as the columns of b.

df  Indicator whether to force the diagonals of the returned matrix to be zero (df = 1) or not (the default df = 0).

Details

This fully vectorized (VERY FAST!) function computes the Euclidean distance between two vectors by:

$$\|A-B\| = \sqrt{\|A\|^2 + \|B\|^2 - 2*A*B}$$

Originally written as L2_distance.m for Matlab by Roland Bunschoten of the University of Amsterdam, Netherlands.

Value

An m by n matrix containing the Euclidean distances between the column vectors of the matrix a and the column vectors of the matrix b.

Author(s)

Roland Bunschoten (original), Adrian Waddell, Wayne Oldford

See Also

dist

Examples

A <- matrix(rnorm(400), nrow = 10)
B <- matrix(rnorm(800), nrow = 10)
L2_distance(A[,1, drop = FALSE], B[,1, drop = FALSE])
d_AB <- L2_distance(A,B)
d_BB <- L2_distance(B,B, df = 1)  # force diagonal to be zero

Description

The line graph of G, here denoted L(G), is the graph whose nodes correspond to the edges of G and whose edges correspond to nodes of G such that nodes of L(G) are joined if and only if the corresponding edges of G are adjacent in G.
Usage

```
linegraph(x, ...)
```

Arguments

- `x`: graph of class `graph` or `loongraph`
- `...`: arguments passed on to method

Value

- graph object

Description

Create a linegraph of a loongraph

Usage

```
## S3 method for class 'loongraph'
linegraph(x, separator = " ", ...)
```

Arguments

- `x`: loongraph object
- `separator`: one character - node names in x get concatenated with this character
- `...`: additional arguments are not used for this method

Details

- linegraph.loongraph needs the code part for directed graphs (i.e. isDirected=TRUE)

Value

- graph object of class `loongraph`

Examples

```r
# Create a loongraph
g <- loongraph(letters[1:4], letters[1:3], letters[2:4], FALSE)

# Create a linegraph
linegraph(g)
```
Description

Loon is a toolkit for highly interactive data visualization. Interactions with plots are provided with mouse and keyboard gestures as well as via command line control and with inspectors that provide graphical user interfaces (GUIs) for modifying and overseeing plots.

Details

Currently, loon implements the following statistical graphs: histogram, scatterplot, serialaxes plot (star glyphs, parallel coordinates) and a graph display for creating navigation graphs.

Some of the implemented scatterplot features, for example, are zooming, panning, selection and moving of points, dynamic linking of plots, layering of visual information such as maps and regression lines, custom point glyphs (images, text, star glyphs), and event bindings. Event bindings provide hooks to evaluate custom code at specific plot state changes or mouse and keyboard interactions. Hence, event bindings can be used to add to or modify the default behavior of the plot widgets.

Loon’s capabilities are very useful for statistical analysis tasks such as interactive exploratory data analysis, sensitivity analysis, animation, teaching, and creating new graphical user interfaces.

To get started using loon read the package vignettes or visit the loon website at https://great-northern-diver.github.io/loon/.

Author(s)

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See Also

Useful links:

• https://great-northern-diver.github.io/loon/
• Report bugs at https://github.com/great-northern-diver/loon/issues
Create a graph object of class loongraph

Description

The loongraph class provides a simple alternative to the graph class to create common graphs that are useful for use as navigation graphs.

Usage

loongraph(nodes, from = character(0), to = character(0), isDirected = FALSE)

Arguments

- **nodes**: a character vector with node names, each element defines a node hence the elements need to be unique
- **from**: a character vector with node names, each element defines an edge
- **to**: a character vector with node names, each element defines an edge
- **isDirected**: boolean scalar, defines whether from and to define directed edges

Details

loongraph objects can be converted to graph objects (i.e. objects of class graph which is defined in the graph package) with the as.graph function.

For more information run: l_help("learn_R_display_graph.html.html#graph-utilities")

Value

graph object of class loongraph

See Also

- completegraph, linegraph, complement, as.graph

Examples

```r

# g <- loongraph(
#   nodes = c("A", "B", "C", "D"),
#   from = c("A", "A", "B", "B", "C"),
#   to = c("B", "C", "C", "D", "D")
# )

# ## Not run:
# # create a loon graph plot
# p <- l_graph(g)

# ## End(Not run)

lg <- linegraph(g)
```

loonGrob

Create a grid grob from a loon widget handle

Description

Grid grobs are useful to create publication quality graphics.

Usage

loonGrob(target, name = NULL, gp = NULL, vp = NULL)

## S3 method for class 'l_compound'
loonGrob(target, name = NULL, gp = NULL, vp = NULL)

## S3 method for class 'l_layer_graph'
loonGrob(target, name = NULL, gp = NULL, vp = NULL)

## S3 method for class 'l_layer_histogram'
loonGrob(target, name = NULL, gp = NULL, vp = NULL)

## S3 method for class 'l_layer_scatterplot'
loonGrob(target, name = NULL, gp = NULL, vp = NULL)

## S3 method for class 'l_navgraph'
loonGrob(target, name = NULL, gp = NULL, vp = NULL)

## S3 method for class 'l_navigator'
loonGrob(target, name = NULL, gp = NULL, vp = NULL)

## S3 method for class 'l_serialaxes'
loonGrob(target, name = NULL, gp = NULL, vp = NULL)

## S3 method for class 'l_ts'
loonGrob(target, name = NULL, gp = NULL, vp = NULL)

Arguments

target either an object of class loon or a vector that specifies the widget, layer, glyph, navigator or context completely. The widget is specified by the widget path name (e.g. '.l0.plot'), the remaining objects by their ids.

name a character identifier for the grob, or NULL. Used to find the grob on the display list and/or as a child of another grob.

gp a gpar object, or NULL, typically the output from a call to the function gpar. This is basically a list of graphical parameter settings.

vp a grid viewport object (or NULL).
loonGrob

Value

a grid grob

See Also

grid.loon

Examples

## Not run:
widget <- with(iris, l_plot(Sepal.Length, Sepal.Width))

lgrob <- loonGrob(widget)

library(grid)
grid.ls(lgrob, viewports=TRUE, fullNames=TRUE)
grid.newpage(); grid.draw(lgrob)

p <- demo("l_layers", ask = FALSE)$value

lgrob <- loonGrob(p)
grid.newpage(); grid.draw(lgrob)

p <- demo("l_glyph_sizes", ask = FALSE)$value

lgrob <- loonGrob(p)
grid.newpage()
grid.draw(lgrob)

## End(Not run)

## Not run:
library(grid)
## l_pairs (scatterplot matrix) examples

p <- l_pairs(iris[,-5], color=iris$Species)

lgrob <- loonGrob(p)
grid.newpage()
grid.draw(lgrob)

## Time series decomposition examples

decompose <- decompose(co2)
# or decompose <- stl(co2, "per")
p <- l_plot(decompose, title = "Atmospheric carbon dioxide over Mauna Loa")

# To print directly use either
plot(p)
# or
grid.loon(p)
# or to save structure
lgrob <- loonGrob(p)
grid.newpage()
grid.draw(lgrob)

## End(Not run)

## Not run:
## graph examples

G <- completegraph(names(iris[, -5]))
LG <- linegraph(G)
g <- l_graph(LG)

nav0 <- l_navigator_add(g)
l_configure(nav0, label = 0)
con0 <- l_context_add_geodesic2d(navigator=nav0, data=iris[, -5])

nav1 <- l_navigator_add(g, from = "Sepal.Length:Petal.Width",
   to = "Petal.Length:Petal.Width", proportion = 0.6)
l_configure(nav1, label = 1)
con1 <- l_context_add_geodesic2d(navigator=nav1, data=iris[, -5])

nav2 <- l_navigator_add(g, from = "Sepal.Length:Petal.Length",
   to = "Sepal.Width:Petal.Length", proportion = 0.5)
l_configure(nav2, label = 2)
con2 <- l_context_add_geodesic2d(navigator=nav2, data=iris[, -5])

# To print directly use either
plot(g)
# or
grid.loon(g)
# or to save structure
library(grid)
lgrob <- loonGrob(g)
grid.newpage(); grid.draw(lgrob)

## End(Not run)

## Not run:
## histogram examples

h <- l_hist(iris$Sepal.Length, color=iris$Species)
g <- loonGrob(h)
library(grid)
grid.newpage(); grid.draw(g)
loonGrob

h['showStackedColors'] <- TRUE
g <- loonGrob(h)
grid.newpage(); grid.draw(g)

h['colorStackingOrder'] <- c("selected", unique(h['color']))
g <- loonGrob(h)
grid.newpage(); grid.draw(g)

h['colorStackingOrder'] <- rev(h['colorStackingOrder'])

# To print directly use either
plot(h)
# or
grid.loon(h)

## End(Not run)

if(interactive()) {
    ## l_plot scatterplot examples
    p <- l_plot(x = c(0,1), y = c(0,1))
l_layer_rectangle(p, x = c(0,1), y = c(0,1))

g <- loonGrob(p)
library(grid)
grid.newpage(); grid.draw(g)

p['glyph'] <- "ctriangle"
p['color'] <- "blue"
p['size'] <- c(10, 20)
p['selected'] <- c(TRUE, FALSE)
g <- loonGrob(p)
grid.newpage(); grid.draw(g)
}

## Not run:
## navgraph examples

ng <- l_navgraph(oliveAcids, separator='-', color=olive$Area)

# To print directly use either
plot(ng)
# or
grid.loon(ng)
# or to save structure
lgrob <- loonGrob(ng)
library(grid)
grid.newpage()}
## End(Not run)

### Serial axes (radial and parallel coordinate) examples

```r
if(interactive()) {
  s <- l_serialaxes(data=oliveAcids, color=olive$Area, title="olive data")
  sGrob_radial <- loonGrob(s)
  library(grid)
  grid.newpage(); grid.draw(sGrob_radial)
  s['axesLayout'] <- 'parallel'
  sGrob_parallel <- loonGrob(s)
  grid.newpage(); grid.draw(sGrob_parallel)
}
```

### Time series decomposition examples

```r
decompose <- decompose(co2)
# or decompose <- stl(co2, "per")
p <- l_plot(decompose, title = "Atmospheric carbon dioxide over Mauna Loa")

# To print directly use either
plot(p)
# or
grid.loon(p)
# or to save structure
lgrob <- loonGrob(p)
grid.newpage()
grid.draw(lgrob)
```

## End(Not run)

---

**loonGrob_layoutType**

A generic function used to distinguish whether only the locations of plots will be used to arrange them in a grob, or whether all arguments to `gridExtra::arrangeGrob()` will be used.

### Description

A generic function used to distinguish whether only the locations of plots will be used to arrange them in a grob, or whether all arguments to `gridExtra::arrangeGrob()` will be used.

### Usage

```r
loonGrob_layoutType(target)
```
loon_palette

Arguments

target the (compound) loon plot to be laid out.

Value

either the string "locations" (the default) or the string "arrangeGrobArgs". If "locations", then
the generic function ‘l_getLocations()’ will be called and only the location arguments of ‘gridEx-
tra::arrangeGrob()’ used (i.e. a subset of ‘c("ncol", "nrow", "layout_matrix", "heights", "widths")’).
The grobs to be laid out are constructed using the generic function ‘l_getPlots()’.

loon_palette

Loon’s color generator for creating color palettes

Description

Loon has a color sequence generator implemented creates a color palettes where the first \( m \) colors
of a color palette of size \( m+1 \) are the same as the colors in a color palette of size \( m \), for all positive
natural numbers \( m \). See the details in the lSetColorList documentation.

Usage

loon_palette(n)

Arguments

n number of different colors in the palette

Value

vector with hex-encoded color values

See Also

lSetColorList

Examples

loon_palette(12)
1_after_idle  Evaluate a function on once the processor is idle

Description

It is possible for an observer to call the configure method of that plot while the plot is still in the configuration pipeline. In this case, a warning is thrown as unwanted side effects can happen if the next observer in line gets an outdated notification. In this case, it is recommended to use the \texttt{l_after_idle} function that evaluates some code once the processor is idle.

Usage

\texttt{l_after_idle(fun)}

Arguments

\texttt{fun} function to be evaluated once tcl interpreter is idle

1_aspect  Query the aspect ratio of a plot

Description

The aspect ratio is defined by the ratio of the number of pixels for one data unit on the y axis and the number of pixels for one data unit on the x axes.

Usage

\texttt{l_aspect(widget)}

Arguments

\texttt{widget} widget path as a string or as an object handle

Value

aspect ratio

Examples

\texttt{## Not run:}
\texttt{p <- with(iris, l_plot(Sepal.Length ~ Sepal.Width, color=Species))}
\texttt{l_aspect(p)}
\texttt{l_aspect(p) <- 1}
\texttt{## End(Not run)}
1_aspect<-  

Set the aspect ratio of a plot

Description

The aspect ratio is defined by the ratio of the number of pixels for one data unit on the y axis and the number of pixels for one data unit on the x axes.

Usage

l_aspect(widget) <- value

Arguments

widget  

widget path as a string or as an object handle

value  

aspect ratio

Details

Changing the aspect ratio with l_aspect<- changes effectively the zoomY state to obtain the desired aspect ratio. Note that the aspect ratio in loon depends on the plot width, plot height and the states zoomX, zoomY, deltaX, deltaY and swapAxes. Hence, the aspect aspect ratio can not be set permanently for a loon plot.

Examples

## Not run:
p <- with(iris, l_plot(Sepal.Length ~ Sepal.Width, color=Species))
l_aspect(p)
l_aspect(p) <- 1

## End(Not run)

l_basePaths  

Get the set of basic path types for loon plots.

Description

Loon’s plots are constructed in TCL and identified with a path string appearing in the window containing the plot. The path string begins with a unique identifier for the plot and ends with a suffix describing the type of loon plot being displayed.

The path identifying the plot is the string concatenation of both the identifier and the type.

This function returns the set of the base (non-compound) loon path types.
Usage

`l_binCut()`

Value

character vector of the base path types.

See Also

`l_compoundPaths l_getFromPath l_loonWidgets`

---

`l_binCut`  
*Get labels for each observation according to bin cuts in the histogram.*

Description

`l_binCut` divides `l_hist` widget `x` into current histogram intervals and codes values `x` according to which interval they fall (if active). It is modelled on `cut` in base package.

Usage

`l_binCut(widget, labels, digits = 2, inactive)`

Arguments

- **widget**  
  A loon histogram widget.

- **labels**  
  Labels to identify which bin observations are in. By default, labels are constructed using "(a,b]" interval notation. If `labels = FALSE`, simple integer codes given by the histogram’s bin number are returned instead of a factor. The `labels` can also be any vector of length equal to the number of bins; these will be used to construct a vector identifying the bins.

- **digits**  
  The number of digits used in formatting the breaks for default labels.

- **inactive**  
  The value to use for inactive observations when `labels` is a vector. Default depends on `labels`.

Value

A vector of bin identifiers having length equal to the total number of observations in the histogram. The type of vector depends on the `labels` argument. For default `labels = NULL`, a factor is returned, for `labels = FALSE`, a vector of bin numbers, and for arbitrary vector `labels` a vector of bins labelled in order of `labels` will be returned. Inactive cases appear in no bin and so are assigned the value of `active` when given. The default `active` value also depends on `labels`: when `labels = NULL`, the default `active` is "(-Inf, Inf)"; when `labels = FALSE`, the default `active` is -1; and when `labels` is a vector of length equal to the number of bins, the default `active` is `NA`. The value of `active` denotes the bin name for the inactive cases.
**l_bind_canvas**

Create a Canvas Binding

**Description**

Canvas bindings are triggered by a mouse/keyboard gesture over the plot as a whole.

**Usage**

```r
l_bind_canvas(widget, event, callback)
```

**Arguments**

- `widget`: widget path as a string or as an object handle
- `event`: event patterns as defined for Tk canvas widget [https://www.tcl.tk/man/tcl8.6/TkCmd/bind.htm#M5](https://www.tcl.tk/man/tcl8.6/TkCmd/bind.htm#M5).
- `callback`: callback function is an R function which is called by the Tcl interpreter if the event of interest happens. Note that in loon the callback functions support different optional arguments depending on the binding type, read the details for more information.

**Examples**

```r
if(interactive()) {
  h <- l_hist(iris)
  h["active"] <- iris$Species != "setosa"
  binCut <- l_binCut(h)
  h["color"] <- binCut
  # number of bins
  nBins <- length(l_getBinIds(h))
  # ggplot color hue
  gg_color_hue <- function(n) {
    hues <- seq(15, 375, length = n + 1)
    hcl(h = hues, l = 65, c = 100)[1:n]
  }
  h["color"] <- l_binCut(h, labels = gg_color_hue(nBins), inactive = "firebrick")
  h["active"] <- TRUE
}
```

**See Also**

`l_getBinData`, `l_getBinIds`, `l_breaks`
Canvas bindings are used to evaluate callbacks at certain X events on the canvas widget (underlying widget for all of loon’s plot widgets). Such X events include re-sizing of the canvas and entering the canvas with the mouse.

Bindings, callbacks, and binding substitutions are described in detail in loon’s documentation webpage, i.e. run l_help("learn_R_bind")

**Value**

canvas binding id

**See Also**

l_bind_canvas_ids, l_bind_canvas_get, l_bind_canvas_delete, l_bind_canvas_reorder

**Examples**

```r
# binding for when plot is resized
if(interactive()){
  p <- l_plot(iris[,1:2], color=iris$Species)

  printSize <- function(p) {
    size <- l_size(p)
    cat(paste("Size of widget ", p, " is: ",
              size[1], "x", size[2], " pixels\n", sep=''))
  }

  l_bind_canvas(p, event='<Configure>', function(W) {printSize(W)})

  id <- l_bind_canvas_ids(p)
  id

  l_bind_canvas_get(p, id)
}
```

---

### l_bind_canvas_delete

Delete a canvas binding

**Description**

Remove a canvas binding

**Usage**

l_bind_canvas_delete(widget, id)
l_bind_canvas_get

Arguments

- widget: widget path as a string or as an object handle
- id: canvas binding id

Details

Bindings, callbacks, and binding substitutions are described in detail in loon’s documentation webpage, i.e. run `l_help("learn_R_bind")`

See Also

- `l_bind_canvas`
- `l_bind_canvas_ids`
- `l_bind_canvas_delete`
- `l_bind_canvas_reorder`

Description

This function returns the registered event pattern and the Tcl callback code that the Tcl interpreter evaluates after an event occurs that matches the event pattern.

Usage

```
1_bind_canvas_get(widget, id)
```

Arguments

- widget: widget path as a string or as an object handle
- id: canvas binding id

Details

Bindings, callbacks, and binding substitutions are described in detail in loon’s documentation webpage, i.e. run `l_help("learn_R_bind")`

Value

Character vector of length two. First element is the event pattern, the second element is the Tcl callback code.

See Also

- `l_bind_canvas`
- `l_bind_canvas_ids`
- `l_bind_canvas_delete`
- `l_bind_canvas_reorder`
Examples

```r
# binding for when plot is resized
if(interactive()){
  p <- l_plot(iris[,1:2], color=iris$Species)

  printSize <- function(p) {
    size <- l_size(p)
    cat(paste('Size of widget ', p, ' is: ',
              size[1], 'x', size[2], ' pixels
', sep=''))
  }

  l_bind_canvas(p, event='<Configure>', function(W) {printSize(W)})

  id <- l_bind_canvas_ids(p)
id
  l_bind_canvas_get(p, id)
}
```

---

`l_bind_canvas_ids`  
**List canvas binding ids**

Description

List all user added canvas binding ids

Usage

`l_bind_canvas_ids(widget)`

Arguments

- `widget` widget path as a string or as an object handle

Details

Bindings, callbacks, and binding substitutions are described in detail in loon’s documentation web-page, i.e. run `l_help("learn_R_bind")`

Value

vector with canvas binding ids

See Also

`l_bind_canvas, l_bind_canvas_get, l_bind_canvas_delete, l_bind_canvas_reorder`
Examples

# binding for when plot is resized
if(interactive()){
  p <- l_plot(iris[,1:2], color=iris$Species)

  printSize <- function(p) {
    size <- l_size(p)
    cat(paste('Size of widget ', p, ' is: ',
              size[1], 'x', size[2], ' pixels\n', sep=''))
  }

  l_bind_canvas(p, event='<Configure>', function(W) {printSize(W)})

  id <- l_bind_canvas_ids(p)
  id

  l_bind_canvas_get(p, id)
}

---

l_bind_canvas_reorder  Reorder the canvas binding evaluation sequence

Description

The order the canvas bindings defines how they get evaluated once an event matches event patterns of multiple canvas bindings.

Usage

l_bind_canvas_reorder(widget, ids)

Arguments

widget  widget path as a string or as an object handle
ids     new canvas binding id evaluation order, this must be a rearrangement of the elements returned by the l_bind_canvas_ids function.

Details

Bindings, callbacks, and binding substitutions are described in detail in loon’s documentation webpage, i.e. run l_help("learn_R_bind")

Value

vector with binding id evaluation order (same as the id argument)

See Also

l_bind_canvas, l_bind_canvas_ids, l_bind_canvas_get, l_bind_canvas_delete
**l_bind_context**  
*Add a context binding*

**Description**

Creates a binding that evaluates a callback for particular changes in the collection of contexts of a display.

**Usage**

```r
l_bind_context(widget, event, callback)
```

**Arguments**

- `widget`: widget path as a string or as an object handle
- `event`: a vector with one or more of the following events: 'add', 'delete', 'relabel'
- `callback`: callback function is an R function which is called by the Tcl interpreter if the event of interest happens. Note that in loon the callback functions support different optional arguments depending on the binding type, read the details for more information

**Details**

Bindings, callbacks, and binding substitutions are described in detail in loon’s documentation webpage, i.e. run `l_help("learn_R_bind")`

**Value**

context binding id

**See Also**

`l_bind_context_ids, l_bind_context_get, l_bind_context_delete, l_bind_context_reorder`

---

**l_bind_context_delete**  
*Delete a context binding*

**Description**

Remove a context binding

**Usage**

```r
l_bind_context_delete(widget, id)
```
Arguments

widget widget path as a string or as an object handle
id context binding id

Details

Bindings, callbacks, and binding substitutions are described in detail in loon’s documentation webpage, i.e. run `l_help("learn_R_bind")`

See Also

l_bind_context, l_bind_context_ids, l_bind_context_get, l_bind_context_reorder

---

Description

This function returns the registered event pattern and the Tcl callback code that the Tcl interpreter evaluates after a event occurs that matches the event pattern.

Usage

l_bind_context_get(widget, id)

Arguments

widget widget path as a string or as an object handle
id context binding id

Details

Bindings, callbacks, and binding substitutions are described in detail in loon’s documentation webpage, i.e. run `l_help("learn_R_bind")`

Value

Character vector of length two. First element is the event pattern, the second element is the Tcl callback code.

See Also

l_bind_context, l_bind_context_ids, l_bind_context_delete, l_bind_context_reorder
l_bind_context_ids

*List context binding ids*

**Description**

List all user added context binding ids

**Usage**

\[ l\_bind\_context\_ids(widget) \]

**Arguments**

- **widget**: widget path as a string or as an object handle

**Details**

Bindings, callbacks, and binding substitutions are described in detail in loon’s documentation webpage, i.e. run \[ l\_help(“learn\_R\_bind”) \]

**Value**

vector with context binding ids

**See Also**

- \[ l\_bind\_context, l\_bind\_context\_get, l\_bind\_context\_delete, l\_bind\_context\_reorder \]

l_bind_context_reorder

*Reorder the context binding evaluation sequence*

**Description**

The order the context bindings defines how they get evaluated once an event matches event patterns of multiple context bindings.

**Usage**

\[ l\_bind\_context\_reorder(widget, ids) \]

**Arguments**

- **widget**: widget path as a string or as an object handle
- **ids**: new context binding id evaluation order, this must be a rearrangement of the elements returned by the \[ l\_bind\_context\_ids \] function.
Add a glyph binding

Description

Creates a binding that evaluates a callback for particular changes in the collection of glyphs of a display.

Usage

l_bind_glyph(widget, event, callback)

Arguments

- **widget**: widget path as a string or as an object handle
- **event**: a vector with one or more of the following events: 'add', 'delete', 'relabel'
- **callback**: callback function is an R function which is called by the Tcl interpreter if the event of interest happens. Note that in loon the callback functions support different optional arguments depending on the binding type, read the details for more information

Details

Bindings, callbacks, and binding substitutions are described in detail in loon’s documentation webpage, i.e. run l_help("learn_R_bind")

Value

glyph binding id

See Also

l_bind_glyph_ids, l_bind_glyph_get, l_bind_glyph_delete, l_bind_glyph_reorder
l_bind_glyph_delete  
**Delete a glyph binding**

Description

Remove a glyph binding

Usage

l_bind_glyph_delete(widget, id)

Arguments

- **widget**: widget path as a string or as an object handle
- **id**: glyph binding id

Details

Bindings, callbacks, and binding substitutions are described in detail in loon’s documentation webpage, i.e. run l_help(“learn_R_bind”)

See Also

l_bind_glyph, l_bind_glyph_ids, l_bind_glyph_get, l_bind_glyph_reorder

l_bind_glyph_get  
**Get the event pattern and callback Tcl code of a glyph binding**

Description

This function returns the registered event pattern and the Tcl callback code that the Tcl interpreter evaluates after a event occurs that matches the event pattern.

Usage

l_bind_glyph_get(widget, id)

Arguments

- **widget**: widget path as a string or as an object handle
- **id**: glyph binding id

Details

Bindings, callbacks, and binding substitutions are described in detail in loon’s documentation webpage, i.e. run l_help(“learn_R_bind”)
**l_bind_glyph_ids**

**Value**

Character vector of length two. First element is the event pattern, the second element is the Tcl callback code.

**See Also**

l_bind_glyph, l_bind_glyph_ids, l_bind_glyph_delete, l_bind_glyph_reorder

---

**Description**

List all user added glyph binding ids

**Usage**

l_bind_glyph_ids(widget)

**Arguments**

- **widget**: widget path as a string or as an object handle

**Details**

Bindings, callbacks, and binding substitutions are described in detail in loon’s documentation webpage, i.e. run l_help("learn_R_bind")

**Value**

vector with glyph binding ids

**See Also**

l_bind_glyph, l_bind_glyph_get, l_bind_glyph_delete, l_bind_glyph_reorder
l_bind_glyph_reorder  Reorder the glyph binding evaluation sequence

Description

The order the glyph bindings defines how they get evaluated once an event matches event patterns of multiple glyph bindings.

Usage

l_bind_glyph_reorder(widget, ids)

Arguments

- widget: widget path as a string or an object handle
- ids: new glyph binding id evaluation order, this must be a rearrangement of the elements returned by the l_bind_glyph_ids function.

Details

Bindings, callbacks, and binding substitutions are described in detail in loon’s documentation webpage, i.e. run l_help("learn_R_bind")

Value

vector with binding id evaluation order (same as the id argument)

See Also

l_bind_glyph, l_bind_glyph_ids, l_bind_glyph_get, l_bind_glyph_delete

l_bind_item  Create a Canvas Binding

Description

Canvas bindings are triggered by a mouse/keyboard gesture over the plot as a whole.

Usage

l_bind_item(widget, tags, event, callback)
l_bind_item_delete

Arguments

- **widget**: widget path as a string or an object handle
- **tags**: item tags as explained in \l_help("learn_R_bind.html#item-bindings")
- **event**: event patterns as defined for Tk canvas widget [https://www.tcl.tk/man/tcl8.6/TkCmd/bind.htm#M5](https://www.tcl.tk/man/tcl8.6/TkCmd/bind.htm#M5)
- **callback**: callback function is an R function which is called if the event of interest happens. Note that in loon the callback functions support different optional arguments depending on the binding type, read the details for more information

Details

Item bindings are used for evaluating callbacks at certain mouse and/or keyboard gestures events (i.e. X events) on visual items on the canvas. Items on the canvas can have tags and item bindings are specified to be evaluated at certain X events for items with specific tags. Note that item bindings get currently evaluated in the order that they are added. Bindings, callbacks, and binding substitutions are described in detail in loon’s documentation webpage, i.e. run \l_help("learn_R_bind")

Value

item binding id

See Also

l_bind_item_ids, l_bind_item_get, l_bind_item_delete, l_bind_item_reorder

---

Description

Remove a item binding

Usage

l_bind_item_delete(widget, id)

Arguments

- **widget**: widget path as a string or an object handle
- **id**: item binding id

Details

Bindings, callbacks, and binding substitutions are described in detail in loon’s documentation webpage, i.e. run \l_help("learn_R_bind")
l_bind_item_get

Get the event pattern and callback Tcl code of an item binding

Description

This function returns the registered event pattern and the Tcl callback code that the Tcl interpreter evaluates after an event occurs that matches the event pattern.

Usage

l_bind_item_get(widget, id)

Arguments

- widget: widget path as a string or as an object handle
- id: item binding id

Details

Bindings, callbacks, and binding substitutions are described in detail in loon’s documentation webpage, i.e. run l_help("learn_R_bind")

Value

Character vector of length two. First element is the event pattern, the second element is the Tcl callback code.

See Also

l_bind_item, l_bind_item_ids, l_bind_item_get, l_bind_item_reorder
l_bind_item_ids  

List item binding ids

Description
List all user added item binding ids

Usage
l_bind_item_ids(widget)

Arguments
widget     widget path as a string or as an object handle

Details
Bindings, callbacks, and binding substitutions are described in detail in loon’s documentation webpage, i.e. run l_help("learn_R_bind")

Value
vector with item binding ids

See Also
l_bind_item, l_bind_item_get, l_bind_item_delete, l_bind_item_reorder

l_bind_item_reorder  Reorder the item binding evaluation sequence

Description
The order the item bindings defines how they get evaluated once an event matches event patterns of multiple item bindings. Reordering item bindings has currently no effect. Item bindings are evaluated in the order in which they have been added.

Usage
l_bind_item_reorder(widget, ids)

Arguments
widget     widget path as a string or as an object handle
ids        new item binding id evaluation order, this must be a rearrangement of the elements returned by the l_bind_item_ids function.
Details

Bindings, callbacks, and binding substitutions are described in detail in loon’s documentation webpage, i.e. run `l_help("learn_R_bind")`

Value

vector with binding id evaluation order (same as the id argument)

See Also

`l_bind_layer, l_bind_item, l_bind_item_ids, l_bind_item_get, l_bind_item_delete`

---

**Description**

Creates a binding that evaluates a callback for particular changes in the collection of layers of a display.

**Usage**

```r
l_bind_layer(widget, event, callback)
```

**Arguments**

- **widget**
  - widget path as a string or as an object handle
- **event**
  - a vector with one or more of the following events: 'add', 'delete', 'move', 'hide', 'show', 'relabel'
- **callback**
  - callback function is an R function which is called by the Tcl interpreter if the event of interest happens. Note that in loon the callback functions support different optional arguments depending on the binding type, read the details for more information

**Details**

Bindings, callbacks, and binding substitutions are described in detail in loon’s documentation webpage, i.e. run `l_help("learn_R_bind")`

**Value**

layer binding id

**See Also**

`l_bind_layer_ids, l_bind_layer_get, l_bind_layer_delete, l_bind_layer_reorder`
l_bind_layer_delete

Delete a layer binding

Description
Remove a layer binding

Usage
l_bind_layer_delete(widget, id)

Arguments
widget          widget path as a string or as an object handle
id             layer binding id

Details
Bindings, callbacks, and binding substitutions are described in detail in loon’s documentation web-page, i.e. run l_help("learn_R_bind")

See Also
l_bind_layer, l_bind_layer_ids, l_bind_layer_get, l_bind_layer_reorder

l_bind_layer_get
Get the event pattern and callback Tcl code of a layer binding

Description
This function returns the registered event pattern and the Tcl callback code that the Tcl interpreter evaluates after a event occurs that matches the event pattern.

Usage
l_bind_layer_get(widget, id)

Arguments
widget          widget path as a string or as an object handle
id             layer binding id

Details
Bindings, callbacks, and binding substitutions are described in detail in loon’s documentation web-page, i.e. run l_help("learn_R_bind")
Value

Character vector of length two. First element is the event pattern, the second element is the Tcl callback code.

See Also

l_bind_layer, l_bind_layer_ids, l_bind_layer_delete, l_bind_layer_reorder

Description

List all user added layer binding ids

Usage

l_bind_layer_ids(widget)

Arguments

widget widget path as a string or as an object handle

Details

Bindings, callbacks, and binding substitutions are described in detail in loon’s documentation webpage, i.e. run l_help("learn_R_bind")

Value

vector with layer binding ids

See Also

l_bind_layer, l_bind_layer_get, l_bind_layer_delete, l_bind_layer_reorder
1_bind_layer_reorder

Reorder the layer binding evaluation sequence

Description

The order the layer bindings defines how they get evaluated once an event matches event patterns of multiple layer bindings.

Usage

1_bind_layer_reorder(widget, ids)

Arguments

- **widget**: widget path as a string or as an object handle
- **ids**: new layer binding id evaluation order, this must be a rearrangement of the elements returned by the `l_bind_layer_ids` function.

Details

Bindings, callbacks, and binding substitutions are described in detail in loon’s documentation webpage, i.e. run `l_help("learn_R_bind")`

Value

vector with binding id evaluation order (same as the id argument)

See Also

`l_bind_layer, l_bind_layer_ids, l_bind_layer_get, l_bind_layer_delete`

1_bind_navigator

Add a navigator binding

Description

Creates a binding that evaluates a callback for particular changes in the collection of navigators of a display.

Usage

1_bind_navigator(widget, event, callback)
**l_bind_navigator_delete**

Delete a navigator binding

**Description**

Remove a navigator binding

**Usage**

```r
l_bind_navigator_delete(widget, id)
```

**Arguments**

- `widget` widget path as a string or as an object handle
- `id` navigator binding id

**Details**

Bindings, callbacks, and binding substitutions are described in detail in loon’s documentation webpage, i.e. run `l_help("learn_R_bind")`

**See Also**

- `l_bind_navigator_ids`
- `l_bind_navigator_get`
- `l_bind_navigator_delete`
- `l_bind_navigator_reorder`
### l_bind_navigator_get

*Get the event pattern and callback Tcl code of a navigator binding*

**Description**

This function returns the registered event pattern and the Tcl callback code that the Tcl interpreter evaluates after a event occurs that matches the event pattern.

**Usage**

```r
l_bind_navigator_get(widget, id)
```

**Arguments**

- **widget**: widget path as a string or as an object handle
- **id**: navigator binding id

**Details**

Bindings, callbacks, and binding substitutions are described in detail in loon’s documentation webpage, i.e. run `l_help("learn_R_bind")`

**Value**

Character vector of length two. First element is the event pattern, the second element is the Tcl callback code.

**See Also**

`l_bind_navigator, l_bind_navigator_ids, l_bind_navigator_delete, l_bind_navigator_reorder`

### l_bind_navigator_ids

*List navigator binding ids*

**Description**

List all user added navigator binding ids

**Usage**

```r
l_bind_navigator_ids(widget)
```

**Arguments**

- **widget**: widget path as a string or as an object handle
Details

Bindings, callbacks, and binding substitutions are described in detail in loon's documentation webpage, i.e. run `l_help("learn_R_bind")`

Value

vector with navigator binding ids

See Also

`l_bind_navigator, l_bind_navigator_get, l_bind_navigator_delete, l_bind_navigator_reorder`

---

**l_bind_navigator_reorder**

*Reorder the navigator binding evaluation sequence*

---

**Description**

The order the navigator bindings defines how they get evaluated once an event matches event patterns of multiple navigator bindings.

**Usage**

```r
l_bind_navigator_reorder(widget, ids)
```

**Arguments**

- **widget**: widget path as a string or as an object handle
- **ids**: new navigator binding id evaluation order, this must be a rearrangement of the elements returned by the `l_bind_navigator_ids` function.

**Details**

Bindings, callbacks, and binding substitutions are described in detail in loon's documentation webpage, i.e. run `l_help("learn_R_bind")`

**Value**

vector with binding id evaluation order (same as the `id` argument)

**See Also**

`l_bind_navigator, l_bind_navigator_ids, l_bind_navigator_get, l_bind_navigator_delete`
Add a state change binding

**Description**

The callback of a state change binding is evaluated when certain states change, as specified at binding creation.

**Usage**

```r
l_bind_state(target, event, callback)
```

**Arguments**

- `target` either an object of class loon or a vector that specifies the widget, layer, glyph, navigator or context completely. The widget is specified by the widget path name (e.g. `/quotesingle.Var.l0.plot/quotesingle.Var`), the remaining objects by their ids.
- `event` vector with state names
- `callback` callback function is an R function which is called by the Tcl interpreter if the event of interest happens. Note that in loon the callback functions support different optional arguments depending on the binding type, read the details for more information

**Details**

Bindings, callbacks, and binding substitutions are described in detail in loon's documentation webpage, i.e. run `l_help("learn_R_bind")`

**Value**

state change binding id

**See Also**

`l_info_states, l_bind_state_ids, l_bind_state_get, l_bind_state_delete, l_bind_state_reorder`

Delete a state binding

**Description**

Remove a state binding

**Usage**

```r
l_bind_state_delete(target, id)
```
**l_bind_state_get**

**Arguments**

- **target**: either an object of class loon or a vector that specifies the widget, layer, glyph, navigator or context completely. The widget is specified by the widget path name (e.g. `.l0.plot`), the remaining objects by their ids.

- **id**: state binding id

**Details**

Bindings, callbacks, and binding substitutions are described in detail in loon’s documentation webpage, i.e. run `l_help("learn_R_bind")`

**See Also**

- `l_bind_state`
- `l_bind_state_ids`
- `l_bind_state_get`
- `l_bind_state_reorder`

---

**l_bind_state_get**  
Get the event pattern and callback Tcl code of a state binding

**Description**

This function returns the registered event pattern and the Tcl callback code that the Tcl interpreter evaluates after a event occurs that matches the event pattern.

**Usage**

```r
l_bind_state_get(target, id)
```

**Arguments**

- **target**: either an object of class loon or a vector that specifies the widget, layer, glyph, navigator or context completely. The widget is specified by the widget path name (e.g. `.l0.plot`), the remaining objects by their ids.

- **id**: state binding id

**Details**

Bindings, callbacks, and binding substitutions are described in detail in loon’s documentation webpage, i.e. run `l_help("learn_R_bind")`

**Value**

Character vector of length two. First element is the event pattern, the second element is the Tcl callback code.

**See Also**

- `l_bind_state`
- `l_bind_state_ids`
- `l_bind_state_delete`
- `l_bind_state_reorder`
l_bind_state_ids  
\textit{List state binding ids}

\textbf{Description}

List all user added state binding ids

\textbf{Usage}

\texttt{l_bind_state_ids(target)}

\textbf{Arguments}

\begin{itemize}
  \item [target] either an object of class loon or a vector that specifies the widget, layer, glyph, navigator or context completely. The widget is specified by the widget path name (e.g. '/Var.l0.plot'), the remaining objects by their ids.
\end{itemize}

\textbf{Details}

Bindings, callbacks, and binding substitutions are described in detail in loon’s documentation webpage, i.e. run \texttt{l_help("learn_R_bind")}

\textbf{Value}

vector with state binding ids

\textbf{See Also}

l_bind_state, l_bind_state_get, l_bind_state_delete, l_bind_state_reorder

\texttt{l_bind_state_reorder}  \textit{Reorder the state binding evaluation sequence}

\textbf{Description}

The order the state bindings defines how they get evaluated once an event matches event patterns of multiple state bindings.

\textbf{Usage}

\texttt{l_bind_state_reorder(target, ids)}
Arguments

target
either an object of class loon or a vector that specifies the widget, layer, glyph, navigator or context completely. The widget is specified by the widget path name (e.g. `.10.plot`), the remaining objects by their ids.

ids
new state binding id evaluation order, this must be a rearrangement of the elements returned by the `l_bind_state_ids` function.

Details

Bindings, callbacks, and binding substitutions are described in detail in loon’s documentation webpage, i.e. run `l_help("learn_R_bind")`

Value

vector with binding id evaluation order (same as the id argument)

See Also

`l_bind_state, l_bind_state_ids, l_bind_state_get, l_bind_state_delete`

---

`l_breaks`  
*Gets the boundaries of the histogram bins containing active points.*

Description

Queries the histogram and returns the ids of all active points in each bin that contains active points.

Usage

`l_breaks(widget)`

Arguments

widget
A loon histogram widget.

Value

A named list of the minimum and maximum values of the boundaries for each active bins in the histogram.

See Also

`l_getBinData, l_getBinIds, l_binCut`
l_cget

Query a Plot State

Description

All of loon’s displays have plot states. Plot states specify what is displayed, how it is displayed and if and how the plot is linked with other loon plots. Layers, glyphs, navigators and contexts have states too (also referred to as plot states). This function queries a single plot state.

Usage

l_cget(target, state)

Arguments

target
either an object of class loon or a vector that specifies the widget, layer, glyph, navigator or context completely. The widget is specified by the widget path name (e.g. '/Var.l0.plot'), the remaining objects by their ids.

state
state name

See Also

l_configure, l_info_states, l_create_handle

Examples

if(interactive()){
  p <- l_plot(iris, color = iris$Species)
  l_cget(p, "color")
  p['selected']
}

l_colorName

Get Color Names from the Hex Code

Description

Return the built-in color names by the given hex code.

Usage

l_colorName(color, error = TRUE, precise = FALSE)
Arguments

- **color**: A vector of 12 digit (tcl) or 6 (8 with transparency) digit color hex code, e.g. "#FFFFFF000000", "#FF0000"
- **error**: Suppose the input is not a valid color, if TRUE, an error will be returned; else the input vector will be returned.
- **precise**: Logical; When precise = FALSE, the name of the nearest built-in colour is returned. When precise = TRUE, the name is returned only if the minimum Euclidean distance is zero; otherwise the hex code of the colour is returned. See details.

Details

Function `colors` returns the built-in color names which `R` knows about. To convert a hex code to a real color name, we first convert these built-in colours and the hex code to RGB (red/green/blue) values (e.g., "black" -> \([0, 0, 0]\)). Then, using this RGB vector value, the closest (Euclidean distance) built-in colour is determined.

Matching is "precise" whenever the minimum distance is zero; otherwise it is "approximate", locating the nearest `R` colour.

Value

A vector of built-in color names

See Also

- `l_hexcolor`, `hex12tohex6`, `as_hex6color`

Examples

```r
l_colorName(c("#FFFF00000000", "#FF00FF", "blue"))

if(require(grid)) {
  # redGradient is a matrix of 20 different colors
  redGradient <- matrix(hcl(0, 80, seq(49, 68, 1)),
                         nrow=4, ncol=5, byrow = TRUE)
  # a color plate
  grid::grid.newpage()
  grid::grid.raster(redGradient,
                   interpolate = FALSE)

  # a "rough matching";
  r <- l_colorName(redGradient)
  # the color name of each row is identical...
  r
  grid::grid.newpage()
  # very different from the first plate
  grid::grid.raster(r, interpolate = FALSE)

  # a "precise matching";
  p <- l_colorName(redGradient, precise = TRUE)
```
# no built-in color names can be precisely matched...
#
## Not run:
# an error will be returned
l_colorName(c("foo", "bar", "red"))

# c("foo", "bar", "red") will be returned
l_colorName(c("foo", "bar", "#FFFF00000000"), error = FALSE)

## End(Not run)

---

**l_colRemoveAlpha**

Convert color representations having an alpha transparency level to 6 digit color representations

**Description**

Colors in the standard tk used by loon do not allow for alpha transparency. This function allows loon to use color palettes (e.g. `l_setColorList`) that produce colors with alpha transparency by simply using only the rgb.

**Usage**

```r
l_colRemoveAlpha(col)
```

**Arguments**

- `col` a vector of colors (potentially) containing an alpha level

**Examples**

```r
x <- l_colRemoveAlpha(rainbow(6))
# Also works with ordinary color string representations
# since it just extracts the rgb values from the colors.
x <- l_colRemoveAlpha(c("red", "blue", "green", "orange"))
x
```
l_compoundPaths  *Get the set of basic path types for loon plots.*

**Description**

Loon’s plots are constructed in TCL and identified with a path string appearing in the window containing the plot. The path string begins with a unique identifier for the plot and ends with a suffix describing the type of loon plot being displayed.

The path identifying the plot is the string concatenation of both the identifier and the type.

This function returns the set of the loon path types for compound loon plots.

**Usage**

`l_compoundPaths()`

**Value**

character vector of the compound path types.

**See Also**

`l_basePaths`, `l_loonWidgets`, `l_getFromPath`  

---

l_configure  *Modify one or multiple plot states*

**Description**

All of loon’s displays have plot states. Plot states specify what is displayed, how it is displayed and if and how the plot is linked with other loon plots. Layers, glyphs, navigators and contexts have states too (also referred to as plot states). This function modifies one or multiple plot states.

**Usage**

`l_configure(target, ...)`

**Arguments**

- **target**  
  either an object of class loon or a vector that specifies the widget, layer, glyph, navigator or context completely. The widget is specified by the widget path name (e.g. `.10.plot`), the remaining objects by their ids.

- **...**  
  state=value pairs

**See Also**

`l_cget`, `l_info_states`, `l_create_handle`
Examples

```r
if(interactive()){
  p <- l_plot(iris, color = iris$Species)
  l_configure(p, color='red')
  p['size'] <- ifelse(iris$Species == "versicolor", 2, 8)
}
```

---

`l_context_add_context2d`  

*Create a context2d navigator context*

---

**Description**

A context2d maps every location on a 2d space graph to a list of xvars and a list of yvars such that, while moving the navigator along the graph, as few changes as possible take place in xvars and yvars.

Contexts are in more detail explained in the webmanual accessible with `l_help`. Please read the section on context by running `l_help("learn_R_display_graph.html#contexts")`.

**Usage**

```r
l_context_add_context2d(navigator, ...)
```

**Arguments**

- `navigator`: navigator handle object
- `...`: arguments passed on to modify context states

**Value**

context handle

**See Also**

`l_info_states, l_context_ids, l_context_add_geodesic2d, l_context_add_slicing2d, l_context_getLabel, l_context_relabel`
**l_context_add_geodesic2d**

Create a geodesic2d navigator context

**Description**

Geodesic2d maps every location on the graph as an orthogonal projection of the data onto a two-dimensional subspace. The nodes then represent the sub-space spanned by a pair of variates and the edges either a 3d- or 4d-transition of one scatterplot into another, depending on how many variates the two nodes connected by the edge share (see Hurley and Oldford 2011). The geodesic2d context inherits from the context2d context.

Contexts are in more detail explained in the webmanual accessible with **l_help**. Please read the section on context by running **l_help("learn_R_display_graph.html#contexts")**.

**Usage**

```r
l_context_add_geodesic2d(navigator, ...)
```

**Arguments**

- `navigator`  
  navigator handle object

- `...`  
  arguments passed on to modify context states

**Value**

context handle

**See Also**

- `l_info_states, l_context_ids, l_context_add_context2d, l_context_add_slicing2d, l_context_getLabel, l_context_relabel`

---

**l_context_add_slicing2d**

Create a slicing2d navigator context

**Description**

The slicing2d context implements slicing using navigation graphs and a scatterplot to condition on one or two variables.

Contexts are in more detail explained in the webmanual accessible with **l_help**. Please read the section on context by running **l_help("learn_R_display_graph.html#contexts")**.
l_context_delete

Usage

l_context_add_slicing2d(navigator, ...)

Arguments

navigator
navigator handle object

... arguments passed on to modify context states

Value

context handle

Examples

if(interactive()){
  names(oliveAcids) <- c('p','p1','s','o','l1','a','e')
  nodes <- apply(combn(names(oliveAcids),2),2,
                 function(x)paste(x, collapse=':'))
  G <- completegraph(nodes)
  g <- l_graph(G)
  nav <- l_navigator_add(g)
  con <- l_context_add_slicing2d(nav, data=oliveAcids)

  # symmetric range proportion around nav['proportion']
  con['proportion'] <- 0.2

  con['conditioning4d'] <- "union"
  con['conditioning4d'] <- "intersection"
}

l_context_delete

Delete a context from a navigator

Description

Navigators can have multiple contexts. This function removes a context from a navigator.

Usage

l_context_delete(navigator, id)

Arguments

navigator navigator handle
id context id
\textit{l_context_getLabel}

\textbf{Details}

For more information run: \texttt{l\_help("learn\_R\_display\_graph.html\#contexts")}

\textbf{See Also}

\texttt{l\_context\_ids, l\_context\_add\_context2d, l\_context\_add\_geodesic2d, l\_context\_add\_slicing2d, l\_context\_getLabel, l\_context\_relabel}

---

\texttt{l\_context\_getLabel} \hspace{1cm} \textit{Query the label of a context}

\textbf{Description}

Context labels are eventually used in the context inspector. This function queries the label of a context.

\textbf{Usage}

\texttt{l\_context\_getLabel(navigator, id)}

\textbf{Arguments}

\begin{itemize}
  \item \texttt{navigator} : navigator handle
  \item \texttt{id} : context id
\end{itemize}

\textbf{Details}

For more information run: \texttt{l\_help("learn\_R\_display\_graph.html\#contexts")}

\textbf{See Also}

\texttt{l\_context\_getLabel, l\_context\_add\_context2d, l\_context\_add\_geodesic2d, l\_context\_add\_slicing2d, l\_context\_delete}
l_context_ids

List context ids of a navigator

Description
Navigators can have multiple contexts. This function list the context ids of a navigator.

Usage
l_context_ids(navigator)

Arguments
navigator navigator hanlde

Details
For more information run: l_help("learn_R_display_graph.html#contexts")

See Also
l_context_delete, l_context_add_context2d, l_context_add_geodesic2d, l_context_add_slicing2d,
l_context_getLabel, l_context_relabel

l_context_relabel Change the label of a context

Description
Context labels are eventually used in the context inspector. This function relabels a context.

Usage
l_context_relabel(navigator, id, label)

Arguments
navigator navigator hanlde
id context id
label context label shown

Details
For more information run: l_help("learn_R_display_graph.html#contexts")
See Also
l_context_getLabel, l_context_add_context2d, l_context_add_geodesic2d, l_context_add_slicing2d, l_context_delete

l_copyStates
A generic function to transfer the values of the states of one 'loon' structure to another.

Description
l_copyStates reads the values of the states of the 'source' and assigns them to the states of the same name on the 'target'.

Usage
l_copyStates(
    source,  
    target,  
    states = NULL,  
    exclude = NULL,  
    excludeBasicStates = TRUE,  
    returnNames = FALSE`
)

Arguments
- source: the 'loon' object providing the values of the states.
- target: the 'loon' object whose states are assigned the values of the 'sources' states of the same name.
- states: a character vector of the states to be copied. If 'NULL' (the default), then all states in common (excluding those identified by exclusion parameters) are copied from the 'source' to the 'target'.
- exclude: a character vector naming those common states to be excluded from copying. Default is NULL.
- excludeBasicStates: a logical indicating whether certain basic states are to be excluded from the copy (if 'TRUE', the default). These states include those derived from data variables (like "x", "xTemp", "zoomX", "panX", "deltaX", "xlabel", and the "y" counterparts) since these values determine coordinates in the plot and so are typically not to be copied. Similarly "swapAxes" is one of these basic states because in l_compound plots such as l_pairs() swapping axes can wreak havoc if unintended. Finally, an important pair of basic states to exclude are "linkingKey" and "linkingGroup" since such changes require proper synchronization. Setting 'excludeBasicStates = TRUE' is a simple way to avoid copying the values of these basic states. Setting 'excludeBasicStates = FALSE' will allow these to be copied as well.
returnNames    a logical to indicate whether to return the names of all states successfully copied for all plots. Default is ‘FALSE’

Value

a character vector of the names of the states successfully copied (for each plot whose states were affected), or NULL if none were copied or ‘returnNames == FALSE’.

See Also

l_saveStates  l_info_states  saveRDS

Examples

if(interactive()){
  # Source and target are `l_plots`
  p <- with(iris,
    l_plot(x = Sepal.Width, y = Petal.Width,
           color = Species, glyph = "ccircle",
           size = 10, showGuides = TRUE,
           title = "Edgar Anderson's Iris data"
      )
  )

  p2 <- with(iris,
    l_plot(x = Sepal.Length, y = Petal.Length,
           title = "Fisher's Iris data"
      )
  )

  # Copy the states of p to p2
  # First just the size and title
  l_copyStates(source = p, target = p2,
               states = c("size", "title")
      )

  # Copy all but those associated with the variables
  l_copyStates(source = p, target = p2)

  # Suppose p had a linkingGroup, say "Edgar"
  l_configure(p, linkingGroup = "Edgar", sync = "push")

  # To force this linkingGroup to be copied to a new plot
  p3 <- with(iris,
    l_plot(x = Sepal.Length, y = Petal.Length,
           title = "Fisher's Iris data"
      )
  )

  l_copyStates(source = p, target = p3,
               states = c("linkingGroup"),
               # To allow this to happen:
               excludeBasicStates = FALSE
      )
}
```r
h <- with(iris,
    l_hist((Petal.Width * Petal.Length),
         showStackedColors = TRUE,
         yshows = "density")
)
l_copyStates(source = p, target = h)

sa <- l_serialaxes(iris, axes = "parallel")
l_copyStates(p, sa)

pp <- l_pairs(iris, showHistograms = TRUE)
suppressWarnings(l_copyStates(p, pp))

pp2 <- l_pairs(iris,
    color = iris$Species,
    showGuides = TRUE,
    title = "Iris data",
    glyph = "ctriangle")
l_copyStates(pp2, pp)
l_copyStates(pp2, p)
}
```

---

### l_createCompoundGrob

For the target compound loon plot, creates the final grob from the class of the `target` and the `arrangeGrob.args`

---

**Description**

For the target compound loon plot, creates the final grob from the class of the `target` and the `arrangeGrob.args`

**Usage**

```r
l_createCompoundGrob(target, arrangeGrob.args)
```

**Arguments**

- `target` the (compound) loon plot
- `arrangeGrob.args` arguments as described by `gridExtra::arrangeGrob()`

**Value**

a grob (or list of grobs) that can be handed to `gTree()` as `children = gList(returnedValue)` as the final grob constructed for the compound loon plot. Default for an `l_compound` is to simply execute `gridExtra::arrangeGrob(arrangeGrob.args)`.
**Description**

This function can be used to create the loon object handles from a vector of the widget path name and the object ids (in the order of the parent-child relationships).

**Usage**

`l_create_handle(target)`

**Arguments**

- **target**: loon object specification (e.g. ".l0.plot")

**Details**

loon’s plot handles are useful to query and modify plot states via the command line.

For more information run: `l_help("learn_R_intro.html#re-creating-object-handles")`

**See Also**

`l_getFromPath`

**Examples**

```r
if(interactive()){

  # plot handle
  p <- l_plot(x=1:3, y=1:3)
  p_new <- l_create_handle(unclass(p))
  p_new['showScales']

  # glyph handle
  gl <- l_glyph_add_text(p, text=LETTERS[1:3])
  gl_new <- l_create_handle(c(as.vector(p), as.vector(gl)))
  gl_new['text']

  # layer handle
  l <- l_layer_rectangle(p, x=c(1,3), y=c(1,3), color='yellow', index='end')
  l_new <- l_create_handle(c(as.vector(p), as.vector(l)))
  l_new['color']

  # navigator handle
  g <- l_graph(linegraph(completegraph(LETTERS[1:3])))
  nav <- l_navigator_add(g)
  nav_new <- l_create_handle(c(as.vector(g), as.vector(nav)))

```
l_currentindex

Get layer-relative index of the item below the mouse cursor

Description
Checks if there is a visual item below the mouse cursor and if there is, it returns the index of the visual item’s position in the corresponding variable dimension of its layer.

Usage
l_currentindex(widget)

Arguments
widget widget path as a string or as an object handle

Details
For more details see l_help("learn_R_bind.html#item-bindings")

Value
index of the visual item’s position in the corresponding variable dimension of its layer

See Also
l_bind_item, l_currenttags

Examples
if(interactive()){
p <- l_plot(iris[,1:2], color=iris$Species)
printEntered <- function(W) {
  cat(paste('Entered point ', l_currentindex(W), '\n'))
}
printLeave <- function(W) {
  cat(paste('Left point ', l_currentindex(W), '\n'))
}
\texttt{l\\_currenttags} \hspace{1cm} \textit{Get tags of the item below the mouse cursor}

**Description**

Retrieves the tags of the visual item that at the time of the function evaluation is below the mouse cursor.

**Usage**

\texttt{l\\_currenttags(widget)}

**Arguments**

- \texttt{widget} \hspace{1cm} widget path as a string or as an object handle

**Details**

For more details see \texttt{l\\_help("learn\\_R\\_bind.html\\#item\\_bindings")}

**Value**

vector with item tags of visual

**See Also**

\texttt{l\\_bind\\_item}, \texttt{l\\_currentindex}

**Examples**

\begin{verbatim}
if(interactive()){

  printTags <- function(W) {
    print(l\\_currenttags(W))
  }

  p <- l\\_plot(x=1:3, y=1:3, title='Query Visual Item Tags')
  l\\_bind\\_item(p, 'all', '<ButtonPress>', function(W)printTags(W))
}
\end{verbatim}
1_data

Convert an R data.frame to a Tcl dictionary

Description

This is a helper function to convert an R data.frame object to a Tcl data frame object. This function is useful when changing a data state with l_configure.

Usage

l_data(data)

Arguments

data a data.frame object

Value

a string that represents with data.frame with a Tcl dictionary data structure.

1_export

Export a loon plot as an image

Description

The supported image formats are dependent on the system environment. Plots can always be exported to the PostScript format. Exporting displays as .pdfs is only possible when the command line tool epstopdf is installed. Finally, exporting to either png, jpg, bmp, tiff or gif requires the Img Tcl extension. When choosing one of the formats that depend on the Img extension, it is possible to export any Tk widget as an image including inspectors.

Usage

l_export(widget, filename, width, height)

Arguments

widget widget path as a string or as an object handle
filename path of output file
width image width in pixels
height image height in pixels
Details

Note that the CTRL-P key combination opens a dialog to export the graphic.
The native export format is to ps as this is what the Tk canvas offers. If the the $l_{\text{export}}$ fails with other formats then please resort to a screen capture method for the moment.

Value

path to the exported file

See Also

$l_{\text{export\_valid\_formats}}$, plot.loon

---

$l_{\text{export\_valid\_formats}}$

Return a list of the available image formats when exporting a loon plot

---

Description

The supported image formats are dependent on the system environment. Plots can always be exported to the Postscript format. Exporting displays as .pdfs is only possible when the command line tool epstopdf is installed. Finally, exporting to either png, jpg, bmp, tiff or gif requires the Img Tcl extension. When choosing one of the formats that depend on the Img extension, it is possible to export any Tk widget as an image including inspectors.

Usage

$l_{\text{export\_valid\_formats}}()$

Value

a vector with the image formats available for exporting a loon plot.

---

$l_{\text{facet}}$

Layout Facets across multiple panels

---

Description

It takes a loon widget and forms a matrix of loon widget facets.
Usage

l_facet(widget, by, on, layout = c("grid", "wrap", "separate"), ...)

## S3 method for class 'loon'
l_facet(
    widget,
    by,
    on,
    layout = c("grid", "wrap", "separate"),
    connectedScales = c("cross", "row", "column", "both", "x", "y", "none"),
    linkingGroup,
    nrow = NULL,
    ncol = NULL,
    inheritLayers = TRUE,
    labelLocation = c("top", "right"),
    labelBackground = "gray80",
    labelForeground = "black",
    labelBorderwidth = 2,
    labelRelief = c("groove", "flat", "raised", "sunken", "ridge", "solid"),
    plotWidth = 200,
    plotHeight = 200,
    parent = NULL,
    ...
)

## S3 method for class 'l_serialaxes'
l_facet(
    widget,
    by,
    on,
    layout = c("grid", "wrap", "separate"),
    linkingGroup,
    nrow = NULL,
    ncol = NULL,
    labelLocation = c("top", "right"),
    labelBackground = "gray80",
    labelForeground = "black",
    labelBorderwidth = 2,
    labelRelief = c("groove", "flat", "raised", "sunken", "ridge", "solid"),
    plotWidth = 200,
    plotHeight = 200,
    parent = NULL,
    ...
)

Arguments

widget A loon widget
by
loon plot can be separated by some variables into multiple panels. This argument can take a vector, a list of same lengths or a data.frame as input.
on
if the by is a formula, an optional data frame containing the variables in the by. If variables in by is not found in data, the variables are taken from environment(formula), typically the environment from which the function is called.
layout
layout facets as 'grid', 'wrap' or 'separate'
... named arguments to modify the 'loon' widget states
connectedScales
Determines how the scales of the facets are to be connected depending on which layout is used. For each value of layout, the scales are connected as follows:
  • layout = "wrap": Across all facets, when connectedScales is
    – "x", then only the "x" scales are connected
    – "y", then only the "y" scales are connected
    – "both", both "x" and "y" scales are connected
    – "none", neither "x" nor "y" scales are connected. For any other value, only the "y" scale is connected.
  • layout = "grid": Across all facets, when connectedScales is
    – "cross", then only the scales in the same row and the same column are connected
    – "row", then both "x" and "y" scales of facets in the same row are connected
    – "column", then both "x" and "y" scales of facets in the same column are connected
    – "x", then all of the "x" scales are connected (regardless of column)
    – "y", then all of the "y" scales are connected (regardless of row)
    – "both", both "x" and "y" scales are connected in all facets
    – "none", neither "x" nor "y" scales are connected in any facets.
linkingGroup
A linkingGroup for widgets. If missing, default would be a paste of "layout" and the current tk path number.
nrow
The number of layout rows
ncol
The number of layout columns
inheritLayers
Logical value. Should widget layers be inherited into layout panels?
labelLocation
Labels location.
  • Length two vector for layout grid. The first one is used to determine the position of column labels ('top' or 'bottom'). The second one is used to determine the position of row labels ('right' or 'left').
  • Length one vector for layout wrap, 'top' or 'bottom'.
labelBackgroundColor
Label background colour
labelForegroundColor
Label foreground colour
labelBorderWidth
Label border width
labelRelief  Label relief
plotWidth   default plot width (in pixels)
plotHeight  default plot height (in pixels)
parent      a valid Tk parent widget path. When the parent widget is specified (i.e. not
NULL) then the plot widget needs to be placed using some geometry manager
like tkpack or tkplace in order to be displayed. See the examples below.

Value

an ‘l_facet’ object (an ‘l_compound’ object), being a list with named elements, each representing
a separate interactive plot. The names of the plots should be self explanatory and a list of all plots
can be accessed from the ‘l_facet’ object via ‘l_getPlots()’. 

Examples

if(interactive()) {
  library(maps)
  p <- with(quakes, l_plot(long, lat, linkingGroup = "quakes"))
  p["color"][quakes$mag < 5 & quakes$mag >= 4] <- "lightgreen"
  p["color"][quakes$mag < 6 & quakes$mag >= 5] <- "lightblue"
  p["color"][quakes$mag >= 6] <- "firebrick"
  # A Fiji map
  NZFijiMap <- map("world2", regions = c("New Zealand", "Fiji"), plot = FALSE)
  l_layer(p, NZFijiMap,
    label = "New Zealand and Fiji",
    color = "forestgreen",
    index = "end")
  fp <- l_facet(p, by = "color", layout = "grid",
                linkingGroup = "quakes")
  size <- c(rep(50, 2), rep(25, 2), rep(50, 2))
  color <- c(rep("red", 3), rep("green", 3))
  p <- l_plot(x = 1:6, y = 1:6,
              size = size,
              color = color)
  g <- l_glyph_add_text(p, text = 1:6)
  p["glyph"] <- g
  on <- data.frame(Factor1 = c(rep("A", 3), rep("B", 3)),
                   Factor2 = rep(c("C", "D"), 3))
  cbind(on, size = size, color = color)
  fp <- l_facet(p, by = Factor1 ~ Factor2, on = on)
}

if(interactive()) {
  # serialaxes facets
  s <- l_serialaxes(iris[, -5], color = iris$Species)
  fs <- l_facet(s, layout = "wrap", by = iris$Species)
  # The linkingGroup can be printed or accessed by
  l_configure(s, linkingGroup = fs[[1]]["linkingGroup"], sync = "pull")
}
Get information on current bins from a histogram

Description
Queries the histogram and returns information about all active cases contained by the histogram’s bins.

Usage
l_getBinData(widget)

Arguments
widget A loon histogram widget.

Value
A nested list of the bins in the histogram which contain active points. Each bin is a list of the counts, the point indices, and the minimum (x0) and maximum (x1) of that bin. Loon histogram bins are open on the left and closed on the right by default, namely "[x0, x1)". The counts and the points further identify the number and ids of all points, those which are selected, and those of each colour in that bin (identified by their hex12 colour from tcl).

See Also
l_getBinIds, l_breaks, l_binCut

Gets the ids of the active points in each bin of a histogram

Description
Queries the histogram and returns the ids of all active points in each bin that contains active points.

Usage
l_getBinIds(widget)

Arguments
widget A loon histogram widget.

Value
A named list of the bins in the histogram and the ids of their active points.
See Also

l_getBinData, l_breaks, l_binCut

---

**l_getColorList**  
Get loon’s color mapping list

**Description**

The color mapping list is used by loon to convert nominal values to color values, see the documentation for `l_setColorList`.

**Usage**

```r
l_getColorList()
```

**Value**

a vector with hex-encoded colors

**See Also**

l_setColorList

---

**l_getFromPath**  
Create loon objects from path name

**Description**

This function can be used to create the loon objects from a valid widget path name. The main difference from `l_create_handle` is that `l_getFromPath` can take a loon compound widget path but `l_create_handle` cannot.

**Usage**

```r
l_getFromPath(target)
```

**Arguments**

- `target` loon object specification (e.g. ".l0.plot")

**Details**

For more information run: `l_help("learn_R_intro.html#re-creating-object-handles")`

**See Also**

l_create_handle l_loonWidgets
l_getGraph

Extract a loongraph or graph object from loon’s graph display

Description

The graph display represents a graph with the nodes, from, to, and isDirected plot states. This function creates a loongraph or a graph object using these states.

Usage

l_getGraph(widget, asloongraph = TRUE)

Arguments

widget a graph widget handle

asloongraph boolean, if TRUE then the function returns a loongraph object, otherwise the function returns a graph object defined in the graph R package.

Value

a loongraph or a graph object

See Also

l_graph, loongraph
The documentation for `l_getLinkedStates` and `l_getLocations` is as follows:

**l_getLinkedStates**  
*Query the States that are Linked with Loon’s Standard Linking Model*

**Description**

Loon’s standard linking model is based on three levels, the linkingGroup and linkingKey states and the used linkable states. See the details in the documentation for `l_setLinkedStates`.

**Usage**

```
l_getLinkedStates(widget)
```

**Arguments**

- `widget`: widget path as a string or as an object handle

**Value**

vector with state names that are linked states

**See Also**

`l_setLinkedStates`

---

The documentation for `l_getLocations` is as follows:

**l_getLocations**  
*For the target compound loon plot, determines location (only and excluding the grobs) arguments to pass to 'gridExtra::arrangeGrob()'*

**Description**

For the target compound loon plot, determines location (only and excluding the grobs) arguments to pass to 'gridExtra::arrangeGrob()'.

**Usage**

```
l_getLocations(target)
```

### S3 method for class 'l_facet'

```
l_getLocations(target)
```

### S3 method for class 'l_pairs'

```
l_getLocations(target)
```

### S3 method for class 'l_ts'

```
l_getLocations(target)
```
l_getOption

Arguments

target the (compound) loon plot whose locations are needed lay it out.

Value

a list of an appropriate subset of the named location arguments ‘c(“ncol”, “nrow”, "layout_matrix",
“heights”, “widths”). There are as many heights and widths as there are plots returned by l_getPlots();
these specify the relative height and width of each plot in the display. layout_matrix is an nrow
by ncol matrix whose entries identify the location of each plot in l_getPlots() by their index.

Examples

if(interactive()) {
  pp <- l_pairs(iris, showHistograms = TRUE)
  ll <- l_getLocations(pp)
  nplots <- length(l_getPlots(pp))
  # the plots returned by l_getPlots(pp) are positioned
  # in order by the layout_matrix
  ll$layout_matrix
}

l_getOption

Get the value of a loon display option

Description

All of loon’s displays access a set of common options. This function accesses and returns the current
value of the named option.

Usage

l_getOption(option)

Arguments

option the name of the option being queried.

Value

the value of the named option.

See Also

l_getOptionNames, l_userOptions, l_userOptionDefault, l_setOption
**Examples**

```r
l_getOption("background")
```

---

**l_getOptionNames**

*Get the names of all loon display options*

---

**Description**

All of loon’s displays access a set of common options. This function accesses and returns the names of all loon options.

**Usage**

```r
l_getOptionNames()
```

**Value**

a vector of all loon display option names.

**See Also**

`l_getOption`, `l_userOptions`, `l_userOptionDefault`, `l_setOption`

**Examples**

```r
l_getOptionNames()
```

---

**l_getPlots**

*For the target compound loon plot, determines all the loon plots in that compound plot.*

---

**Description**

For the target compound loon plot, determines all the loon plots in that compound plot.

**Usage**

```r
l_getPlots(target)
```

```r
## S3 method for class 'l_facet'

l_getPlots(target)
```

```r
## S3 method for class 'l_pairs'

l_getPlots(target)
```

```r
## S3 method for class 'l_ts'

l_getPlots(target)
```
l_getSavedStates

Arguments

target the (compound) loon plot to be laid out.

Value

a list of the named arguments and their values to be passed to `gridExtra::arrangeGrob()`.

Description

l_getSavedStates reads a file created by l_saveStates() containing the saved info states of a loon plot returning a loon object of class "l_savedStates". This is helpful, for example, when using RMarkdown or some other notebooking facility to recreate an earlier saved loon plot so as to present it in the document.

Note that if the plot saved was an "l_compound" then l_getSavedStates will return a list of the plots with each list item being the saved states of the corresponding plots.

Usage

l_getSavedStates(file = stop("missing name of file"), ...)

Arguments

file a connection or the name of the file where the "l_savedStates" R object is to be read from (as in readRDS()).

... further arguments passed to readRDS().

Value

a list of class ‘l_savedStates’ containing the states and their values. Also has an attribute ‘l_plot_class’ which contains the class vector of the plot ‘p’

See Also

l_getSavedStates l_copyStates l_info_states readRDS saveRDS

Examples

if(interactive()){
  # Suppose you have some plot that you created like
  p <- l_plot(iris, showGuides = TRUE)
  #
  # and coloured groups by hand (using the mouse and inspector)
  # so that you ended up with these colours:
Having determined the colours you could save them (and other states) in a file of your choice, here some tempfile:

```r
myFileName <- tempfile("myPlot", fileext = ".rds")
```

Save the named states of `p`:

```r
l_saveStates(p,
  states = c("color", "active", "selected"),
  file = myFileName)
```

These can later be retrieved and used on a new plot:

```r
p_new <- l_plot(iris, showGuides = TRUE)
p_saved_info <- l_getSavedStates(myFileName)
```

We can tell what kind of plot was saved:

```r
attr(p_saved_info, "l_plot_class")
```

The result is a list of class "l_savedStates" which contains the names of the

```r
p_new["color"] <- p_saved_info$color
```

The result is that `p_new` looks like `p` did:

```r
(p after your interactive exploration)
```

and can now be plotted as part of the document:

```r
plot(p_new)
```

For compound plots, the info states are saved for each plot:

```r
pp <- l_pairs(iris)
myPairsFile <- tempfile("myPairsPlot", fileext = ".rds")
```

Save the named states of `pp`:

```r
l_saveStates(pp,
  states = c("color", "active", "selected"),
  file = myPairsFile)
pairs_info <- l_getSavedStates(myPairsFile)
```

For compound plots, the info states for all constituent plots are saved. The result is a list of class "l_savedStates" whose elements are the named plots as "l_savedStates" themselves.

The names of the plots which were saved:

```r
names(pairs_info)
```

And the names of the info states whose values were saved for the first plot:

```r
names(pairs_info$x2y1)
```

While it is generally recommended to access (or assign) saved
# state values using the $ sign accessor, paying attention to the
# nested list structure of an "l_savedStates" object (especially for
# l_compound plots). R's square bracket notation [] has also been
# specialized to allow a syntactically simpler (but less precise)
# access to the contents of an l_savedStates object.
#
# For example,
p_saved_info["color"]
#
# returns the saved "color" as a vector of colours.
#
# In contrast,
pairs_info["x2y1"]
# returns the l_savedStates object of the states of the plot named "x2y1",
# but
pairs_info["color"]
# returns a LIST ofcolour vectors, by plot as they were named in pairs_info
#
# As a consequence, the following two are equivalent,
pairs_info["x2y1"]["color"]
# finds the value of "color" from an "l_savedStates" object
# whereas
pairs_info["color"][["x2y1"]]
# finds the value of "x2y1" from a "list" object
#
# Also, setting a state of an "l_savedStates" is possible
# (though not generally recommended; better to save the states again)
#
p_saved_info["color"] <- rep("red", 150)
# changes the saved state "color" on p_saved_info
# whereas
pairs_info["color"] <- rep("red", 150)
# will set the red color for any plot within pairs_info having "color" saved.
# In this way the assignment function via [] is trying to be clever
# for l_savedStates for compound plots and so may have unintentional
# consequences if the user is not careful.
#
# Generally, one does not want/need to change the value of saved states.
# Instead, the states would be saved again from the interactive plot
# if change is necessary.
# Alternatively, more nuanced and careful control is maintained using
# the $ selectors for lists.

---

**l_getScaledData**

**Data Scaling**

**Description**

Scaling the data set
l_getScaledData(
  data,
  sequence = NULL,
  scaling = c("variable", "observation", "data", "none"),
  displayOrder = NULL,
  reserve = FALSE,
  as.data.frame = FALSE
)

Arguments

- **data**: A data frame
- **sequence**: vector with variable names that are scaled. If NULL, it will be set as the whole column names (all data set will be scaled).
- **scaling**: one of 'variable', 'data', 'observation' or 'none' to specify how the data is scaled. See details
- **displayOrder**: the order of the display
- **reserve**: If TRUE, return the variables not shown in sequence as well; else only return the variables defined in sequence.
- **as.data.frame**: Return a matrix or a data.frame

Details

The scaling state defines how the data is scaled. The axes display 0 at one end and 1 at the other. For the following explanation assume that the data is in a nxp dimensional matrix. The scaling options are then

- **variable**: per column scaling
- **observation**: per row scaling
- **data**: whole matrix scaling
- **none**: do not scale

See Also

- **l_serialaxes**

Description

For the target (compound) loon plot, determines all arguments (i.e. including the grobs) to be passed to `gridExtra::arrangeGrob()` so as to determine the layout in 'grid' graphics.
Usage

l_get_arrangeGrobArgs(target)

Arguments

target the (compound) loon plot to be laid out.

Value

a list of the named arguments and their values to be passed to 'gridExtra::arrangeGrob()'.

---

l_glyphs_inspector Create a Glyphs Inspector

Description

Inspectors provide graphical user interfaces to oversee and modify plot states

Usage

l_glyphs_inspector(parent = NULL, ...)

Arguments

parent parent widget path
... state arguments

Value

widget handle

See Also

l_create_handle

Examples

if(interactive()){
  i <- l_glyphs_inspector()
}
l_glyphs_inspector_image

Create a Image Glyph Inspector

Description
Inspectors provide graphical user interfaces to oversee and modify plot states

Usage
l_glyphs_inspector_image(parent = NULL, ...)

Arguments
- parent: parent widget path
- ...: state arguments

Value
widget handle

See Also
l_create_handle

Examples
if(interactive()){
i <- l_glyphs_inspector_image()
}

l_glyphs_inspector_pointrange

Create a Pointrange Glyph Inspector

Description
Inspectors provide graphical user interfaces to oversee and modify plot states

Usage
l_glyphs_inspector_pointrange(parent = NULL, ...)

Arguments

parent parent widget path
...

Value

widget handle

See Also

l_create_handle

Examples

if(interactive()){
  i <- l_glyphs_inspector_pointrange()
}

---

l_glyphs_inspector_serialaxes

Create a Serialaxes Glyph Inspector

Description

Inspectors provide graphical user interfaces to oversee and modify plot states

Usage

l_glyphs_inspector_serialaxes(parent = NULL, ...)

Arguments

parent parent widget path
...

Value

widget handle

See Also

l_create_handle
Examples

```r
if(interactive()){
  i <- l_glyphs_inspector_text()
}
```

---

### l_glyphs_inspector_text

*Create a Text Glyph Inspector*

---

#### Description

Inspectors provide graphical user interfaces to oversee and modify plot states.

#### Usage

```r
l_glyphs_inspector_text(parent = NULL, ...)
```

#### Arguments

- `parent`  
  parent widget path
- `...`  
  state arguments

#### Value

widget handle

#### See Also

- `l_create_handle`

#### Examples

```r
if(interactive()){
  i <- l_glyphs_inspector_text()
}
```
Add non-primitive glyphs to a scatterplot or graph display

Description
Generic method for adding user-defined glyphs. See details for more information about non-primitive and primitive glyphs.

Usage
l_glyph_add(widget, type, ...)

Arguments
- widget: widget path as a string or as an object handle
- type: object used for method dispatch
- ...: arguments passed on to method

Details
The scatterplot and graph displays both have the n-dimensional state 'glyph' that assigns each data point or graph node a glyph (i.e. a visual representation).

Loon distinguishes between primitive and non-primitive glyphs: the primitive glyphs are always available for use whereas the non-primitive glyphs need to be first specified and added to a plot before they can be used.

The primitive glyphs are:

- 'circle', 'ocircle', 'ccircle'
- 'square', 'osquare', 'csquare'
- 'triangle', 'otriangle', 'ctriangle'
- 'diamond', 'odiamond', 'cdiamond'

Note that the letter 'o' stands for outline only, and the letter 'c' stands for contrast and adds an outline with the 'foreground' color (black by default).

The non-primitive glyph types and their creator functions are:

<table>
<thead>
<tr>
<th>Type</th>
<th>R creator function</th>
</tr>
</thead>
<tbody>
<tr>
<td>Text</td>
<td>l_glyph_add_text</td>
</tr>
<tr>
<td>Serialaxes</td>
<td>l_glyph_add_serialaxes</td>
</tr>
<tr>
<td>Pointranges</td>
<td>l_glyph_add_pointrange</td>
</tr>
<tr>
<td>Images</td>
<td>l_glyph_add_image</td>
</tr>
<tr>
<td>Polygon</td>
<td>l_glyph_add_polygon</td>
</tr>
</tbody>
</table>

When adding non-primitive glyphs to a display, the number of glyphs needs to match the dimension n of the plot. In other words, a glyph needs to be defined for each observations. See in the examples.
Currently loon does not support compound glyphs. However, it is possible to construct an arbitrary glyph using any system and save it as a png and then re-import them as as image glyphs using \texttt{l_glyph_add_image}.

For more information run: \texttt{l_help("learn_R_display_plot.html#glyphs")}

\textbf{Value}

String with glyph id. Every set of non-primitive glyphs has an id (character).

\textbf{See Also}

\texttt{l_glyph_add_text}, \texttt{l_make_glyphs}

Other glyph functions: \texttt{l_glyph_add.default()}, \texttt{l Glyph_add_image()}, \texttt{l Glyph_add_pointrange()}, \texttt{l Glyph_add_polygon()}, \texttt{l Glyph_add_serialaxes()}, \texttt{l Glyph_add_text()}, \texttt{l Glyph_delete()}, \texttt{l Glyph_getLabel()}, \texttt{l Glyph_getType()}, \texttt{l Glyph_ids()}, \texttt{l Glyph_relabel()}, \texttt{l PrimitiveGlyphs()}

\textbf{Examples}

\begin{verbatim}
if(interactive()){

  # Simple Example with Text Glyphs
  p <- with(olive, l_plot(stearic, eicosenoic, color=Region))
  g <- l_glyph_add_text(p, text=olive$Area, label="Area")
  p['glyph'] <- g

  # Not run:
  demo("l_glyphs", package="loon")

  # End(Not run)

  # create a plot that demonstrates the primitive glyphs and the text glyphs
  p <- l_plot(x=1:15, y=rep(0,15), size=10, showLabels=FALSE)
  text_glyph <- l_glyph_add_text(p, text=letters [1:15])
  p['glyph'] <- c(
    'circle', 'ocircle', 'ccircle',
    'square', 'osquare', 'csquare',
    'triangle', 'otriangle', 'ctriangle',
    'diamond', 'odiamond', 'cdiamond',
    rep(text_glyph, 3)
  )
}
\end{verbatim}

\texttt{l_glyph_add.default} \hspace{1cm} \textit{Default method for adding non-primitive glyphs}

\textbf{Description}

Generic function to write new glyph types using loon's primitive glyphs
Usage

```
## Default S3 method:
l_glyph_add(widget, type, label = "", ...)  
```

Arguments

- `widget`: widget path as a string or as an object handle
- `type`: loon-native non-primitive glyph type, one of 'text', 'serialaxes', 'image', '[polygon', or 'pointrange'
- `label`: label of a glyph (currently shown only in the glyph inspector)
- `...`: state arguments

See Also

Other glyph functions: `l_glyph_add_image()`, `l_glyph_add_pointrange()`, `l_glyph_add_polygon()`, `l_glyph_add_serialaxes()`, `l_glyph_add_text()`, `l_glyph_add()`, `l_glyph_delete()`, `l_glyph_getLabel()`, `l_glyph_getType()`, `l_glyph_ids()`, `l_glyph_relabel()`, `l_primitiveGlyphs()`

---

### l_glyph_add_image

Add an image glyphs

Description

Image glyphs are useful to show pictures or other sophisticated compound glyphs. Note that images in the Tk canvas support transparency.

Usage

```
l_glyph_add_image(widget, images, label = "", ...)  
```

Arguments

- `widget`: widget path as a string or as an object handle
- `images`: Tk image references, see the `l_image_import_array` and `l_image_import_files` helper functions.
- `label`: label of a glyph (currently shown only in the glyph inspector)
- `...`: state arguments

Details

For more information run: `l_help("learn_R_display_plot.html#images")`
Add a Pointrange Glyph

Description

Pointrange glyphs show a filled circle at the x-y location and also a y-range.

Usage

```r
l_glyph_add_pointrange(
  widget,
  ymin,
  ymax,
  linewidth = 1,
  showArea = TRUE,
  label = "",
  ...
)
```

Arguments

- **widget**: widget path as a string or as an object handle.
- **ymin**: vector with lower y-value of the point range.
- **ymax**: vector with upper y-value of the point range.
- **linewidth**: line width in pixel.
Add one polygon per scatterplot point.

Usage

\[
\text{l_glyph_add_polygon}( \\
\quad \text{widget}, \\
\quad \text{x}, \\
\quad \text{y}, \\
\quad \text{linewidth} = 1, \\
\quad \text{showArea} = \text{TRUE}, \\
\quad \text{label} = "", \\
\quad \ldots \\
\)
\]

Arguments

- \text{widget}: widget path as a string or as an object handle
- \text{x}: nested list of x-coordinates of polygons (relative to ), one list element for each scatterplot point.
- \text{y}: nested list of y-coordinates of polygons, one list element for each scatterplot point.
- \text{linewidth}: width of the polygon outline
- \text{showArea}: boolean, show a filled point or just the outline point
- \text{label}: label of a glyph (currently shown only in the glyph inspector)
- \ldots: state arguments
linewidth linewidth of outline.
showArea boolean, show a filled polygon or just the outline
label label of a glyph (currently shown only in the glyph inspector)
...

Details
A polygon can be a useful point glyph to visualize arbitrary shapes such as airplanes, animals and shapes that are not available in the primitive glyph types (e.g. cross). The \texttt{l_glyphs} demo has an example of polygon glyphs which we reuse here.

See Also
\texttt{l_glyph_add}

Other glyph functions: \texttt{l_glyph_add.default()}, \texttt{l_glyph_add_image()}, \texttt{l_glyph_add_pointrange()}, \texttt{l_glyph_add_serialaxes()}, \texttt{l_glyph_add_text()}, \texttt{l_glyph_add()}, \texttt{l_glyph_delete()}, \texttt{l_glyph_getLabel()}, \texttt{l_glyph_getType()}, \texttt{l_glyph_ids()}, \texttt{l_glyph_relabel()}, \texttt{l_primitiveGlyphs()}

Examples
if(interactive()){
  x_star <-
  c(-0.000864304235090734, 0.292999135695765, 0.949870354364736,
    0.474503025664823, 0.586862575626621, -0.000864304235090734,
    -0.586430423509075, -0.474070872947277, -0.94943820247191,
    -0.29256698357822)
y_star <-
  c(-1, -0.403630077787381, -0.308556611927398, 0.153846153846154,
    0.808556611927398, 0.499567847882455, 0.808556611927398,
    0.153846153846154, -0.308556611927398, -0.403630077787381)
x_cross <-
  c(-0.258931143762604, -0.258931143762604, -0.950374531835206,
    -0.950374531835206, -0.258931143762604, -0.258931143762604,
    0.259651397291847, 0.259651397291847, 0.948934024776722,
    0.948934024776722, 0.259651397291847, 0.259651397291847)
y_cross <-
  c(-0.950374531835206, -0.258931143762604, -0.258931143762604,
    0.259651397291847, 0.259651397291847, 0.948934024776722,
    0.948934024776722, 0.259651397291847, 0.259651397291847,
    -0.258931143762604, -0.258931143762604, -0.258931143762604)
x_hexagon <-
  c(0.773552290406223, 0, -0.773552290406223, -0.773552290406223,
    0, 0.773552290406223)
y_hexagon <-
  c(0.446917314894843, 0.894194756554307, 0.446917314894843,
    -0.44763756842085, -0.892754249495822, -0.44763756842085)
  p <- l_plot(1:3, 1:3)
```r
gl <- l_glyph_add_polygon(p, 
  x = list(x_star, x_cross, x_hexagon),
  y = list(y_star, y_cross, y_hexagon))

p['glyph'] <- gl

gl['showArea'] <- FALSE
```

---

**Description**

Serialaxes glyph show either a star glyph or a parallel coordinate glyph for each point.

**Usage**

```r
lGlyph_add_serialaxes(
  widget, 
  data, 
  sequence, 
  linewidth = 1, 
  scaling = "variable", 
  axesLayout = "radial", 
  showAxes = FALSE, 
  andrews = FALSE, 
  axesColor = "gray70", 
  showEnclosing = FALSE, 
  bboxColor = "gray70", 
  label = "",
  ...
)
```

**Arguments**

- `widget`  
  widget path as a string or as an object handle
- `data`  
  a data frame with numerical data only
- `sequence`  
  vector with variable names that defines the axes sequence
- `linewidth`  
  linewidth of outline
- `scaling`  
  one of 'variable', 'data', 'observation' or 'none' to specify how the data is scaled. 
  See Details and Examples for more information.
- `axesLayout`  
  either "radial" or "parallel"
- `showAxes`  
  boolean to indicate whether axes should be shown or not
- `andrews` 
  Andrew's curve (a 'Fourier' transformation)
l_glyph_add_text

Add a Text Glyph

Description

Each text glyph can be a multilime string.

Usage

l_glyph_add_text(widget, text, label = "", ...) 

Arguments

widget 

widget path as a string or as an object handle

text 

the text strings for each observation. If the object is a factor then the labels get extracted with as.character.

label 

label of a glyph (currently shown only in the glyph inspector)

... 

state arguments

See Also

l_glyph_add

Other glyph functions: l_glyph_add.default(), l_glyph_add_image(), l_glyph_add_pointrange(), l_glyph_add_polygon(), l_glyph_add_serialaxes(), l_glyph_add(), l_glyph_delete(), l_glyph_getLabel(), l_glyph_getType(), l_glyph_ids(), l_glyph_relabel(), l_primitiveGlyphs()
Examples

```r
if(interactive()){
  p <- l_plot(iris, color = iris$Species)
  g <- l_glyph_add_text(p, iris$Species, "test_label")
  p['glyph'] <- g
}
```

---

### l_glyph_delete

**Delete a Glyph**

Delete a glyph from the plot.

**Usage**

```r
l_glyph_delete(widget, id)
```

**Arguments**

- **widget**: widget path as a string or as an object handle
- **id**: glyph id

**See Also**

- `l_glyph_add`
- Other glyph functions: `l_glyph_add.default()`, `l_glyph_add_image()`, `l_glyph_add_pointrange()`, `l_glyph_add_polygon()`, `l_glyph_add_serialaxes()`, `l_glyph_add_text()`, `l_glyph_add()`, `l_glyph_getLabel()`, `l_glyph_getType()`, `l_glyph_ids()`, `l_glyph_relabel()`, `l_primitiveGlyphs()`

---

### l_glyph_getLabel

**Get Glyph Label**

Returns the label of a glyph

**Usage**

```r
l_glyph_getLabel(widget, id)
```

**Arguments**

- **widget**: widget path as a string or as an object handle
- **id**: glyph id
See Also

1_glyph_add, 1_glyph_ids, 1_glyph_relabel

Other glyph functions: 1_glyph_add.default(), 1_glyph_add_image(), 1_glyph_add_pointrange(), 1_glyph_add_polygon(), 1_glyph_add_serialaxes(), 1_glyph_add_text(), 1_glyph_add(), 1_glyph_delete(), 1_glyph_getType(), 1_glyph_ids(), 1_glyph_relabel(), 1_primitiveGlyphs()

---

1_glyph_getType  

*Get Glyph Type*

**Description**

Query the type of a glyph

**Usage**

1_glyph_getType(widget, id)

**Arguments**

<table>
<thead>
<tr>
<th>Argument</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>widget</td>
<td>widget path as a string or as an object handle</td>
</tr>
<tr>
<td>id</td>
<td>glyph id</td>
</tr>
</tbody>
</table>

See Also

1_glyph_add

Other glyph functions: 1_glyph_add.default(), 1_glyph_add_image(), 1_glyph_add_pointrange(), 1_glyph_add_polygon(), 1_glyph_add_serialaxes(), 1_glyph_add_text(), 1_glyph_add(), 1_glyph_delete(), 1_glyph_getLabel(), 1_glyph_ids(), 1_glyph_relabel(), 1_primitiveGlyphs()

---

1_glyph_ids  

*List glyphs ids*

**Description**

List all the non-primitive glyph ids attached to display.

**Usage**

1_glyph_ids(widget)

**Arguments**

<table>
<thead>
<tr>
<th>Argument</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>widget</td>
<td>widget path as a string or as an object handle</td>
</tr>
</tbody>
</table>
See Also

\texttt{l_glyph_relabel}

Other glyph functions: \texttt{l_glyph_add.default()}, \texttt{l_glyph_add_image()}, \texttt{l_glyph_add_pointrange()}, \texttt{l_glyph_add_polygon()}, \texttt{l_glyph_add_serialaxes()}, \texttt{l_glyph_add_text()}, \texttt{l_glyph_add()}, \texttt{l_glyph_delete()}, \texttt{l_glyph_getLabel()}, \texttt{l_glyph_getType()}, \texttt{l_glyph_relabel()}, \texttt{l_primitiveGlyphs()}

\begin{verbatim}

\end{verbatim}

\texttt{l_glyph_relabel} \hspace{2cm} \textit{Relabel Glyph}

\begin{verbatim}

\end{verbatim}

Description

Change the label of a glyph. Note that the label is only displayed in the glyph inspector.

Usage

\texttt{l_glyph_relabel(widget, id, label)}

Arguments

\begin{itemize}
\item \texttt{widget} \hspace{2cm} widget path as a string or as an object handle
\item \texttt{id} \hspace{2cm} glyph id
\item \texttt{label} \hspace{2cm} new label
\end{itemize}

See Also

Other glyph functions: \texttt{l_glyph_add.default()}, \texttt{l_glyph_add_image()}, \texttt{l_glyph_add_pointrange()}, \texttt{l_glyph_add_polygon()}, \texttt{l_glyph_add_serialaxes()}, \texttt{l_glyph_add_text()}, \texttt{l_glyph_add()}, \texttt{l_glyph_delete()}, \texttt{l_glyph_getLabel()}, \texttt{l_glyph_getType()}, \texttt{l_glyph_relabel()}, \texttt{l_primitiveGlyphs()}

Examples

\begin{verbatim}

if(interactive()){

  p <- l_plot(iris, color = iris$Species)
  g <- l_glyph_add_text(p, iris$Species, "test_label")
  p['glyph'] <- g
  l_glyph_relabel(p, g, "Species")
}

\end{verbatim}
Generic function to create an interactive graph display

**Description**

Interactive graphs in loon are currently most often used for navigation graphs.

**Usage**

```r
l_graph(nodes, ...)
```

```r
## S3 method for class 'graph'
l_graph(nodes, ...)
```

```r
## S3 method for class 'loongraph'
l_graph(nodes, ...)
```

```r
## Default S3 method:
l_graph(nodes = "", from = "", to = "", isDirected = FALSE, parent = NULL, ...)
```

**Arguments**

- `nodes`: object for method dispatch
- `...`: arguments passed on to methods
- `from`: vector with node names of the from-to pairs for edges
- `to`: vector with node names of the from-to pairs for edges
- `isDirected`: a boolean state to specify whether these edges have directions
- `parent`: parent widget of graph display

**Details**

For more information run: `l_help("learn_R_display_graph.html#graph")`

**Value**

Graph handle

**See Also**

Other related graph objects, `loongraph`, `completegraph`, `linegraph`, `complement`, `as.graph`

Advanced usage `l_navgraph`, `l_ng_plots`, `l_ng_ranges`
Examples

```r
if(interactive()) {
  G <- completegraph(nodes=names(iris))
  LG <- linegraph(G, sep=":")
  g <- l_graph(LG)
}
```

---

1_graphswitch

Create a graphswitch widget

Description

The graphswitch provides a graphical user interface for changing the graph in a graph display interactively.

Usage

`1_graphswitch(activewidget = "", parent = NULL, ...)`

Arguments

- `activewidget` widget handle of a graph display
- `parent` parent widget path
- `...` widget states

Details

For more information run: `1_help("learn_R_display_graph.html#graph-switch-widget")`

See Also

`1_graphswitch_add, 1_graphswitch_ids, 1_graphswitch_delete, 1_graphswitch_relabel, 1_graphswitch_getLabel, 1_graphswitch_move, 1_graphswitch_reorder, 1_graphswitch_set, 1_graphswitch_get`
l_graphswitch_add.default

Add a graph to a graphswitch widget

Description

This is a generic function to add a graph to a graphswitch widget.

Usage

l_graphswitch_add(widget, graph, ...)

Arguments

widget       widget path as a string or as an object handle
graph        a graph or a loongraph object
...          arguments passed on to method

Details

For more information run: l_help("learn_R_display_graph.html#graph-switch-widget")

Value

id for graph in the graphswitch widget

See Also

l_graphswitch

l_graphswitch_add.default

Add a graph that is defined by node names and a from-to edges list

Description

This default method uses the loongraph display states as arguments to add a graph to the graphswitch widget.
Usage

```r
## Default S3 method:
l_graphswitch_add(
  widget,
  graph,
  from,
  to,
  isDirected,
  label = "",
  index = "end",
  ...
)
```

Arguments

- **widget**: graphswitch widget handle (or widget path)
- **graph**: a vector with the node names, i.e. this argument gets passed on as the nodes argument to create a `loongraph` like object
- **from**: vector with node names of the from-to pairs for edges
- **to**: vector with node names of the from-to pairs for edges
- **isDirected**: boolean to indicate whether the from-to-list defines directed or undirected edges
- **label**: string with label for graph
- **index**: position of graph in the graph list
- **...**: additional arguments are not used for this method

Value

- id for graph in the graphswitch widget

See Also

- `l_graphswitch`

---

### l_graphswitch_add.graph

*Add a graph to the graphswitch widget using a graph object*

Description

Graph objects are defined in the graph R package.

Usage

```r
## S3 method for class 'graph'
l_graphswitch_add(widget, graph, label = "", index = "end", ...)
```
Arguments

- `widget`: graphswitch widget handle (or widget path)
- `graph`: a graph object created with the functions in the `graph` R package.
- `label`: string with label for graph
- `index`: position of graph in the graph list
- `...`: additional arguments are not used for this method

Value

id for graph in the graphswitch widget

See Also

`l_graphswitch`
### l_graphswitch_delete

Delete a graph from the graphswitch widget

**Description**

Remove a graph from the graphswitch widget.

**Usage**

```
 l_graphswitch_delete(widget, id)
```

**Arguments**

- `widget` graphswitch widget handle (or widget path)
- `id` of the graph

**See Also**

- `l_graphswitch`

### l_graphswitch_get

Return a Graph as a loongraph Object

**Description**

Graphs can be extracted from the graphswitch widget as loongraph objects.

**Usage**

```
 l_graphswitch_get(widget, id)
```

**Arguments**

- `widget` graphswitch widget handle (or widget path)
- `id` of the graph

**See Also**

- `l_graphswitch`, `loongraph`
l_graphswitch_getLabel

Query Label of a Graph in the Graphswitch Widget

Description

The graphs in the graphswitch widgets have labels. Use this function to query the label of a graph.

Usage

l_graphswitch_getLabel(widget, id)

Arguments

widget  graphswitch widget handle (or widget path)
id  of the graph

See Also

l_graphswitch_ids

List the ids of the graphs in the graphswitch widget

Description

Every graph in the graphswitch widget has an id. This function returns these ids preserving the order of how the graphs are listed in the graphswitch.

Usage

l_graphswitch_ids(widget)

Arguments

widget  graphswitch widget handle (or widget path)
**l_graphswitch_move**  
*Move a Graph in the Graph List*

**Description**
Change the position in of a graph in the graphswitch widget.

**Usage**
```c
l_graphswitch_move(widget, id, index)
```

**Arguments**
- **widget**: graphswitch widget handle (or widget path)
- **id**: of the graph
- **index**: position of the graph as a positive integer, "start" and "end" are also valid keywords.

**See Also**
- `l_graphswitch`

---

**l_graphswitch_relabel**  
*Relabel a Graph in the Graphswitch Widget*

**Description**
The graphs in the graphswitch widgets have labels. Use this function the relabel a graph.

**Usage**
```c
l_graphswitch_relabel(widget, id, label)
```

**Arguments**
- **widget**: graphswitch widget handle (or widget path)
- **id**: of the graph
- **label**: string with label of graph

**See Also**
- `l_graphswitch`
l_graphswitch_reorder  Reorder the Positions of the Graphs in the Graph List

Description
Define a new graph order in the graph list.

Usage
l_graphswitch_reorder(widget, ids)

Arguments

- widget  graphswitch widget handle (or widget path)
- ids  vector with all graph ids from the graph widget. Use l_graphswitch_ids to query the ids.

See Also
l_graphswitch

l_graphswitch_set  Change the Graph shown in the Active Graph Widget

Description
The activewidget state holds the widget handle of a graph display. This function replaces the graph in the activewidget with one of the graphs in the graphswitch widget.

Usage
l_graphswitch_set(widget, id)

Arguments

- widget  graphswitch widget handle (or widget path)
- id  of the graph

See Also
l_graphswitch
Create a Graph Inspector

Description
Inpectors provide graphical user interfaces to oversee and modify plot states

Usage
l_graph_inspector(parent = NULL, ...)

Arguments
parent parent widget path
... state arguments

Value
widget handle

See Also
l_create_handle

Examples
if(interactive()){  
i <- l_graph_inspector()  
}

Create a Graph Analysis Inspector

Description
Inpectors provide graphical user interfaces to oversee and modify plot states

Usage
l_graph_inspector_analysis(parent = NULL, ...)

Arguments
parent parent widget path
... state arguments
Value

widget handle

See Also

l_create_handle

Examples

```r
if(interactive()){
  i <- l_graph_inspector_navigators()
}
```

---

**l_graph_inspector_navigators**

*Create a Graph Navigator Inspector*

**Description**

Inspectors provide graphical user interfaces to oversee and modify plot states.

**Usage**

```r
l_graph_inspector_navigators(parent = NULL, ...)
```

**Arguments**

- `parent` parent widget path
- `...` state arguments

**Value**

widget handle

**See Also**

l_create_handle

**Examples**

```r
if(interactive()){
  i <- l_graph_inspector_navigators()
}
```
**1_help**

*Open a browser with loon’s combined (TCL and R) documentation website*

**Description**

1_help opens a browser with the relevant page on the official combined loon documentation website at https://great-northern-diver.github.io/loon/1_help/.

**Usage**

```r
1_help(page = "index", ...)
```

**Arguments**

- **page**: relative path to a page, the .html part may be omitted
- **...**: arguments forwarded to browseURL, e.g. to specify a browser

**See Also**

help, 1_web for R manual or web R manual

**Examples**

```r
## Not run:
1_help()
1_help("learn_R_intro")
1_help("learn_R_display_hist")
1_help("learn_R_bind")
# jump to a section
1_help("learn_R_bind.html#list-reorder-delete-bindings")

## End(Not run)
```

---

**1_hexcolor**

*Convert color names to their 12 digit hexadecimal color representation*

**Description**

Color names in loon will be mapped to colors according to the Tk color specifications and are normalized to a 12 digit hexadecimal color representation.

**Usage**

```r
1_hexcolor(color)
```
Arguments

- `color`: a vector with color names

Value

- a character vector with the 12 digit hexadecimal color strings.

See Also

- `as_hex6color`, `hex12tohex6`, `l_colorName`

Examples

```r
if(interactive()){
  p <- l_plot(1:2)
  p[['color']] <- 'red'
  p[['color']]
  l_hexcolor('red')
}
```

---

**l_hist**

Create an interactive histogram

Description

`l_hist` is a generic function for creating interactive histogram displays that can be linked with `loon`'s other displays.

Usage

```r
l_hist(x, ...)
```

## Default S3 method:

```r
l_hist(
  x, 
  yshows = c("frequency", "density"),
  by = NULL,
  on,
  layout = c("grid", "wrap", "separate"),
  connectedScales = c("cross", "row", "column", "both", "x", "y", "none"),
  origin = NULL,
  binwidth = NULL,
  showStackedColors = TRUE,
  showBinHandle = FALSE,
  color = l_getOption("color"),
  active = TRUE,
)```
l_hist

selected = FALSE,
xlabel = NULL,
showLabels = TRUE,
showScales = FALSE,
showGuides = TRUE,
parent = NULL,
...
)

## S3 method for class 'factor'
l_hist(
  x,
  showFactors = length(unique(x)) < 25L,
  factorLabelAngle,
  factorLabelSize = 12,
  factorLabelColor = l_getOption("foreground"),
  factorLabelY = 0,
  ...
)

## S3 method for class 'character'
l_hist(
  x,
  showFactors = length(unique(x)) < 25L,
  factorLabelAngle,
  factorLabelSize = 12,
  factorLabelColor = l_getOption("foreground"),
  factorLabelY = 0,
  ...
)

## S3 method for class 'data.frame'
l_hist(x, ...)

## S3 method for class 'matrix'
l_hist(x, ...)

## S3 method for class 'list'
l_hist(x, ...)

## S3 method for class 'table'
l_hist(x, ...)

## S3 method for class 'array'
l_hist(x, ...)

Arguments

x vector with numerical data to perform the binning on x,
... named arguments to modify the histogram plot states or layouts, see details.

yshow one of "frequency" (default) or "density"

by loon plot can be separated by some variables into multiple panels. This argument can take a formula, an dimensional state names (see l_nDimStateNames) an n-dimensional vector and data.frame or a list of same lengths n as input.

on if the x or by is a formula, an optional data frame containing the variables in the x or by. If the variables are not found in data, they are taken from environment, typically the environment from which the function is called.

layout layout facets as 'grid', 'wrap' or 'separate'

connectedScales Determines how the scales of the facets are to be connected depending on which layout is used. For each value of layout, the scales are connected as follows:

• layout = "wrap": Across all facets, when connectedScales is
  - "x", then only the "x" scales are connected
  - "y", then only the "y" scales are connected
  - "both", both "x" and "y" scales are connected
  - "none", neither "x" nor "y" scales are connected. For any other value, only the "y" scale is connected.
• layout = "grid": Across all facets, when connectedScales is
  - "cross", then only the scales in the same row and the same column are connected
  - "row", then both "x" and "y" scales of facets in the same row are connected
  - "column", then both "x" and "y" scales of facets in the same column are connected
  - "x", then all of the "x" scales are connected (regardless of column)
  - "y", then all of the "y" scales are connected (regardless of row)
  - "both", both "x" and "y" scales are connected in all facets
  - "none", neither "x" nor "y" scales are connected in any facets.

origin numeric scalar to define the binning origin

binwidth a numeric scalar to specify the binwidth If NULL binwidth is set using David Scott's rule when x is numeric (namely 3.49 * sd(x)/(n ^ (1/3)) if sd(x) > 0 and 1 if sd(x) == 0) and using the minimum numerical difference between factor levels when x is a factor or a character vector (coerced to factor).

showStackedColors if TRUE (default) then bars will be coloured according to colours of the points; if FALSE, then the bars will be a uniform colour except for highlighted points.

showBinHandle If TRUE, then an interactive "bin handle" appears on the plot whose movement resets the origin and the binwidth. Default is FALSE

color colour fills of bins; colours are repeated until matching the number x. Default is found using l_getOption("color").

active a logical determining whether points appear or not (default is TRUE for all points). If a logical vector is given of length equal to the number of points, then it identifies which points appear (TRUE) and which do not (FALSE).
selected: a logical determining whether points appear selected at first (default is FALSE for all points). If a logical vector is given of length equal to the number of points, then it identifies which points are (TRUE) and which are not (FALSE).

xlabel: label to be used on the horizontal axis. If NULL, an attempt at a meaningful label inferred from x will be made.

showLabels: logical to determine whether axes label (and title) should be presented.

showScales: logical to determine whether numerical scales should be presented on both axes.

showGuides: logical to determine whether to present background guidelines to help determine locations.

parent: a valid Tk parent widget path. When the parent widget is specified (i.e. not NULL) then the plot widget needs to be placed using some geometry manager like tkpack or tkplace in order to be displayed. See the examples below.

showFactors: whether to show the factor labels (unique strings in x) as a layer on the plot. If FALSE, the factor labels are hidden and can be turned on from the "layers" tab on the inspector.

factorLabelAngle: is the angle of rotation (in degrees) for the factor labels. If not specified, an angle of 0 is chosen if there are fewer than 10 labels; labels are rotated 90 degrees if there are 10 or more. This can also be a numeric vector of length equal to the number of factor labels.

factorLabelSize: is the font size for the factor labels (default 12).

factorLabelColor: is the colour to be used for the factor labels. (default is l_getOption("foreground")). Can also be a vector equal to that of the number of factor labels.

factorLabelY: either a single number, or a numeric vector of length equal to the number of factor labels, determining the y coordinate(s) for the factor labels.

Details

For more information run: l_help("learn_R_display_hist")

• Note that when changing the yshows state from 'frequency' to 'density' you might have to use l_scaleto_world to show the complete histogram in the plotting region.

• Some arguments to modify layouts can be passed through, e.g. "separate", "byrow", etc. Check l_facet to see how these arguments work.

Value

if the argument by is not set, a loon widget will be returned; else an l_facet object (a list) will be returned and each element is a loon widget displaying a subset of interest.

See Also

Turn interactive loon plot static loonGrob, grid.loon, plot.loon.

Other loon interactive states: l_info_states(), l_plot(), l_serialaxes(), l_state_names(), names.loon()
Examples

```r
if(interactive()){

  h <- l_hist(iris$Sepal.Length)
  names(h)
  h["xlabel"] <- "Sepal length"
  h["showOutlines"] <- FALSE
  h["yshows"] <- "density"
  l_scaleto_plot(h)

  h["showStackedColors"] <- TRUE
  h["color"] <- iris$Species
  h["showStackedColors"] <- FALSE
  h["showOutlines"] <- TRUE
  h["showGuides"] <- FALSE

  # link another plot with the previous plot
  h["linkingGroup"] <- "iris_data"
  h2 <- with(iris, l_hist(Petal.Width,
                           linkingGroup="iris_data",
                           showStackedColors = TRUE))

  # Get an R (grid) graphics plot of the current loon plot
  plot(h)
  # or with more control about grid parameters
  grid.loon(h)
  # or to save the grid data structure (grob) for later use
  hg <- loonGrob(h)
}
```

---

**l_hist_inspector**  
*Create a Histogram Inspector*

---

**Description**

Inspectors provide graphical user interfaces to oversee and modify plot states

**Usage**

```r
l_hist_inspector(parent = NULL, ...)
```

**Arguments**

- `parent` : parent widget path
- `...` : state arguments
**l_hist_inspector_analysis**

Create a Histogram Analysis Inspector

**Description**

Inspectors provide graphical user interfaces to oversee and modify plot states.

**Usage**

```r
l_hist_inspector_analysis(parent = NULL, ...)```

**Arguments**

- `parent` : parent widget path
- `...` : state arguments

**Value**

widget handle

**See Also**

`l_create_handle`

**Examples**

```r
if(interactive()){
  i <- l_hist_inspector()
}
```
Description

Loon provides a simple image viewer to browse through the specified tcl image objects. The simple GUI supports either the use of the mouse or left and right arrow keys to switch the images to the previous or next image in the specified image vector. The images are resized to fill the viewer window.

Usage

l_imageviewer(tclimages)

Arguments

tclimages Vector of tcl image object names.

Value

the tclimages vector is returned

Examples

if(interactive()){

  img2 <- tkimage.create('photo', width=200, height=150)
tcl(img2, 'put', 'yellow', '-to', 0, 0, 199, 149)
tcl(img2, 'put', 'green', '-to', 40, 20, 130, 40)
  img3 <- tkimage.create('photo', width=500, height=100)
tcl(img3, 'put', 'orange', '-to', 0, 0, 499, 99)
tcl(img3, 'put', 'green', '-to', 40, 80, 350, 95)

  l_imageviewer(c(tclvalue(img2), tclvalue(img3)))
}

1_image_import_array Import Greyscale Images as Tcl images from an Array

Description

Import image greyscale data (0-255) with each image saved as a row or column of an array.
l_image_import_files

Usage

l_image_import_array(
  array,
  width,
  height,
  img_in_row = TRUE,
  invert = FALSE,
  rotate = 0
)

Arguments

array of 0-255 grayscale value data.
width of images in pixels.
height of images in pixels.
img_in_row logical, TRUE if every row of the array represents an image
invert logical, for "invert=FALSE" 0=white, for "invert=TRUE" 0=black
rotate the image: one of 0, 90, 180, or 270 degrees.

Details

Images in tcl are managed by the tcl interpreter and made accessible to the user via a handle, i.e. a function name of the form image1, image2, etc.

For more information run: l_help("learn_R_display_plot.html#images")

Value

vector of image object names

Examples

## Not run:
# see
demo("l_ng_images_frey_LLE")
## End(Not run)

1_image_import_files Import Image Files as Tk Image Objects

Description

Note that the supported image file formats depend on whether the Img Tk extension is installed.
l_info_states

Retrieve Information about the States of a Loon Widget

Description

Loon’s built-in object documentation. Can be used with every loon object that has plot states including plots, layers, navigators, contexts. This is a generic function.

Usage

l_info_states(target, states = "all")

Arguments

target either an object of class loon or a vector that specifies the widget, layer, glyph, navigator or context completely. The widget is specified by the widget path name (e.g. ".10.plot"), the remaining objects by their ids.

states vector with names of states. 'all' is treated as a keyword and results in returning information on all plot states

Value

a named nested list with one element per state. The list elements are also named lists with type, dimension, defaultvalue, and description elements containing the respective information.

See Also

Other loon interactive states: l_hist(), l_plot(), l_serialaxes(), l_state_names(), names.loon()
Examples

```r
if(interactive()){

  p <- l_plot(iris, linkingGroup="iris")
  i <- l_info_states(p)
  names(p)
  names(i)
  i$selectBy

  l <- l_layer_rectangle(p, x=range(iris[,1]), y=range(iris[,2]), color="")
  l_info_states(l)

  h <- l_hist(iris$Sepal.Length, linkingGroup="iris")
  l_info_states(h)

}
```

---

1_isLoonWidget  \hspace{1cm} \textit{Check if a widget path is a valid loon widget}

**Description**

This function can be useful to check whether a loon widget is has been closed by the user.

**Usage**

```r
1_isLoonWidget(widget)
```

**Arguments**

- `widget`: widget path as a string or as an object handle

**Value**

boolean, TRUE if the argument is a valid loon widget path, FALSE otherwise

---

1_layer  \hspace{1cm} \textit{Loon layers}

**Description**

Loon supports layering of visuals and groups of visuals. The 1_layer function is a generic method.

**Usage**

```r
1_layer(widget, x, ...)
```
Arguments

widget

widget path as a string or as an object handle

x

for UseMethod: an object whose class will determine the method to be dispatched.

... additional arguments, often state definition for the basic layering function

Details

Loon’s displays that use the main graphics model (i.e. histogram, scatterplot and graph displays) support layering of visual information. The following table lists the layer types and functions for layering on a display.

<table>
<thead>
<tr>
<th>Type</th>
<th>Description</th>
<th>Creator Function</th>
</tr>
</thead>
<tbody>
<tr>
<td>group</td>
<td>a group can be a parent of other layers</td>
<td><code>l_layer_group</code></td>
</tr>
<tr>
<td>polygon</td>
<td>one polygon</td>
<td><code>l_layer_polygon</code></td>
</tr>
<tr>
<td>text</td>
<td>one text string</td>
<td><code>l_layer_text</code></td>
</tr>
<tr>
<td>line</td>
<td>one line (i.e. connected line segments)</td>
<td><code>l_layer_line</code></td>
</tr>
<tr>
<td>rectangle</td>
<td>one rectangle</td>
<td><code>l_layer_rectangle</code></td>
</tr>
<tr>
<td>oval</td>
<td>one oval</td>
<td><code>l_layer_oval</code></td>
</tr>
<tr>
<td>points</td>
<td>n points (filled) circle</td>
<td><code>l_layer_points</code></td>
</tr>
<tr>
<td>texts</td>
<td>n text strings</td>
<td><code>l_layer_text</code></td>
</tr>
<tr>
<td>polygons</td>
<td>n polygons</td>
<td><code>l_layer_polygons</code></td>
</tr>
<tr>
<td>rectangles</td>
<td>n rectangles</td>
<td><code>l_layer_rectangles</code></td>
</tr>
<tr>
<td>lines</td>
<td>n sets of connected line segments</td>
<td><code>l_layer_lines</code></td>
</tr>
<tr>
<td>smooth</td>
<td>fitted smooth line</td>
<td><code>l_layer_smooth</code></td>
</tr>
<tr>
<td>rasterImage</td>
<td>one raster image</td>
<td><code>l_layer_rasterImage</code></td>
</tr>
<tr>
<td>heatImage</td>
<td>one heat image</td>
<td><code>l_layer_heatImage</code></td>
</tr>
<tr>
<td>contourLines</td>
<td>contour lines</td>
<td><code>l_layer_contourLines</code></td>
</tr>
</tbody>
</table>

Every layer within a display has a unique id. The visuals of the data in a display present the default layer of that display and has the layer id `\"Var\"`. For example, the `\"Var\"` layer of a scatterplot display visualizes the scatterplot glyphs. Functions useful to query layers are

<table>
<thead>
<tr>
<th>Function</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>l_layer_ids</code></td>
<td>List layer ids</td>
</tr>
<tr>
<td><code>l_layer_getType</code></td>
<td>Get layer type</td>
</tr>
</tbody>
</table>

Layers are arranged in a tree structure with the tree root having the layer id ‘root’. The rendering order of the layers is according to a depth-first traversal of the layer tree. This tree also maintains a label and a visibility flag for each layer. The layer tree, layer ids, layer labels and the visibility of each layer are visualized in the layers inspector. If a layer is set to be invisible then it is not rendered on the display. If a group layer is set to be invisible then all its children are not rendered; however, the visibility flag of the children layers remain unchanged. Relevant functions are:

<table>
<thead>
<tr>
<th>Function</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>l_layer_getParent</code></td>
<td>Get parent layer id of a layer</td>
</tr>
</tbody>
</table>
1_layer

<table>
<thead>
<tr>
<th>Function</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>l_layer_getChildren</td>
<td>Get children of a group layer</td>
</tr>
<tr>
<td>l_layer_index</td>
<td>Get the order index of a layer among its siblings</td>
</tr>
<tr>
<td>l_layer_printTree</td>
<td>Print out the layer tree</td>
</tr>
<tr>
<td>l_layer_move</td>
<td>Move a layer</td>
</tr>
<tr>
<td>l_layer_lower</td>
<td>Switch the layer place with its sibling to the right</td>
</tr>
<tr>
<td>l_layer_raise</td>
<td>Switch the layer place with its sibling to the left</td>
</tr>
<tr>
<td>l_layer_demote</td>
<td>Moves the layer up to be a left sibling of its parent</td>
</tr>
<tr>
<td>l_layer_promote</td>
<td>Moves the layer to be a child of its right group layer sibling</td>
</tr>
<tr>
<td>l_layer_hide</td>
<td>Set the layers visibility flag to FALSE</td>
</tr>
<tr>
<td>l_layer_show</td>
<td>Set the layers visibility flag to TRUE</td>
</tr>
<tr>
<td>l_layer_isVisible</td>
<td>Return visibility flag of layer</td>
</tr>
<tr>
<td>l_layer_groupVisibility</td>
<td>Returns logical value for whether layer is actually seen</td>
</tr>
<tr>
<td>l_layer_delete</td>
<td>Delete a layer. If the layer is a group move all its children layers to the layers parent.</td>
</tr>
<tr>
<td>l_layer_expunge</td>
<td>Delete layer and all its children layer.</td>
</tr>
<tr>
<td>l_layer_getLabel</td>
<td>Get layer label.</td>
</tr>
<tr>
<td>l_layer_relabel</td>
<td>Change layer label.</td>
</tr>
<tr>
<td>l_layer_bbox</td>
<td>Get the bounding box of a layer.</td>
</tr>
</tbody>
</table>

All layers have states that can be queried and modified using the same functions as the ones used for displays (i.e. \( l_cget, l_configure \), `\([` and `\([<\)`). The last group of layer types in the above table have n-dimensional states, where the actual value of \( n \) can be different for every layer in a display.

The difference between the model layer and the other layers is that the model layer has a selected state, responds to selection gestures and supports linking.

For more information run: `l_help("learn_R_layer")`

### Value

layer object handle, layer id

### See Also

1_info_states, 1_scaleto_layer, 1_scaleto_world;
some 1_layer S3 methods: 1_layer.density, 1_layer.map, 1_layer.SpatialPolygonsDataFrame, 1_layer.SpatialPolygons, 1_layer.Polygons, 1_layer.Polygon, 1_layer.SpatialLinesDataFrame, 1_layer.SpatialLines, 1_layer.Lines, 1_layer.Line, 1_layer.SpatialPointsDataFrame, 1_layer.SpatialPoints

### Examples

```r
if(interactive()){

# 1_layer is a generic method
newFoo <- function(x, y, ...) {
  r <- list(x=x, y=y, ...)
  class(r) <- "foo"
  return(r)
}
```
l_layer.density

Layer Method for Kernel Density Estimation

Description

Layer a line that represents a kernel density estimate.

Usage

```r
## S3 method for class 'density'
l_layer(widget, x, ...)
```

Arguments

- `widget` widget path as a string or as an object handle
- `x` object from `density` of class "density"
- `...` additional arguments, often state definition for the basic layering function

Value

layer object handle, layer id

See Also

density
Examples

```r
if(interactive()){
  d <- density(faithful$eruptions, bw = "sj")
  h <- l_hist(x = faithful$eruptions, yshows="density")
  l <- l_layer.density(h, d, color="steelblue", linewidth=3)
  # or l <- l_layer(h, d, color="steelblue", linewidth=3)
}
```

---

1_layer.Line

*Layer line in Line object*

Description

Methods to plot map data defined in the sp package

Usage

```r
## S3 method for class 'Line'
1_layer(widget, x, ...)  
```

Arguments

- `widget` : widget widget path as a string or as an object handle
- `x` : an object defined in the sp class
- `...` : arguments forwarded to the relative `l_layer` function

Details

Note that currently loon does neither support holes and ring directions.

Value

layer id

References

Applied Spatial Data Analysis with R by Bivand, Roger S. and Pebesma, Edzer and Gomez-Rubio and Virgilio

See Also

sp, l_layer
Examples

```r
if (interactive()) {

  if (requireNamespace("rworldmap", quietly = TRUE)) {
    world <- rworldmap::getMap(resolution = "coarse")
    p <- l_plot()
    lmap <- l_layer(p, world, asSingleLayer=TRUE)
    l_scaleto_world(p)
    attr(lmap, 'hole')
    attr(lmap, 'NAME')
  }
}
```

---

**l_layer.Lines**

*Layer lines in Lines object*

### Description

Methods to plot map data defined in the *sp* package

### Usage

```r
## S3 method for class 'Lines'
l_layer(widget, x, asSingleLayer = TRUE, ...)
```

### Arguments

- `widget` widget widget path as a string or as an object handle
- `x` an object defined in the *sp* class
- `asSingleLayer` If TRUE then prefer a single layer over groups with nested 1-dimensinal layers
- `...` arguments forwarded to the relative *l_layer* function

### Details

Note that currently loon does neither support holes and ring directions.

### Value

layer id

### References

*Applied Spatial Data Analysis with R* by Bivand, Roger S. and Pebesma, Edzer and Gomez-Rubio and Virgilio
l_layer.map

See Also

sp, l_layer

Examples

if (interactive()) {

  if (requireNamespace("rworldmap", quietly = TRUE)) {
    world <- rworldmap::getMap(resolution = "coarse")
    p <- l_plot()
    lmap <- l_layer(p, world, asSingleLayer=TRUE)
    l_scaleto_world(p)
    attr(lmap, 'hole')
    attr(lmap, 'NAME')
  }
}

l_layer.map  

Add a Map of class map as Drawings to Loon plot

Description

The maps library provides some map data in polygon which can be added as drawings (currently with polygons) to Loon plots. This function adds map objects with class map from the maps library as background drawings.

Usage

## S3 method for class 'map'
l_layer(
  widget,
  x,
  color = "",
  linecolor = "black",
  linewidth = 1,
  label,
  parent = "root",
  index = 0,
  asSingleLayer = TRUE,
  ...
)

Arguments

widget  

widget path as a string or as an object handle

x  

a map object of class map as defined in the maps R package
l_layer.Polygon

Layer polygon in Polygon object

Description

Methods to plot map data defined in the sp package

Usage

```r
## S3 method for class 'Polygon'
l_layer(widget, x, ...)
```
l_layer.Polygons

Description

Methods to plot map data defined in the sp package

Usage

```r
## S3 method for class 'Polygons'
l_layer(widget, x, asSingleLayer = TRUE, ...)
```
Arguments

widget  widget widget path as a string or as an object handle
x      an object defined in the sp class
asSingleLayer  If TRUE then prefer a single layer over groups with nested 1-dimensinal layers
...  arguments forwarded to the relative l_layer function

Details

Note that currently loon does neither support holes and ring directions.

Value

layer id

References

Applied Spatial Data Analysis with R by Bivand, Roger S. and Pebesma, Edzer and Gomez-Rubio and Virgilio

See Also

sp, l_layer

Examples

if (interactive()) {
  if (requireNamespace("rworldmap", quietly = TRUE)) {
    world <- rworldmap::getMap(resolution = "coarse")
    p <- l_plot()
    lmap <- l_layer(p, world, asSingleLayer=TRUE)
    l_scaleto_world(p)
    attr(lmap, 'hole')
    attr(lmap, 'NAME')
  }
}

l_layer.SpatialLines  Layer lines in SpatialLines object

Description

Methods to plot map data defined in the sp package

Usage

## S3 method for class 'SpatialLines'
l_layer(widget, x, asSingleLayer = TRUE, ...)

Arguments

- **widget**: widget widget path as a string or as an object handle
- **x**: an object defined in the `sp` class
- **asSingleLayer**: If TRUE then prefer a single layer over groups with nested 1-dimensional layers
- **...**: arguments forwarded to the relative `l_layer` function

Details

Note that currently loon does neither support holes and ring directions.

Value

layer id

References

Applied Spatial Data Analysis with R by Bivand, Roger S. and Pebesma, Edzer and Gomez-Rubio and Virgilio

See Also

`sp`, `l_layer`

Examples

```r
if (interactive()) {
  if (requireNamespace("rworldmap", quietly = TRUE)) {
    world <- rworldmap::getMap(resolution = "coarse")
    p <- l_plot()
    lmap <- l_layer(p, world, asSingleLayer=TRUE)
    l_scaleto_world(p)
    attr(lmap, "hole")
    attr(lmap, "NAME")
  }
}
```

Description

Methods to plot map data defined in the `sp` package
Usage

## S3 method for class 'SpatialLinesDataFrame'

l_layer(widget, x, asSingleLayer = TRUE, ...)

Arguments

widget

widget widget path as a string or as an object handle

x

an object defined in the sp class

asSingleLayer

If TRUE then prefer a single layer over groups with nested 1-dimensinal layers

... arguments forwarded to the relative l_layer function

Details

Note that currently loon does neither support holes and ring directions.

Value

layer id

References

Applied Spatial Data Analysis with R by Bivand, Roger S. and Pebesma, Edzer and Gomez-Rubio and Virgilio

See Also

sp, l_layer

Examples

if (interactive()) {

if (requireNamespace("rworldmap", quietly = TRUE)) {

world <- rworldmap::getMap(resolution = "coarse")
p <- l_plot()
lmap <- l_layer(p, world, asSingleLayer=TRUE)
l_scaleto_world(p)
attr(lmap,"hole")
attr(lmap,"NAME")
}
}
**Description**

Methods to plot map data defined in the *sp* package.

**Usage**

```r
## S3 method for class 'SpatialPoints'
l_layer(widget, x, asMainLayer = FALSE, ...)
```

**Arguments**

- `widget` - widget widget path as a string or as an object handle
- `x` - an object defined in the *sp* class
- `asMainLayer` - if TRUE and the widget is a scatterplot widget, then points can be chosen to be added to the 'model' layer
- `...` - arguments forwarded to the relative `l_layer` function

**Details**

Note that currently loon does neither support holes and ring directions.

**Value**

layer id

**References**

Applied Spatial Data Analysis with R by Bivand, Roger S. and Pebesma, Edzer and Gomez-Rubio and Virgilio

**See Also**

*sp, l_layer*

**Examples**

```r
if (interactive()) {

if (requireNamespace("rworldmap", quietly = TRUE)) {
  world <- rworldmap::getMap(resolution = "coarse")
  p <- l_plot()
  lmap <- l_layer(p, world, asSingleLayer=TRUE)
  l_scaleto_world(p)
  attr(lmap,'hole')
}
Description

Methods to plot map data defined in the sp package

Usage

```r
## S3 method for class 'SpatialPointsDataFrame'
l_layer(widget, x, asMainLayer = FALSE, ...)
```

Arguments

- `widget` widget widget path as a string or as an object handle
- `x` an object defined in the sp class
- `asMainLayer` if TRUE and the widget is a scatterplot widget, then points can be chosen to be added to the 'model' layer
- `...` arguments forwarded to the relative `l_layer` function

Details

Note that currently loon does neither support holes and ring directions.

Value

layer id

References

Applied Spatial Data Analysis with R by Bivand, Roger S. and Pebesma, Edzer and Gomez-Rubio and Virgilio

See Also

`sp`, `l_layer`
**Examples**

```r
if (interactive()) {
  if (requireNamespace("rworldmap", quietly = TRUE)) {
    world <- rworldmap::getMap(resolution = "coarse")
    p <- l_plot()
    lmap <- l_layer(p, world, asSingleLayer=TRUE)
    l_scaleto_world(p)
    attr(lmap, "hole")
    attr(lmap, "NAME")
  }
}
```

---

**l_layer.SpatialPolygons**

*Layer polygons in SpatialPolygons object*

---

**Description**

Methods to plot map data defined in the sp package

**Usage**

```r
## S3 method for class 'SpatialPolygons'
l_layer(widget, x, asSingleLayer = TRUE, ...)
```

**Arguments**

- `widget` widget widget path as a string or as an object handle
- `x` an object defined in the sp class
- `asSingleLayer` If TRUE then prefer a single layer over groups with nested 1-dimensinal layers
- `...` arguments forwarded to the relative l_layer function

**Details**

Note that currently loon does neither support holes and ring directions.

**Value**

layer id

**References**

Applied Spatial Data Analysis with R by Bivand, Roger S. and Pebesma, Edzer and Gomez-Rubio and Virgilio
See Also

sp, l_layer

Examples

if (interactive()) {
  if (requireNamespace("rworldmap", quietly = TRUE)) {
    world <- rworldmap::getMap(resolution = "coarse")
    p <- l_plot()
    lmap <- l_layer(p, world, asSingleLayer=TRUE)
    l_scaleto_world(p)
    attr(lmap,'hole')
    attr(lmap,'NAME')
  }
}

l_layer.SpatialPolygonsDataFrame

Layer polygons in SpatialPolygonDataFrame

Description

Methods to plot map data defined in the sp package

Usage

## S3 method for class 'SpatialPolygonsDataFrame'
l_layer(widget, x, asSingleLayer = TRUE, ...)

Arguments

widget widget widget path as a string or as an object handle
x an object defined in the sp class
asSingleLayer If TRUE then prefer a single layer over groups with nested 1-dimensinal layers
... arguments forwarded to the relative l_layer function

Details

Note that currently loon does neither support holes and ring directions.

Value

layer id
l_layers_inspector

Create a Layers Inspector

Description

Inspectors provide graphical user interfaces to oversee and modify plot states

Usage

l_layers_inspector(parent = NULL, ...)

Arguments

parent

parent widget path

... state arguments

Value

widget handle

See Also

l_create_handle
Examples

if(interactive()){
  i <- l_layers_inspector()
}

l_layer_bbox
Get the bounding box of a layer.

Description

The bounding box of a layer returns the coordinates of the smallest rectangle that encloses all the elements of the layer.

Usage

l_layer_bbox(widget, layer = "root")

Arguments

widget       widget path or layer object of class 'l_layer'
layer        layer id. If the widget argument is of class 'l_layer' then the layer argument is not used

Value

Numeric vector of length 4 with (xmin, ymin, xmax, ymax) of the bounding box

Examples

if(interactive()){
  p <- with(iris, l_plot(Sepal.Length ~ Sepal.Width, color=Species))
  l_layer_bbox(p, layer='model')
  l <- l_layer_rectangle(p, x=0:1, y=30:31)
  l_layer_bbox(p, l)
  l_layer_bbox(p, 'root')
}


Description

This function is a wrapper around `contourLines` that adds the contour lines to a loon plot which is based on the cartesian coordinate system.

Usage

```r
l_layer_contourLines(
  widget,
  x = seq(0, 1, length.out = nrow(z)),
  y = seq(0, 1, length.out = ncol(z)),
  z,
  nlevels = 10,
  levels = pretty(range(z, na.rm = TRUE), nlevels),
  asSingleLayer = TRUE,
  parent = "root",
  index = "end",
  ...
)
```

Arguments

- `widget` widget path as a string or as an object handle
- `x, y` As described in `grDevices::contourLines`: locations of grid lines at which the values in `z` are measured. These must be in ascending order. By default, equally spaced values from 0 to 1 are used. If `x` is a list, its components `x$x` and `x$y` are used for `x` and `y`, respectively. If the list has component `z` this is used for `z`.
- `z` As described in `grDevices::contourLines`: a matrix containing the values to be plotted (NA s are allowed). Note that `x` can be used instead of `z` for convenience.
- `nlevels` As described in `grDevices::contourLines`: number of contour levels desired if `levels` is not supplied.
- `levels` As described in `grDevices::contourLines`: numeric vector of levels at which to draw contour lines.
- `asSingleLayer` if TRUE a lines layer is used for the line, otherwise if FALSE a group with nested line layers for each line is created.
- `parent` a valid Tk parent widget path. When the parent widget is specified (i.e. not NULL) then the plot widget needs to be placed using some geometry manager like `tkpack` or `tkplace` in order to be displayed. See the examples below.
- `index` position among its siblings. valid values are 0, 1, 2, ..., ‘end’
- `...` arguments forwarded to `l_layer_line`
Details

For more information run: `l_help("learn_R_layer.html#countourlines-heatimage-rasterimage")`

Value

layer id of group or lines layer

Examples

```r
if(interactive()){

  p <- l_plot()
  x <- 10*1:nrow(volcano)
  y <- 10*1:ncol(volcano)
  lcl <- l_layer_contourLines(p, x, y, volcano)
  l_scaleto_world(p)

  if (requireNamespace("MASS", quietly = TRUE)) {
    p1 <- with(iris, l_plot(Sepal.Length~Sepal.Width, color=Species))
    lcl <- with(iris, l_layer_contourLines(p1, MASS::kde2d(Sepal.Width,Sepal.Length)))

    p2 <- with(iris, l_plot(Sepal.Length~Sepal.Width, color=Species))
    layers <- sapply(split(cbind(iris, color=p2['color'])), iris$Species, function(dat) {
      kest <- with(dat, MASS::kde2d(Sepal.Width,Sepal.Length))
      l_layer_contourLines(p2, kest, color=as.character(dat$color[1]), linewidth=2,
                           label=paste0(as.character(dat$Species[1]), " contours"))
    })
  }
}
```

1_layer_delete

Delete a layer

Description

All but the 'model' and the 'root' layer can be dynamically deleted. If a group layer gets deleted with `l_layer_delete` then all its children layers get moved into their grandparent group layer.

Usage

`l_layer_delete(widget, layer)`

Arguments

- **widget**: widget path or layer object of class 'l_layer'
- **layer**: layer id. If the widget argument is of class 'l_layer' then the layer argument is not used
**l_layer_demote**

**Value**

0 if success otherwise the function throws an error

**See Also**

l_layer, l_info_states

**Examples**

```r
if(interactive()){  
  p <- l_plot()  
  l1 <- l_layer_rectangle(p, x = 0:1, y = 0:1, color='red')  
  l_layer_delete(l1)  
  
  l2 <- l_layer_rectangle(p, x = 0:1, y = 0:1, color='yellow')  
  l_layer_delete(p,l2)  
}
```

---

**l_layer_demote**

Moves the layer to be a child of its right group layer sibling

**Description**

Moves the layer up the layer tree (away from the root layer) if there is a sibling group layer to the right of the layer.

**Usage**

```
l_layer_demote(widget, layer)
```

**Arguments**

- **widget**: widget path or layer object of class 'l_layer'
- **layer**: layer id. If the widget argument is of class 'l_layer' then the layer argument is not used

**Value**

0 if success otherwise the function throws an error
Examples

```r
if(interactive()){

  p <- l_plot()

  g1 <- l_layer_group(p)
  g2 <- l_layer_group(p, parent=g1)
  l1 <- l_layer_oval(p, x=0:1, y=0:1)

  l_layer_printTree(p)
  l_layer_demote(p, l1)
  l_layer_printTree(p)
  l_layer_demote(p, l1)
  l_layer_printTree(p)
}
```

---

**l_layer_expunge**  
Delete a layer and all its descendants

**Description**

Delete a group layer and all it’s descendants. Note that the ‘model’ layer cannot be deleted.

**Usage**

```r
l_layer_expunge(widget, layer)
```

**Arguments**

- `widget`  
  widget path or layer object of class ‘l_layer’

- `layer`  
  layer id. If the widget argument is of class ‘l_layer’ then the layer argument is not used

**Value**

0 if success otherwise the function throws an error

**See Also**

- `l_layer`, `l_layer_delete`
l_layer_getChildren

Examples
if(interactive()){
  p <- l_plot()
  g <- l_layer_group(p)
  l1 <- l_layer_rectangle(p, x=0:1, y=0:1, parent=g, color="", linecolor="orange", linewidth=2)
  l2 <- l_layer_line(p, x=c(0,.5,1), y=c(0,1,0), parent=g, color="blue")

  l_layer_expunge(p, g)
  # or l_layer_expunge(g)
}

l_layer_getChildren

Description
Returns the ids of a group layer's children.

Usage
l_layer_getChildren(widget, layer = "root")

Arguments
widget 
  widget path or layer object of class 'l_layer'
layer 
  layer id. If the widget argument is of class 'l_layer' then the layer argument is not used

Value
Character vector with ids of the childrens. To create layer handles (i.e. objects of class 'l_layer') use the l_create_handle function.

See Also
l_layer, l_layer_getParent

Examples
if(interactive()){
  p <- l_plot()
  g <- l_layer_group(p)
  l1 <- l_layer_rectangle(p, x=0:1, y=0:1, parent=g)
l2 <- l_layer_oval(p, x=0:1, y=0:1, color='thistle', parent=g)
l_layer_getChildren(p, g)
}

l_layer_getLabel

Get layer label.

Description

Layer labels are useful to identify layer in the layer inspector. The layer label can be initially set at layer creation with the label argument.

Usage

l_layer_getLabel(widget, layer)

Arguments

widget widget path or layer object of class 'l_layer'
layer layer id. If the widget argument is of class 'l_layer' then the layer argument is not used

Details

Note that the layer label is not a state of the layer itself, instead is information that is part of the layer collection (i.e. its parent widget).

Value

Named vector of length 1 with layer label as value and layer id as name.

See Also

l_layer, l_layer_relabel

Examples

if(interactive()){
p <- l_plot()
l1 <- l_layer_rectangle(p, x=0:1, y=0:1, label="a rectangle")
l_layer_getLabel(p, 'model')
l_layer_getLabel(p, l1)
}

**l_layer_getParent**  
*Get parent layer id of a layer*

**Description**
The toplevel parent is the 'root' layer.

**Usage**
```r
l_layer_getParent(widget, layer)
```

**Arguments**
- **widget**: widget path or layer object of class 'l_layer'
- **layer**: layer id. If the widget argument is of class 'l_layer' then the layer argument is not used

**See Also**
- `l_layer`, `l_layer_getChildren`

**Examples**
```r
if(interactive()){
  p <- with(iris, l_plot(Sepal.Length ~ Sepal.Width, color=Species))
  l_layer_getParent(p, 'model')
}
```

---

**l_layer_getType**  
*Get layer type*

**Description**
To see the manual page of `l_layer` for all the primitive layer types.

**Usage**
```r
l_layer_getType(widget, layer)
```

**Arguments**
- **widget**: widget path or layer object of class 'l_layer'
- **layer**: layer id. If the widget argument is of class 'l_layer' then the layer argument is not used
Details

For more information run: l_help("learn_R_layer")

Value

One of: 'group', 'polygon', 'text', 'line', 'rectangle', 'oval', 'points', 'texts', 'polygons', 'rectangles', 'lines' and 'scatterplot', 'histogram', 'serialaxes' and 'graph'.

See Also

l_layer

Examples

if(interactive()){

  p <- l_plot()
  l <- l_layer_rectangle(p, x=0:1, y=0:1)
  l_layer_getType(p, l)
  l_layer_getType(p, 'model')

}

l_layer_group layer a group node

Description

Loon's displays that are based on Cartesian coordinates (i.e. scatterplot, histogram and graph display) allow for layering visual information including polygons, text and rectangles.

A group layer can contain other layers. If the group layer is invisible, then so are all its children.

Usage

l_layer_group(widget, label = "group", parent = "root", index = 0)

Arguments

widget widget path name as a string
label label used in the layers inspector
parent group layer
index of the newly added layer in its parent group

Details

For more information run: l_help("learn_R_layer")
l_layer_groupVisibility

Description

Query whether all, part or none of the group layers descendants are visible.

Usage

l_layer_groupVisibility(widget, layer)

Arguments

widget  widget path or layer object of class 'l_layer'
layer   layer id. If the widget argument is of class 'l_layer' then the layer argument is not used

Details

Visible layers are rendered, invisible ones are not. If any ancestor of a layer is set to be invisible then the layer is not rendered either. The layer visibility flag can be checked with l_layer_isVisible and the actual visibility (i.e. are all the ancestors visible too) can be checked with l_layer_layerVisibility.

Note that layer visibility is not a state of the layer itself, instead is information that is part of the layer collection (i.e. its parent widget).
Value

'all', 'part' or 'none' depending on the visibility status of the descendants.

See Also

`l_layer`, `l_layer_show`, `l_layer_hide`, `l_layer_isVisible`, `l_layer_layerVisibility`

Examples

```r
if(interactive()){  
  p <- l_plot()  
  g <- l_layer_group(p)  
  l1 <- l_layer_rectangle(p, x=0:1, y=0:1, parent=g)  
  l2 <- l_layer_oval(p, x=0:1, y=0:1, parent=g)  
  l_layer_groupVisibility(p, g)  
  l_layer_hide(p, l2)  
  l_layer_groupVisibility(p, g)  
  l_layer_hide(p, l1)  
  l_layer_groupVisibility(p, g)  
  l_layer_hide(p, g)  
  l_layer_groupVisibility(p, g)  
}
```

---

### l_layer_heatImage

**Display a Heat Image**

**Description**

This function is very similar to the `image` function. It works with every loon plot which is based on the cartesian coordinate system.

**Usage**

```r
l_layer_heatImage(
  widget,  
  x = seq(0, 1, length.out = nrow(z)),  
  y = seq(0, 1, length.out = ncol(z)),  
  z,  
  zlim = range(z[is.finite(z)]),  
  xlim = range(x),  
  ylim = range(y),  
  col = grDevices::heat.colors(12),  
  breaks,  
)  
```
l_layer_heatImage

oldstyle = FALSE,
useRaster,
index = "end",
parent = "root",
...
)

Arguments

widget      widget path as a string or an object handle
x           locations of grid lines at which the values in z are measured. These must be
            finite, non-missing and in (strictly) ascending order. By default, equally spaced
            values from 0 to 1 are used. If x is a list, its components x$x and x$y are used
            for x and y, respectively. If the list has component z this is used for z.
y           see description for the x argument above
z           a numeric or logical matrix containing the values to be plotted (NAs are allowed).
            Note that x can be used instead of z for convenience.
zlim        the minimum and maximum z values for which colors should be plotted, de-
            faulting to the range of the finite values of z. Each of the given colors will be
            used to color an equispaced interval of this range. The midpoints of the intervals
            cover the range, so that values just outside the range will be plotted.
xlim        range for the plotted x values, defaulting to the range of x
ylim        range for the plotted y values, defaulting to the range of y
col         a list of colors such as that generated by hcl.colors, gray.colors or similar
            functions.
b breaks      a set of finite numeric breakpoints for the colours: must have one more break-
            point than colour and be in increasing order. Unsorted vectors will be sorted,
            with a warning.
oldstyle     logical. If true the midpoints of the colour intervals are equally spaced, and
            zlim[1] and zlim[2] were taken to be midpoints. The default is to have colour
            intervals of equal lengths between the limits.
useRaster    logical; if TRUE a bitmap raster is used to plot the image instead of polygons. The
            grid must be regular in that case, otherwise an error is raised. For the behaviour
            when this is not specified, see ‘Details’.
index        position among its siblings. valid values are 0, 1, 2, ..., 'end'
parent       a valid Tk parent widget path. When the parent widget is specified (i.e. not
            NULL) then the plot widget needs to be placed using some geometry manager
            like tkpack or tkplace in order to be displayed. See the examples below.
...

Details

For more information run: l_help("learn_R_layer.html#countourlines-heatimage-rasterimage")
l_layer_hide

Hide a Layer

Description
A hidden layer is not rendered. If a group layer is set to be hidden then all its descendants are not rendered either.

Usage
l_layer_hide(widget, layer)

Arguments
  widget  widget path or layer object of class 'l_layer'
  layer   layer id. If the widget argument is of class 'l_layer' then the layer argument is not used
Details

Visible layers are rendered, invisible ones are not. If any ancestor of a layer is set to be invisible then the layer is not rendered either. The layer visibility flag can be checked with `l_layer_isVisible` and the actual visibility (i.e. are all the ancestors visible too) can be checked with `l_layer_layerVisibility`.

Note that layer visibility is not a state of the layer itself, instead is information that is part of the layer collection (i.e. its parent widget).

Value

0 if success otherwise the function throws an error

See Also

`l_layer`, `l_layer_show`, `l_layer_isVisible`, `l_layer_layerVisibility`, `l_layer_groupVisibility`

Examples

```r
if(interactive()){  
  p <- l_plot()  
  l <- l_layer_rectangle(p, x=0:1, y=0:1, color="steelblue")  
  l_layer_hide(p, l)  
}
```

---

### l_layer_ids

List ids of layers in Plot

Description

Every layer within a display has a unique id. This function returns a list of all the layer ids for a widget.

Usage

```r
l_layer_ids(widget)
```

Arguments

- **widget**: widget path as a string or as an object handle

Details

For more information run: `l_help("learn_R_layer.html#add-move-delete-layers")`

Value

vector with layer ids in rendering order. To create a layer handle object use `l_create_handle`.  

---


See Also

l_layer, l_info_states

Examples

```r
if (interactive()){
  set.seed(500)
  x <- rnorm(30)
  y <- 4 + 3*x + rnorm(30)
  fit <- lm(y~x)
  xseq <- seq(min(x)-1, max(x)+1, length.out = 50)
  fit_line <- predict(fit, data.frame(x=xseq))
  ci <- predict(fit, data.frame(x=xseq),
                 interval="confidence", level=0.95)
  pi <- predict(fit, data.frame(x=xseq),
                 interval="prediction", level=0.95)

  p <- l_plot(y~x, color='black', showScales=TRUE, showGuides=TRUE)
  gLayer <- l_layer_group(
    p, label="simple linear regression",
    parent="root", index="end"
  )
  fitLayer <- l_layer_line(
    p, x=range(xseq), y=fit_line, color="#04327F",
    linewidth=4, label="fit", parent=gLayer
  )
  ciLayer <- l_layer_polygon(
    p,
    x = c(xseq, rev(xseq)),
    y = c(ci[,'lwr'], rev(ci[,'upr'])),
    color = "#96BDFF", linecolor="",
    label = "95 % confidence interval",
    parent = gLayer, index='end'
  )
  piLayer <- l_layer_polygon(
    p,
    x = c(xseq, rev(xseq)),
    y = c(pi[,'lwr'], rev(pi[,'upr'])),
    color = "#E2EDFF", linecolor="",
    label = "95 % prediction interval",
    parent = gLayer, index='end'
  )

  l_info_states(piLayer)
}
```
\textbf{l\_layer\_index} \hspace{1em} \textit{Get the order index of a layer among its siblings}

**Description**

The index determines the rendering order of the children layers of a parent. The layer with index=0 is rendered first.

**Usage**

\texttt{l\_layer\_index(widget, layer)}

**Arguments**

- \texttt{widget} \hspace{1em} widget path or layer object of class ‘l\_layer’
- \texttt{layer} \hspace{1em} layer id. If the widget argument is of class ‘l\_layer’ then the layer argument is not used

**Details**

Note that the index for layers is 0 based.

**Value**

numeric value

**See Also**

\texttt{l\_layer, l\_layer\_move}

\textbf{l\_layer\_isVisible} \hspace{1em} \textit{Return visibility flag of layer}

**Description**

Hidden or invisible layers are not rendered. This function queries whether a layer is visible/rendered or not.

**Usage**

\texttt{l\_layer\_isVisible(widget, layer)}

**Arguments**

- \texttt{widget} \hspace{1em} widget path or layer object of class ‘l\_layer’
- \texttt{layer} \hspace{1em} layer id. If the widget argument is of class ‘l\_layer’ then the layer argument is not used
Details

Visible layers are rendered, invisible ones are not. If any ancestor of a layer is set to be invisible then the layer is not rendered either. The layer visibility flag can be checked with `l_layer_isVisible` and the actual visibility (i.e. are all the ancestors visible too) can be checked with `l_layer_layerVisibility`.

Note that layer visibility is not a state of the layer itself, instead is information that is part of the layer collection (i.e. its parent widget).

Value

TRUE or FALSE depending whether the layer is visible or not.

See Also

`l_layer, l_layer_show, l_layer_hide, l_layer_layerVisibility, l_layer_groupVisibility`

Examples

```r
if(interactive()){

  p <- l_plot()
  l <- l_layer_rectangle(p, x=0:1, y=0:1)
  l_layer_isVisible(p, l)
  l_layer_hide(p, l)
  l_layer_isVisible(p, l)
}
```

---

`l_layer_layerVisibility`

*Returns logical value for whether layer is actually seen*

Description

Although the visibility flag for a layer might be set to TRUE it won’t be rendered as on of its ancestor group layer is set to be invisible. The `l_layer_visibility` returns TRUE if the layer and all its ancestor layers have their visibility flag set to true and the layer is actually rendered.

Usage

`l_layer_layerVisibility(widget, layer)`

Arguments

<table>
<thead>
<tr>
<th>Argument</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>widget</td>
<td>widget path or layer object of class 'l_layer'</td>
</tr>
<tr>
<td>layer</td>
<td>layer id. If the widget argument is of class 'l_layer' then the layer argument is not used</td>
</tr>
</tbody>
</table>
Details

Visible layers are rendered, invisible ones are not. If any ancestor of a layer is set to be invisible then
the layer is not rendered either. The layer visibility flag can be checked with \texttt{l\_layer\_isVisible}
and the actual visibility (i.e. are all the ancestors visible too) can be checked with \texttt{l\_layer\_layerVisibility}.

Note that layer visibility is not a state of the layer itself, instead is information that is part of the
layer collection (i.e. its parent widget).

Value

\texttt{TRUE} if the layer and all its ancestor layers have their visibility flag set to true and the layer is
actually rendered, otherwise \texttt{FALSE}.

See Also

\texttt{l\_layer, l\_layer\_show, l\_layer\_hide, l\_layer\_isVisible, l\_layer\_groupVisibility}

\begin{verbatim}
\end{verbatim}

\begin{verbatim}
1_layer_line \hspace{1cm} Layer a line
\end{verbatim}

Description

Loon’s displays that are based on Cartesian coordinates (i.e. scatterplot, histogram and graph dis-
play) allow for layering visual information including polygons, text and rectangles.

Usage

\begin{verbatim}
l_layer_line(
    widget,
    x, 
    y = NULL,
    color = "black",
    linewidth = 1,
    dash = "",
    label = "line",
    parent = "root",
    index = 0,
    ...
)
\end{verbatim}

Arguments

<table>
<thead>
<tr>
<th>Argument</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>\texttt{widget}</td>
<td>widget path name as a string</td>
</tr>
<tr>
<td>\texttt{x}</td>
<td>the coordinates of line. Alternatively, a single plotting structure, function or any \texttt{R} object with a plot method can be provided as \texttt{x} and \texttt{y} are passed on to \texttt{xy.coords}</td>
</tr>
<tr>
<td>\texttt{y}</td>
<td>the \texttt{y} coordinates of the line, optional if \texttt{x} is an appropriate structure.</td>
</tr>
</tbody>
</table>
l_layer_lines

color    color of line
linewidth  linewidth of outline
dash      dash pattern of line, see https://www.tcl.tk/man/tcl8.6/TkCmd/canvas.htm#M26
label    label used in the layers inspector
parent   group layer
index    of the newly added layer in its parent group
...      additional state initialization arguments, see l_info_states

Details

For more information run: l_help("learn_R_layer")

Value

layer object handle, layer id

See Also

l_layer, l_info_states

Examples

if(interactive()){
  p <- l_plot()
  l <- l_layer_line(p, x=c(1,2,3,4), y=c(1,3,2,4), color="red", linewidth=2)
  l_scaleto_world(p)

  # object
  p <- l_plot()
  l <- l_layer_line(p, x=nhtemp)
  l_scaleto_layer(l)
}

l_layer_lines  Layer lines

Description

Loon’s displays that are based on Cartesian coordinates (i.e. scatterplot, histogram and graph display) allow for layering visual information including polygons, text and rectangles.
Usage

```r
l_layer_lines(
    widget, x, y,
    color = "black", linewidth = 1,
    label = "lines", parent = "root",
    index = 0,
    group = NULL,
    active = TRUE,
    ...
)
```

Arguments

- `widget`: widget path name as a string
- `x`: list with vectors with x coordinates
- `y`: list with vectors with y coordinates
- `color`: color of lines
- `linewidth`: vector with line widths
- `label`: label used in the layers inspector
- `parent`: group layer
- `index`: of the newly added layer in its parent group
- `group`: separate x vector or y vector into a list by group.
- `active`: a logical determining whether objects appear or not (default is TRUE for all).
- `...`: additional state initialization arguments, see `l_info_states`

Details

For more information run: `l_help("learn_R_layer")`

Value

layer object handle, layer id

See Also

`l_layer, l_info_states`
Examples

```r
if(interactive()){  
  s <- Filter(function(df)nrow(df) > 1, split(UsAndThem, UsAndThem$Country))  
  sUaT <- Map(function(country){country[order(country$Year),]}, s)  
  xcoords <- Map(function(x)x$Year, sUaT)  
  ycoords <- Map(function(x)x$LifeExpectancy, sUaT)  
  region <- sapply(sUaT, function(x)as.character(x$Geographic.Region[1]))

  p <- l_plot(showItemLabels=TRUE)  
  l <- l_layer_lines(p, xcoords, ycoords, itemLabel=names(sUaT), color=region)  
  l_scaleto_layer(l)

  # Set groups
  p <- l_plot(showItemLabels=TRUE)  
  l <- l_layer_lines(p,  
                   x = c((0:4)/10, rep(.5, 5), (10:6)/10, rep(.5, 5)),  
                   y = c(rep(.5, 5), (10:6/10), rep(.5, 5), (0:4)/10),  
                   group = rep(1:5, 4),  
                   linewidth = 4,  
                   col = l_getColorList()[1:5])

  l_scaleto_layer(l)
}
```

### l_layer_lower

_Switch the layer place with its sibling to the right_

**Description**

Change the layers position within its parent layer group by increasing the index of the layer by one if possible. This means that the raised layer will be rendered before (or on below) of its sibling layer to the right.

**Usage**

```r
l_layer_lower(widget, layer)
```

**Arguments**

- `widget` widget path or layer object of class `l_layer`
- `layer` layer id. If the widget argument is of class `l_layer` then the layer argument is not used

**Value**

0 if success otherwise the function throws an error
l_layer_move

See Also

l_layer, l_layer_raise, l_layer_move

Examples

if(interactive()){
  p <- l_plot()
  l1 <- l_layer_rectangle(p, x=0:1, y=0:1)
  l2 <- l_layer_oval(p, x=0:1, y=0:1, color='thistle')
  l_aspect(p) <- 1
  l_layer_lower(p, l2)
}

l_layer_move

Move a layer

Description

The position of a layer in the layer tree determines the rendering order. That is, the non-group layers are rendered in order of a Depth-first traversal of the layer tree. The toplevel group layer is called 'root'.

Usage

l_layer_move(widget, layer, parent, index = "0")

Arguments

widget widget path or layer object of class 'l_layer'
layer layer id. If the widget argument is of class 'l_layer' then the layer argument is not used
parent if parent layer is not specified it is set to the current parent layer of the layer
index position among its siblings. valid values are 0, 1, 2, ...,'end'

Value

0 if success otherwise the function throws an error

See Also

l_layer, l_layer_printTree, l_layer_index
Examples

```r
if(interactive()){

  p <- l_plot()

  l <- l_layer_rectangle(p, x=0:1, y=0:1, color="steelblue")
  g <- l_layer_group(p)
  l_layer_printTree(p)

  l_layer_move(l, parent=g)
  l_layer_printTree(p)

  l_layer_move(p, 'model', parent=g)
  l_layer_printTree(p)
}
```

---

**l_layer_oval**

*Layer a oval*

---

**Description**

Loon’s displays that are based on Cartesian coordinates (i.e. scatterplot, histogram and graph display) allow for layering visual information including polygons, text and rectangles.

**Usage**

```r
l_layer_oval(
  widget,
  x,
  y,
  color = "gray80",
  linecolor = "black",
  linewidth = 1,
  label = "oval",
  parent = "root",
  index = 0,
  ...
)
```

**Arguments**

- `widget` widget path name as a string
- `x` x coordinates
- `y` y coordinates
- `color` fill color, if empty string "", then the fill is transparent
- `linecolor` outline color
\texttt{l_layer_points}

- \texttt{linewidth}: linewidth of outline
- \texttt{label}: label used in the layers inspector
- \texttt{parent}: group layer
- \texttt{index}: of the newly added layer in its parent group
- \texttt{...}: additional state initialization arguments, see \texttt{l_info_states}

\textbf{Details}

For more information run: \texttt{l_help("learn_R_layer")}

\textbf{Value}

layer object handle, layer id

\textbf{See Also}

\texttt{l_layer, l_info_states}

\textbf{Examples}

```r
if(interactive(){
  p <- l_plot()
  l <- l_layer_oval(p, c(1,5), c(2,12), color="steelblue")
  l_configure(p, panX=0, panY=0, deltaX=20, deltaY=20)
}
```

---

\textbf{l_layer_points} \hspace{1cm} \textit{Layer points}

\textbf{Description}

Loon’s displays that are based on Cartesian coordinates (i.e. scatterplot, histogram and graph display) allow for layering visual information including polygons, text and rectangles.

Scatter points layer

\textbf{Usage}

```r
l_layer_points(
  widget,
  x,
  y = NULL,
  color = "gray60",
  size = 6,
  label = "points",
  parent = "root",
)```
l_layer_polygon

index = 0,
active = TRUE,
...
)

Arguments

widget widget path name as a string
x the coordinates of line. Alternatively, a single plotting structure, function or any R object with a plot method can be provided as x and y are passed on to
y the y coordinates of the line, optional if x is an appropriate structure.
color color of points
size size point, as for scatterplot model layer
label label used in the layers inspector
parent group layer
index of the newly added layer in its parent group
active a logical determining whether objects appear or not (default is TRUE for all).
... additional state initialization arguments, see l_info_states

Details

For more information run: l_help("learn_R_layer")

Value

layer object handle, layer id

See Also

l_layer, l_info_states

l_layer_polygon Layer a polygon

Description

Loon’s displays that are based on Cartesian coordinates (i.e. scatterplot, histogram and graph display) allow for layering visual information including polygons, text and rectangles.
Usage

```r
l_layer_polygon(
    widget,
    x, 
    y, 
    color = "gray80", 
    linecolor = "black", 
    linewidth = 1, 
    label = "polygon", 
    parent = "root", 
    index = 0, 
    ... 
)
```

Arguments

- `widget` : widget path name as a string
- `x` : x coordinates
- `y` : y coordinates
- `color` : fill color, if empty string ",", then the fill is transparant
- `linecolor` : outline color
- `linewidth` : linewidth of outline
- `label` : label used in the layers inspector
- `parent` : group layer
- `index` : of the newly added layer in its parent group
- `...` : additional state initialization arguments, see `l_info_states`

Details

For more information run: `l_help("learn_R_layer")`

Value

layer object handle, layer id

See Also

`l_layer, l_info_states`

Examples

```r
if (interactive()){ 
set.seed(500)
x <- rnorm(30)
y <- 4 + 3*x + rnorm(30)
fit <- lm(y~x)
}```
xseq <- seq(min(x)-1, max(x)+1, length.out = 50)
fitted_line <- predict(fit, data.frame(x=range(xseq)))
ci <- predict(fit, data.frame(x=xseq),
  interval="confidence", level=0.95)
pi <- predict(fit, data.frame(x=xseq),
  interval="prediction", level=0.95)

p <- l_plot(y~x, color='black', showScales=TRUE, showGuides=TRUE)
gLayer <- l_layer_group(
  p, label="simple linear regression",
  parent="root", index="end"
)
fitLayer <- l_layer_line(
  p, x=range(xseq), y=fitted_line, color="#04327F",
  linewidth=4, label="fit", parent=gLayer
)

ciLayer <- l_layer_polygon(
  p,
  x = c(xseq, rev(xseq)),
  y = c(ci[,"lwr"], rev(ci[,"upr"])),
  color = "#96BDFF", linecolor="",
  label = "95 % confidence interval",
  parent = gLayer, index="end"
)
piLayer <- l_layer_polygon(
  p,
  x = c(xseq, rev(xseq)),
  y = c(pi[,"lwr"], rev(pi[,"upr"])),
  color = "#E2EDFF", linecolor="",
  label = "95 % prediction interval",
  parent = gLayer, index="end"
)

l_info_states(piLayer)

l_layer_polygons

Layer polygons

Description

Loon’s displays that are based on Cartesian coordinates (i.e. scatterplot, histogram and graph display) allow for layering visual information including polygons, text and rectangles.

Usage

l_layer_polygons(
  widget,
x,
y,
color = "gray80",
linecolor = "black",
linewidth = 1,
label = "polygons",
parent = "root",
index = 0,
group = NULL,
active = TRUE,
...)

Arguments

widget widget path name as a string
x list with vectors with x coordinates
y list with vectors with y coordinates
color vector with fill colors, if empty string ", then the fill is transparant
linecolor vector with outline colors
linewidth vector with line widths
label label used in the layers inspector
parent group layer
index of the newly added layer in its parent group
group separate x vector or y vector into a list by group.
active a logical determining whether objects appear or not (default is TRUE for all).
... additional state initialization arguments, see l_info_states

Details

For more information run: l_help("learn_R_layer")

Value

layer object handle, layer id

See Also

l_layer, l_info_states

Examples

if(interactive()){
p <- l_plot()
1 <- l_layer_polygons(
```r
p,
  x = list(c(1,2,1.5), c(3,4,6,5,2, c(1,3,5,3)),
  y = list(c(1,1,2), c(1,1.5,1,4,2), c(3,5,6,4)),
  color = c('red', 'green', 'blue'),
  linecolor = ""
)
l_scaleto_world(p)

division

# Set groups
p <- l_plot()
l_layer_polygons(p,
  x = c(1, 2, 1.5, 3, 4, 5, 2, 1, 3, 5, 3),
  y = c(1, 1, 2, 1, 1.5, 1, 4, 2, 3, 5, 6, 4),
  group = c(rep(1,3), rep(2,5), rep(3, 4)))
l_scaleto_world(p)
)
```

---

**l_layer_printTree**

Print the layer tree

**Description**

Prints the layer tree (i.e. the layer ids) to the prompt. Group layers are prefixed with a `+`. The 'root' layer is not listed.

**Usage**

```r
l_layer_printTree(widget)
```

**Arguments**

- widget: widget path as a string or as an object handle

**Value**

- empty string

**See Also**

- `l_layer`, `l_layer_getChildren`, `l_layer_getParent`
Examples

if(interactive()){

  p <- l_plot()
  l_layer_rectangle(p, x=0:1, y=0:1)
  bg <- l_layer_group(p)
  l_layer_oval(p, x=0:1, y=0:1, parent=bg)
  l_layer_line(p, x=0:1, y=0:1, parent=bg)
  l_layer_printTree(p)
}

l_layer_promote :: Moves the layer up to be a left sibling of its parent

Description

Moves the layer down the layer tree (towards the root layer) if the parent layer is not the root layer.

Usage

l_layer_promote(widget, layer)

Arguments

- widget: widget path or layer object of class 'l_layer'
- layer: layer id. If the widget argument is of class 'l_layer' then the layer argument is not used

Value

0 if success otherwise the function throws an error

Examples

if(interactive()){

  p <- l_plot()

  g1 <- l_layer_group(p)
  g2 <- l_layer_group(p, parent=g1)
  l1 <- l_layer_oval(p, x=0:1, y=0:1, parent=g2)

  l_layer_printTree(p)
  l_layer_promote(p, l1)
  l_layer_printTree(p)
  l_layer_promote(p, l1)
  l_layer_printTree(p)
}

**l_layer_raise**

Switch the layer place with its sibling to the left

**Description**

Change the layers position within its parent layer group by decreasing the index of the layer by one if possible. This means that the raised layer will be rendered after (or on top) of its sibling layer to the left.

**Usage**

```
l_layer_raise(widget, layer)
```

**Arguments**

- **widget**: widget path or layer object of class 'l_layer'
- **layer**: layer id. If the widget argument is of class 'l_layer' then the layer argument is not used

**Value**

0 if success otherwise the function throws an error

**See Also**

- `l_layer`, `l_layer_lower`, `l_layer_move`

**Examples**

```
if(interactive()){
  p <- l_plot()
  l1 <- l_layer_rectangle(p, x=0:1, y=0:1)
  l2 <- l_layer_oval(p, x=0:1, y=0:1, color='thistle')
  l_aspect(p) <- 1
  l_layer_raise(p, l1)
}
```
l_layer_rasterImage  

Layer a Raster Image

Description

This function is very similar to the `rasterImage` function. It works with every loon plot which is based on the cartesian coordinate system.

Usage

```r
l_layer_rasterImage(
    widget,
    image,
    xleft,
    ybottom,
    xright,
    ytop,
    angle = 0,
    interpolate = FALSE,
    parent = "root",
    index = "end",
    ...
)
```

Arguments

- `widget`  
  widget path as a string or as an object handle
- `image`  
  a raster object, or an object that can be coerced to one by `as.raster`.
- `xleft`  
  a vector (or scalar) of left x positions.
- `ybottom`  
  a vector (or scalar) of bottom y positions.
- `xright`  
  a vector (or scalar) of right x positions.
- `ytop`  
  a vector (or scalar) of top y positions.
- `angle`  
  angle of rotation (in degrees, anti-clockwise from positive x-axis, about the bottom-left corner).
- `interpolate`  
  a logical vector (or scalar) indicating whether to apply linear interpolation to the image when drawing.
- `parent`  
  a valid Tk parent widget path. When the parent widget is specified (i.e. not `NULL`) then the plot widget needs to be placed using some geometry manager like `tkpack` or `tkplace` in order to be displayed. See the examples below.
- `index`  
  position among its siblings. valid values are 0, 1, 2, ..., 'end'
- `...`  
  arguments forwarded to `l_layer_line`

Details

For more information run: `l_help("learn_R_layer.html#countourlines-heatimage-rasterimage")`
Value

layer id of group or rectangles layer

Examples

```r
if(interactive()){
  plot(1,1, xlim = c(0,1), ylim=c(0,1))
  mat <- matrix(c(0,0,0,0, 1,1), ncol=2)
  rasterImage(mat, 0,0,1,1, interpolate = FALSE)
  p <- l_plot()
  l_layer_rasterImage(p, mat, 0,0,1,1)
  l_scaleto_world(p)
  image <- as.raster(matrix(0:1, ncol = 5, nrow = 3))
  p <- l_plot(showScales=TRUE, background="thistle", useLoonInspector=FALSE)
  l_layer_rasterImage(p, image, 100, 300, 150, 350, interpolate = FALSE)
  l_layer_rasterImage(p, image, 100, 400, 150, 450)
  l_layer_rasterImage(p, image, 200, 300, 200 + 10, 300 + 10,
                       interpolate = FALSE)
  l_scaleto_world(p)

  # from examples(rasterImage)
  # set up the plot region:
  op <- par(bg = "thistle")
  plot(c(100, 250), c(300, 450), type = "n", xlab = "", ylab = "")
  rasterImage(image, 100, 300, 150, 350, interpolate = FALSE)
  rasterImage(image, 100, 400, 150, 450)
  rasterImage(image, 200, 300, 200 + 10, 300 + 10,
               interpolate = FALSE)
}
```

Description

Loon’s displays that are based on Cartesian coordinates (i.e. scatterplot, histogram and graph display) allow for layering visual information including polygons, text and rectangles.

Usage

```r
l_layer_rectangle(
  widget, 
  x, 
  y,
```
l_layer_rectangle

    color = "gray80",
    linecolor = "black",
    linewidth = 1,
    label = "rectangle",
    parent = "root",
    index = 0,
    ...  
)

Arguments

    widget  widget path name as a string
    x       x coordinates
    y       y coordinates
    color   fill color, if empty string ",", then the fill is transparant
    linecolor outline color
    linewidth linewidth of outline
    label   label used in the layers inspector
    parent  group layer
    index   of the newly added layer in its parent group
    ...     additional state initialization arguments, see l_info_states

Details

    For more information run: l_help("learn_R_layer")

Value

    layer object handle, layer id

See Also

    l_layer, l_info_states

Examples

    if(interactive()){
        p <- l_plot()
        l <- l_layer_rectangle(p, x=c(2,3), y=c(1,10), color="steelblue")
        l_scaleto_layer(l)
    }
**l_layer_rectangles**

**Layer rectangles**

**Description**

Loon’s displays that are based on Cartesian coordinates (i.e. scatterplot, histogram and graph display) allow for layering visual information including polygons, text and rectangles.

**Usage**

```r
l_layer_rectangles(  
  widget,  
  x,  
  y,  
  color = "gray80",  
  linecolor = "black",  
  linewidth = 1,  
  label = "rectangles",  
  parent = "root",  
  index = 0,  
  group = NULL,  
  active = TRUE,  
  ...  
)
```

**Arguments**

- `widget` widget path name as a string
- `x` list with vectors with x coordinates
- `y` list with vectors with y coordinates
- `color` vector with fill colors, if empty string "", then the fill is transparent
- `linecolor` vector with outline colors
- `linewidth` vector with line widths
- `label` label used in the layers inspector
- `parent` group layer
- `index` of the newly added layer in its parent group
- `group` separate x vector or y vector into a list by group.
- `active` a logical determining whether objects appear or not (default is TRUE for all).
- `...` additional state initialization arguments, see `l_info_states`

**Details**

For more information run: `l_help("learn_R_layer")`
Value

layer object handle, layer id

See Also

l_layer, l_info_states

Examples

if(interactive()){
  p <- l_plot()
  l <- l_layer_rectangles(
    p,
    x = list(c(0,1), c(1,2), c(2,3), c(5,6)),
    y = list(c(0,1), c(1,2), c(0,1), c(3,4)),
    color = c("red", "blue", "green", "orange"),
    linecolor = "black"
  )
  l_scaleto_world(p)
  l_info_states(l)

  # Set groups
  pp <- l_plot(x = c(0,1,1,2,2,3,5,6),
               y = c(0,1,1,2,0,1,3,4))
  # x and y are inherited from pp
  ll <- l_layer_rectangles(
    pp,
    group = rep(1:4, each = 2),
    color = c("red", "blue", "green", "orange"),
    linecolor = "black"
  )
  l_scaleto_world(pp)
}

l_layer_relabel

Change layer label

Description

Layer labels are useful to identify layer in the layer inspector. The layer label can be initially set at layer creation with the label argument.

Usage

l_layer_relabel(widget, layer, label)
Arguments

widget    widget path or layer object of class 'l_layer'
layer    layer id. If the widget argument is of class 'l_layer' then the layer argument
         is not used
label    new label of layer

Details

Note that the layer label is not a state of the layer itself, instead is information that is part of the
layer collection (i.e. its parent widget).

Value

0 if success otherwise the function throws an error

See Also

l_layer, l_layer_getLabel

Examples

if(interactive()){
  p <- l_plot()
  l <- l_layer_rectangle(p, x=0:1, y=0:1, label="A rectangle")
  l_layer_getLabel(p, l)
  l_layer_relabel(p, l, label="A relabelled rectangle")
  l_layer_getLabel(p, l)
}

---

l_layer_show    Show or unhide a Layer

Description

Hidden or invisible layers are not rendered. This function unhides invisible layer so that they are
rendered again.

Usage

l_layer_show(widget, layer)
**Arguments**

- **widget**: widget path or layer object of class `l_layer`
- **layer**: layer id. If the widget argument is of class `l_layer` then the layer argument is not used

**Details**

Visible layers are rendered, invisible ones are not. If any ancestor of a layer is set to be invisible then the layer is not rendered either. The layer visibility flag can be checked with `l_layer_isVisible` and the actual visibility (i.e. are all the ancestors visible too) can be checked with `l_layer_layerVisibility`.

Note that layer visibility is not a state of the layer itself, instead is information that is part of the layer collection (i.e. its parent widget).

**Value**

0 if success otherwise the function throws an error

**See Also**

`l_layer, l_layer_hide, l_layer_isVisible, l_layer_layerVisibility, l_layer_groupVisibility`

**Examples**

```r
if(interactive()){
  p <- l_plot()
  l <- l_layer_rectangle(p, x=0:1, y=0:1, color="steelblue")
  l_layer_hide(p, l)
  l_layer_show(p, l)
}
```

---

**Description**

Display a smooth line layer

---

**Layer a smooth line for loon**
Usage

```r
l_layer_smooth(
    widget,
    x = NULL,
    y = NULL,
    method = "loess",
    group = "",
    formula = y ~ x,
    interval = c("none", "confidence", "prediction"),
    n = 80,
    span = 0.75,
    level = 0.95,
    methodArgs = list(),
    linecolor = "steelblue",
    linewidth = 2,
    linedash = "",
    confidenceIntervalArgs = list(linecolor = "gray80", linewidth = 4, linedash = ""),
    predictionIntervalArgs = list(linecolor = "gray50", linewidth = 3, linedash = 1),
    label = "smooth",
    parent = "root",
    index = 0,
    ...
)
```

Arguments

- **widget** widget path name as a string
- **x** The x coordinates of line. If it is not provided, x will be inherited from widget
- **y** The y coordinates of line. If it is not provided, y will be inherited from widget
- **method** Smoothing method (function) to use, accepts either a character vector, e.g. "lm", "glm", "loess" or a function, e.g. MASS::rlm or mgcv::gam, stats::lm, or stats::loess.
- **group** Data can be grouped by n dimensional aesthetics attributes, e.g. "color", "size". In addition, any length n vector or data.frame is accommodated.
- **formula** Formula to use in smoothing function, eg. y ~ x, y ~ poly(x, 2), y ~ log(x)
- **interval** type of interval, could be "none", "confidence" or "prediction" (not for glm)
- **n** Number of points at which to evaluate smoother.
- **span** Controls the amount of smoothing for the default loess smoother. Smaller numbers produce wigglier lines, larger numbers produce smoother lines.
- **level** Level of confidence interval to use (0.95 by default).
- **methodArgs** List of additional arguments passed on to the modelling function defined by method.
- **linecolor** fitted line color.
- **linewidth** fitted line width
- **linedash** fitted line dash
l_layer_smooth

confidenceIntervalArgs
the line color, width and dash for confidence interval

predictionIntervalArgs
the line color, width and dash for prediction interval

label
label used in the layers inspector

parent
group layer

index
index of the newly added layer in its parent group

...additional state initialization arguments, see l_info_states

Examples

if(interactive()) {
  # loess fit
  p <- l_plot(iris, color = iris$Species)
  l1 <- l_layer_smooth(p, interval = "confidence")
  l_layer_hide(l1)

  # the fits are grouped by points color
  l2 <- l_layer_smooth(p, group = "color",
                      method = "lm")

  # so far, all intervals are hidden
  ls <- l_layer_getChildren(l2)
  intervals <- l_layer_getChildren(l_create_handle(c(p,ls[3])))
  ci <- l_create_handle(c(p,intervals[3]))
  l_layer_show(ci)

  # show prediction interval
  pi <- l_create_handle(c(p,intervals[2]))
  l_layer_show(pi)

  # hide all
  l_layer_hide(l2)

  # Draw a fitted line based on a new data set
  shortSepalLength <- (iris$Sepal.Length < 5)
  l3 <- l_layer_smooth(p,
                       x = iris$Sepal.Length[shortSepalLength],
                       y = iris$Sepal.Width[shortSepalLength],
                       method = "lm",
                       linecolor = "firebrick",
                       interval = "prediction")
  l_layer_hide(l3)

  if(require(mgcv)) {
    # a full tensor product smooth
    ## linecolor is the same with the points color
    l4 <- l_layer_smooth(p,
                          method = "gam",
                          formula = y~te(x))
    l_layer_hide(l4)
  }
}
# facets
fp <- l_facet(p, by = iris$Species, inheritLayers = FALSE)
l5 <- l_layer_smooth(fp, method = "lm")

# generalized linear model
if(require("loon.data")) {
  data("SAheart")
  # logit regression
  chd <- as.numeric(SAheart$chd) - 1
  age <- SAheart$age
  p1 <- l_plot(age, chd,
               title = "logit regression")
  gl1 <- l_layer_smooth(p1,
                        method = "glm",
                        methodArgs = list(family = binomial()),
                        interval = "conf")

  # log linear regression
  counts <- c(18,17,15,20,10,20,25,13,12)
  age <- c(40,35,53,46,20,33,48,25,23)
  p2 <- l_plot(age, counts,
               title = "log-linear regression")
  gl2 <- l_layer_smooth(p2,
                        method = "glm",
                        methodArgs = list(family = poisson()),
                        interval = "conf")
}

l_layer_text

layer a text

Description

Loon's displays that are based on Cartesian coordinates (i.e. scatterplot, histogram and graph display) allow for layering visual information including polygons, text and rectangles.

layer a single character string

Usage

l_layer_text(
  widget,
  x,
  y,
  text,
  color = "gray60",
  size = 6,
  angle = 0,
  label = "text",
)
Arguments

- **widget**: widget path name as a string
- **x**: coordinate
- **y**: coordinate
- **text**: character string
- **color**: color of text
- **size**: size of the font
- **angle**: rotation of text
- **label**: label used in the layers inspector
- **parent**: group layer
- **index**: of the newly added layer in its parent group
- **...**: additional state initialization arguments, see `l_info_states`

Details

As a side effect of Tcl’s text-based design, it is best to use `l_layer_text` if one would like to layer a single character string (and not `l_layer_texts` with `n=1`).

For more information run: `l_help("learn_R_layer")`

Value

layer object handle, layer id

See Also

`l_layer`, `l_info_states`

Examples

```r
if(interactive()){

  p <- l_plot()
  l <- l_layer_text(p, 0, 0, "Hello World")
}
```
Description

Loon’s displays that are based on Cartesian coordinates (i.e. scatterplot, histogram and graph display) allow for layering visual information including polygons, text and rectangles.

Layer a vector of character strings.

Usage

```r
l_layer_texts(
  widget,
  x,
  y,
  text,
  color = "gray60",
  size = 6,
  angle = 0,
  anchor = "center",
  justify = "center",
  label = "texts",
  parent = "root",
  index = 0,
  active = TRUE,
  ...
)
```

Arguments

- **widget**: widget path name as a string
- **x**: vector of x coordinates
- **y**: vector of y coordinates
- **text**: vector with text strings
- **color**: color of text
- **size**: font size
- **angle**: text rotation
- **anchor**: specifies how the information in a text is to be displayed in the widget. Must be one of the values c("n", "ne", "e", "se", "s", "sw", "w", "nw", "center"). For example, "nw" means display the information such that its top-left corner is at the top-left corner of the widget.
- **justify**: when there are multiple lines of text displayed in a widget, this option determines how the lines line up with each other. Must be one of c("left", "center", "right"). "Left" means that the lines’ left edges all line up, "center" means that
the lines' centers are aligned, and "right" means that the lines’ right edges line up.

<table>
<thead>
<tr>
<th>label</th>
<th>label used in the layers inspector</th>
</tr>
</thead>
<tbody>
<tr>
<td>parent</td>
<td>group layer</td>
</tr>
<tr>
<td>index</td>
<td>of the newly added layer in its parent group</td>
</tr>
<tr>
<td>active</td>
<td>a logical determining whether objects appear or not (default is TRUE for all).</td>
</tr>
<tr>
<td>...</td>
<td>additional state initialization arguments, see \texttt{l_info_states}</td>
</tr>
</tbody>
</table>

**Details**

As a side effect of Tcl’s text-based design, it is best to use \texttt{l_layer_text} if one would like to layer a single character string (and not \texttt{l_layer_texts} with \texttt{n=1}).

For more information run: \texttt{l_help("learn_R_layer")}

**Value**

layer object handle, layer id

**See Also**

\texttt{l_layer}, \texttt{l_info_states}

**Examples**

```r
if(interactive()){  
  p <- \texttt{l_plot()}  
  l <- \texttt{l_layer_texts(p, x=1:3, y=3:1, text=c("This is", "a", "test"), size=20)}  
  \texttt{l_scaleto_world(p)}  
}
```

---

**Description**

Loon’s plots are constructed in TCL and identified with a path string appearing in the window containing the plot.

If the plots were not saved on a variable, this function will look for all loon plots displayed and return their values in a list whose elements may then be assigned to R variables.

**Usage**

\texttt{l_loonWidgets(pathTypes, inspector = FALSE)}
Arguments

pathTypes  an optional argument identifying the collection of path types that are to be returned (if displayed).

inspector  whether to return the loon inspector widget or not

This must be a subset of the union of \texttt{l\_basePaths()} and \texttt{l\_compoundPaths()}. If it is missing, all \texttt{l\_basePaths()} and \texttt{l\_compoundPaths()} will be returned.

Value

list whose elements are named by, and contain the values of, the loon plot widgets. The list can be nested when loon plots (like \texttt{l\_pairs}) are compound in that they consist of more than one base loon plot.

See Also

\texttt{l\_basePaths,l\_compoundPaths,l\_getFromPath}

Examples

if(interactive()){
  l\_plot(iris)
  l\_hist(iris)
  l\_hist(mtcars)
  l\_pairs(iris)
  # The following will not be loonWidgets (neither is the inspector)
  tt <- tktoplevel()
  tkpack(11 <- tklabel(tt, text = "Heave"), 12<- tklabel(tt, text = "Ho"))
  #
  # This will return loon widgets corresponding to plots
  loonPlots <- l\_loonWidgets()
  names(loonPlots)
  firstPlot <- loonPlots[[1]]
  firstPlot["color"] <- "red"
  histograms <- l\_loonWidgets("hist")
  lapply(histograms, FUN = function(hist) {
    hist["binwidth"] <- hist["binwidth"]/2
    l\_scaleto\_world(hist)
  })
}

\_loon\_inspector  \textit{Create a loon inspector}
Description

The loon inspector is a singleton widget that provides an overview to view and modify the active plot.

Usage

l_loon_inspector(parent = NULL, ...)

Arguments

parent  a valid Tk parent widget path. When the parent widget is specified (i.e. not NULL) then the plot widget needs to be placed using some geometry manager like tkpack or tkplace in order to be displayed. See the examples below.

...  state arguments, see l_info_states.

Details

For more information run: l_help("learn_R_display_inspectors")

Value

a loon widget

Examples

if(interactive()){  
i <- l_loon_inspector()  
}

_____________________________

l_make_glyphs  Make arbitrary glyphs with R graphic devices

_____________________________

Description

Loon’s primitive glyph types are limited in terms of compound shapes. With this function you can create each point glyph as a png and re-import it as a tk img object to be used as point glyphs in loon. See the examples.

Usage

l_make_glyphs(data, draw_fun, width = 50, height = 50, ...)

if(interactive()){  
i <- l_loon_inspector()  
}

if(interactive()){  
i <- l_loon_inspector()  
}
l_make_glyphs

Arguments

data list where each element contains a data object used for the draw_fun
draw_fun function that draws a glyph using \texttt{R} base graphics or the grid (including \texttt{ggplot2} and lattice) engine
width width of each glyph in pixel
height height of each glyph in pixel
... additional arguments passed on to the \texttt{png} function Note: type is not allowed in this list.

Value

vector with tk img object references

Examples

if(interactive()){

## Not run:
if (requireNamespace("maps", quietly = TRUE)) {
  data(minority)
p <- l_plot(minority$long, minority$lat)

  canada <- maps::map("world", "Canada", fill=TRUE, plot=FALSE)
  l_map <- l_layer(p, canada, asSingleLayer=TRUE)
  l_scaleto_world(p)

  img <- l_make_glyphs(lapply(1:nrow(minority), function(i)minority[i,]), function(m) {
    par(mar=c(1,1,1,1)*.5)
    mat <- as.matrix(m[1,1:10]/max(m[1:10]))
    barplot(height = mat,
            beside = FALSE,
            ylim = c(0,1),
            axes= FALSE,
            axisnames=FALSE)
  }, width=120, height=120)
  l_imageviewer(img)

g <- l_glyph_add_image(p, img, "barplot")
p['glyph'] <- g
}

## with grid
if (requireNamespace("grid", quietly = TRUE)) {
  li <- l_make_glyphs(runif(6), function(x) {
    if(any(x>1 | x<0))
      stop("out of range")
    grid::pushViewport(grid::plotViewport(grid::unit(c(1,1,1)*0, "points")))
  })
  l_imageviewer(li)
}
grid::grid.rect(gp=grid::gpar(fill=NA))
g = 0, 0, height = grid::unit(x, "npc"), just = c("left", "bottom"), gp=grid::gpar(col=NA, fill="steelblue"))
})
l_imageviewer(li)
p <- l_plot(1:6)
g <- l_glyph_add_image(p, li, "bars")
p["glyph"] <- g
}

## A more familiar example?
## The periodic table

data("elements", package = "loon.data")

# A draw function for each element
draw_element_box <- function(symbol, name, number, mass_number, mass, col) {
  if (missing(col)) col <- "white"
  oldPar <- par(bg = col, mar = rep(1, 4))
  plot(NA, xlim = c(0, 1), ylim = c(0, 1), axes=FALSE, ann = FALSE)
  text(0.5, 0.6, labels = symbol, cex = 18)
  text(0.15, 1, labels = number, cex = 6, adj= c(0.5,1))
  text(0.5, 0.25, labels = name, cex = 6)
  text(0.5, 0.11, labels = mass_number, cex = 3)
  text(0.5, 0.01, labels = mass, cex = 3)
  box()
  par(oldPar)
}

# Get the categories
colIDs <- paste(elements$Category, elements$Subcategory)
# Get a loon palette function
colFn <- color_loon()
# Get colors identified with categories
tableCols <- colFn(colIDs)

# A function to an element box image for each element.
make_element_boxes <- function(elements, cols, width = 500, height = 500) {
  if (missing(cols)) cols <- col=rep("white", nrow(elements))
  listOfElements <- lapply(1:nrow(elements),
    function(i) {
      list(vals = elements[i,],
    
})
196

l_make_glyphs
col = cols[i])

})

# glyphs created here
l_make_glyphs(listOfElements,
draw_fun = function(element){
x <- element$vals
col <- element$col
draw_element_box(symbol = x$Symbol,
name = x$Name,
number = x$Number,
mass_number = x$Mass_number,
mass = x$Mass,
col = col)
},
width = width,
height = height)
}
# Construct the glyphs
boxGlyphs <- make_element_boxes(elements, cols = tableCols)
# Get a couple of plots
periodicTable <- l_plot(x = elements$x, y = elements$y,
xlabel = "", ylabel = "",
title = "Periodic Table of the Elements",
linkingGroup = "elements",
color = tableCols)
# Add the images as possible glyphs
bg <- l_glyph_add_image(periodicTable,
images = boxGlyphs,
label = "Symbol boxes")
# Set this to be the glyph
periodicTable['glyph'] <- bg
#
# Get a second plot that shows the
#
# First some itemlabels
elementLabels <- with(elements,
paste("
",
"
",
"
",
)
)
periodicPlot

periodicity

Number, Symbol, "\n",
Name, "\n",
Mass

<- l_plot(x = elements$Mass, y = elements$Density,
xlabel = "Mass", ylabel = "Density",
itemLabel = elementLabels,
showItemLabels = TRUE,
linkingGroup = "elements",
color = tableCols)


# Add the images as possible glyphs to this plot as well

bg2 <- l_glyph_add_image(periodicPlot,
                          images = boxGlyphs,
                          label = "Symbol boxes")

# Could set this to be the glyph
periodicPlot['glyph'] <- bg2

---

### l_move_grid

**Arrange Points or Nodes on a Grid**

**Description**

Scatterplot and graph displays support interactive temporary relocation of single points (nodes for graphs).

**Usage**

```r
l_move_grid(widget, which = "selected")
```

**Arguments**

- `widget` : plot or graph widget handle or widget path name
- `which` : either one of 'selected', 'active', 'all', or a boolean vector with a value for each point.

**Details**

Moving the points temporarily saves the new point coordinates to the states `xTemp` and `yTemp`. The dimension of `xTemp` and `yTemp` is either 0 or n. If `xTemp` or `yTemp` are not of length 0 then they are required to be of length n, and the scatterplot will display those coordinates instead of the coordinates in `x` or `y`.

Note that the points can also be temporally relocated using mouse and keyboard gestures. That is, to move a single point or node press the CTRL key while dragging a the point. To move the selected points press down the CTRL and Shift keys while dragging one of the selected points.

When distributing points horizontally or vertically, their order remains the same. When distributing points horizontally or vertically, their order remains the same. For example, when you distribute the point both horizontally and vertically, then the resulting scatterplot will be a plot of the y ranks versus the x ranks. The correlation on that plot will be Spearman’s rho. When arranging points on a grid, some of the spatial ordering is preserved by first determining a grid size (i.e. a x b where a
and b are the same or close numbers) and then by taking the a smallest values in the y direction and
arrange them by their x order in the first row, then repeat for the remaining points.
Also note the the loon inspector also has buttons for these temporary points/nodes movements.

See Also

l_move_valign, l_move_halign, l_move_vdist, l_move_hdist, l_move_grid, l_move_jitter,
l_move_reset

l_move_halign

Horizontally Align Points or Nodes

Description

Scatterplot and graph displays support interactive temporary relocation of single points (nodes for
graphs).

Usage

l_move_halign(widget, which = "selected")

Arguments

widget
plot or graph widget handle or widget path name
which
either one of 'selected', 'active', 'all', or a boolean vector with a value
for each point.

Details

Moving the points temporarily saves the new point coordinates to the states xTemp and yTemp. The
dimension of xTemp and yTemp is either 0 or n. If xTemp or yTemp are not of length 0 then they
are required to be of length n, and the scatterplot will display those coordinates instead of the
coordinates in x or y.

Note that the points can also be temporally relocated using mouse and keyboard gestures. That is,
to move a single point or node press the CTRL key while dragging a the point. To move the selected
points press down the CTRL and Shift keys while dragging one of the selected points.

When distributing points horizontally or vertically, their order remains the same. When distributing
points horizontally or vertically, their order remains the same. For example, when you distribute
the point both horizontally and vertically, then the resulting scatterplot will be a plot of the y ranks
versus the x ranks. The correlation on that plot will be Spearman’s rho. When arranging points on
a grid, some of the spatial ordering is preserved by first determining a grid size (i.e. a x b where a
and b are the same or close numbers) and then by taking the a smallest values in the y direction and
arrange them by their x order in the first row, then repeat for the remaining points.
Also note the the loon inspector also has buttons for these temporary points/nodes movements.
Horizontally Distribute Points or Nodes

Description

Scatterplot and graph displays support interactive temporary relocation of single points (nodes for graphs).

Usage

`l_move_hdist(widget, which = "selected")`

Arguments

- `widget`: plot or graph widget handle or widget path name
- `which`: either one of 'selected', 'active', 'all', or a boolean vector with a value for each point.

Details

Moving the points temporarily saves the new point coordinates to the states `xTemp` and `yTemp`. The dimension of `xTemp` and `yTemp` is either 0 or n. If `xTemp` or `yTemp` are not of length 0 then they are required to be of length n, and the scatterplot will display those coordinates instead of the coordinates in `x` or `y`.

Note that the points can also be temporally relocated using mouse and keyboard gestures. That is, to move a single point or node press the CTRL key while dragging a the point. To move the selected points press down the CTRL and Shift keys while dragging one of the selected points.

When distributing points horizontally or vertically, their order remains the same. When distributing points horizontally or vertically, their order remains the same. For example, when you distribute the point both horizontally and vertically, then the resulting scatterplot will be a plot of the y ranks versus the x ranks. The correlation on that plot will be Spearman's rho. When arranging points on a grid, some of the spatial ordering is preserved by first determining a grid size (i.e. a x b where a and b are the same or close numbers) and then by taking the a smallest values in the y direction and arrange them by their x order in the first row, then repeat for the remaining points.

Also note the the loon inspector also has buttons for these temporary points/nodes movements.

See Also

`l_move_valign, l_move_halign, l_move_vdist, l_move_hdist, l_move_grid, l_move_jitter, l_move_reset`
Description

Scatterplot and graph displays support interactive temporary relocation of single points (nodes for graphs).

Usage

```
l_move_jitter(widget, which = "selected", factor = 1, amount = "")
```

Arguments

- `widget` - plot or graph widget handle or widget path name
- `which` - either one of 'selected', 'active', 'all', or a boolean vector with a value for each point.
- `factor` - numeric.
- `amount` - numeric; if positive, used as `amount` (see below), otherwise, if = 0 the default is `factor * z/50`. Default (NULL): `factor * d/5` where `d` is about the smallest difference between x values.

Details

Moving the points temporarily saves the new point coordinates to the states `xTemp` and `yTemp`. The dimension of `xTemp` and `yTemp` is either 0 or n. If `xTemp` or `yTemp` are not of length 0 then they are required to be of length n, and the scatterplot will display those coordinates instead of the coordinates in x or y.

Note that the points can also be temporally relocated using mouse and keyboard gestures. That is, to move a single point or node press the CTRL key while dragging a the point. To move the selected points press down the CTRL and Shift keys while dragging one of the selected points.

When distributing points horizontally or vertically, their order remains the same. When distributing points horizontally or vertically, their order remains the same. For example, when you distribute the point both horizontally and vertically, then the resulting scatterplot will be a plot of the y ranks versus the x ranks. The correlation on that plot will be Spearman’s rho. When arranging points on a grid, some of the spatial ordering is preserved by first determining a grid size (i.e. a x b where a and b are the same or close numbers) and then by taking the a smallest values in the y direction and arrange them by their x order in the first row, then repeat for the remaining points.

Also note the the loon inspector also has buttons for these temporary points/nodes movements.

See Also

```
l_move_valign, l_move_halign, l_move_vdist, l_move_hdist, l_move_grid, l_move_jitter, l_move_reset
```
Description

Scatterplot and graph displays support interactive temporary relocation of single points (nodes for graphs).

Usage

l_move_reset(widget, which = "selected")

Arguments

widget plot or graph widget handle or widget path name
which either one of 'selected', 'active', 'all', or a boolean vector with a value for each point.

Details

Moving the points temporarily saves the new point coordinates to the states xTemp and yTemp. The dimension of xTemp and yTemp is either 0 or n. If xTemp or yTemp are not of length 0 then they are required to be of length n, and the scatterplot will display those coordinates instead of the coordinates in x or y.

Note that the points can also be temporally relocated using mouse and keyboard gestures. That is, to move a single point or node press the CTRL key while dragging a the point. To move the selected points press down the CTRL and Shift keys while dragging one of the selected points.

When distributing points horizontally or vertically, their order remains the same. When distributing points horizontally or vertically, their order remains the same. For example, when you distribute the point both horizontally and vertically, then the resulting scatterplot will be a plot of the y ranks versus the x ranks. The correlation on that plot will be Spearman’s rho. When arranging points on a grid, some of the spatial ordering is preserved by first determining a grid size (i.e. a x b where a and b are the same or close numbers) and then by taking the a smallest values in the y direction and arrange them by their x order in the first row, then repeat for the remaining points.

Also note the the loon inspector also has buttons for these temporary points/nodes movements.

See Also

l_move_valign, l_move_halign, l_move_vdist, l_move_hdist, l_move_grid, l_move_jitter, l_move_reset
Vertically Align Points or Nodes

Description

Scatterplot and graph displays support interactive temporary relocation of single points (nodes for graphs).

Usage

```r
l_move_valign(widget, which = "selected")
```

Arguments

- `widget`: plot or graph widget handle or widget path name
- `which`: either one of 'selected', 'active', 'all', or a boolean vector with a value for each point.

Details

Moving the points temporarily saves the new point coordinates to the states `xTemp` and `yTemp`. The dimension of `xTemp` and `yTemp` is either 0 or `n`. If `xTemp` or `yTemp` are not of length 0 then they are required to be of length `n`, and the scatterplot will display those coordinates instead of the coordinates in `x` or `y`.

Note that the points can also be temporally relocated using mouse and keyboard gestures. That is, to move a single point or node press the CTRL key while dragging a the point. To move the selected points press down the CTRL and Shift keys while dragging one of the selected points.

When distributing points horizontally or vertically, their order remains the same. When distributing points horizontally or vertically, their order remains the same. For example, when you distribute the point both horizontally and vertically, then the resulting scatterplot will be a plot of the `y` ranks versus the `x` ranks. The correlation on that plot will be Spearman's rho. When arranging points on a grid, some of the spatial ordering is preserved by first determining a grid size (i.e. `a x b` where `a` and `b` are the same or close numbers) and then by taking the `a` smallest values in the `y` direction and arrange them by their `x` order in the first row, then repeat for the remaining points.

Also note the the loon inspector also has buttons for these temporary points/nodes movements.

See Also

- `l_move_valign`
- `l_move_halign`
- `l_move_vdist`
- `l_move_hdist`
- `l_move_grid`
- `l_move_jitter`
- `l_move_reset`
1_move_vdist

Vertically Distribute Points or Nodes

Description

Scatterplot and graph displays support interactive temporary relocation of single points (nodes for graphs).

Usage

1_move_vdist(widget, which = "selected")

Arguments

- **widget**: plot or graph widget handle or widget path name
- **which**: either one of 'selected', 'active', 'all', or a boolean vector with a value for each point.

Details

Moving the points temporarily saves the new point coordinates to the states xTemp and yTemp. The dimension of xTemp and yTemp is either 0 or n. If xTemp or yTemp are not of length 0 then they are required to be of length n, and the scatterplot will display those coordinates instead of the coordinates in x or y.

Note that the points can also be temporally relocated using mouse and keyboard gestures. That is, to move a single point or node press the CTRL key while dragging a the point. To move the selected points press down the CTRL and Shift keys while dragging one of the selected points.

When distributing points horizontally or vertically, their order remains the same. When distributing points horizontally or vertically, their order remains the same. For example, when you distribute the point both horizontally and vertically, then the resulting scatterplot will be a plot of the y ranks versus the x ranks. The correlation on that plot will be Spearman's rho. When arranging points on a grid, some of the spatial ordering is preserved by first determining a grid size (i.e. a x b where a and b are the same or close numbers) and then by taking the a smallest values in the y direction and arrange them by their x order in the first row, then repeat for the remaining points.

Also note the the loon inspector also has buttons for these temporary points/nodes movements.

See Also

1_move_valign, 1_move_halign, 1_move_vdist, 1_move_hdist, 1_move_grid, 1_move_jitter, 1_move_reset
l_navgraph

Explore a dataset with the canonical 2d navigation graph setting

Description

Creates a navigation graph, a graphswitch, a navigator and a geodesic2d context added, and a scatterplot.

Usage

l_navgraph(data, separator = "\":", graph = NULL, ...)

Arguments

- **data**: a data.frame with numeric variables only
- **separator**: string the separates variable names in 2d graph nodes
- **graph**: optional, graph or loongraph object with navigation graph. If the graph argument is not used then a 3d and 4d transition graph and a complete transition graph is added.
- **...**: arguments passed on to modify the scatterplot plot states

Details

For more information run: l_help("learn_R_display_graph.html#l_navgraph")

Value

named list with graph handle, plot handle, graphswitch handle, navigator handle, and context handle.

Examples

if(interactive()){

ng <- l_navgraph(oliveAcids, color=olive$Area)
ng2 <- l_navgraph(oliveAcids, separator='-', color=olive$Area)

}
Add a Navigator to a Graph

Description
To turn a graph into a navigation graph you need to add one or more navigators. Navigator have their own set of states that can be queried and modified.

Usage

```r
l_navigator_add(
  widget,
  from = "",
  to = "",
  proportion = 0,
  color = "orange",
  ...
)
```

Arguments

- `widget` graph widget
- `from` The position of the navigator on the graph is defined by the states from, to and proportion. The states from and to hold vectors of node names of the graph. The proportion state is a number between and including 0 and 1 and defines how far the navigator is between the last element of from and the first element of to. The to state can also be an empty string ‘’ if there is no further node to go to. Hence, the concatenation of from and to define a path on the graph.
- `to` see description above for from
- `proportion` see description above for from
- `color` of navigator
- `...` named arguments passed on to modify navigator states

Details
For more information run: `l_help("learn_R_display_graph.html#navigators")`

Value
navigator handle with navigator id

See Also

`l_navigator_delete, l_navigator_ids, l_navigator_walk_path, l_navigator_walk_forward, l_navigator_walk_backward, l_navigator_relabel, l_navigator_getLabel`
**l_navigator_delete**  
*Delete a Navigator*

**Description**

Removes a navigator from a graph widget

**Usage**

\[
l\_navigator\_delete(\text{widget}, \text{id})
\]

**Arguments**

- `widget`  
  graph widget
- `id`  
  navigator handle or navigator id

**See Also**

- `l_navigator_add`

---

**l_navigator_getLabel**  
*Query the Label of a Navigator*

**Description**

Returns the label of a navigator

**Usage**

\[
l\_navigator\_getLabel(\text{widget}, \text{id})
\]

**Arguments**

- `widget`  
  graph widget handle
- `id`  
  navigator id

**See Also**

- `l_navigator_add`
**l_navigator_getPath**  
*Get the sequence of nodes of a navigator's current path*

**Description**
Determine and return the current path of the navigator.

**Usage**

```plaintext
l_navigator_getPath(navigator)
```

**Arguments**

- **navigator**: navigator handle

**Value**

- a vector of node names for the current path of the navigator

---

**l_navigator_ids**  
*List Navigators*

**Description**
List all navigators that belong to a graph.

**Usage**

```plaintext
l_navigator_ids(widget)
```

**Arguments**

- **widget**: graph widget

**See Also**

```
l_navigator_add
```
**l_navigator_relabel**  
*Modify the Label of a Navigator*

**Description**
Change the navigator label

**Usage**
```
l_navigator_relabel(widget, id, label)
```

**Arguments**
- **widget**: graph widget handle
- **id**: navigator id
- **label**: new label of navigator

**See Also**
- `l_navigator_add`

---

**l_navigator_walk_backward**  
*Have the Navigator Walk Backward on the Current Path*

**Description**
Animate a navigator by having it walk on a path on the graph

**Usage**
```
l_navigator_walk_backward(navigator, to = "")
```

**Arguments**
- **navigator**: navigator handle
- **to**: node name that is part of the active path backward where the navigator should stop.

**Details**
Note that navigators have the states animationPause and animationProportionIncrement to control the animation speed. Further, you can stop the animation when clicking somewhere on the graph display or by using the mouse scroll wheel.
Have the Navigator Walk Forward on the Current Path

Description
Animate a navigator by having it walk on a path on the graph

Usage
l_navigator_walk_forward(navigator, to = "")

Arguments
- navigator: navigator handle
- to: node name that is part of the active path forward where the navigator should stop.

Details
Note that navigators have the states animationPause and animationProportionIncrement to control the animation speed. Further, you can stop the animation when clicking somewhere on the graph display or by using the mouse scroll wheel.

See Also
l_navigator_add

Have the Navigator Walk a Path on the Graph

Description
Animate a navigator by having it walk on a path on the graph

Usage
l_navigator_walk_path(navigator, path)

Arguments
- navigator: navigator handle
- path: vector with node names of the host graph that form a valid path on that graph
See Also

  l_navigator_add

l_nDimStateNames  \textit{N dimensional state names access}

Description

Get all $n$ dimensional state names

Usage

l_nDimStateNames(loon_plot)

Arguments

loon_plot  \hspace{1em} A loon widget or the class name of a loon plot

Examples

if(interactive()){
  p <- l_plot()
  l_nDimStateNames(p)
  l_nDimStateNames("l_plot")
}

l_nestedTclList2Rlist  \textit{Convert a Nested Tcl List to an R List}

Description

Helper function to work with \texttt{R} and Tcl

Usage

l_nestedTclList2Rlist(
  tclobj,
  transform = function(x) {
    as.numeric(x)
  }
)
\textbf{Description}

Generic function to create a navigation graph environment where user can filter graph nodes by selecting 2d spaces based on 2d measures displayed in a scatterplot matrix.

\textbf{Usage}

\texttt{l_ng_plots(measures, \ldots)}

\textbf{Arguments}

- \texttt{measures} object with measures are stored
- \texttt{\ldots} argument passed on to methods

\textbf{Details}

For more information run: \texttt{l_help("learn_R_display_graph.html\#l_ng_plots")}

\textbf{See Also}

\texttt{l_ng_plots.default, l_ng_plots.measures, l_ng_plots.scagnostics, measures1d, measures2d, scagnostics2d, l_ng_ranges}
l_ng_plots.default  Select 2d spaces with variable associated measures displayed in scatterplot matrix

Description

Measures object is a matrix or data.frame with measures (columns) for variable pairs (rows) and rownames of the two variates separated by separator.

Usage

```r
## Default S3 method:
l_ng_plots(measures, data, separator = " ", ...)
```

Arguments

- **measures**: matrix or data.frame with measures (columns) for variable pairs (rows) and rownames of the two variates separated by separator.
- **data**: data frame for scatterplot.
- **separator**: a string that separates the variable pair string into the individual variables.
- **...**: arguments passed on to configure the scatterplot.

Details

For more information run: `l_help("learn_R_display_graph.html#l_ng_plots")`

Value

named list with plots-, graph-, plot-, navigator-, and context handle. The list also contains the environment of the the function call in `env`.

See Also

- `l_ng_plots`, `l_ng_plots.measures`, `l_ng_plots.scagnostics`, `measures1d`, `measures2d`, `scagnostics2d`, `l_ng_ranges`

Examples

```r
if(interactive()){
    ## Not run:
    n <- 100
    dat <- data.frame(
        A = rnorm(n), B = rnorm(n), C = rnorm(n),
        D = rnorm(n), E = rnorm(n)
    )
    m2d <- data.frame(
```
Measures object is of class measures. When using measure objects then the measures can be dynamically re-calculated for a subset of the data.
S3 method for class 'measures'
lng_plots(measures, ...)

Arguments

measures: object of class measures, see measures1d, measures2d.

...: arguments passed on to configure the scatterplot

Details

Note that we provide the scagnostics2d function to create a measures object for the scagnostics measures.
For more information run: l_help("learn_R_display_graph.html#l_ng_plots")

Value
	named list with plots-, graph-, plot-, navigator-, and context handle. The list also contains the environment of the the function call in env.

See Also

measures1d, measures2d, scagnostics2d, lng_plots, lng_ranges

Examples

if(interactive()){

## Not run:
# 2d measures
scags <- scagnostics2d(oliveAcids, separator='**')
scags()
ng <- lng_plots(scags, color=olive$Area)

# 1d measures
scale01 <- function(x){(x-min(x))/diff(range(x))}
m1d <- measures1d(sapply(iris[,-5], scale01),
mean=mean, median=median, sd=sd,
q1=function(x)as.vector(quantile(x, probs=0.25)),
q3=function(x)as.vector(quantile(x, probs=0.75)))
m1d()

nav <- lng_plots(m1d, color=iris$Species)

# with only one measure
nav <- lng_plots(measures1d(oliveAcids, sd))

# with two measures
nav <- lng_plots(measures1d(oliveAcids, sd=sd, mean=mean))
2d Navigation Graph Setup with dynamic node filtering based on scagnostic measures and by using a scatterplot matrix

Description

This method is useful when working with objects from the `scagnostics` function from the scagnostics R package. In order to dynamically re-calculate the scagnostic measures for a subset of the data use the `scagnostics2d` measures creature function.

Usage

```r
## S3 method for class 'scagnostics'
lng_plots(measures, data, separator = ":", ...)
```

Arguments

- `measures`: objects from the `scagnostics` function from the scagnostics R package
- `data`: data frame for scatterplot
- `separator`: a string that separates the variable pair string into the individual variables
- `...`: arguments passed on to configure the scatterplot

Value

named list with plots-, graph-, plot-, navigator-, and context handle. The list also contains the environment of the the function call in `env`.

See Also

- `lng_plots`, `lng_plots.default`, `lng_plots.measures`, `measures1d`, `measures2d`, `scagnostics2d`, `lng_ranges`

Examples

```r
if(interactive()){

## Not run:
library(scagnostics)
scags <- scagnostics::scagnostics(oliveAcids)
lng_plots(scags, oliveAcids, color=olive$Area)
```
l_ng_ranges.default

2d navigation graph setup with dynamic node filtering using a slider

Description
Generic function to create a navigation graph environment where user can filter graph nodes using a slider to select 2d spaces based on 2d measures.

Usage
l_ng_ranges(measures, ...)

Arguments
measures object with measures are stored
... argument passed on to methods

Details
For more information run: l_help("learn_R_display_graph.html#l_ng_ranges")

See Also
l_ng_ranges.default, l_ng_ranges.measures, l_ng_ranges.scagnostics, measures1d, measures2d, scagnostics2d, l_ng_ranges

l_ng_ranges.default Select 2d spaces with variable associated measures using a slider

Description
Measures object is a matrix or data.frame with measures (columns) for variable pairs (rows) and rownames of the two variates separated by separator

Usage
## Default S3 method:
l_ng_ranges(measures, data, separator = ":", ...)
**Arguments**

- **measures**: matrix or data.frame with measures (columns) for variable pairs (rows) and row-names of the two variates separated by separator
- **data**: data frame for scatterplot
- **separator**: a string that separates the variable pair string into the individual variables
- **...**: arguments passed on to configure the scatterplot

**Details**

For more information run: `l_help("learn_R_display_graph.html#l_ng_ranges")`

**Value**

named list with plots-, graph-, plot-, navigator-, and context handle. The list also contains the environment of the the function call in `env`.

**See Also**

`l_ng_ranges`, `l_ng_ranges.measures`, `l_ng_ranges.scagnostics`, `measures1d`, `measures2d`, `scagnostics2d`, `l_ng_ranges`

**Examples**

```r
if (interactive()){
  # Simple example with generated data
  n <- 100
  dat <- data.frame(
    A = rnorm(n), B = rnorm(n), C = rnorm(n),
    D = rnorm(n), E = rnorm(n)
  )
  m2d <- data.frame(
    cor = with(dat, c(cor(A,B), cor(A,C), cor(B,D), cor(D,E), cor(A,E))),
    my_measure = c(1, 3, 2, 1, 4),
  )
  # or m2d <- as.matrix(m2d)

  nav <- l_ng_ranges(measures=m2d, data=dat)

  # With 1d measures
  m1d <- data.frame(
    mean = sapply(dat, mean),
    median = sapply(dat, median),
    sd = sapply(dat, sd),
    q1 = sapply(dat, function(x)quantile(x, probs=0.25)),
    q3 = sapply(dat, function(x)quantile(x, probs=0.75)),
    row.names = names(dat)
  )
}
```
Description

Measures object is of class measures. When using measure objects then the measures can be dynamically re-calculated for a subset of the data.

Usage

```r
## S3 method for class 'measures'
lng_ranges(measures, ...)
```

Arguments

- `measures`: object of class measures, see `measures1d`, `measures2d`.
- `...`: arguments passed on to configure the scatterplot

Details

Note that we provide the `scagnostics2d` function to create a measures object for the scagnostics measures.

For more information run: `?help("learn_R_display_graph.html#lng_ranges")`

Value

named list with plots-, graph-, plot-, navigator-, and context handle. The list also contains the environment of the the function call in `env`.

See Also

- `measures1d`, `measures2d`, `scagnostics2d`, `lng_ranges`, `lng_plots`

Examples

```r
if (interactive()){  
  # 2d measures
  # s <- scagnostics2d(oliveAcids)
  # nav <- lng_ranges(s, color=olive$Area)

  # 1d measures
  scale01 <- function(x)((x-min(x))/diff(range(x)))
```
m1d <- measures1d(sapply(iris[-5], scale01),
mean=mean, median=median, sd=sd,
q1=function(x)as.vector(quantile(x, probs=0.25)),
q3=function(x)as.vector(quantile(x, probs=0.75)))

m1d()
	nav <- l_ng_ranges(m1d, color=iris$Species)

2d Navigation Graph Setup with dynamic node filtering based on
scagnostic measures and using a slider

Description

This method is useful when working with objects from the scagnostics function from the scagnostics R package. In order to dynamically re-calculate the scagnostic measures for a subset of the data use the scagnostics2d measures creature function.

Usage

## S3 method for class 'scagnostics'

l_ng_ranges(measures, data, separator = ":", ...)

Arguments

measures  objects from the scagnostics function from the scagnostics R package
data     data frame for scatterplot
separator  a string that separates the variable pair string into the individual variables
...  arguments passed on to configure the scatterplot

Details

For more information run: l_help("learn_R_display_graph.html#l_ng_ranges")

Value

named list with plots-, graph-, plot-, navigator-, and context handle. The list also contains the environment of the the function call in env.

See Also

l_ng_ranges, l_ng_ranges.default, l_ng_ranges.measures, measures1d, measures2d, scagnostics2d, l_ng_ranges
Examples

```r
## Not run:
if (requireNamespace("scagnostics", quietly = TRUE)) {
  s <- scagnostics::scagnostics(oliveAcids)
  ng <- l_ng_ranges(s, oliveAcids, color=olive$Area)
}
## End(Not run)
```

---

**l_pairs**  
*An interactive scatterplot matrix*

**Description**

Function creates a scatterplot matrix using loon’s scatterplot widgets

**Usage**

```r
l_pairs(
data,  
connectedScales = c("cross", "none"),  
linkingGroup,  
linkingKey,  
showItemLabels = TRUE,  
itemLabel,  
showHistograms = FALSE,  
histLocation = c("edge", "diag"),  
histHeightProp = 1,  
histArgs = list(),  
showSerialAxes = FALSE,  
serialAxesArgs = list(),  
parent = NULL,  
plotWidth = 100,  
plotHeight = 100,  
span = 10L,  
showProgressBar = TRUE,  
...  
)
```

**Arguments**

- **data**  
a data.frame with numerical data to create the scatterplot matrix
- **connectedScales**  
Determines how the scales of the panels are to be connected.
  - "cross": only the scales in the same row and the same column are connected;
  - "none": neither "x" nor "y" scales are connected in any panels.
linkingGroup  string giving the linkingGroup for all plots. If missing, a default linkingGroup will be determined from deparsing the data.

linkingKey    a vector of strings to provide a linking identity for each row of the data data.frame. If missing, a default linkingKey will be 0:(nrows(data)-1).

showItemLabels TRUE, logical indicating whether its itemLabel pops up over a point when the mouse hovers over it.

itemLabel     a vector of strings to be used as pop up information when the mouse hovers over a point. If missing, the default itemLabel will be the row.names(data).

showHistograms logical (default FALSE) to show histograms of each variable or not

histLocation  one "edge" or "diag", when showHistograms = TRUE

histHeightProp a positive number giving the height of the histograms as a proportion of the height of the scatterplots

histArgs      additional arguments to modify the 'l_hist' states

showSerialAxes logical (default FALSE) indication of whether to show a serial axes plot in the bottom left of the pairs plot (or not)

serialAxesArgs additional arguments to modify the 'l_serialaxes' states

parent        a valid Tk parent widget path. When the parent widget is specified (i.e. not NULL) then the plot widget needs to be placed using some geometry manager like tkpack or tkplace in order to be displayed. See the examples below.

plotWidth     default plot width (in pixel)

plotHeight    default plot height (in pixel)

span          How many column/row occupies for each widget

showProgressBar Logical; show progress bar or not

...           named arguments to modify the 'l_plot' states of the scatterplots

Value

an 'l_pairs' object (an 'l_compound' object), being a list with named elements, each representing a separate interactive plot. The names of the plots should be self explanatory and a list of all plots can be accessed from the 'l_pairs' object via 'l_getPlots()'. All plots are linked by default (name taken from data set if not provided). Panning and zooming are constrained to work together within the scatterplot matrix (and histograms).

See Also

l_plot and l_getPlots

Examples

if(interactive()){

  p <- l_pairs(iris[-5], color=iris$Species, linkingGroup = "iris")

  p <- l_pairs(iris[-5], color=iris$Species, linkingGroup = "iris",

showHistograms = TRUE, showSequentialAxes = TRUE)

# plot names
names(p)

# Each plot must be accessed to make changes not managed through
# linking.
# E.g. to change the glyph on all scatterplots to open circles
for (plot in l_getPlots(p)) {
    if (is(plot, "l_plot")) {
        plot["glyph"] <- "ocircle"
    }
}

---

**l_plot**

Create an interactive loon plot widget

**Description**

l_plot is a generic function for creating an interactive visualization environments for R objects.

**Usage**

l_plot(x, y, ...)

## Default S3 method:
l_plot(
  x,
  y = NULL,
  by = NULL,
  on,
  layout = c("grid", "wrap", "separate"),
  connectedScales = c("cross", "row", "column", "both", "x", "y", "none"),
  color = l_getOption("color"),
  glyph = l_getOption("glyph"),
  size = l_getOption("size"),
  active = TRUE,
  selected = FALSE,
  xlabel,
  ylabel,
  title,
  showLabels = TRUE,
  showScales = FALSE,
  showGuides = TRUE,
  guidelines = l_getOption("guidelines"),
  guidesBackground = l_getOption("guidesBackground"),
  foreground = l_getOption("foreground"),
  background = l_getOption("background"),

---


### S3 method for class 'decomposed.ts'

```r
l_plot(
  x,
  y = NULL,
  xlabel = NULL,
  ylabel = NULL,
  title = NULL,
  tk_title = NULL,
  color = l_getOption("color"),
  size = l_getOption("size"),
  linecolor = l_getOption("color"),
  linewidth = l_getOption("linewidth"),
  linkingGroup,
  showScales = TRUE,
  showGuides = TRUE,
  showLabels = TRUE,
  ...
)
```

### S3 method for class 'density'

```r
l_plot(
  x,
  y = NULL,
  xlabel = NULL,
  ylabel = NULL,
  title = NULL,
  linewidth = l_getOption("linewidth"),
  linecolor = l_getOption("color"),
  ...
)
```

### S3 method for class 'map'

```r
l_plot(x, y = NULL, ...)
```

### S3 method for class 'stl'

```r
l_plot(
  x,
  y = NULL,
  xlabel = NULL,
  ylabel = NULL,
  title = NULL,
  tk_title = NULL,
  color = l_getOption("color"),
  size = l_getOption("size"),
  ...)
Arguments

x the coordinates of points in the `l_plot`. Alternatively, a single plotting structure (see the function `xy.coords` for details), `formula`, or any R object (e.g. `density`, `stl`, etc) is accommodated.

y the y coordinates of points in the `l_plot`, optional if x is an appropriate structure.

... named arguments to modify plot states. See `l_info_states` of any instantiated `l_plot` for examples of names and values.

by loon plot can be separated by some variables into multiple panels. This argument can take a `formula`, n dimensional state names (see `l_nDimStateNames`) an n-dimensional vector and data.frame or a list of same lengths n as input.

on if the x or by is a formula, an optional data frame containing the variables in the x or by. If the variables are not found in data, they are taken from environment, typically the environment from which the function is called.

layout layout facets as 'grid', 'wrap' or 'separate'

connectedScales

Determines how the scales of the facets are to be connected depending on which layout is used. For each value of layout, the scales are connected as follows:

- **layout = "wrap"**: Across all facets, when connectedScales is
  - "x", then only the "x" scales are connected
  - "y", then only the "y" scales are connected
  - "both", both "x" and "y" scales are connected
  - "none", neither "x" nor "y" scales are connected. For any other value, only the "y" scale is connected.

- **layout = "grid"**: Across all facets, when connectedScales is
  - "cross", then only the scales in the same row and the same column are connected
  - "row", then both "x" and "y" scales of facets in the same row are connected
  - "column", then both "x" and "y" scales of facets in the same column are connected
  - "x", then all of the "x" scales are connected (regardless of column)
  - "y", then all of the "y" scales are connected (regardless of row)
  - "both", both "x" and "y" scales are connected in all facets
  - "none", neither "x" nor "y" scales are connected in any facets.
**color**
colours of points; colours are repeated until matching the number points. Default is found using `l_getOption("color")`.

**glyph**
the visual representation of the point. Argument values can be any of
- the string names of primitive glyphs:
  - circles: "circle", "ccircle", "ocircle";
  - squares or boxes: "square", "csquare", "osquare";
  - triangles: "triangle", "ctriangle", "otriangle";
  - diamonds: "diamond", "cdiamond", or "odiamond".
  Note that prefixes "c" and "o" may be thought of as closed and open, respectively. The set of values are returned by `l_primitiveGlyphs()`.
- the string names of constructed glyphs:
  - text as glyphs: see `l_glyph_add_text()`
  - point ranges: see `l_glyph_add_pointrange()`
  - polygons: see `l_glyph_add_polygon()`
  - parallel coordinates: see `l_glyph_add_serialaxes()`
  - star or radial axes: see `l_glyph_add_serialaxes()`
  - or any plot created using R: see `l_make_glyphs()`
  Note that glyphs are constructed and given a stringname to be used in the inspector.

**size**
size of the symbol (roughly in terms of area). Default is found using `l_getOption("size")`.

**active**
a logical determining whether points appear or not (default is TRUE for all points). If a logical vector is given of length equal to the number of points, then it identifies which points appear (TRUE) and which do not (FALSE).

**selected**
a logical determining whether points appear selected at first (default is FALSE for all points). If a logical vector is given of length equal to the number of points, then it identifies which points are (TRUE) and which are not (FALSE).

**xlabel**
Label for the horizontal (x) axis. If missing, one will be inferred from x if possible.

**ylabel**
Label for the vertical (y) axis. If missing, one will be inferred from y (or x) if possible.

**title**
Title for the plot, default is an empty string.

**showLabels**
logical to determine whether axes label (and title) should be presented.

**showScales**
logical to determine whether numerical scales should be presented on both axes.

**showGuides**
logical to determine whether to present background guidelines to help determine locations.

**guidelines**
colour of the guidelines shown when showGuides = TRUE. Default is found using `l_getOption("guidelines")`.

**guidesBackground**
colour of the background to the guidelines shown when showGuides = TRUE. Default is found using `l_getOption("guidesBackground")`.

**foreground**
foreground colour used by all other drawing. Default is found using `l_getOption("foreground")`.

**background**
background colour used for the plot. Default is found using `l_getOption("background")`. 
parent a valid Tk parent widget path. When the parent widget is specified (i.e. not NULL) then the plot widget needs to be placed using some geometry manager like tkpack or tkplace in order to be displayed. See the examples below.

**tk_title** provides an alternative window name to Tk’s wm title. If NULL, stl will be used.

**linecolor** line colour of all time series. Default given by 1_getOption("color").

**linewidth** line width of all time series (incl. original and decomposed components. Default given by 1_getOption("linewidth").

**linkingGroup** string giving the linkingGroup for all plots. If missing, a default linkingGroup will be determined from deparsing the input x.

**Details**

Like plot in R, l_plot is the generic plotting function for objects in loon. The default method l_plot.default produces the interactive scatterplot in loon. This is the workhorse of ‘loon’ and is often a key part of many other displays (e.g. 1_pairs and 1_navgraph).

For example, the methods include l_plot.default (the basic interactive scatterplot), l_plot.density (layers output of density in an empty scatterplot), l_plot.map (layers a map in an empty scatterplot), and l_plot.stl (a compound display of the output of stl). A complete list is had from methods(l_plot).

To get started with loon it is recommended to follow the introductory loon vignette vignette(topic = "introduction", package = "loon") and to explore loon’s website accessible via l_help().

The general direct manipulation and interaction gestures are outlined in the following figures.

**Zooming and Panning**

Selecting Points/Objects

Moving Points on the Scatterplot Display

The scatterplot displays a number of direct interactions with the mouse and keyboard, these include: zooming towards the mouse cursor using the mouse wheel, panning by right-click dragging and various selection methods using the left mouse button such as sweeping, brushing and individual point selection. See the documentation for l_plot for more details about the interaction gestures.

Some arguments to modify layouts can be passed through, e.g. "separate", "ncol", "nrow", etc. Check l_facet to see how these arguments work.

**Value**

- The input is a stl or a decomposed.ts object, a structure of class "1_ts" containing four loon plots each representing a part of the decomposition by name: "original", "trend", "seasonal", and "remainder"

- The input is a vector, formula, data.frame, ...
  - by = NULL: a loon widget will be returned
  - by is not NULL: an l_facet object (a list) will be returned and each element is a loon widget displaying a subset of interest.
See Also

Turn interactive loon plot static `loonGrob`, `grid.loon`, `plot.loon`.
Density layer `l_layer.density`
Map layer `l_layer, l_layer.map, map`
Other loon interactive states: `l_hist()`, `l_info_states()`, `l_serialaxes()`, `l_state_names()`, `names.loon()`

Examples

```r
if(interactive()) {
  ########################## l_plot.default ##########################
  # default use as scatterplot
  p1 <- with(iris, l_plot(Sepal.Length, Sepal.Width, color=Species,
    title = "First plot"))
  # The names of the info states that can be
  # accessed or set. They can also be given values as
  # arguments to l_plot.default()
  names(p1)
  p1["size"] <- 10
  
  p2 <- with(iris, l_plot(Petal.Length ~ Petal.Width,
    linkingGroup="iris_data",
    title = "Second plot",
    showGuides = FALSE))
  p2["showScales"] <- TRUE
  # link first plot with the second plot requires
  # l_configure to coordinate the synchroniztion
  l_configure(p1, linkingGroup = "iris_data", sync = "push")
  
  p1["selected"] <- iris$Species == "versicolor"
  p2["glyph"][p1["selected"]] <- "cdiamond"

  gridExtra::grid.arrange(loonGrob(p1), loonGrob(p2), nrow = 1)
  # Layout facets
  ### facet wrap
  p3 <- with(mtcars, l_plot(wt, mpg, by = cyl, layout = "wrap"))
  # it is equivalent to
  # p3 <- l_plot(mpg~wt, by = ~cyl, layout = "wrap", on = mtcars)

  ### facet grid
  p4 <- l_plot(x = 1:6, y = 1:6,
    by = size ~ color,
    size = c(rep(50, 2), rep(25, 2), rep(50, 2)),
    color = c(rep("red", 3), rep("green", 3)))

  # Use with other tk widgets
  tt <- tktoplevel()
```
l_plot3D

Create an interactive loon 3d plot widget

Description

l_plot3D is a generic function for creating interactive visualization environments for R objects.
Usage

l_plot3D(x, y, z, ...)  

## Default S3 method:  
l_plot3D(  
x,  
y = NULL,  
z = NULL,  
axisScaleFactor = 1,  
by = NULL,  
on,  
layout = c("grid", "wrap", "separate"),  
connectedScales = c("cross", "row", "column", "both", "x", "y", "none"),  
color = l_getOption("color"),  
glyph = l_getOption("glyph"),  
size = l_getOption("size"),  
active = TRUE,  
selected = FALSE,  
xlabel,  
ylabel,  
zlabel,  
title,  
showLabels = TRUE,  
showScales = FALSE,  
showGuides = TRUE,  
guidelines = l_getOption("guidelines"),  
guidesBackground = l_getOption("guidesBackground"),  
foreground = l_getOption("foreground"),  
background = l_getOption("background"),  
parent = NULL,  
...  
)

Arguments

x
the x, y and z arguments provide the x, y and z coordinates for the plot. Any reasonable way of defining the coordinates is acceptable. See the function xyz.coords for details.
If supplied separately, they must be of the same length.

y
the y coordinates of points in the plot, optional if x is an appropriate structure.

z
the z coordinates of points in the plot, optional if x is an appropriate structure.

...  
named arguments to modify plot states.

axisScaleFactor
the amount to scale the axes at the centre of the rotation. Default is 1. All numerical values are acceptable (0 removes the axes, < 0 inverts the direction of all axes.)
loon plot can be separated by some variables into multiple panels. This argument can take a formula, n dimensional state names (see l_nDimStateNames) an n-dimensional vector and data.frame or a list of same lengths n as input.

if the x or by is a formula, an optional data frame containing the variables in the x or by. If the variables are not found in data, they are taken from environment, typically the environment from which the function is called.

layout facets as 'grid', 'wrap' or 'separate'

connectedScales Determines how the scales of the facets are to be connected depending on which layout is used. For each value of layout, the scales are connected as follows:

- layout = "wrap": Across all facets, when connectedScales is
  - "x", then only the "x" scales are connected
  - "y", then only the "y" scales are connected
  - "both", both "x" and "y" scales are connected
  - "none", neither "x" nor "y" scales are connected. For any other value, only the "y" scale is connected.

- layout = "grid": Across all facets, when connectedScales is
  - "row", then only the scales in the same row are connected
  - "column", then only the scales in the same column are connected
  - "x", then all of the "x" scales are connected (regardless of column)
  - "y", then all of the "y" scales are connected (regardless of row)
  - "both", both "x" and "y" scales are connected in all facets
  - "none", neither "x" nor "y" scales are connected in any facets.

color colours of points; colours are repeated until matching the number points. Default is found using l_getOption("color").

glyph the visual representation of the point. Argument values can be any of

- the string names of primitive glyphs:
  - circles: "circle", "ccircle", "ocircle";
  - squares or boxes: "square", "csquare", "osquare";
  - triangles: "triangle", "ctriangle", "otriangle";
  - diamonds: "diamond", "cdiamond", or "odiamond".
  Note that prefixes "c" and "o" may be thought of as closed and open, respectively. The set of values are returned by l_primitiveGlyphs().

- the string names of constructed glyphs:
  - text as glyphs: see l_glyph_add_text()
  - point ranges: see l_glyph_add_pointrange()
  - polygons: see l_glyph_add_polygon()
  - parallel coordinates: see l_glyph_add_serialaxes()
  - star or radial axes: see l_glyph_add_serialaxes()
Note that glyphs are constructed and given a string name to be used in the inspector.

size
size of the symbol (roughly in terms of area). Default is found using `l_getOption("size")`.

active
a logical determining whether points appear or not (default is `TRUE` for all points). If a logical vector is given of length equal to the number of points, then it identifies which points appear (`TRUE`) and which do not (`FALSE`).

selected
a logical determining whether points appear selected at first (default is `FALSE` for all points). If a logical vector is given of length equal to the number of points, then it identifies which points are (`TRUE`) and which are not (`FALSE`).

xlabel
Label for the horizontal (x) axis. If missing, one will be inferred from `x` if possible.

ylabel
Label for the vertical (y) axis. If missing, one will be inferred from `y` (or `x`) if possible.

zlabel
Label for the third (perpendicular to the screen) (z) axis. If missing, one will be inferred from `z` (or `x`) if possible.

title
Title for the plot, default is an empty string.

showLabels
logical to determine whether axes label (and title) should be presented.

showScales
logical to determine whether numerical scales should be presented on both axes.

showGuides
logical to determine whether to present background guidelines to help determine locations.

guidelines
colour of the guidelines shown when `showGuides = TRUE`. Default is found using `l_getOption("guidelines")`.

guidesBackground
colour of the background to the guidelines shown when `showGuides = TRUE`. Default is found using `l_getOption("guidesBackground")`.

foreground
foreground colour used by all other drawing. Default is found using `l_getOption("foreground")`.

background
background colour used for the plot. Default is found using `l_getOption("background")`.

parent
a valid Tk parent widget path. When the parent widget is specified (i.e. not `NULL`) then the plot widget needs to be placed using some geometry manager like `tkpack` or `tkplace` in order to be displayed. See the examples below.

Details

To get started with loon it is recommended to read loons website which can be accessed via the `l_help()` function call.

The general direct manipulation and interaction gestures are outlined in the following figures.

Rotating
Press ‘R’ to toggle rotation mode. When rotation mode is active, either use the below mouse gestures or arrow keys to rotate the plot.

The centre of the rotation can be changed by panning the plot. To reset the rotation, use the tripod icon in the plot inspector.

Zooming and Panning
Selecting Points/Objects

Moving Points on the Scatterplot Display

NOTE: Although it is possible to programmatically add layers to an \texttt{l_plot3D}, these will not appear as part of the 3D plot’s display. There is no provision at present to incorporate rotation of 3D geometric objects other than point glyphs.

The scatterplot displays a number of direct interactions with the mouse and keyboard, these include: rotating, zooming towards the mouse cursor using the mouse wheel, panning by right-click dragging and various selection methods using the left mouse button such as sweeping, brushing and individual point selection. See the documentation for \texttt{l_plot3D} for more details about the interaction gestures.

Value

if the argument by is not set, a \texttt{loon} widget will be returned; else an \texttt{l_facet} object (a list) will be returned and each element is a \texttt{loon} widget displaying a subset of interest.

See Also

Turn interactive \texttt{loon} plot static \texttt{loonGrob}, \texttt{grid.loon}, \texttt{plot.loon}.

Other three-dimensional plotting functions: \texttt{l_scale3D()}

Examples

if(interactive()){
  with(quakes,
       \texttt{l_plot3D}(long, lat, depth, linkingGroup = "quakes")
     )
  
  with(\texttt{l_scale3D}(quakes),
       \texttt{l_plot3D}(long, lat, depth, linkingGroup = "quakes")
     )

  scaled_quakes <- \texttt{l_scale3D}(quakes)
  with(scaled_quakes,
       \texttt{l_plot3D}(long, lat, depth, linkingGroup = "quakes")
     )
  
  with(scaled_quakes,
       \texttt{l_plot3D}(mag, stations, depth, linkingGroup = "quakes")
     )

  # Or together:
  with(scaled_quakes,
       \texttt{l_plot3D}(long, lat, depth, linkingGroup = "quakes")
     \texttt{l_plot3D}(mag, stations, depth, linkingGroup = "quakes")
     )
  )
}
if(interactive()){
  # default use as scatterplot
  p1 <- with(quakes,
    l_plot3D(long, lat, depth)
  )
  p2 <- with(quakes,
    l_plot3D(mag, stations, depth)
  )

  # link the two plots p1 and p2
  l_configure(p1, linkingGroup = "quakes", sync = "push")
  l_configure(p2, linkingGroup = "quakes", sync = "push")
}

---

### l_plot_arguments: Arguments common to l_plot functions

#### Description

Like `plot` in R, `l_plot` is the generic plotting function for objects in `loon`. This is the workhorse of `loon` and is often a key part of many other displays (e.g. `l_pairs` and `l_navgraph`).

Because plots in `loon` are interactive, the functions which create them have many arguments in common. The value of these arguments become `infostates` once the plot is instantiated. These can be accessed and set using the usual R square bracket operators `[]` and `[]<-` using the statename as a string. The state names can be found from an instantiated `loon` plot either via `l_info_states()` or, more in keeping with the R programming style, via `names()` (uses the method `names.loon()` for `loon` objects).

The same state names can be passed as arguments with values to a `l_plot()` call. As arguments many of the common ones are described below.

#### Arguments

- **x**: the `x` and `y` arguments provide the `x` and `y` coordinates for the plot. Any reasonable way of defining the coordinates is acceptable. See the function `xy.coords` for details. If supplied separately, they must be of the same length.

- **y**: argument description is as for the `x` argument above.

- **by**: `loon` plots can be separated by some variables into multiple panels. This argument can take a formula, n dimensional state names (see `l_nDimStateNames`) an n-dimensional vector and data.frame or a list of same lengths n as input.

- **on**: if the `x` or `y` is a formula, an optional data frame containing the variables in the `x` or `by`. If the variables are not found in data, they are taken from environment, typically the environment from which the function is called.
layout facets as 'grid', 'wrap' or 'separate'

determines how the scales of the facets are to be connected depending on which layout is used.

linkingGroup a string naming a group of plots to be linked. All plots with the same linkingGroup will have the same values of their linked states (see l_getLinkedStates() and l_setLinkedStates()).

linkingKey an n-dimensional character vector of unique entries. The entries identify which points match other points in other plots. Default is c("0", "1", ..., "n-1") (for numerical n).

itemLabel an n-dimensional character vector whose values are displayed in a pop-up box over any point whenever the mouse hovers over that point (provided showItemLabels = TRUE).

This action is commonly known as providing a "tool tip". Note that all objects drawn in any layer of a plot (e.g. maps) will have an itemLabel.

showItemLabels a logical (default FALSE) which indicates whether the "tool tip" itemLabel is to be displayed whenever the mouse hovers over it.

color colours of points (default "grey60"); colours are repeated until matching the number points,

glyph the visual representation of the point. Argument values can be any of

the string names of primitive glyphs "circle", "ccircle", "ocircle",

squares or boxes "square", "csquare", "osquare",

triangles "triangle", "ctriangle", "otriangle",

diamonds "diamond", "cdiamond", or "odiamond". Note that prefixes "e" and "o" may be thought of as closed and open, respectively. The set of values are returned by l_primitiveGlyphs().

the string names of constructed glyphs text as glyphs see l_glyph_add_text()

point ranges see l_glyph_add_pointrange()

polygons see l_glyph_add_polygon()

parallel coordinates see l_glyph_add_serialaxes()

star or radial axes see l_glyph_add_serialaxes()

or any plot created using R see l_makeGlyphs()

Note that glyphs are constructed and given a stringname to be used in the inspector.

size size of the symbol (roughly in terms of area)

active a logical determining whether points appear or not (default is TRUE for all points). If a logical vector is given of length equal to the number of points, then it identifies which points appear (TRUE) and which do not (FALSE).

selected a logical determining whether points appear selected at first (default is FALSE for all points). If a logical vector is given of length equal to the number of points, then it identifies which points are (TRUE) and which are not (FALSE).

xlabel Label for the horizontal (x) axis. If missing, one will be inferred from x if possible.
ylabel Label for the vertical (y) axis. If missing, one will be inferred from y (or x) if possible.
title Title for the plot, default is an empty string.
minimumMargins the minimal size (in pixels) of the margins around the plot (bottom, left, top, right)
showLabels logical to determine whether axes label (and title) should be presented.
showScales logical to determine whether numerical scales should be presented on both axes.
showGuides logical to determine whether to present background guidelines to help determine locations.
guidelines colour of the guidelines shown when showGuides = TRUE (default "white").
guidesBackground colour of the background to the guidelines shown when showGuides = TRUE (default "grey92").
foreground foreground colour used by all other drawing (default "black").
background background colour used for the plot (default "white")
parent a valid Tk parent widget path. When the parent widget is specified (i.e. not NULL) then the plot widget needs to be placed using some geometry manager like tkpack or tkplace in order to be displayed. See the examples below.
... named arguments to modify plot states.

Details

The interactive displays permit a number of direct interactions using the mouse and keyboard, these include: zooming towards the mouse cursor using the mouse wheel, panning by right-click dragging and various selection methods using the left mouse button such as sweeping, brushing and individual point selection. See the documentation for \texttt{l_plot} for more details about the interaction gestures.

See Also

the demos \texttt{demo(l_glyph_sizes, package = "loon")}, \texttt{demo(lGlyphs, package = "loon")}, and \texttt{demo(l_make_glyphs, package = "loon")}.

Examples

```r
## Not run:
# default use as scatterplot

pl <- with(iris, l_plot(x = Sepal.Length,
                         y = Sepal.Width,
                         color=Species,
                         title = "Sepal sizes"))

# The names of the info states that can be
# accessed or set. They can also be given values as
# arguments to \texttt{l_plot.default()}

names(pl)

versicolor <- (iris$Species == "versicolor")
```
l_plot_inspector

Create a Scatterplot Inspector

Description
Inspectors provide graphical user interfaces to oversee and modify plot states

Usage
l_plot_inspector(parent = NULL, ...)

Arguments
parent  parent widget path
...    state arguments

Value
widget handle

See Also
l_create_handle

Examples
if(interactive()){
  i <- l_plot_inspector()
}
l_plot_inspector_analysis

Create a Scatterplot Analysis Inspector

Description

Inspectors provide graphical user interfaces to oversee and modify plot states.

Usage

l_plot_inspector_analysis(parent = NULL, ...)

Arguments

parent parent widget path
...
state arguments

Value

widget handle

See Also

l_create_handle

Examples

if(interactive()){
  i <- l_plot_inspector_analysis()
}

l_plot_ts

Draw a decomposed time series loon plot

Description

l_plot_ts is a generic function for creating a decomposed time series plot. It is mainly used in
l_plot.decomposed.ts and l_plot.stl
Usage

\[ \text{l_plot_ts}( \]
\[ \text{x,} \]
\[ \text{color = l_getOption("color"),} \]
\[ \text{size = l_getOption("size"),} \]
\[ \text{linecolor = l_getOption("color"),} \]
\[ \text{linewidth = l_getOption("linewidth"),} \]
\[ \text{xlabel = NULL,} \]
\[ \text{ylabel = NULL,} \]
\[ \text{title = NULL,} \]
\[ \text{tk_title = NULL,} \]
\[ \text{linkingGroup,} \]
\[ \text{showScales = TRUE,} \]
\[ \text{showGuides = TRUE,} \]
\[ \text{showLabels = TRUE,} \]
\[ \text{call = match.call(),} \]
\[ \text{...} \]
\)

Arguments

\( \text{x} \) Either an \text{stl} object or a \text{decomposed.ts} object.
\( \text{color} \) points colour of all time series. Default is given by \text{l_getOption("color")}.
\( \text{size} \) points size of all time series. Default is given by \text{l_getOption("size")}.
\( \text{linecolor} \) line colour of all time series. Default is given by \text{l_getOption("color")}.
\( \text{linewidth} \) line width of all time series (incl. original and decomposed components. Default is given by \text{l_getOption("linewidth")}.
\( \text{xlabel} \) the labels for the x axes. This is a length four character vector one for each: of the original time series, the trend component, the seasonality component, and the remainder. If of length 1, the label is repeated; if NULL, xlabel is “time”.
\( \text{ylabel} \) the labels for the vertical axes. This is a length four character vector one for each: of the original time series, the trend component, the seasonality component, and the remainder. If NULL, the default, ylabel will be c("data", "trend", "seasonality", "remainder"); if a character vector of length 1, the label is repeated four times.
\( \text{title} \) an overall title for the entire display. If NULL (the default), the title will be "Seasonal Trend Analysis".
\( \text{tk_title} \) provides an alternative window name to Tk’s \text{wm title}. If NULL, \text{stl} will be used.
\( \text{linkingGroup} \) name of linking group. If missing, one is created from the data name and class associated with \text{stlOrDecomposedTS}.
\( \text{showScales} \) a logical as to whether to display the scales on all axes, default is \text{TRUE}.
\( \text{showGuides} \) a logical as to whether to display background guide lines on all plots, default is \text{TRUE}.
\( \text{showLabels} \) a logical as to whether to display axes labels on all plots, default is \text{TRUE}. 
call
... a call in which all of the specified arguments are specified by their full names
keyword value pairs passed off to `l_plot()` which constructs each loon scatter-plot component.

Value

A structure of class "l_ts" containing four loon plots each representing a part of the decomposition by name: "original", "trend", "seasonal", and "remainder".

See Also

`l_plot.stl`, `l_plot.decomposed.ts.stl`, or `decompose`.

### Description

It is entirely for the purpose of plotting fits and intervals on a scatterplot (or histogram). It is a generic function to predict models for loon smooth layer (a wrap of the function `predict`). However, the output is unified.

### Usage

```r
l_predict(model, ...)
```

## Default S3 method:
```r
l_predict(model, ...)
```

## S3 method for class 'lm'
```r
l_predict(
  model,
  newdata = NULL,
  interval = c("none", "confidence", "prediction"),
  level = 0.95,
  ...
)
```

## S3 method for class 'nls'
```r
l_predict(
  model,
  newdata = NULL,
  interval = c("none", "confidence", "prediction"),
  level = 0.95,
  ...
)
```
## S3 method for class 'glm'

```r
l_predict(
  model,
  newdata = NULL,
  interval = c("none", "confidence"),
  level = 0.95,
  ...
)
```

## S3 method for class 'loess'

```r
l_predict(
  model,
  newdata = NULL,
  interval = c("none", "confidence", "prediction"),
  level = 0.95,
  ...
)
```

### Arguments

- **model**: a model object for which prediction is desired
- **...**: arguments passed in `predict`
- **newdata**: optionally, a data frame in which to look for variables with which to predict. If omitted, the fitted linear predictors are used.
- **interval**: type of interval, could be "none", "confidence" or "prediction" (not for `glm`)
- **level**: confidence level

### Value

A data frame is returned with x (if `newdata` is given) and y. If the `interval` is not `none`, two more columns, `lower` (lower interval) and `upper` (upper interval) will be returned.

### Examples

```r
y <- rnorm(10)
x <- rnorm(10)
model1 <- lm(y ~ x)
# formal output
pre <- l_predict(model1, newdata = data.frame(x = sort(x)),
                 interval = "conf")
head(pre)

if(interactive()) {
  p <- with(cars, l_plot(speed, dist))
}
```

```
# Example taken from
# https://stackoverflow.com/questions/23852505/how-to-get-confidence-interval-for-smooth-spline
# l_predict.smooth.spline <- function(model, interval = c("confidence", "none"),
```
level = 0.95, ...) {
  # confidence interval of 'smooth.spline'
  interval <- match.arg(interval)
  res <- (model$yin - model$y)/(1 - model$lev) # jackknife residuals
  sigma <- sqrt(var(res)) # estimate sd
  std <- stats::qnorm(level / 2 + 0.5)
  upper <- model$y + std * sigma * sqrt(model$lev) # upper 95% conf. band
  lower <- model$y - std * sigma * sqrt(model$lev) # lower 95% conf. band
  data.frame(y = model$yin, lower = lower, upper = upper)
}  
1 <- l_layer_smooth(p, method = "smooth.spline", interval = "confidence")

---

**l_primitiveGlyphs**  
*The primitive glyphs available to a scatterplot or graph display*

**Description**  
Returns a vector of the available primitive glyphs.

**Usage**  
l_primitiveGlyphs()

**Details**  
The scatterplot and graph displays both have the n-dimensional state ‘glyph’ that assigns each data point or graph node a glyph (i.e. a visual representation).

Loon distinguishes between primitive and non-primitive glyphs: the primitive glyphs are always available for use whereas the non-primitive glyphs need to be first specified and added to a plot before they can be used.

The primitive glyphs are:

'circle', 'ocircle', 'ccircle'
'square', 'osquare', 'csquare'
'triangle', 'otriangle', 'ctriangle'
'diamond', 'odiamond', 'cdiamond'

Note that the letter ‘o’ stands for outline only, and the letter ‘c’ stands for contrast and adds an outline with the ‘foreground’ color (black by default).

For more information run: l_help("learn_R_display_plot.html#glyphs")
Force a Content Redraw of a Plot

Description

Force redraw the plot to make sure that all the visual elements are placed correctly.

Usage

l_redraw(widget)

Arguments

widget widget path as a string or as an object handle

Details

Note that this function is intended for debugging. If you find that the display does not display the data according to its plot states then please contact loon’s package maintainer.

Examples

if(interactive()){
  p <- l_plot(iris)
  l_redraw(p)
}

Value

A character vector of the names of all primitive glyphs in loon.

See Also

Other glyph functions: l_glyph_add.default(), l_glyph_add_image(), l_glyph_add_pointrange(), l_glyph_add_polygon(), l_glyph_add_serialaxes(), l_glyph_add_text(), l_glyph_add(), l_glyph_delete(), l_glyph_getLabel(), l_glyph_getType(), l_glyph_ids(), l_glyph_relabel()
\textbf{l_resize} \hspace{1cm} \textit{Resize Plot Widget}

\textbf{Description}

Resizes the toplevel widget to a specific size.

\textbf{Usage}

\begin{verbatim}
l_resize(widget, width, height)
\end{verbatim}

\textbf{Arguments}

\begin{itemize}
\item \texttt{widget} \hspace{1cm} widget path as a string or as an object handle
\item \texttt{width} \hspace{1cm} width in pixels
\item \texttt{height} \hspace{1cm} in pixels
\end{itemize}

\textbf{See Also}

\begin{verbatim}
l_size, l_size<-
\end{verbatim}

\textbf{Examples}

\begin{verbatim}
if(interactive()){
  p <- l_plot(iris)
  l_resize(p, 300, 300)
  l_size(p) <- c(500, 500)
}
\end{verbatim}

\textbf{l_Rlist2nestedTclList} \hspace{1cm} \textit{Convert an R list to a nested Tcl list}

\textbf{Description}

This is a helper function to create a nested Tcl list from an R list (i.e. a list of vectors).

\textbf{Usage}

\begin{verbatim}
l_Rlist2nestedTclList(x)
\end{verbatim}

\textbf{Arguments}

\begin{itemize}
\item \texttt{x} \hspace{1cm} a list of vectors
\end{itemize}
Value

a string that represents the tcl nested list

See Also

l_nestedTclList2Rlist

Examples

```r
x <- list(c(1,3,4), c(4,3,2,1), c(4,3,2,5,6))
l_Rlist2nestedTclList(x)
```

---

l_saveStates

Save the info states of a loon plot widget in a file

Description

l_saveStates uses saveRDS() to save the info states of a loon plot as an R object to the named file. This is helpful, for example, when using RMarkdown or some other notebooking facility to recreate an earlier saved loon plot so as to present it in the document.

Usage

```r
l_saveStates(
  p,
  states = c("color", "active", "selected", "linkingKey", "linkingGroup"),
  file = stop("missing name of file"),
  ...
)
```

Arguments

- `p`: the ‘l_plot’ object whose info states are to be saved.
- `states`: either the logical ‘TRUE’ or a character vector of info states to be saved. Default value ‘c("color", "active", "selected", "linkingKey", "linkingGroup")’ consists of ‘n’ dimensional states that are common to many ‘l_plot’s and which are most important to reconstruct the plot’s display in any summary. If ‘states’ is the logical ‘TRUE’, by ‘names(p)’ are saved.
- `file`: is a string giving the file name where the saved information’ will be written (custom suggests this file name end in the suffix ‘.rds’).
- `...`: further arguments passed to saveRDS().

Value

a list of class ‘l_savedStates’ containing the states and their values. Also has an attribute ‘l_plot_class’ which contains the class vector of the plot ‘p’
See Also

`l_getSavedStates` `l_copyStates` `l_info_states` `readRDS` `saveRDS`

Examples

```r
if(interactive()){
  # Suppose you have some plot that you created like
  p <- l_plot(iris, showGuides = TRUE)
  # and coloured groups by hand (using the mouse and inspector)
  # so that you ended up with these colours:
  p["color"] <- rep(c("lightgreen", "firebrick", "skyblue"),
                   each = 50)
  # Having determined the colours you could save them (and other states)
  # in a file of your choice, here some tempfile:
  myFileName <- tempfile("myPlot", fileext = ".rds")
  # Save the named states of p
  l_saveStates(p,
               states = c("color", "active", "selected"),
               file = myFileName)
  # These can later be retrieved and used on a new plot
  # (say in RMarkdown) to set the new plot's values to those
  # previously determined interactively.
  p_new <- l_plot(iris, showGuides = TRUE)
  p_saved_info <- l_getSavedStates(myFileName)
  # We can tell what kind of plot was saved
  attr(p_saved_info, "l_plot_class")
  # The result is a list of class "l_savedStates" which
  # contains the names of the
  p_new["color"] <- p_saved_info$color
  # The result is that p_new looks like p did
  # (after your interactive exploration)
  # and can now be plotted as part of the document
  plot(p_new)
  # For compound plots, the info_states are saved for each plot
  pp <- l_pairs(iris)
  myPairsFile <- tempfile("myPairsPlot", fileext = ".rds")
  # Save the names states of pp
  l_saveStates(pp,
               states = c("color", "active", "selected"),
               file = myPairsFile)
  pairs_info <- l_getSavedStates(myPairsFile)
  #
}
# For compound plots, the info states for all constituent plots are saved. The result is a list of class "l_savedStates" whose elements are the named plots as "l_savedStates" themselves.

# The names of the plots which were saved names(pairs_info)
#
# And the names of the info states whose values were saved for the first plot names(pairs_info$x2y1)
#
# While it is generally recommended to access (or assign) saved state values using the $ sign accessor, paying attention to the nested list structure of an "l_savedStates" object (especially for l_compound plots), R's square bracket notation [] has also been specialized to allow a syntactically simpler (but less precise) access to the contents of an l_savedStates object.

# For example, p_saved_info["color"]
#
# returns the saved "color" as a vector of colours.
#
# In contrast, pairs_info["x2y1"]
# returns the l_savedStates object of the states of the plot named "x2y1",
# but pairs_info["color"]
# returns a LIST of colour vectors, by plot as they were named in pairs_info
#
# As a consequence, the following two are equivalent, pairs_info["x2y1"]["color"]
# finds the value of "color" from an "l_savedStates" object whereas pairs_info["color"]["x2y1"]
# finds the value of "x2y1" from a "list" object
#
# Also, setting a state of an "l_savedStates" is possible (though not generally recommended; better to save the states again)

p_saved_info["color"] <- rep("red", 150)
# changes the saved state "color" on p_saved_info
# whereas pairs_info["color"] <- rep("red", 150)
# will set the red color for any plot within pairs_info having "color" saved.
# In this way the assignment function via [] is trying to be clever for l_savedStates for compound plots and so may have unintentional consequences if the user is not careful.

# Generally, one does not want/need to change the value of saved states. Instead, the states would be saved again from the interactive plot if change is necessary.
# Alternatively, more nuanced and careful control is maintained using
# the `$` selectors for lists.

### l_scale3D

**Scale for 3d plotting**

**Description**

`l_scale3D` scales its argument in a variety of ways used for 3D visualization.

**Usage**

```r
l_scale3D(x, center = TRUE, method = c("box", "sphere"))
```

**Arguments**

- `x`: the matrix or data.frame whose columns are to be scaled. Any NA entries will be preserved but ignored in calculations. `x` must have exactly 3 columns for `method = "sphere"`.
- `center`: either a logical value or numeric-alike vector of length equal to the number of columns of `x`, where 'numeric-alike' means that `as.numeric(.)` will be applied successfully if `is.numeric(.)` is not true.
- `method`: the scaling method to use. If `method = "box"` (the default) then the columns are scaled to have equal ranges and, when `center = TRUE`, to be centred by the average of the min and max; If `method = "sphere"` then `x` must be three dimensional. For sphering, on each of the original 3 dimensions `x` is first centred (mean centred when `center = TRUE`) and scaled to equal standard deviation on. The V matrix of the singular value decomposition (svd) is applied to the right resulting in uncorrelated variables. Coordinates are then divided by (non-zero as tested by `!all.equal(0, .)`) singular values. If `x` contains no NAs, the resulting coordinates are simply the U matrix of the svd.

**Value**

a data.frame whose columns are centred and scaled according to the given arguments. For method = "sphere"), the three variable names are x1, x2, and x3.

**See Also**

`l_plot3D`, `scale`, and `prcomp`.  
Other three-dimensional plotting functions: `l_plot3D()`
Examples

```
##### Iris data
#
# All variables (including Species as a factor)
result_box <- l_scale3D(iris)
head(result_box, n = 3)
apply(result_box, 2, FUN = range)
# Note mean is not zero.
apply(result_box, 2, FUN = mean)

# Sphering only on 3D data.
result_sphere <- l_scale3D(iris[, 1:3], method = "sphere")
head(result_sphere, n = 3)
apply(result_sphere, 2, FUN = range)
# Note mean is numerically zero.
apply(result_sphere, 2, FUN = mean)

# With NAs
x <- iris
x[c(1, 3), 1] <- NA
x[2, 3] <- NA

result_box <- l_scale3D(x)
head(result_box, n = 5)
apply(result_box, 2, FUN = function(x) {range(x, na.rm = TRUE)})

# Sphering only on 3D data.
result_sphere <- l_scale3D(x[, 1:3], method = "sphere")
# Rows having had any NA are all NA after sphering.
head(result_sphere, n = 5)
# Note with NAs mean is no longer numerically zero.
# because centring was based on all non-NA in each column
apply(result_sphere, 2, FUN = function(x) {mean(x, na.rm = TRUE)})
```

---

### l_scaleto_active

**Change Plot Region to Display All Active Data**

**Description**

The function modifies the zoomX, zoomY, panX, and panY so that all active data points are displayed.

**Usage**

`l_scaleto_active(widget)`
\textit{l\_scaleto\_layer} \hspace{1cm} \begin{tabular}{p{0.5\textwidth}} Change Plot Region to Display All Elements of a Particular Layer \end{tabular}

\textbf{Arguments} \\
\texttt{widget} \hspace{1cm} \text{widget path as a string or as an object handle}

\textbf{Description} \\
The function modifies the \texttt{zoomX}, \texttt{zoomY}, \texttt{panX}, and \texttt{panY} so that all elements of a particular layer are displayed.

\textbf{Usage} \\
\texttt{l\_scaleto\_layer(target, layer)}

\textbf{Arguments} \\
\texttt{target} \hspace{1cm} \text{either an object of class loon or a vector that specifies the widget, layer, glyph, navigator or context completely. The widget is specified by the widget path name (e.g. \texttt{‘\.10.plot’}), the remaining objects by their ids.} \hspace{1cm} \texttt{layer} \hspace{1cm} \text{layer id}

\textbf{See Also} \\
\texttt{l\_layer\_ids}

\textit{l\_scaleto\_plot} \hspace{1cm} \begin{tabular}{p{0.5\textwidth}} Change Plot Region to Display the All Data of the Model Layer \end{tabular}

\textbf{Description} \\
The function modifies the \texttt{zoomX}, \texttt{zoomY}, \texttt{panX}, and \texttt{panY} so that all elements in the model layer of the plot are displayed.

\textbf{Usage} \\
\texttt{l\_scaleto\_plot(widget)}

\textbf{Arguments} \\
\texttt{widget} \hspace{1cm} \text{widget path as a string or as an object handle}
**l_scaleto_selected**

*Change Plot Region to Display All Selected Data*

**Description**

The function modifies the `zoomX`, `zoomY`, `panX`, and `panY` so that all selected data points are displayed.

**Usage**

```
    l_scaleto_selected(widget)
```

**Arguments**

- `widget` widget path as a string or as an object handle

**l_scaleto_world**

*Change Plot Region to Display All Plot Data*

**Description**

The function modifies the `zoomX`, `zoomY`, `panX`, and `panY` so that all elements in the plot are displayed.

**Usage**

```
    l_scaleto_world(widget)
```

**Arguments**

- `widget` widget path as a string or as an object handle
**l_serialaxes**  
Create an interactive serialaxes (parallel axes or radial axes) plot

**Description**

`l_serialaxes` is a generic function for displaying multivariate data either as a stacked star glyph plot, or as a parallel coordinate plot.

**Usage**

```r
l_serialaxes(data, ...)  
## Default S3 method:  
l_serialaxes(  
data,  
sequence,  
scaling = "variable",  
axesLayout = "radial",  
by = NULL,  
on,  
layout = c("grid", "wrap", "separate"),  
andrews = FALSE,  
showAxes = TRUE,  
color = l_getOption("color"),  
active = TRUE,  
selected = FALSE,  
linewidth = l_getOption("linewidth"),  
parent = NULL,  
...  
)
```

**Arguments**

- `data` a data frame with numerical data only
- `...` named arguments to modify the serialaxes states or layouts, see details.
- `sequence` vector with variable names that defines the axes sequence
- `scaling` one of 'variable', 'data', 'observation' or 'none' to specify how the data is scaled. See Details and Examples for more information.
- `axesLayout` either "radial" or "parallel"
- `by` loon plot can be separated by some variables into multiple panels. This argument can take a formula, n dimensional state names (see `l_nDimStateNames`) an n-dimensional vector and data.frame or a list of same lengths n as input.
- `on` if the x or by is a formula, an optional data frame containing the variables in the x or by. If the variables are not found in data, they are taken from environment, typically the environment from which the function is called.
layout facets as 'grid', 'wrap' or 'separate'
andrews Andrew's plot (a 'Fourier' transformation)
showAxes boolean to indicate whether axes should be shown or not
color vector with line colors. Default is given by `l_getOption("color")`.
active a logical determining whether points appear or not. If a logical vector is given of length equal to the number of points, then it identifies which points appear (TRUE) and which do not (FALSE).
selected a logical determining whether points appear selected at first (default is FALSE for all points). If a logical vector is given of length equal to the number of points, then it identifies which points are (TRUE) and which are not (FALSE).
linewidth vector with line widths. Default is given by `l_getOption("linewidth")`.
parent a valid Tk parent widget path. When the parent widget is specified (i.e. not NULL) then the plot widget needs to be placed using some geometry manager like `tkpack` or `tkplace` in order to be displayed. See the examples below.

Details

For more information run: `l_help("learn_R_display_hist")`

- The scaling state defines how the data is scaled. The axes display 0 at one end and 1 at the other. For the following explanation assume that the data is in a nxp dimensional matrix. The scaling options are then

<table>
<thead>
<tr>
<th>variable per column scaling</th>
</tr>
</thead>
<tbody>
<tr>
<td>observation per row scaling</td>
</tr>
<tr>
<td>data whole matrix scaling</td>
</tr>
<tr>
<td>none do not scale</td>
</tr>
</tbody>
</table>

- Some arguments to modify layouts can be passed through, e.g. "separate", "byrow", etc. Check `l_facet` to see how these arguments work.

Value

if the argument by is not set, a loon widget will be returned; else an `l_facet` object (a list) will be returned and each element is a loon widget displaying a subset of interest.

See Also

Turn interactive loon plot static `loonGrob`, `grid.loon`, `plot.loon`.
Other loon interactive states: `l_hist()`, `l_info_states()`, `l_plot()`, `l_state_names()`, `names.loon()`

Examples

```r
if(interactive()){
```

```r
```
# Effect of the choice of the argument "scaling"
#
# To illustrate we will look at the four measurements of
# 150 iris flowers from the iris data of Edgar Anderson made
# famous by R.A. Fisher.
#
# First separate the measurements
irisFlowers <- iris[, 1:4]
# from their species
species <- iris[,5]
# and get some identifiers for the individual flowers
flowerIDs <- paste(species, 1:50)
#
# Now create parallel axes plots of the measurements
# using different scaling values.
#
# # scaling = "variable"
#
# This is the standard scaling of most serial axes plots,
# scaling each axis from the minimum to the maximum of that variable.
# Hence it is the default scaling.
#
# More precisely, it maps the minimum value in each column (variable) to
# zero and the maximum to one. The result is every parallel
# axis will have a point at 0 and a point at 1.
#
# This scaling highlights the relationships (e.g. correlations)
# between the variables (removes the effect of the location and scale of
# each variable).
#
# For the iris data, ignoring species we see for example that
# Sepal.Length and Sepal.Width are negatively correlated (lots of
# crossings) across species but more positively correlated (mostly
# parallel lines) within each species (colour).
#
sa_var <- l_serialaxes(irisFlowers,      
    scaling = "variable",  # scale within column      
    axesLayout = "parallel",  
    color = species,  
    linewidth = 2,  
    itemLabel = flowerIDs,  
    showItemLabels = TRUE,  
    title = "scaling = variable (initially)",  
    linkingGroup = "irisFlowers data")

# # scaling = "observation"
#
# This maps the minimum value in each row (observation) to
# zero and the maximum value in each row to one.
#
# The result is that every observation (curve in the parallel
# coordinate plot) will touch 0 on at least one axis and touch
# 1 on another.
#
# This scaling highlights the differences between observations (rows)
# in terms of the relative measurements across the variables for each
# observation.
#
# For example, for the iris data we can see that for every flower (row)
# the Sepal.Length is the largest measurement and the Petal.Width
# is the smallest. Each curve gives some sense of the shape of each
# flower without regard to its size. Two species (versicolor and
# virginica) have similar shaped flowers (relatively long but narrow
# sepals and petals), whereas the third (setosa) has relatively large
# sepals compared to small petals.
#
sa_obs <- l_serialaxes(irisFlowers,
scaling = "observation", # scale within row
axesLayout = "parallel",
color = species,
linewidth = 2,
itemLabel = flowerIDs,
showItemLabels = TRUE,
title = "scaling = observation (initially)",
linkingGroup = "irisFlowers data")

#
# scaling = "data"
#
# This maps the minimum value in the whole dataset (over all elements)
# to zero and the maximum value in the whole dataset to one.
#
# The result is that every measurement is on the same numeric (if not
# measurement) scale. Highlighting the relative magnitudes of all
# numerical values in the data set, each curve shows the relative magnitudes
# without rescaling by variable.
#
# This is most sensible data such as the iris flower where all four measurements
# appear to have been taken on the same measuring scale.
#
# For example, for the iris data full data scaling preserves the size
# and shape of each flower. Again virginica is of roughly the same
# shape as versicolor but has distinctly larger petals.
# Setosa in contrast is quite differently shaped in both sepals and petals
# but with sepals more similar in size to the two other flowers and
# with significantly smaller petals.
sa_dat <- l_serialaxes(irisFlowers,
scaling = "data", # scale using all data
axesLayout = "parallel",
color = species,
linewidth = 2,
itemLabel = flowerIDs,
showItemLabels = TRUE,
title = "scaling = data (initially)",
linkingGroup = "irisFlowers data")

# # scaling = "none"
# # Sometimes we might wish to choose a min and max to use # for the whole data set; or perhaps a separate min and max # for each variable.
# This would be done outside of the construction of the plot # and displayed by having scaling = "none" in the plot.
# For example, for the iris data, we might choose scales so that # the minimum and the maximum values within the data set do not # appear at the end points 0 and 1 of the axes but instead inside. # Suppose we choose the following limits for all variables lower_lim <- -3 ; upper_lim <- max(irisFlowers) + 1
#
# These are the limits we want to use to define the end points of # the axes for all variables. # We need only scale the data as irisFlowers_0_1 <- (irisFlowers - lower lim)/(upper lim - lower lim) # Or alternatively using the built-in scale function # (which allows different scaling for each variable) irisFlowers_0_1 <- scale(irisFlowers, center = rep(lower_lim, 4), scale = rep((upper_lim - lower_lim), 4))
#
# Different scales for different # And instruct the plot to not scale the data but plot it on the 0-1 scale # for all axes. (Note any rescaled date outside of [0,1] will not appear.) # sa_none <- l_serialaxes(irisFlowers_0_1, scaling = "none", # do not scale axesLayout = "parallel", color = species, linewidth = 2, itemLabel = flowerIDs, showItemLabels = TRUE, title = "scaling = none (initially)", linkingGroup = "irisFlowers data")

# This is particularly usefull for "radial" axes to keep the polygons away from # the centre of the display. # For example sa_none["axesLayout"] <- "radial" # now displays each flower as a polygon where shapes and sizes are easily # compared. # # NOTE: rescaling the data so that all values are within [0,1] is perhaps # the best way to proceed (especially if there are natural lower and # upper limits for each variable).
l_serialaxes_inspector

Create a Serialaxes Inspector

Description

Inspectors provide graphical user interfaces to oversee and modify plot states.

Usage

l_serialaxes_inspector(parent = NULL, ...)

Arguments

parent parent widget path
...
state arguments

Value

widget handle

See Also

l_create_handle

Examples

if(interactive()){
  i <- l_serialaxes_inspector()
}

l_setAspect  

Set the aspect ratio of a plot

Description

The aspect ratio is defined by the ratio of the number of pixels for one data unit on the y axis and the number of pixels for one data unit on the x axes.

Usage

l_setAspect(widget, aspect, x, y)

Arguments

- **widget**: widget path as a string or as an object handle
- **aspect**: aspect ratio, optional, if omitted then the x and y arguments have to be specified.
- **x**: optional, if the aspect argument is missing then x and y can be specified and the aspect ratio is calculated using \( y/x \).
- **y**: see description for x argument above

Examples

```r
## Not run:
p <- with(iris, l_plot(Sepal.Length ~ Sepal.Width, color=Species))
l_aspect(p)
l_setAspect(p, x = 1, y = 2)
## End(Not run)
```

l_setColorList  

Use custom colors for mapping nominal values to distinct colors

Description

Modify loon’s color mapping list to a set of custom colors.

Usage

l_setColorList(colors)

Arguments

- **colors**: vector with valid color names or hex-encoded colors
Details

There are two commonly used mapping schemes of data values to colors: one scheme maps numeric values to colors on a color gradient and the other maps nominal data to colors that can be well differentiated visually (e.g. to highlight the different groups). Presently, loon always uses the latter approach for its color mappings. You can use specialized color palettes to map continuous values to color gradients as shown in the examples below.

When assigning values to a display state of type color then loon maps those values using the following rules

1. if all values already represent valid Tk colors (see tkcolors) then those colors are taken.
2. if the number of distinct values are less than number of values in loon’s color mapping list then they get mapped according to the color list, see l_setColorList and l_getColorList.
3. if there are more distinct values as there are colors in loon’s color mapping list then loon’s own color mapping algorithm is used. See loon_palette and for more details about the algorithm below in this documentation.

Loon’s default color list is composed of the first 11 colors from the hcl color wheel (displayed below in the html version of the documentation). The letters in hcl stand for hue, chroma and luminance, and the hcl wheel is useful for finding "balanced colors" with the same chroma (radius) and luminance but with different hues (angles), see Ross Ihaka (2003) “Colour for presentation graphics”, Proceedings of DSC, p. 2 (https://www.stat.auckland.ac.nz/~ihaka/courses/787/color.pdf).

The colors in loon’s internal color list are also the default ones listed as the "modify color actions" in the analysis inspectors. To query and modify loon’s color list use l_getColorList and l_setColorList.

In the case where there are more unique data values than colors in loon’s color list then the colors for the mapping are taken from different locations distributed on the hcl color wheel (see above).

One of the advantages of using the hcl color wheel is that one can obtain any number of "balanced colors" with distinct hues. This is useful in encoding data with colors for a large number of groups; however, it should be noted that the more groups we have the closer the colors sampled from the wheel become and, therefore, the more similar in appearance.

A common way to sample distinct "balanced colors" on the hcl wheel is to choose evenly spaced hues distributed on the wheel (i.e. angles on the wheel). However, this approach leads to color sets where most colors change when the sample size (i.e. the number of sampled colors from the wheel) increases by one. For loon, it is desirable to have the first m colors of a color sample of size m+1 to be the same as the colors in a color sample of size m, for all positive natural numbers m. Hence, we prefer to have a sequence of colors. This way, the colors on the inspectors stay relevant (i.e. they match with the colors of the data points) when creating plots that encode with color a data variable with different number of groups.

We implemented such a color sampling scheme (or color sequence generator) that also makes sure that neighboring colors in the sequence have different hues. In you can access this color sequence generator with loon_palette. The color wheels below show the color generating sequence twice, once for 16 colors and once for 32 colors.

Note, for the inspector: If there are more unique colors in the data points than there are on the inspectors then it is possible to add the next five colors in the sequence of the colors with the +5
button. Alternatively, the + button on the modify color part of the analysis inspectors allows the user to pick any additional color with a color menu. Also, if you change the color mapping list and close and re-open the loon inspector these new colors show up in the modify color list.

When other color mappings of data values are required (e.g. numerical data to a color gradient) then the functions in the scales R package provide various mappings including mappings for qualitative, diverging and sequential values.

See Also


Examples

if(interactive()){

  l_plot(1:3, color=1:3) # loon's default mapping

  cols <- l_getColorList()
  l_setColorList(c("red", "blue", "green", "orange"))
  ## close and reopen inspector
  l_plot(1:3, color=1:3)  # use the new color mapping
  l_plot(1:10, color=1:10) # use loons default color mapping as color list is too small

  # reset to default
  l_setColorList(cols)
}

## Not run:
# you can also perform the color mapping yourself, for example with
# the col_numeric function provided in the scales package
if (requireNamespace("scales", quietly = TRUE)) {
  p_custom <- with(olive, l_plot(stearic ~ oleic,
                               color = scales::col_numeric("Greens", domain = NULL)(palmitic)))
}

## End(Not run)

---

**l_setColorList_baseR**  
Set loon’s color mapping list to the colors from base R

**Description**

Loon’s color list is used to map nominal values to colors. See the documentation for `l_setColorList`.  

Usage

l_setColorList_baseR()

See Also


l_setColorList_ColorBrewer

Set loon's color mapping list to the colors from ColorBrewer

Description

Loon's color list is used to map nominal values to colors. See the documentation for l_setColorList.

Usage

l_setColorList_ColorBrewer(
  palette = c("Set1", "Set2", "Set3", "Pastel1", "Pastel2", "Paired", "Dark2", "Accent")
)

Arguments

palette one of the following RColorBrewer palette name: Set1, Set2, Set3, Pastel1, Pastel2, Paired, Dark2, or Accent

Details

Only the following palettes in ColorBrewer are available: Set1, Set2, Set3, Pastel1, Pastel2, Paired, Dark2, and Accent. See the examples below.

See Also


Examples

if (interactive()){  
  ## Not run:
  if (requireNamespace("RColorBrewer", quietly = TRUE)) {  
    RColorBrewer::display.brewer.all()  
  }  
  ## End(Not run)
l_setColorList_ggplot2

l_setColorList_ColorBrewer("Set1")
p <- l_plot(iris)

l_setColorList_ggplot2

Set loon's color mapping list to the colors from ggplot2

Description

Loon’s color list is used to map nominal values to colors. See the documentation for `l_setColorList`.

Usage

l_setColorList_ggplot2()

See Also


l_setColorList_hcl

Set loon’s color mapping list to the colors from hcl color wheel

Description

Loon’s color list is used to map nominal values to colors. See the documentation for `l_setColorList`.

Usage

l_setColorList_hcl(chroma = 56, luminance = 51, hue_start = 231)

Arguments

<table>
<thead>
<tr>
<th>Argument</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>chroma</td>
<td>The chroma of the color. The upper bound for chroma depends on hue and luminance.</td>
</tr>
<tr>
<td>luminance</td>
<td>A value in the range [0,100] giving the luminance of the colour. For a given combination of hue and chroma, only a subset of this range is possible.</td>
</tr>
<tr>
<td>hue_start</td>
<td>The start hue for sampling. The hue of the color specified as an angle in the range [0,360]. 0 yields red, 120 yields green 240 yields blue, etc.</td>
</tr>
</tbody>
</table>

Details

Samples equally distant colors from the hcl color wheel. See the documentation for `hcl` for more information.
l_setLinkedStates

Modify States of a Plot that are Linked in Loon’s Standard Linking Model

Description

Loon’s standard linking model is based on three levels, the linkingGroup and linkingKey states and the used linkable states. See the details below.

Usage

l_setLinkedStates(widget, states)

Arguments

- widget: widget path as a string or as an object handle
- states: used linkable state names, see in details below

See Also

l_setColorList_loon

l_setColorList_loon

Set loon’s color mapping list to the colors from loon defaults

Description

Loon’s color list is used to map nominal values to colors. See the documentation for l_setColorList.

Usage

l_setColorList_loon()
Details

Loon’s standard linking model is based on two states, linkingGroup and linkingKey. The full capabilities of the standard linking model are described here. However, setting the linkingGroup states for two or more displays to the same string is generally all that is needed for linking displays that plot data from the same data frame. Changing the linking group of a display is also the only linking-related action available on the analysis inspectors.

The first linking level is as follows: loon’s displays are linked if they share the same string in their linkingGroup state. The default linking group ‘none’ is a keyword and leaves a display un-linked.

The second linking level is as follows. All n-dimensional states can be linked between displays. We call these states linkable. Further, only linkable states with the same name can be linked between displays. One consequence of this shared state name rule is that, with the standard linking model, the linewidth state of a serialaxes display cannot be linked with the size state of a scatterplot display. Also, each display maintains a list that defines which of its linkable states should be used for linking; we call these states the used linkable states. The default used linkable states are as follows:

<table>
<thead>
<tr>
<th>Display</th>
<th>Default used linkable states</th>
</tr>
</thead>
<tbody>
<tr>
<td>scatterplot</td>
<td>selected, color, active, size</td>
</tr>
<tr>
<td>histogram</td>
<td>selected, color, active</td>
</tr>
<tr>
<td>serialaxes</td>
<td>selected, color, active</td>
</tr>
<tr>
<td>graph</td>
<td>selected, color, active, size</td>
</tr>
</tbody>
</table>

If any two displays are set to be linked (i.e. they share the same linking group) then the intersection of their used linkable states are actually linked.

The third linking level is as follows. Every display has an n-dimensional linkingKey state. Hence, every data point has an associated linking key. Data points between linked plots are linked if they share the same linking key.

l_setOption

Set the value of a loon display option

Description

All of loon’s displays access a set of common options. This function assigns the value to the named option.

Usage

l_setOption(option, value)

Arguments

<table>
<thead>
<tr>
<th>option</th>
<th>the name of the option being set</th>
</tr>
</thead>
<tbody>
<tr>
<td>value</td>
<td>the value to be assigned to the option. If value == &quot;default&quot;, then the option is set to loon’s default value for it.</td>
</tr>
</tbody>
</table>
l_setTitleFont

Set the title font of all loon displays

Description

All of loon’s displays access a set of common options. This function sets the font for the title bar of the displays.

Usage

l_setTitleFont(size = "16", weight = "bold", family = "Helvetica")

Arguments

size the font size.
weight the font size.
family the font family.

Value

the value of the named option.

See Also

l_getOption, l_getOptionNames, l_userOptions, l_userOptionDefault, l_setOption
l_size

Query Size of a Plot Display

Description
Get the width and height of a plot in pixels

Usage
l_size(widget)

Arguments
widget
widget path as a string or as an object handle

Value
Vector width width and height in pixels

See Also
l_resize, l_size<-

l_size<-
Resize Plot Widget

Description
Resizes the toplevel widget to a specific size. This setter function uses l_resize.

Usage
l_size(widget) <- value

Arguments
widget
widget path as a string or as an object handle
value
numeric vector of length 2 with width and height in pixels

See Also
l_resize, l_size
Examples

```r
if(interactive(){
  p <- l_plot(iris)
  l_resize(p, 300, 300)
  l_size(p) <- c(500, 500)
}
```

---

### l_state_names

**Get State Names of Loon Object**

States of loon objects can be accessed `\[\]` and `l_cget` and modified with `l_configure`.

#### Usage

```r
l_state_names(target)
```

#### Arguments

- **target**: either an object of class loon or a vector that specifies the widget, layer, glyph, navigator or context completely. The widget is specified by the widget path name (e.g. `"\l0.plot"`), the remaining objects by their ids.

#### Details

In order to access values of a states use `l_info_states`.

#### Value

state names

#### See Also

- `l_info_states`, `l_cget`, `l_configure`

Other loon interactive states: `l_hist()`, `l_info_states()`, `l_plot()`, `l_serialaxes()`, `names.loon()`
**l_subwin**

Create a child widget path

**Description**

This function is similar to `.Tk.subwin` except that does not keep track of numbering the subwidgets. Instead, it creates a widget path (parent).looni, where i is the smallest integer for which no widget exists yet.

**Usage**

```l_subwin(parent, name = "w")```

**Arguments**

- `parent`: parent widget path
- `name`: child name

**Value**

widget path name as a string

**l_throwErrorIfNotLoonWidget**

Throw an error if string is not associated with a loon widget

**Description**

Helper function to ensure that a widget path is associated with a loon widget.

**Usage**

```l_throwErrorIfNotLoonWidget(widget)```

**Arguments**

- `widget`: widget path name as a string

**Value**

TRUE if the string is associated with a loon widget, otherwise an error is thrown.
Description

Create a loon tk top-level window

Usage

l_toplevel(path)

Arguments

path

A valid path name (character); if missing, a valid path will be generated automatically

Value

a tk top level widget

Examples

if(interactive()) {

  tt <- l_toplevel(".test")
  subwin <- l_subwin(tt, 'ts')
  tktitle(tt) <- paste("path:", subwin)
  parent <- as.character(tcl('frame', subwin))

  # a loon widget
  p <- l_plot(rnorm(100), rnorm(100), parent = parent)
  # pack a refresh button (generate new data set)
  refresh_button <- as.character(tcltk::tcl('button',
                                         as.character(l_subwin(parent, 'refresh button'))),
                                         text = "refresh",
                                         bg = "grey80",
                                         fg = "black",
                                         borderwidth = 2,
                                         relief = "raised")

  # layout
  tcltk::tkgrid(p,
                row = 0,
                column = 0,
                rowspan = 10,
                columnspan = 10,
                sticky="nesw")

  tcltk::tkgrid(refresh_button,
Convert a Tcl Object to some other R object

Description

Return values from `.Tcl` and Tcl are of class tclObj and often need to be mapped to a different data structure in R. This function is a helper class to do this mapping.

Usage

`l_toR(x, cast = as.character)`

Arguments

- `x` a tclObj object
- `cast` a function to convert the object to some other R object

Value

A object that is returned by the function specified with the `cast` argument.
**l_userOptionDefault**

*Get loon’s system default value for the named display option.*

**Description**

All of loon’s displays access a set of common options. This function accesses and returns the default value for the named option.

**Usage**

```r
l_userOptionDefault(option)
```

**Arguments**

- `option` the name of the user changeable loon display option whose default value is to be determined.

**Value**

the default value for the named option

**See Also**

`l_getOptionNames`, `l_getOption`, `l_userOptionDefault`, `l_userOptions`

**Examples**

```r
l_userOptionDefault("background")
```

---

**l_userOptions**

*Get the names of all loon display options that can be set by the user.*

**Description**

All of loon’s displays access a set of common options. This function accesses and returns the names of the subset of loon options which can be changed by the user.

**Usage**

```r
l_userOptions()
```

**Value**

a vector of all user settable option names.
Description

`l_web` opens a browser with the relevant page on the official loon documentation website. This is constructed by joining together the information provided by the arguments `site/package/directory/page`. Default would be the documentation found at [https://great-northern-diver.github.io/loon/](https://great-northern-diver.github.io/loon/).

Usage

```r
l_web(
  page = "index",
  directory = c("home", "reference", "articles"),
  package = c("loon", "loon.data", "loon.ggplot", "loon.tourr", "ggmulti", "zenplots",
     "loon.shiny", "diveR"),
  site = "https://great-northern-diver.github.io",
  ...
)
```

Arguments

- `page` relative path to a page (the "html" part may be omitted)
- `directory` if "home" (the default) then page is ignored and the browser will open at the home page of the official documentation website. If page refers to a package manual reference, then directory must be "reference"; if page refers to the name of a vignette file, then directory should be "articles"
- `package` a string identifying the package name having an online documentation (default "loon")
- `site` the URL of the site (default "https://great-northern-diver.github.io") prefixing the path to the requested documentation.
- `...` arguments forwarded to `browseURL()`, e.g. to specify a browser

See Also

`l_help`, `help`, `vignette`
Examples

```r
## Not run:
l_web()
#
vignette("introduction", package = "loon")
# or
l_web(page = "introduction", directory = "articles")
# or
l_web(package = "loon.data", directory = "reference")
#
help(l_hist)
l_web(page = "l_hist", directory = "reference")

## End(Not run)
```

---

**l_widget**

*Dummy function to be used in the Roxygen documentation*

**Description**

Dummy function to be used in the Roxygen documentation

**Usage**

```r
l_widget(widget)
```

**Arguments**

- `widget`: widget path name as a string

**Value**

widget path name as a string

---

**l_worldview**

*Create a Worldview Inspector*

**Description**

Inspectors provide graphical user interfaces to oversee and modify plot states

**Usage**

```r
l_worldview(parent = NULL, ...)
```
l_zoom

Arguments

parent  parent widget path

...  state arguments

Value

widget handle

See Also

l_create_handle

Examples

if(interactive()){
  i <- l_worldview()
}

Description

This function changes the plot states panX, panY, zoomX, and zoomY to zoom towards or away from the center of the current view.

Usage

l_zoom(widget, factor = 1.1)

Arguments

widget  widget path as a string or as an object handle

factor  a zoom factor
measures1d

Closure of One Dimensional Measures

Description

Function creates a 1d measures object that can be used with `l_ng_plots` and `l_ng_ranges`.

Usage

```r
measures1d(data, ...)  
```

Arguments

- `data` a data.frame with the data used to calculate the measures
- `...` named arguments, name is the function name and argument is the function to calculate the measure for each variable.

Details

For more information run: `l_help("learn_R_display_graph.html#measures")`

Value

a measures object

See Also

`l_ng_plots, l_ng_ranges, measures2d`

Examples

```r
m1 <- measures1d(oliveAcids, mean=mean, median=median,  
                  sd=sd, q1=function(x)as.vector(quantile(x, probs=0.25)),  
                  q3=function(x)as.vector(quantile(x, probs=0.75)))

m1
m1()

m1(olive$palmitoleic>100)

m1('data')

m1('measures')
```
measures2d

Closure of Two Dimensional Measures

Description

Function creates a 2d measures object that can be used with `l_ng_plots` and `l_ng_ranges`.

Usage

```r
measures2d(data, ...)
```

Arguments

- `data` a data.frame with the data used to calculate the measures
- `...` named arguments, name is the function name and argument is the function to calculate the measure for each variable.

Details

For more information run: `?help("learn_R_display_graph.html#measures")`

Value

- a measures object

See Also

- `l_ng_plots`, `l_ng_ranges`, `measures2d`

Examples

```r
m <- measures2d(oliveAcids, separator='*', cov=cov, cor=cor)
m
m()
m(keep=olive$palmitic>1360)
m('data')
m('grid')
m('measures')
```
Description

Population census count of various named visible minority groups in each of 33 major census metropolitan areas of Canada in 2006.

These data are from the 2006 Canadian census, publicly available from Statistics Canada.

Usage

minority

Format

A data frame with 33 rows and 18 variates

Arab Number identifying as ‘Arab’.
Black Number identifying as ‘Black’.
Chinese Number identifying as ‘Chinese’.
Filipino Number identifying as ‘Filipino’.
Japanese Number identifying as ‘Japanese’.
Korean Number identifying as ‘Korean’.
Latin.American Number identifying as ‘Latin American’.
Multiple.visible.minority Number identifying as being a member of more than one visible minority.
South.Asian Number identifying as ‘South Asian’.
Southeast.Asian Number identifying as ‘Southeast Asian’.
Total.population Total population of the metropolitan census area.
Visible.minority.not.included.elsewhere Number identifying as a member of a visible minority that was not included elsewhere.
Visible.minority.population Total number identifying as a member of some visible minority.
West.Asian Number identifying as ‘West Asian’.
lat, long Latitude and longitude (in degrees) of the metropolitan census area.
googleLat, googleLong Latitude and longitude in degrees determined using the Google Maps Geocoding API.

rownames(minority) are the names of the metropolitan areas or cities.

Source

Statistics Canada
names.loon

Get State Names of Loon Object

Description
States of loon objects can be accessed `[]` and `l_cget` and modified with `l_configure`.

Usage
```r
## S3 method for class 'loon'
names(x)
```

Arguments
- `x` loon object

Value
state names

See Also
Other loon interactive states: `l_hist()`, `l_info_states()`, `l_plot()`, `l_serialaxes()`, `l_state_names()`

ndtransitiongraph
Create a n-d transition graph

Description
A n-d transition graph has k-d nodes and all edges that connect two nodes that from a n-d subspace

Usage
```r
ndtransitiongraph(nodes, n, separator = ":")
```

Arguments
- `nodes` node names of graph
- `n` integer, dimension an edge should represent
- `separator` character that separates spaces in node names

Details
For more information run: `l_help("learn_R_display_graph.html.html#graph-utilities")`
Value
graph object of class loongraph

Examples
g <- ndtransitiongraph(nodes=c('A:B', 'A:F', 'B:C', 'B:F'), n=3, separator=':')

olive *Fatty Acid Composition of Italian Olive Oils*

Description
This data set records the percentage composition of 8 fatty acids found in the lipid fraction of 572 Italian olive oils. The oils are samples taken from three Italian regions varying number of areas within each region. The regions and their areas are recorded as shown in the following table:

<table>
<thead>
<tr>
<th>Region</th>
<th>Area</th>
</tr>
</thead>
<tbody>
<tr>
<td>North</td>
<td>North-Apulia, South-Apulia, Calabria, Sicily</td>
</tr>
<tr>
<td>South</td>
<td>East-Liguria, West-Liguria, Umbria</td>
</tr>
<tr>
<td>Sardinia</td>
<td>Coastal-Sardinia, Inland-Sardinia</td>
</tr>
</tbody>
</table>

Usage
olive

Format
A data frame containing 572 cases and 10 variates.

Region Italian olive oil general growing region: North, South, or Sardinia
Area These are "Administrative Regions" of Italy (e.g. Sicily, or Umbria), or parts of such a region like "Coastal-Sardinia" and "Inland-Sardinia" or "North-Apulia" and "South-Apulia". Administrative regions are larger than, and contain, Italian provinces.

palmitic Percentage (in hundredths of a percent) of Palmitic acid, or hexadecanoic acid in the olive oil. It is the most common saturated fatty acid found in animals, plants and micro-organisms.

palmitoleic Percentage (in hundredths of a percent) of Palmitoleic acid, an omega-7 monounsaturated fatty acid.

stearic Percentage (in hundredths of a percent) of Stearic acid, a saturated fatty acid. It is a waxy solid and its name comes from the Greek word for tallow. Like palmitic acid, it is one of the most common saturated fatty acids found in nature.

oleic Percentage (in hundredths of a percent) of Oleic acid, the most common fatty acid occurring in nature found in various animal and vegetable fats and oils.

linoleic Percentage (in hundredths of a percent) of Linoleic acid, a polyunsaturated omega-6 fatty acid. It is one of two essential fatty acids for humans.
linolenic  Percentage (in hundredths of a percent) of Linolenic acid, a type of fatty acid. It can refer to one of two types of fatty acids or a mixture of both. One is an omega-3 essential fatty acid; the other an omega-6.

arachidic  Percentage (in hundredths of a percent) of Arachidic acid, also known as eicosanoic acid, a saturated fatty acid that is used for the production of detergents, photographic materials and lubricants.

eicosenoic  Percentage (in hundredths of a percent) of Eicosenoic acid, which may refer to one of three closely related fatty acids: gadoleic acid (omega-11), gondoic acid (omega-9), or paullinic acid (omega-7).

Note that the percentages (in hundredths of a percent) should sum to approximately 10,000 for each oil (row).

References


See Also

oliveLocations

oliveAcids

Just the Fatty Acid Composition of Italian Olive Oils

Description

This is the olive data set minus the Region and Area variables.

Usage

oliveAcids

Format

A data frame containing 572 cases and 8 variates.

See Also

olive
oliveLocations  

*Geographic location of each Italian olive growing area named in the olive data.*

**Description**

A longitude and latitude for each *Area* named in the `olive` data set.

**Usage**

```
oliveLocations
```

**Format**

A data frame containing 9 cases and 3 variates.

- **Area**  name of the Italian growing area of the olive oil.
- **lat, long**  latitude and longitude in degrees of the approximate centre of the named growing area

**Source**

https://www.latlong.net

**See Also**

`olive`

---

plot.loon  

*Plot the current view of any loon plot in the current device.*

**Description**

This is a wrapper for `grid.loon()` to simplify the plotting of loon plots on any device. Frequent users are recommended to use `grid.loon()` for more control.

**Usage**

```
# S3 method for class 'loon'
plot(x, y = NULL, ...)
```

**Arguments**

- **x**  
  the loon plot to be plotted on the current device
- **y**  
  NULL, will be ignored.
- **...**  
  parameters passed to `loonGrob`
Value

invisible()

See Also

loonGrob, grid.loon, l_export

Examples

if(interactive()) {
  loonPlot <- with(iris, l_plot(Sepal.Length, Sepal.Width))
  loonPlot['color'] <- iris$Species
  loonPlot['selected'] <- iris$Species == "versicolor"
  l_scaleto_selected(loonPlot)
  loonPlot['showGuides'] <- TRUE
  plot(loonPlot)
}

plot.loongraph

Plot a loon graph object with base R graphics

Description

This function converts the loongraph object to one of class graph and the plots it with its respective plot method.

Usage

## S3 method for class 'loongraph'
plot(x, ...)

Arguments

x object of class loongraph

... arguments forwarded to method

Examples

g <- loongraph(letters[1:4], letters[1:3], letters[2:4], FALSE)
print.1_layer  

*Print a summary of a loon layer object*

---

**Description**

Prints the layer label and layer type

**Usage**

```r
## S3 method for class '1_layer'
print(x, ...)
```

**Arguments**

- `x` an `1_layer` object
- `...` additional arguments are not used for this method

**See Also**

- `1_layer`

---

print.measures1d  

*Print function names from measure1d object*

---

**Description**

Prints the function names of a measure1d object using `print.default`.

**Usage**

```r
## S3 method for class 'measures1d'
print(x, ...)
```

**Arguments**

- `x` `measures1d` object
- `...` arguments passed on to `print.default`
### print.measures2d

*Print function names from measure2d object*

**Description**

Prints the function names of a measure2d object using print.default.

**Usage**

```r
## S3 method for class 'measures2d'
print(x, ...)  
```

**Arguments**

- `x`: measures2d object
- `...`: arguments passed on to print.default

### scagnostics2d

*Closure of Two Dimensional Scagnostic Measures*

**Description**

Function creates a 2d measures object that can be used with `l_ng_plots` and `l_ng_ranges`.

**Usage**

```r
scagnostics2d(
  data,
  scagnostics = c("Clumpy", "Monotonic", "Convex", "Stringy", "Skinny", "Outlying", 
                  "Sparse", "Striated", "Skewed"),
  separator = ":"
)
```

**Arguments**

- `data`: a data.frame with the data used to calculate the measures
- `scagnostics`: vector with valid scanostics measure names, i.e. "Clumpy", "Monotonic", "Convex", "Stringy", "Skinny", "Outlying", "Sparse", "Striated", "Skewed". Also the prefix "Not" can be added to each measure which equals 1-measure.
- `separator`: string the separates variable names in 2d graph nodes

**Details**

For more information run: `l_help("learn_R_display_graph.html#measures")`
Value

a measures object

See Also

l_ng_plots, l_ng_ranges, measures2d

Examples

## Not run:
m <- scagnostics2d(oliveAcids, separator='**')
m(m(olive$palmitoleic > 80)
m('data')
m('grid')
m('measures')

## End(Not run)

tcl_img_2_r_raster

A tk Image Object to a Raster Object

Description

Turn a tk image object to an R raster object

Usage

tcl_img_2_r_raster(img)

Arguments

img a tk image object

Examples

if(requireNamespace("grid")) {
puglia <- list.files(file.path(find.package(package = 'loon'), "images"),
    full.names = TRUE)[1L]
# `img` is a tk image object
img <- setNames(l_image_import_files(puglia),
    tools::file_path_sans_ext(basename(puglia)))
raster <- tcl_img_2_r_raster(img)
grid::grid.newpage()
grid::grid.raster(raster)
}
tkcolors

List the valid Tk color names

Description

The core of Loon is implemented in Tcl and Tk. Hence, when defining colors using color names, Loon uses the Tcl color representation and not those of R. The colors are taken from the Tk sources: doc/colors.n.

If you want to make sure that the color names are represented exactly as they are in R then you can convert the color names to hexencoded color strings, see the examples below.

Usage

tkcolors()

Examples

# check if R colors names and TK color names are the same
setdiff(tolower(colors()), tolower(tkcolors()))
setdiff(tolower(tkcolors()), tolower(colors()))

# hence there are currently more valid color names in Tk
# than there are in R

# Let's compare the colors of the R color names in R and Tk
tohex <- function(x) {
  sapply(x, function(xi) {
    crgb <- as.vector(col2rgb(xi))
    rgb(crbg[1], crgb[2], crgb[3], maxColorValue = 255)
  })
}

df <- data.frame(
  R_col = tohex(colors()),
  Tcl_col = hex12tohex6(l_hexcolor(colors())),
  row.names = colors(),
  stringsAsFactors = FALSE
)

df_diff <- df[df$R_col != df$Tcl_col,]

if (requireNamespace("grid", quietly = TRUE)) {
  grid::grid.newpage()
  grid::pushViewport(grid::plotViewport())
  x_col <- grid::unit(0, "npc")
  x_R <- grid::unit(6, "lines")
  x_Tcl <- grid::unit(10, "lines")
}
grid::grid.text('color', x=x_col, y=grid::unit(1, "npc"),
                just='left', gp=grid::gpar(fontface='bold'))
grid::grid.text('R', x=x_R, y=grid::unit(1, "npc"), just='center',
                gp=grid::gpar(fontface='bold'))
grid::grid.text('Tcl', x=x_Tcl, y=grid::unit(1, "npc"), just='center',
                gp=grid::gpar(fontface='bold'))
for (i in 1:nrow(df_diff)) {
  y <- grid::unit(1, "npc") - grid::unit(i*1.2, "lines")
  grid::grid.text(rownames(df_diff)[i], x=x_col, y=y, just='left')
  grid::grid.rect(x=x_R, y=y, width=grid::unit(3, "line"),
                  height=grid::unit(1, "line"), gp=grid::gpar(fill=df_diff[i,1]))
  grid::grid.rect(x=x_Tcl, y=y, width=grid::unit(3, "line"),
                  height=grid::unit(1, "line"), gp=grid::gpar(fill=df_diff[i,2]))
}

UsAndThem

**Data to re-create Hans Rosling's famous "Us and Them" animation**

**Description**

This data was sourced from [https://www.gapminder.org/](https://www.gapminder.org/) and contains Population, Life Expectancy, Fertility, Income, and Geographic.Region information between 1962 and 2013 for 198 countries.

**Usage**

UsAndThem

**Format**

A data frame with 9855 rows and 8 variables

- **Country** country name
- **Year** year of recorded measurements
- **Population** country’s population
- **LifeExpectancy** average life expectancy in years at birth
- **Fertility** in number of babies per woman
- **Income** Gross domestic product per person adjusted for inflation and purchasing power (in international dollars)
- **Geographic.Region** one of six large global regions
- **Geographic.Region.ID** two letter identification of country

**Source**

[https://www.gapminder.org/](https://www.gapminder.org/)
Index

* datasets
  minority, 276
  olive, 278
  oliveAcids, 279
  oliveLocations, 280
  UsAndThem, 286
* glyph functions
  l_glyph_add, 99
  l_glyph_add.default, 100
  l_glyph_add.image, 101
  l_glyph_add.pointrange, 102
  l_glyph_add.polygon, 103
  l_glyph_add.serialaxes, 105
  l_glyph_add.text, 106
  l_glyph_delete, 107
  l_glyph_getLabel, 107
  l_glyphGetType, 108
  l_glyph_ids, 108
  l_glyph_relabel, 109
  l_primitiveGlyphs, 241
* loon interactive states
  l_hist, 122
  l_info_states, 130
  l_plot, 222
  l_plot_arguments, 233
  l_serialaxes, 251
  l_state_names, 266
  names.loon, 277
* three-dimensional plotting functions
  l_plot3D, 228
  l_scale3D, 247
* time series decomposition plotting functions
  l_plot.ts, 237
* two-dimensional plotting functions
  l_plot, 222
  l_plot_arguments, 233
  .Tcl, 211, 269
  [.loon (l_cget), 65
  [<=.loon (l_configure), 68
  as.character, 106
  as.graph, 8, 29, 110
  as.loongraph, 9
  as.raster, 179
  as_grid_size, 9
  as_hex6color, 10, 12, 66, 122
  char2num.data.frame, 11
  col_factor, 12
  col_numeric, 12
  color_loon, 12
  colors, 66
  complemen, 13, 29, 110
  complemen.loongraph, 14
  completegraph, 14, 29, 110
  condGrob, 15
  contourlines, 149
  cut, 38
  decompose, 239
  density, 134, 224, 226
  dist, 26
  facet_grid_layout, 16
  facet_separate_layout, 17
  facet_wrap_layout, 18
  formula, 124, 224, 230, 233, 251
  get_display_color, 20
  get_font_info_from_tk, 20
  get_layer_states, 21
  get_model_display_order, 22
  glyph_to_pch, 22
  graphreduce, 23
  gray.colors, 159
  grid.loon, 24, 31, 125, 227, 232, 252, 281
  hcl, 261
  hcl.colors, 159
INDEX

l_layer_rasterImage, 132, 179
l_layer_rectangle, 132, 180
l_layer_rectangles, 132, 182
l_layer_relabel, 133, 154, 183
l_layer_show, 133, 158, 161, 164, 165, 184
l_layer_smooth, 132, 185
l_layer_text, 132, 188
l_layer_texts, 189, 190, 191
l_layers_inspector, 147
l_loon_inspector, 192
l_loonWidgets, 38, 68, 86, 191
l_make_glyphs, 100, 102, 193, 225, 231, 234
l_move_grid, 197, 198–203
l_move_halign, 198, 198, 199–203
l_move_hdist, 198, 199, 199, 200–203
l_move_jitter, 198–200, 200, 201–203
l_move_reset, 198–201, 201, 202, 203
l_move valign, 198–202, 202, 203
l_move_vdist, 198–203, 203
l_navigraph, 110, 204, 226, 233
l_navigator_add, 205, 206–210
l_navigator_delete, 205, 206
l_navigator_getLabel, 205, 206
l_navigator_getPath, 207
l_navigator_ids, 205, 207
l_navigator_relabel, 205, 208
l_navigator_walk_backward, 205, 208
l_navigator_walk_forward, 205, 209
l_navigator_walk_path, 205, 209
l_nDimStateNames, 124, 210, 224, 230, 233, 251
l_nestedTclList2Rlist, 210, 244
l_ng_plots, 110, 211, 212, 214, 215, 218, 274, 275, 283, 284
l_ng_plots_default, 211, 212, 215
l_ng_plots_measures, 211, 212, 213, 215
l_ng_plotscagnostics, 211, 212, 215
l_ng_ranges, 110, 211, 212, 214–216, 216, 217–219, 274, 275, 283, 284
l_ng_ranges_default, 216, 216, 219
l_ng_ranges_measures, 216, 217, 218, 219
l_ng_ranges_scagnostics, 216, 217, 219
l_pairs, 192, 220, 226, 233
l_plot, 125, 130, 221, 222, 224, 226, 233, 235, 252, 266, 277
l_plot.decomposed.ts, 239
l_plot.default, 226
l_plot.stl, 239
l_plot3D, 228, 232, 247
l_plot_arguments, 233
l_plot_inspector, 236
l_plot_inspector_analysis, 237
l_plot_ts, 237
l_predict, 239
l_primitiveGlyphs, 100–104, 106–109, 225, 230, 234, 241
l_redraw, 242
l_resize, 243, 265
l_Rlist2nestedTclList, 211, 243
l_saveStates, 75, 244
l_scale3D, 232, 247
l_scaleto_active, 248
l_scaleto_layer, 133, 249
l_scaleto_plot, 249
l_scaleto_selected, 250
l_scaleto_world, 125, 133, 250
l_serialaxes, 94, 125, 130, 227, 251, 266, 277
l_serialaxes_inspector, 256
l_setAspect, 257
l_setColorList, 12, 35, 67, 86, 257, 258–262
l_setColorList_baseR, 259, 259, 260–262
l_setColorList_ColorBrewer, 259, 260, 260, 261, 262
l_setColorList_ggplot2, 260, 261, 261, 262
l_setColorList_hcl, 259–261, 261, 262
l_setColorList_loon, 260–262, 262
l_setLinkedStates, 88, 234, 262
l_setOption, 89, 90, 263, 264, 271
l_setTitleFont, 264
l_size, 243, 265, 265
l_size<-, 265
l_state_names, 125, 130, 227, 252, 266, 277
l_subwin, 267
l_throwErrorIfNotLoonWidget, 267
l_toplevel, 268
l_toR, 269
l_userOptionDefault, 89, 90, 264, 270, 270, 271
l_userOptions, 89, 90, 264, 270, 270
l_web, 121, 271
l_widget, 272
l_worldview, 272
l_zoom, 273
linegraph, 26, 29, 110
INDEX

linegraph.loongraph, 27
loon, 28
loon-package (loon), 28
loon_palette, 12, 35, 258
loongraph, 29, 87, 110, 113–115
loonGrob, 24, 30, 125, 227, 232, 252, 281
loonGrob_layoutType, 34
map, 137, 227
measures1d, 211, 212, 214–219, 274
measures2d, 211, 212, 214–219, 274, 275, 278, 284
minority, 276
names, 233
names.loon, 125, 130, 227, 233, 252, 266, 277
ndtransitiongraph, 277
olive, 278, 279, 280
oliveAcids, 279
oliveLocations, 279, 280
pch, 23
plot, 226, 233
plot.loon, 24, 81, 125, 227, 232, 252, 280
plot.loongraph, 281
png, 194
prcomp, 247
print.1_layer, 282
print.measures1d, 282
print.measures2d, 283
rasterImage, 179
readRDS, 91, 245
saveRDS, 75, 91, 245
scagnostics, 215, 219
scagnostics2d, 211, 212, 214–219, 283
scale, 247
scales, 259
sp, 135–147
stl, 224, 226, 239
tcl, 211, 269
tcl_img_2_r_raster, 284
tkcolors, 12, 258, 285
tkpack, 16, 19, 84, 125, 138, 149, 159, 179, 193, 221, 226, 231, 235, 252
tkplace, 16, 19, 84, 125, 138, 149, 159, 179, 193, 221, 226, 231, 235, 252

unit, 21
UsAndThem, 286
UseMethod, 132
vignette, 271
xy.coords, 165, 172, 224, 233